

NAME: Yoeman				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
15	Strength	x1	10	5
23	Dexterity	x3	10	39
15	Constitution	x2	10	10
10	Body	x2	10	0
10	Intelligence	x1	10	0
11	Ego	x2	10	2
15	Presence	x1	10	5
16	Comeliness	x1/2	10	3
6	Physical Defex	x1	3	3
9	Energy Defens	x1	3	6
5	Speed	x10	3.3	17
7	Recovery	x2	6	2
40	Endurance	x1/2	30	5
26	Stun	x1	26	0
Characteristics Cost:				97

STR Roll: 12-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 11-	Jump	8"
EGO Roll: 11-	Swinging	11"
PER Roll: 11-		

Experience: 0

DISADVANTAGES	BASE: 100+PTS
DNPC,normal,useful skills, appear 14-	15
Enraged,"Takes Body",very common,occur 11-,recover 14-	10
Hunted,"CUIRASS",more powerful,non-combat influence,harsh,appear 11-	25
Psych Lim,"Avoids being hurt",common,strong	15
Psych Lim,"Showoff",very common,strong	20
Psych Lim,"Swashbuckler",common,strong	15
Public ID,"John Dent"	10
Rep,"Uses excessive force",occur 8-	5
Rivalry,"Blazon",professional,in superior position	10
Unluck,3D6	15
Watched,"New Knights",more powerful,non-combat influence,mild,appear 11-	10

Disadvantages Total : 150
Experience Spent + 0
Total Points = 250

THE LONDON WATCH

PTS	POWERS	END
5	8 OCV Missile Deflection	
	==Skills==	
3	Acrobatics 14-	
5	Choke Hold	
5	Def Strike	
3	KS: Archery 12-	
2	Lang: Watch Battle Language,fluent conversation	
12	4 Levels: Arrows,tight group	
4	Martial Block	
3	Martial Throw	
5	Off Strike	
2	PS: Security Guard 12-	
3	Security Systems 11-	
3	Survival 11-	
1	Weapon Groups,Staff	
	==Talents==	
25	12- Find Weakness,any group of attacks,Desc: Arrows	
	==Equipment==	
12	8/8 Armor,OIF(-1/2), 14- Activation(-1/2)	
6	3D6 HA,"Staff",OAF (-1),0 END(+1/2)	0
33	MP (75),"Trick Arrows",OAF(-1), Gestures(-1/4)	0
2u	6D6 EB,"Knockout gas arrow",5-6 Charges (-3/4),NND(+1),Area Effect(+1/2)	0
2u	2D6+1 RKA,"Shaped charge arrows",vs physical defense,5-6 Charges(-3/4),x1 Armor Piercing(+1/2), Explosion(+1/2)	0
2u	1D6+1 RKA,"Regular arrows",vs physical defense,x1 Armor Piercing(+1/2),x5 Autofire(+1/2),13-16 Charges(0)	0
2u	2D6 RKA,"Homing arrows",5-6 Charges (-3/4),x5 Increased Max Range(+1/4),No Range Mod(+1/2),x1 Armor Piercing(+1/2)	0
4	Radio XMIT/REC,"Wrist watch radio",IIF(-1/4)	0
2	+5" Superleap,"Staff", OAF(-1)	2
7	11" Swinging,"Line", OIF(-1/2)	2

153 : **Powers Total**
 97 + **Characteristic Total**
 250 = **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	
Choke Hold	1/2	-2	+0	2D6
Def Strike	1/2	+1	+3	3D6
Martial Block	1/2	+2	+2	
Martial Throw	1/2	+0	+1	3D6 + v/5
Off Strike	1/2	-2	+1	7D6

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

DEX: 23 SPD: 5 ECV: 4
 Phases - - 3 - 5 - - 8 - 10 - 12
 PD/rPD 14/ 8 ED/rED 17/ 8
 END: 40 STUN: 26 BODY: 10

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	x1/2	x1	-7	
13	Vitals	x4	x1/2	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

Kingdom of Champions (410)
 p130
 Name: John Dent
 Species: Human
 Gender: Male
 Team: The London Watch



© 90