Character Name Wildthing

Alternate Identities Kydee M'ya

Player Name Dark Maiden



CHARACTERISTICS					
Val	Char	Points	Roll		
15	STR	5	12-		
19	DEX	18	13-		
11	CON	1	11-		
18	INT	8	13-		
10	EG0	0			
14	PRE	4	12-		
10	OCV	<u>35</u>			
10	DCV	<u>35</u>			
3	OMCV	0			
7	DMCV	12			
8	SPD	60			
10/12	PD	8			
2/4	ED	0			
6	REC				
_ 30	END	2			
14	BODY	4	Total Cost		
	STUN	0	194		

CURRENT STATUS				
	Maximum	Current		
END	30			
BODY	14			
STUN	20			

VITAL INFO	RMATION
HTH damage (STR/5)d6 3d6
Lift 200kg S	TR END Cost 1
Phases 1 234 50	3789101112
Base OCV <u>10</u> B	Base DCV10
Base OMCV <u>3</u> E	Base DMCV7_
Combat Skill Level	s
Presence Attack (Pl	RE/5)d6 2 ½d6

EXPERIENCE PO	DINTS
Total Points	400
Total Experience Earned	0
Experience Spent	0
Experience Unspent	0

	HIT LO	CA	ΓΙΟΝ	I CH	AF	RT
3d6 Roll	Location	STUN X	N STUN	BODY x	To Hit	Defense/ Weight
3-5	Head	х5	x2	x2	-8	_/_
6	Hands	x1	X½	X½	-6	/
7-8	Arms	x2	X½	X1/2	-5	/
9	Shoulders	хЗ	x1	x1	-5	/
10-11	Chest	хЗ	x1	x1	-3	/_
12	Stomach	х4	x1½	x1	-7	/
13	Vitals	х4	x1½	x2	-8	/_
14	Thighs	x2	x1	x1	-4	/
15-16	Legs	x2	X½	X½	-6	/
17-18	Feet	x1	X½	X½	-8	/
			Avei	age D	ef_	
DCV N	/lodifier		Tota	l Weig	jht .	
Armo	r Notes					

ATTACKS & MANEUVERS					
Maneuver	Phase	OCV	DCV	Effects	
Block	1/2	+0	+0	Block, abort	
Brace	0	+2	1/2	+2 OCV vs R. Mod.	
Disarm	1/2	-2	+0	Disarm, STR v. STR	
Dodge	1/2	_	+3	Abort, vs. all attacks	
Grab	1/2	-1	-2	Grab 2 limbs	
Grab By	1/2†	-3	-4	Move & Grab; +(v/10) to STR	
Haymaker	1/2*	+0	-5	+4 DCs to attack	
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 full	
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	Knock target Prone	
Claws	1/2	<u>+l</u>	+0	5d6 Strike, Penetrating (x2; +1) (19 Ac	
		—			

DEFENSES			
Туре	Amount/Effect		
Normal PD	10/12		
Resistant PD	0/2		
Normal ED	2/4		
Resistant ED	0/2		
Mental Defense	2		
Power Defense	0		
Flash Defense			

SI	ENSES	
Perception Roll	I (9+INT/5) _	17-
Enhanced and	Unusual Se	enses
+4 PER with all S	ense Group	75
Analyze with		
Nightvision, Disc	riminatory,	Analyze,
		<u>-</u>

СОМВАТ МО	DIF	IERS
Range (m) 0-8 9-16 17-32 OCV mod -0 -2 -4	33-64 -6	65-125 126-250 -8 -10
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*
Leg Shot (Vitals to Feet)	-4	1d6+12
* Treat a 19 as the	Feet lo	cation

MOVEMENT				
Туре	Combat	Noncombat		
Run (12m)	12m	24m		
Swim (4m)	4m	8m		
H. Leap (4m)	4m	8m		
V. Leap (2m)	2m	4m		
Flight	30m	60m		
Movement SFX				

CHARACTER INFORMATION

Character Name_Wildthing

Height ____1.66 m ___ Weight ____46.00 kg

Hair color ____Black ___ Eye color _____Black



CAMPAIGN INFORMATION
Campaign Name
Genre <u>Superhero</u>
Gamemaster Game Knight

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GKI	LLS, PERKS, & TALEN	JTE
SKI		113
Cost	Name	Roll
_5	Acrobatics	14-
_5	Defense Maneuver I-II	
3	Inventor	13-
3	Mechanics	13-
_ 3	Stealth	13-
1	Survival (Temperate/Subtropical Forests)	13-
3	Persuasion	12-
_ 5	Tracking	14-
0	Central African: Language (completely flue	1t <u>;</u>
	literate) Language: Chinesse (fluent conversation;	
	literate)	_
19	Claws (Basic Strike)	
15	Money: Filthy Rich	_
3	Ambidexterity (no Off Hand penalty)	
1	Lightning Reflexes (+2 DEX to act first with	1
l	All HTH Attacks)	
l		
l		
l —		

Total Skills, Perks, & Talents Cost

t	Name	Power/Equipment	END
		Regeneration (1 BODY per Turn), Can Heal Limbs, Resurrection; Does Not Work On Some	
		Damage ([Uncommon attack]; -½), Requires A Roll (11- roll; -½)	
		Security Systems 14-	
	Strong Will	Mental Defense (2 points total)	
		Energy Damage Reduction, 25%; Always On (-1/2)	
		Resistant Protection (2 PD/2 ED)	
		Flight 30m	3
	Beast Sense	+4 PER with all Sense Groups	
		Analyze with	
		Nightvision, Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Tracking	
		Life Support (Longevity: Immortal; Safe in High Pressure; Safe in High Radiation; Safe in	
		Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained	
		Breathing)	
_			_
_			
_			
_			
_			
_			_
_			
7		/Equipment Cost	

MATCHING COMPLICATIONS (75)					
Cost	Complication				
25	Hunted: Infrequently (Mo Pow; NCI; PC has a Public ID or is otherwise very easy to find; Harshly Punish)				
_ 5	Vulnerability: High Voltage Electricity (Uncommon)				
10	Secret ID: Infrequently, Major				
10	Dependent NPC: Yuba Infrequently (Normal)	Infrequently			
25	Physical Complication: Can not eat cooked meat (All the Time; Slightly Impairing)				
75	Total Complications Points				