Character Name: *Hunter*

Alternate ID:
Campaign:
Genre: *Supers*
Player Name: **Panpiper**

Image

CHARACTERISTICS

Val	Char	Roll	Notes
15	STR	12-	HTH Damage 3d6 END [3]
13	DEX	12-	
13	CON	12-	
13	INT	12-	PER Roll 12-
8	EGO	11-	
13	PRE	12-	PRE Attack: 2 1/2d6
5	OCV		
6	DCV		
1	OMCV		
5	DMCV		
4	SPD		Phases: 3, 6, 9, 12
8/18	PD		8/18 PD (0/10 rPD)
8/18	ED		8/18 ED (0/10 rED)
10	REC		
30	END		
11	BODY		
32	STUN		

COMBAT INFORMATION

OCV: 5   **DCV: 6**

OMCV: 1   **DMCV: 5**

Combat Skill Levels: +2 with Basic Shot , +2 with Barret 95; OAF (-1)

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	--	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4 DC attack damage
Move By	1/2	-2	-2	STR/2+v/10; you take 1/3
Move Through	1/2	-v/10	-3	STR+v/6; you take ½ or all
Multiple Attack	1	var	1/2	Attack multiple times
Set	1	+1	+0	Ranged Attacks only
Shove	1/2	-1	-1	Push 1m per 5 STR
Strike	1/2	+0	+0	STR or weapon
Throw	1/2	+0	+0	Throw w/STR dmg
Trip	1/2	-1	-2	Ranged Attacks only
Offensive Strike	1/2	-2	+1	7d6 Strike
Flying Dodge	1/2	--	+4	Dodge All Attacks, Abort; FMove
Basic Shot	1/2	+0	+0	Strike, +2 DC

CHARACTER IMAGE

EXPERIENCE POINTS

Total Points:	
Total XP Earned:	0
XP Spent:	0
XP Unspent:	0
Base Points:	
Complication Points:	

MOVEMENT

Type	Total
Run	14m[28m NC]
Swim	4m[8m NC]
H. Leap	4m
V. Leap	2m

DEFENSES

Type	Amount
Physical Defense	8/18
Res. Phys. Defense	0/10
Energy Defense	8/18
Res. Energy Defense	0/10
Mental Defense	0
Power Defense	0

COMBAT MODIFIERS

Range (M)	0-8	9-16	17-32	33-64	65-128	126-250
RMOD	0	-2	-4	-6	-8	-10

HIT LOCATION

Roll	Location	STUNx	NSTUN	BODYx	To Hit
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	x1.5	x1	-7
13	Vitals	x4	x1.5	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

Targeting shot	OCV	Hit Location
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 (19=Foot)
Leg shot (Vitals to Feet)	-4	1d6+12

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SKILLS

Roll	Name
	+2 with Basic Shot
	+2 versus range modifiers with Basic Shot
12-	Stealth

POWERS

Power	END
Concealed Armored Bodysuit:	0
Resistant Protection (10 PD/10 ED) (30 Active Points); IIF (-1/4)	
Concealed Rifle Harness:	
+7 with Concealment (14 Active Points); Only for concealing Rifles (-1 1/2),	

12-	Concealment
12-	Tracking
12-	Teamwork
12-	Survival (Temperate/Subtropical)
11-	PS: Hunter
8-	Acting
8-	Climbing
8-	Conversation
8-	Deduction
	Language (idiomatic; literate) (5 Active Points)
8-	Paramedics
8-	Persuasion
8-	Shadowing
	TF: Custom Adder, Small Motorized Ground Vehicles
8-	AK: Home country or region

Only when wearing a trench coat (-1), Requires A Roll (Characteristic roll; Requires a Dex roll if engaged in vigorous movement.; -1/2), IIF (Special harness; -1/4)

Notes: Real Cost: 3 points

Supressed Custom CQB/Sniper 50 Cal. Barrett 95
Notes: 16.5" Barrel, 40" Length; 20 lbs

1) ***Barrett 95:*** [6]
Killing Attack - Ranged 3d6+1, Armor Piercing (+1/4), +1 Increased STUN Multiplier (+1/4) (75 Active Points); STR Minimum 15 (STR Min. Cannot Add/Subtract Damage; -1 1/4), OAF (-1), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4), Not Usable In Confined Spaces (-1/4), 8 clips of 6 Charges (-0)
Notes: Will do 4d6-1 using Basic Shot

2) ***Acog Doc Reflex Scope:***
+2 with Barret 95; OAF (-1)

3) ***Acog Doc Reflex Scope:***
+2 to offset range penalties with Barrett 95 (2 Active Points); OAF (-1)

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EQUIPMENT

Equipment	END
Nightvision Goggles:	0
Nightvision (5 Active Points); OIF (-1/2)	
Gas Mask:	0
Life Support (Self-Contained Breathing) (10 Active Points); Limited Power Power loses about half of its effectiveness (Only to protect from gas attacks; -1), OIF (-1/2)	
Fighting Baton:	1
Hand-To-Hand Attack +3d6 (15 Active Points); OAF (Fighting Baton; -1), Hand-To-Hand Attack (-1/4)	

MARTIAL ARTS MANEUVERS

Maneuver

Weapon Element: Empty Hand, Rifles

Offensive Strike: 1/2 Phase, -2 OCV, +1 DCV, 7d6 Strike

Flying Dodge: 1/2 Phase, -- OCV, +4 DCV, Dodge All Attacks, Abort; FMove

Basic Shot: 1/2 Phase, +0 OCV, +0 DCV, Range +2, Strike, +2 DC

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COMPLICATIONS

Complication

Psychological Complication: Is convinced he is hunted by powers unknown: Paranoid (Common; Moderate)

Psychological Complication: Overconfident: Believes he can take on Supers with his Barrett. (Common; Moderate)

Social Complication: Out of touch with the events of the last four years Infrequently, Minor

APPEARANCE

Hair Color: Brown

Eye Color: Brown

Height: 2.00 m : 6' 7"

Weight: 100.00 kg : 220 lbs

BACKGROUND

Hunter is a fairly young fellow new to the 'team', taken in for his apparent knack for making really big holes with an anti-material rifle he is able to somehow carry concealed. The team caught him setting up to snipe a target they had planned to engage, and took him in after he proved quite useful. He spent most of the four years prior being raised and trained by his special forces father while

hiding out in the Wyoming mountain wilderness. Sadly his father died recently, and he inherited some great gear that had been salted away.