

Chromium Condor

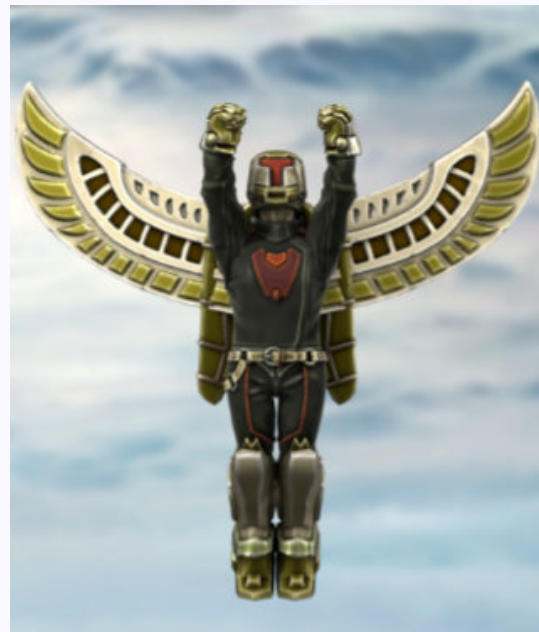
AKA:
Campaign:
Genre:



CHARACTERISTICS

Val	Char	Base	Cost	Roll	Summary
15	STR	10	5	12-	Lift: 200.0kg
15	DEX	10	10	12-	Initiative: 18
14	CON	10	4	12-	Stun Threshold: 14
13	INT	10	3	12-	Perception Roll: 12-
10	EGO	10	0	11-	
11	PRE	10	1	11-	PRE Attack: 2d6
6	OCV	3	15		STR Dmg: 3d6
7	DCV	3	20		STR END: 1
3	OMCV	3	0		
3	DMCV	3	0		
4/13	PD	2	2		4/13 PD • 0/9 Res. PD
4/13	ED	2	2		4/13 ED • 0/9 Res. ED
5	SPD	2.0	30		Phases: 3, 5, 8, 10, 12
5	REC	4	1		
30	END	20	2		
10	BODY	10	0		
40	STUN	20	10		
12m	Run	12	0		
4m	Swim	4	0		
4m	Leap	4	0		
Total					105

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	0
Spent:	0
Unspent:	0
Base Points:	250
Complication Points:	50
Characteristic Points:	105
Power Points:	67
Talent Points:	15
Martial Art Points:	38
Skill Points:	25
Perk Points:	0
Total Points:	250

INFORMATION

Eye Color:	Brown	Height:	1.88 m
Hair Color:	Brown	Weight:	100.00 kg

MOVEMENT

Type	Top Speed
Run	12m [24m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Flight	42m [168m NC]

Chromium Condor

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
Condor Strike	1/2	+0	+1	5d6 + v/10; FMove
Passing Disarm	1/2	-1	-1	Disarm, 35 STR to Disarm; FMove
Flying Dodge	1/2	--	+4	Dodge All Attacks, Abort; FMove
Offensive Strike	1/2	-2	+1	9d6 Strike
Passing Throw	1/2	+0	+0	5d6 +v/10; Target Falls; FMove
Flying Grab	1/2	-2	-1	Grab Two Limbs, 35 STR for holding on; FMove

ATTACK POWERS

Name	Effect	END
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DEFENSE POWERS

Name	Effect	Defense	END
Jet Wing Suit	Resistant Protection	18	0
Polarized Lenses	Flash Defense	8	0

SENSORY POWERS

Name	Effect	END
Nightvision Lenses	Ultraviolet Perception	0
Ear Bud	High Range Radio Perception	0

COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	14	STUN:
Melee Damage	3d6	
Physical Defense	4/13	/40
Res. Phys. Defense	0/9	END:
Energy Defense	4/13	
Res. Energy Defense	0/9	/30
Mental Defense	0	BODY:
Power Defense	0	/10

COMBAT VALUES

OCV: 6	DCV: 7
OMCV: 3	DMCV: 3

Combat Skill Levels

+2 with Jet Wing Combat

Initiative and Action Phases

DEX: 18 Action Phases: 3, 5, 8, 10, 12

COMBAT MODIFIERS

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

Chromium Condor

POWERS

END	Description	Cost
0	Jet Wings: Flight 42m, x4 Noncombat, Reduced Endurance (0 END; +1/2) (70 Active Points); OIF (-1/2), Restrainable (-1/2)	35
0	Jet Wing Suit: Resistant Protection (9 PD/9 ED) (27 Active Points); OIF (-1/2)	18
0	Polarized Lenses: Sight Group Flash Defense (8 points) (8 Active Points); OIF (-1/2)	5
0	Nightvision Lenses: Ultraviolet Perception (Sight Group) (5 Active Points); OIF (-1/2)	3
0	Ear Bud: High Range Radio Perception (Radio Group) (12 Active Points); OIF (-1/2), Sense Affected As More Than One Sense [very common Sense] (Hearing; -1/2)	6
Total Powers Cost		67

MARTIAL ARTS

Description	Cost
Jet Wing Combat Training	
1) Condor Strike 1/2 Phase, +0 OCV, +1 DCV, 5d6 + v/10; FMove	5
2) Passing Disarm 1/2 Phase, -1 OCV, -1 DCV, Disarm, 35 STR to Disarm; FMove	5
3) Flying Dodge 1/2 Phase, -- OCV, +4 DCV, Dodge All Attacks, Abort; FMove	5
4) Offensive Strike 1/2 Phase, -2 OCV, +1 DCV, 9d6 Strike	5
5) Passing Throw 1/2 Phase, +0 OCV, +0 DCV, 5d6 +v/10; Target Falls; FMove	5
6) Flying Grab 1/2 Phase, -2 OCV, -1 DCV, Grab Two Limbs, 35 STR for holding on; FMove	5
+2 HTH Damage Class(es) +2 HTH Damage Class(es)	8
Total Martial Arts Cost	38

Chromium Condor

SKILLS

Roll	Description	Cost
12-	Acrobatics	3
12-	Breakfall	3
	Rapid Attack (10 Active Points); HTH Multiple Attacks Only (-1)	5
12-	Shadowing	3
12-	Teamwork	3
	+2 with Jet Wing Combat	6
	+1 with Flight	2
Total Skills Cost		25

TALENTS

Roll	Description	Cost
	Combat Luck (6 PD/6 ED)	12
	Lightning Reflexes (+3 DEX to act first with All Actions)	3
Total Talents Cost		15

COMPLICATIONS

Description	Points
Psychological Complication: Code Against Killing (Common; Strong)	15
Social Complication: Secret ID Infrequently, Major	10
Psychological Complication: Loyal to IERA (Uncommon; Moderate)	5
Hunted: Level 37 agents Frequently (Less Pow; Harshly Punish)	10
Dependent NPC: Wife Infrequently (Normal)	10
Total Complications Points	50