Rick Bingham

AKA:
Campaign:
Genre:

CHARACTERISTICS

Val	Char	Base	Cost	Roll
15	STR	10	5	12-
11	DEX	10	2	11-
18	CON	10	8	13-
10	INT	10	0	11-
10	EGO	10	0	11-
18	PRE	10	8	13-
4	OCV	3	5	
4	DCV	3	5	
3	OMCV	3	0	
3	DMCV	3	0	
6	PD	2	4	
6	ED	2	4	
3	SPD	2.0	10	
7	REC	4	3	
36	END	20	4	
13	BODY	10	3	
30	STUN	20	5	
12m	Run	12	0	
4m	Swim	4	0	
4m	Leap	4	0	
	Total		66	

Summary

Lift: 200.0kg
Initiative: 11
Stun Threshold: 18
Perception Roll: 11-

PRE Attack: 3 ½d6
STR Dmg: 3d6
STR END: 3

6 PD • 0 Res. PD
6 ED • 0 Res. ED
Phases: 4, 8, 12

CHARACTER IMAGE

EXPERIENCE POINTS

Total earned:	0
Spent:	0
Unspent:	122
Base Points:	200
Complication Points:	0
Characteristic Points:	66
Power Points:	0
Talent Points:	0
Martial Art Points:	0
Skill Points:	12
Perk Points:	0
Total Points:	**78**

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

Rick is a Caucasian male with dark hair, brown eyes (sometimes described as "beady"), a pronounced nose and a powerlifter's build.

Background

A big street punk who's a good friend to his few buddies (and a nightmare to everyone else), Rick "the Brick" Bingham works as an enforcer for various small-time criminals... possibly including the manufacturers of a super-drug. He's a prime candidate for a Bear Hybrid drug. Being somewhat lazy, he prefers guarding the warehouse to going out and busting heads.

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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

COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	18	STUN:
Melee Damage	3d6	
Physical Defense	6	/30
Res. Phys. Defense	0	END:
Energy Defense	6	
Res. Energy Defense	0	/36
Mental Defense	0	BODY:
Power Defense	0	/13

COMBAT VALUES

OCV: 4   DCV: 4

OMCV: 3   DMCV: 3

Initiative and Action Phases

DEX: 11   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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SKILLS

Roll	Description	Cost
11-	Combat Driving	3
13-	Interrogation	3
11-	Mechanics	3
13-	Streetwise	3
	Total Skills Cost	**12**