

NAME: Swashbuckler
PLAYER:

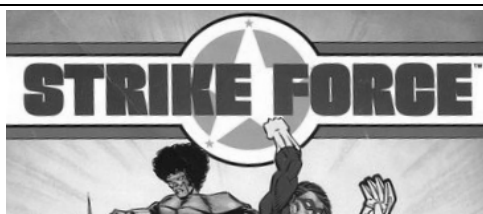
VALUE	CHAR	COST	BASE	PTS
28	Strength	x1	10	18
23	Dexterity	x3	10	39
28	Constitution	x2	10	36
18	Body	x2	10	16
18	Intelligence	x1	10	8
10	Ego	x2	10	0
18	Presence	x1	10	8
14	Comeliness	x1/2	10	2
11	Physical Defex	x1	6	5
11	Energy Defens	x1	6	5
6	Speed	x10	3.3	27
12	Recovery	x2	12	0
56	Endurance	x1/2	56	0
46	Stun	x1	46	0
Characteristics Cost:				164

STR Roll: 15-	Run	9"
DEX Roll: 14-	Swim	2"
INT Roll: 13-	Jump	6"
EGO Roll: 11-		
PER Roll: 13-		

Experience: 24

DISADVANTAGES	BASE:	200+PTS
DNPC,"Sister, Shari Taylor",normal,useful skills,appear 8-		5
Distinctive,"Detects as a mutant",easily concealable,major		10
Physical Lim,"Blind",infrequently,slightly		5
Psych Lim,"Showoff",very common,moderate		15
Psych Lim,"Code vs. killing",common,strong		15
Psych Lim,"Gallant",common,strong		15
Secret ID,"George Taylor"		15

Disadvantages Total : 80
Experience Spent + 24
Total Points = 304



PTS	POWERS	END
15	Radar Sense,"Sonar"	
6	9" Running	2
==Perks==		
2	Local Police Powers	
==Skills==		
3	Acrobatics 14-	
3	Computer Programming 13-	
8	1 Levels,all combat	
3	Stealth 14-	
2	WF,Swords,Whip	
==Equipment==		
7	11/11 Damage Resistance,"Costume",OIF(-1/2)	
20	MP (40),"Whip",OAF(-1)	
2u	8D6 EB,vs physical defense,10 inch range (-1/4)	4
1u	10" Swinging	2
18	MP (36),"Cloak",OAF(-1)	
2u	12/12 Armor,"Cloak"	
1u	8" Gliding	
4	PKG,"Radio Tracer",OAF(-1)	
(2)	Radio XMIT/REC	
(2)	+5 INT	
43	3D6+1 RKA,"Rapier",vs physical defense,OAF(-1),x1 Armor Piercing(+1/2),1/2 END(+1/4)	4

140 : **Powers Total**
 164 + **Characteristic Total**
 304 = **Total Cost**

Base OCV: 8 Base DCV: 8
 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	

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

DEX: 23 SPD: 6 ECV: 3
 Phases - 2 - 4 - 6 - 8 - 10 - 12
 PD/rPD 11/ 11 ED/rED 11/ 11
 END: 56 STUN: 46 BODY: 18

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
 4 Strike Force p52
 Name: George Taylor
 Gender: Male
 Species: Human mutant
 Height: 6 feet 2 inches
 Weight: 180 pounds
 Hair: Brown
 Eyes: Blue
 Team: Strike Force (retired)

