

<b>NAME:</b> Partisan				
<b>PLAYER:</b>				
<b>VALUE</b>	<b>CHAR</b>	<b>COST</b>	<b>BASE</b>	<b>PTS</b>
18	Strength	x1	10	8
20	Dexterity	x3	10	30
20	Constitution	x2	10	20
16	Body	x2	10	12
13	Intelligence	x1	10	3
14	Ego	x2	10	8
18	Presence	x1	10	8
14	Comeliness	x1/2	10	2
8	Physical Defex	x1	4	4
7	Energy Defens	x1	4	3
5	Speed	x10	3.0	30
10	Recovery	x2	8	4
40	Endurance	x1/2	40	0
35	Stun	x1	35	0
<b>Characteristics Cost:</b>				132
<b>STR Roll:</b> 13-	Run			6"
<b>DEX Roll:</b> 13-	Swim			2"
<b>INT Roll:</b> 12-	Jump			4"
<b>EGO Roll:</b> 12-				
<b>PER Roll:</b> 12-				
<b>Experience:</b> 0				
<b>DISADVANTAGES BASE: 100+PTS</b>				
DNPC, "Crippled son", incompetent, appear 8-				15
Hunted, "Terrorist groups", as powerful, harsh, appear 11-				15
Hunted, "Project: Armour", more powerful, non-combat influence, harsh, appear 8-				20
Normal Stats				20
Psych Lim, "Overconfident", common, strong				15
Psych Lim, "Vengeful", common, strong				15
Rep, "Minor league hero", occur 8-				5
Secret ID, "Jack Bray"				15
Unluck, 2D6				10
Vuln, "Magic", uncommon, x1 1/2 stun				5
Vuln, "Magic", uncommon, x1 1/2 body				5
Watched, "UK government", more powerful, non-combat influence, mild, appear 11-				10
<b>Disadvantages Total :</b>				150
<b>Experience Spent +</b>				0
<b>Total Points =</b>				250

# THE LONDON WATCH

<b>PTS</b>	<b>POWERS</b>	<b>END</b>
	==Perks==	
1	8- Contact: London Police	
2	11- Contact: UK Government Official	
	==Skills==	
5	Acting 14-	
5	Defense Maneuver	
5	Disguise 12-	
2	Lang: Watch Battle Language, fluent conversation	
4	Martial Block	
4	Martial Disarm	
4	M Strike	
3	Martial Throw	
0	PS: Soldier 8-	
3	Stealth 13-	
	==Talents==	
3	Bump Of Direction	
3	12- Combat Sense	
3	13- Fast Draw	
3	Lightsleep	
5	5 Resistance	
	==Equipment==	
15	10/10 Armor, OIF(-1/2), 14- Activation(-1/2)	
15	MP (30), "Weapons", OAF (-1)	
1u	3" Darkness, "Smoke Bombs", Sight, 5-6 Charges(0), continuing, duration: 1 minute	0
1u	1D6 HKA, "Blade", vs physical defense, x2 Armor Piercing(+1)	3
1u	1D6 RKA, "Sniper Rifle", vs physical defense, 13-16 Charges (0), x25 Increased Max Range(+1/2), No Range Mod(+1/2)	0
1u	1D6 RKA, "Endless Pistol", 126-250 Charges(+1)	0
1u	24" Swinging, "Rope gun", 1/2 END(+1/4)	3
4	Radio XMIT/REC, IIF (-1/4)	
24	VPP (20), only change between adv, OAF(-1)	

Base OCV: 7      Base DCV: 7  
Adjustment +      Adjustment +  
Final OCV =      Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	
Martial Block	1/2	+2	+2	
Martial Disarm	1/2	-1	+1	28 STR
M Strike	1/2	+0	+2	5 1/2D6
Martial Throw	1/2	+0	+1	3 1/2D6 + v/5

**Rang** <4 <8 <16 <32 <64 <128  
**RMod** -0 -2 -4 -6 -8 -10

DEX: 20    SPD: 5    ECV: 5  
Phases - - 3 - 5 - - 8 - 10 - 12  
PD/rPD 18/ 10    ED/rED 17/ 10  
END: 40    STUN: 35    BODY: 16

3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulders	x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

## NOTES

April 17th, 2015  
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Kingdom of Champions (410)  
p132  
Name: Jack Bray  
Species: Human  
Gender: Male  
Team: The London Watch



118 : Powers Total  
132 + Characteristic Total  
250 = Total Cost