

Biker Geno

AKA:
Campaign:
Genre:



CHARACTERISTICS

Val	Char	Base	Cost	Roll
12/32	STR	10	2	11- / 15-
11/21	DEX	10	2	11- / 13-
12/22	CON	10	2	11- / 13-
9	INT	10	-1	11-
11	EGO	10	1	11-
11	PRE	10	1	11-
4	OCV	3	5	
3	DCV	3	0	
3	OMCV	3	0	
3	DMCV	3	0	
4/17	PD	2	2	
2/15	ED	2	0	
4	SPD	2.0	0	
4	REC	4	0	
20	END	20	0	
10	BODY	10	0	
25	STUN	20	3	
12m	Run	12	0	
4m	Swim	4	0	
4m	Leap	4	0	
Total		17		

Summary

Lift: 132.0kg/2111.2kg
Initiative: 11 / 21
Stun Threshold: 12/22
Perception Roll: 11-

PRE Attack: 2d6
STR Dmg: 2d6/6d6
STR END: 1/3

4/17 PD • 0/10 Res. PD
2/15 ED • 0/10 Res. ED
Phases: 3, 6, 9, 12

CHARACTER IMAGE

EXPERIENCE POINTS

Total earned:	0
Spent:	0
Unspent:	1
Base Points:	250
Complication Points:	45
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Characteristic Points:	17
Power Points:	199
Talent Points:	0
Martial Art Points:	24
Skill Points:	9
Perk Points:	0
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Total Points: 249

INFORMATION

Eye Color: Brown
Hair Color: Brown

Height: 2.00 m
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	20m [40m NC]

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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
Disarm	1/2	-1	+1	Disarm, +10 STR
Low Blow	1/2	-1	+1	2d6 NND, defense is resistant PD on groin
Punch	1/2	+0	+2	4d6 / 8d6, Strike
Roundhouse	1/2	-2	+1	6d6 / 10d6, Strike
Throw	1/2	+0	+1	2d6 / 6d6 + v/5; Target Falls
Kidney Blow	1/2	-2	+0	HKA 0 ½d6 / HKA 2d6, Strike

ATTACK POWERS

Name	Effect	END
	STR	2
Psychokinesis	(30 STR) Telekinesis	0

DEFENSE POWERS

Name	Effect	Defense	END
	PD	3	
	ED	3	
Psychokinetic Shield	Resistant Protection	20	0

SENSORY POWERS

Name	Effect	END
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COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	12/22	STUN:
Melee Damage	2d6/6d6	
Physical Defense	4/17	/25
Res. Phys. Defense	0/10	END:
Energy Defense	2/15	
Res. Energy Defense	0/10	/20
Mental Defense	0	BODY:
Power Defense	0	/10

COMBAT VALUES

OCV: 4

DCV: 3

OMCV: 3

DMCV: 3

Initiative and Action Phases

DEX: 11 / 21 Action Phases: 3, 6, 9, 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
2	+20 STR	20
	+10 DEX	20
	+10 CON	10
	+3 PD	3
	+3 ED	3
	+2 SPD	20
	+2/+2d6 Striking Appearance (vs. all characters)	6
0	Psychokenesis: Telekinesis (30 STR), Reduced Endurance (0 END; +1/2) (67 Active Points)	67
0	Psychokinetic Shield: Resistant Protection (10 PD/10 ED)	30
2	Psychokenetic Flight: Flight 20m	20
Total Powers Cost		199

MARTIAL ARTS

Description	Cost
Disarm 1/2 Phase, -1 OCV, +1 DCV, Disarm, +10 STR	4
Low Blow 1/2 Phase, -1 OCV, +1 DCV, 2d6 NND, defense is resistant PD on groin	4
Punch 1/2 Phase, +0 OCV, +2 DCV, 4d6 / 8d6, Strike	4
Roundhouse 1/2 Phase, -2 OCV, +1 DCV, 6d6 / 10d6, Strike	5
Throw 1/2 Phase, +0 OCV, +1 DCV, 2d6 / 6d6 + v/5; Target Falls	3
Kidney Blow 1/2 Phase, -2 OCV, +0 DCV, HKA 0 ½d6 / HKA 2d6, Strike	4
Total Martial Arts Cost	24

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SKILLS

Roll	Description	Cost
11-	Streetwise	3
	WF: Blades	1
	Defense Maneuver I	3
11-	Gambling (Card Games)	2
Total Skills Cost		9

COMPLICATIONS

Description	Points
Dependence: Must take superpowers drug 1/day or suffer Incompetence: Superpowers drug Weakness: -3 To Characteristic Rolls and related rolls per time increment (Uncommon; 6 Hours)	10
Enraged: When Insulted (Uncommon), go 8-, recover 11-	10
Enraged: When Attacked (Uncommon), go 11-, recover 14-	10
Physical Complication: Becoming enraged triggers Psychological Limitations (Frequently; Slightly Impairing)	15
<i>Notes: Every time someone under the effects of Metatron becomes Enraged (or otherwise loses his temper), he experiences a Major Transform 1d6. When the Transform damage equals the character's EGO, he suffers a change. He keeps accumulating damage, and as he achieves multiples of his EGO, his mental condition worsens until he finally becomes a psychotic monster. EGO Effect 1x EGO Gain Psychological Limitation: Arrogant And Self-Centered (Common, Moderate) Gain Enraged: when takes any BODY damage (Uncommon), go 14-, recover 11- Enraged when insulted changes to go 11- 2x EGO Increase Psychological Limitation: Arrogant And Self-Centered to Strong Gain Psychological Limitation: Amoral, Disdains Society's Moral Authority (Common, Moderate) Enraged when insulted increases to go 14-, recover 11- 3x EGO Gain Psychological Limitation: Sadistic (Common, Moderate) Increase Psychological Limitation: Amoral to Strong Enraged when insulted Increases to 14-, Recover 8- 4x EGO Gain Enraged: when Contradicted or Impulses Denied (Uncommon), go 11-, recover 11- Sadistic to Strong</i>	
Total Complications Points	45