

## Rollie Kenyon

AKA: *Mister Medecine*

Campaign:

Genre:



### CHARACTERISTICS

Val	Char	Base	Cost	Roll	Summary
10	STR	10	0	11-	Lift: 100.0kg
11	DEX	10	2	11-	Initiative: 11
13	CON	10	3	12-	Stun Threshold: 13
20	INT	10	10	13-	Perception Roll: 13-
18	EGO	10	8	13-	
20	PRE	10	10	13-	PRE Attack: 4d6
4	OCV	3	5		STR Dmg: 2d6
4	DCV	3	5		STR END: 2
6	OMCV	3	9		
6	DMCV	3	9		
4	PD	2	2		4 PD • 0 Res. PD
4	ED	2	2		4 ED • 0 Res. ED
2	SPD	2.0	0		Phases: 6, 12
5	REC	4	1		
26	END	20	2		
11	BODY	10	1		
23	STUN	20	2		
12m	Run	12	0		
4m	Swim	4	0		
4m	Leap	4	0		
Total					70

### CHARACTER IMAGE

### EXPERIENCE POINTS

Total earned:	0
Spent:	0
Unspent:	69
Base Points:	200
Complication Points:	60
Characteristic Points:	70
Power Points:	20
Talent Points:	0
Martial Art Points:	0
Skill Points:	41
Perk Points:	0
Total Points:	131

### MOVEMENT

Type	Top Speed
Run	12m [24m 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

#### Appearance

Rollie is in his mid-50s. He's a tall, slender gentleman with silver hair, blue eyes and a short well-trimmed silver beard.

#### Background

This silver-haired charmer and career criminal first started formulating narcotics when he was a young man in 1960s San Francisco. He's honed his skills to become one of the world's best criminal pharmacists. He even has one ability that might be a superpower: he can analyze narcotics by sniffing and tasting them (including ones without odor or taste). Despite his lengthy criminal career, "Uncle Rollie" (a.k.a. "Mr. Medicine") remains an extremely congenial fellow who's well-liked by all who know him, even by some of the cops who've arrested him. Rollie's stubborn belief that drugs are the answer to life's problems ("looking at the role they played in ancient civilizations, they're the reason humanity formed communities in the first place!") may be the only bone of contention people have to pick with him.

# Rollie Kenyon

## 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

## ATTACK POWERS

Name	Effect	END
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## DEFENSE POWERS

Name	Effect	Defense	END
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## SENSORY POWERS

Name	Effect	END
	Discriminatory	0
	Analyze	0

## COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	13	<b>STUN:</b>
Melee Damage	2d6	
Physical Defense	4	/23
Res. Phys. Defense	0	<b>END:</b>
Energy Defense	4	
Res. Energy Defense	0	/26
Mental Defense	0	<b>BODY:</b>
Power Defense	0	/11

## COMBAT VALUES

OCV: 4      DCV: 4

OMCV: 6      DMCV: 6

Initiative and Action Phases

DEX: 11      Action Phases: 6, 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
0	Discriminatory with Smell/Taste Group	10
0	Analyze with Smell/Taste Group	10
Total Powers Cost		20

**Rollie Kenyon**

**SKILLS**

Roll	Description	Cost
13-	Deduction	3
13-	Inventor	3
14-	<b>The Criminal Underworld:</b> KS	4
15-	<b>Metahuman Power Theory:</b> KS	5
15-	<b>Narcotics:</b> KS	5
16-	<b>Biochemistry:</b> Science Skill	6
15-	<b>Chemistry:</b> Science Skill	5
16-	<b>Genetics:</b> Science Skill	6
14-	<b>Pharmacology:</b> Science Skill	4
Total Skills Cost		41

**COMPLICATIONS**

Description	Points
Hunted: Local Police Infrequently (Mo Pow; NCI; Harshly Punish)	20
Psychological Complication: Believes Illegal Drugs are the answer to All of Life's Problems (Common; Total)	20
Psychological Complication: Hates Authority (Very Common; Strong)	20
Total Complications Points	60