

Level 37 - Disciple

AKA:

Campaign: *New Champions Protocol*

Genre: *Super-Heroic*



CHARACTERISTICS

Val	Char	Base	Cost	Roll	Summary
15	STR	10	5	12-	Lift: 200.0kg
13	DEX	10	6	12-	Initiative: 13
14	CON	10	4	12-	Stun Threshold: 14
10	INT	10	0	11-	Perception Roll: 11-
10	EGO	10	0	11-	
10	PRE	10	0	11-	PRE Attack: 2d6
4	OCV	3	5		STR Dmg: 3d6
4	DCV	3	5		STR END: 3
3	OMCV	3	0		
3	DMCV	3	0		
10	PD	2	2		10 PD • 6 Res. PD
10	ED	2	2		10 ED • 6 Res. ED
3	SPD	2.0	10		Phases: 4, 8, 12
5	REC	4	1		
30	END	20	2		
12	BODY	10	2		
30	STUN	20	5		
13m	Run	12	1		
4m	Swim	4	0		
4m	Leap	4	0		
Total		50			

CHARACTER IMAGE

EXPERIENCE POINTS

Total earned:	0
Spent:	0
Unspent:	6
Base Points:	175
Complication Points:	50
Characteristic Points:	50
Power Points:	69
Talent Points:	0
Martial Art Points:	14
Skill Points:	36
Perk Points:	0

Total Points: 169

MOVEMENT

Type	Top Speed
Run	13m [26m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]

INFORMATION

Eye Color: Brown
Hair Color: Brown

Height: 2.00 m
Weight: 100.00 kg

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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
Choke Hold	1/2	-2	+0	Grab One Limb; 2d6 NND
Martial Grab	1/2	-1	-1	Grab Two Limbs, 25 STR for holding on
Takedown	1/2	+1	+1	3d6 Strike; Target Falls
Martial Block	1/2	+2	+2	Block, Abort

ATTACK POWERS

Name	Effect	END
Muscle Inhibitor Ray	5d6 Drain	[8]
Level 37 Ritualistic Knife	1d6 (1 ½d6 w/STR) Killing Attack - Hand-To-Hand	2

DEFENSE POWERS

Name	Effect	Defense	END
Custom Field Armor	Resistant Protection	12	0
	Flash Defense	4	0
	Flash Defense	3	0
Darkfield Englobement	Barrier	10	[1]

SENSORY POWERS

Name	Effect	END
Communicator	Radio Perception/Transmission	0

COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	14	STUN:
Melee Damage	3d6	
Physical Defense	10	/30
Res. Phys. Defense	6	END:
Energy Defense	10	
Res. Energy Defense	6	/30
Mental Defense	0	BODY:
Power Defense	0	/12

COMBAT VALUES

OCV: 4 DCV: 4
OMCV: 3 DMCV: 3

Combat Skill Levels

+2 with a small group of attacks

Initiative and Action Phases

DEX: 13 Action Phases: 4, 8, 12

COMBAT MODIFIERS

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

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POWERS

END	Description	Cost
[8]	Muscle Inhibitor Ray: Drain END 5d6 (50 Active Points); OAF (-1), 8 Charges (-1/2), Can Be Deflected (-1/4)	18
[2 cc]	Warp Perception: Invisibility to Sight and Hearing Groups (25 Active Points); 2 Continuing Charges lasting 1 Minute each (-3/4), IIF (-1/4)	12
2	Level 37 Ritualistic Knife: Killing Attack - Hand-To-Hand 1d6 (1 ½d6 w/STR), +1 Increased STUN Multiplier (+1/4) (19 Active Points); OAF (-1), Real Weapon (-1/4)	8
0	Custom Field Armor: Resistant Protection (6 PD/6 ED) (18 Active Points); OIF (-1/2), Limited Power: Half Mass (-1/2), Limited Power: Real Armor (-1/4) <i>Notes: Speciality Armor crafted for the Revered field agents of Level 37</i>	8
	Helmet & Visor all slots OIF (-1/2)	
0	1) Communicator: Radio Perception/Transmission (Radio Group) (10 Active Points); OIF (-1/2)	7
0	2) Sight Group Flash Defense (4 points) (4 Active Points); Half Mass (-1/2), OIF (-1/2), Real Armor (-1/4)	2
0	3) Hearing Group Flash Defense (3 points) (3 Active Points); OIF (-1/2)	2
[1]	Darkfield Englobement: Barrier 5 PD/5 ED, 10 BODY (up to 6m long, 2m tall, and 1/2m thick), Opaque Hearing Group, Opaque Sight Group (54 Active Points); 1 Charge (-2), OAF (-1), Range Based On Strength (-1/4), Restricted Shape (Only a globe; -1/4) <i>Notes: This gets thrown out like a grenade that explodes on contact, and generates a sphere of opaque darkness to englobe the target.</i>	12
Total Powers Cost		69

MARTIAL ARTS

Description	Cost
Choke Hold 1/2 Phase, -2 OCV, +0 DCV, Grab One Limb; 2d6 NND	4
Martial Grab 1/2 Phase, -1 OCV, -1 DCV, Grab Two Limbs, 25 STR for holding on	3
Takedown 1/2 Phase, +1 OCV, +1 DCV, 3d6 Strike; Target Falls	3
Martial Block 1/2 Phase, +2 OCV, +2 DCV, Block, Abort	4
Total Martial Arts Cost	14

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SKILLS

Roll	Description	Cost
	Familiarity with Level 37 weapons: +2 with a small group of attacks	6
11-	Tactics	3
12-	Teamwork	3
11-	Interrogation	3
12-	Combat Driving	3
11-	PS: Agent	2
11-	Concealment	3
12-	Stealth	3
11-	Shadowing	3
	WF: Beam Weapons, Energy Weapons, Small Arms, Vehicle Weapons	7
Total Skills Cost		36

COMPLICATIONS

Description	Points
Social Complication: Subject to Orders Very Frequently, Major	20
Hunted: Parent Organization Infrequently (Mo Pow; NCI; Watching)	10
Distinctive Features: Parent Organization Uniform (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)	5
Psychological Complication: Appropriate Moral Complciation (Common; Strong)	15
Total Complications Points	50