

Character Name:

The Rigg



Alternate IDs:

Genre:

Campaign:

## CHARACTERISTICS

Val	Char	Base	Cost	Roll
40	STR	40	0	17-
10	DEX	10	0	11-
5	OCV	3	10	
0	DCV	3	-15	
10	PD	2	12	
10	ED	2	12	
2	SPD	2.0	0	
16	BODY	16	0	
44m	Run	12	12	
12m	Swim	4	4	
0m	Leap	0	0	
		<b>Total</b>	<b>65</b>	

## COMPUTED VALUES

Characteristic		Value
Lift:		6400.0kg
Initiative:		10
STR/Melee Damage:		8d6
Combat Value Type	Regular	Mental
Offensive Combat Value	5	
Defensive Combat Value	0	
Combat Skill Levels	Assigned to OCV	Assigned to DCV
Defense Type	Normal	Resistant
Physical Defense	10	10
Energy Defense	10	10
Defense Type	Power	Mental
Alternate Defense	20	0
Resistant?	<input type="checkbox"/>	<input type="checkbox"/>

Acts on Phases: 6, 12

ENDURANCE	STUN	BODY
		16 / 16
Current Max	Current Max	Current Max
Current Total	Current Total	Current Total

## EXPERIENCE POINTS

Total earned:	0
Spent:	0
Unspent:	1
Base Points:	215
Complication Points:	0
Characteristic Points:	65
Power Points:	149
Talent Points:	0
Martial Art Points:	0
Skill Points:	0
Perk Points:	0

Total Points: 214

## MOVEMENT

Type	Top Speed
Run	44m [352m NC]
Swim	12m [24m NC]
H. Leap	0m [ NC]
V. Leap	0m [ NC]
Tunneling	10m [40m NC]

## COMPLICATIONS

Description	Points
Total Complications Points	0

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214 Points

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214 Points

Combat Value Type  
Offensive Combat Value  
Defensive Combat Value

Regular  
5  
0

Mental

Combat Skill Levels  
Assigned to OCV  
Assigned to DCV

Regular

Mental

## COMBAT SKILL LEVELS

Levels

Description

## COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	--	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½*	+0	-5	+4 DC attack damage
Move By	½	-2	-2	STR/2 + v/10, you take 1/3
Move Through	½	-v/10	-3	STR + v/6
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged Attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target prone

## RANGE MODIFIERS

Interval	Modifier
0-8m	0
9-16m	-2
17-32m	-4
33-64m	-6
65-125m	-8
129-250m	-10

## CALLED SHOTS

Target	OCV	Hit Location Roll
Head Shot (Head to Shoulders)	-4	1D6+3
High Shot (Head to Vitals)	-2	2D6+1
Body Shot (Hands to Legs)	-1	2D6+4
Low Shot (Shoulders to Feet)	-2	2D6+7*
Leg Shot (Vitals to Feet)	-4	1D6+12

\*Treat a 19 as the Feet location

## HIT LOCATIONS

3D6 Roll	Location	STUN X	N STUN	BODY	To Hit
3-5	Head	x5	x2	x2	-8
6	Hands	x1	x½	x½	-6
7-8	Arms	x2	x½	x½	-5
9	Shoulders	x3	x1	x1	-5
10-11	Chest	x3	x1	x1	-3
12	Stomach	x4	x1½	x1	-7
13	Vitals	x4	x1½	x2	-8
14	Thighs	x2	x1	x1	-4
15-16	Legs	x2	x½	x½	-6
17-18	Feet	x1	x½	x½	-8

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214 Points

## ATTACK POWERS

Name	Effect	END
Caltrops	4d6 Drain	[4]
Electrified Shielding	2d6 Killing Attack - Ranged	5
Front Armored Plate	STR	3
Headlights	Images	0

## DEFENSE POWERS

Name	Effect	Defense	END
Can't Slow Me Down	Power Defense	20	0
Front Armored Plate	Damage Reduction	0	0

## MOVEMENT POWERS

Name	Effect	Top Speed	END
Let Me Through!	Tunneling	10m	0
Truck	Ground Movement	20m	

## SENSORY POWERS

Name	Effect	END
Communication System	High Range Radio Perception	0
Radar Array	Radar	0

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## POWERS

END	Description	Cost
[4]	<b>Caltrops:</b> Drain SPD 4d6, Area Of Effect (4m Radius; +1/4) (50 Active Points); 4 Charges (-1), Limited Arc Of Fire (Behind) (60 degrees; -1/2), Requires A Driving Roll for Placement (13- roll; -1/4)	18
0	<b>Can't Slow Me Down:</b> Power Defense (20 points) (20 Active Points); OIF Bulky (-1), Only Works Against Powers That Would Slow/Stop the Rigg Uncommon attack (-3/4)	7
0	<b>Communication System:</b> High Range Radio Perception (Radio Group) (12 Active Points); OIF Bulky (-1), Affected As Sight and Hearing Group As Well As Radio Group [very common Sense] (-1/2)	5
5	<b>Electrified Shielding:</b> Killing Attack - Ranged 2d6, Area Of Effect (1m Surface; +1/4), Constant (+1/2) (52 Active Points); OIF Bulky (-1), No Range (-1/2)	21
0	<b>Front Armored Plate:</b> Physical Damage Reduction, Resistant, 50% (30 Active Points); OIF Bulky (-1), Partial Coverage: Front 60 Degrees (covers 6 m^3; -3/4)	11
3	<b>Front Armored Plate:</b> Armor Piercing (+1/4), Penetrating (+1/2) (30 Active Points); OIF Bulky (-1), Partial Coverage (Front 60 Degrees) (covers 6 m^3; -3/4*) applied to STR	-14
	<b>GPS System:</b> Absolute Time Sense (3 Active Points); OIF Bulky (Focus: GPS Navigation; -1)	1
	<b>GPS System:</b> Bump Of Direction (3 Active Points); OIF Bulky (Focus: GPS Navigation; -1)	1
0	<b>Headlights:</b> Sight Group Images, Reduced Endurance (0 END; +1/2) (15 Active Points); Limited Power: Only to Create Light Power loses almost all of its effectiveness (-2), Limited Arc Of Fire (180 degrees; Only on same horizontal level; -1/2)	4
0	<b>Let Me Through!:</b> Tunneling 10m through 21 PD material, x4 Noncombat (57 Active Points); OIF Bulky (-1), Requires A Successful Move-Through Roll (Attack roll; -1/2)	23
0	<b>Radar Array:</b> Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic: +14 (32 Active Points); OIF Bulky (-1), Affected As Sight Group As Well As Radio Group [very common Sense] (-1/2)	13
0	<b>Sealed Environment:</b> Life Support (Safe in Intense Cold; Safe in Intense Heat; Self-Contained Breathing) (14 Active Points); OIF Bulky (-1)	7
	<b>Truck:</b> Ground Movement +20m (44m total), x8 Noncombat, No Turn Mode (+1/4), Full Reverse (+1/4), Combat Acceleration/Deceleration (+1/4) (52 Active Points)	52
<b>Total Powers Cost</b>		<b>149</b>

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INFORMATION

CHARACTER IMAGE

Eye Brown

Color:

Hair Brown

Color:

Appearance

Personality

Powers/Tactics

Campaign Use

Height: 2.00 m

Weight: 100.00 kg



Background