

Carl Chesterton

AKA:
Campaign:
Genre:



CHARACTERISTICS

Val	Char	Base	Cost	Roll	Summary
13	STR	10	3	12-	Lift: 151.6kg
14	DEX	10	8	12-	Initiative: 14
15	CON	10	5	12-	Stun Threshold: 15
13	INT	10	3	12-	Perception Roll: 12-
15	EGO	10	5	12-	
13	PRE	10	3	12-	PRE Attack: 2 ½d6
5	OCV	3	10		STR Dmg: 2 ½d6
5	DCV	3	10		STR END: 3
5	OMCV	3	6		
5	DMCV	3	6		
6	PD	2	4		6 PD • 0 Res. PD
6	ED	2	4		6 ED • 0 Res. ED
3	SPD	2.0	10		Phases: 4, 8, 12
7	REC	4	3		
30	END	20	2		
12	BODY	10	2		
27	STUN	20	4		
12m	Run	12	0		
4m	Swim	4	0		
4m	Leap	4	0		
		Total	88		

CHARACTER IMAGE

EXPERIENCE POINTS

Total earned:	0
Spent:	0
Unspent:	72
Base Points:	200
Complication Points:	50
Characteristic Points:	88
Power Points:	0
Talent Points:	0
Martial Art Points:	0
Skill Points:	40
Perk Points:	0
Total Points:	128

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	Height: 1.89 m
Hair Color: Brown	Weight: 95.00 kg
Appearance	
Carl is a big black man (6'2," 210 pounds) with an athletic build, black hair, and brown eyes	
Background	
A low-grade VIPER agent who cooperated with the authorities after superheroes busted his Nest, Carl starts out as the sympathetic bad guy trying to go straight. However, over the course of a scenario, a lot of bad things happen to him: he discovers his wife cheating on him with someone he thought was his best friend; he ends up in jail after beating up his (former) best friend; an ambitious co-worker investigates his past and gets him fired by publicly revealing that he's ex-VIPER; a group of former VIPER victims tries to kill him... and, after going through all that, he becomes addicted to Metatron. As the drug gets a stronger and stronger grip on him, he becomes more and more unpredictable and violent, until the point where someone offers to get him back into treatment and help put his life together — at which point he decides that with Metatron, he doesn't need help, attacks the person who tried to help him, and damns himself.	

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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	15	STUN:
Melee Damage	2 ½d6	
Physical Defense	6	/27
Res. Phys. Defense	0	END:
Energy Defense	6	
Res. Energy Defense	0	/30
Mental Defense	0	BODY:
Power Defense	0	/12

COMBAT VALUES

OCV: 5 DCV: 5
OMCV: 5 DMCV: 5
Combat Skill Levels

+2 with a small group of attacks

Initiative and Action Phases

DEX: 14 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
	Viper Blasters: +2 with a small group of attacks	6
12-	Breakfall	3
12-	Charm	3
12-	Conversation	3
8-	Superhuman World: KS	1
11-	Local Underworld: KS	2
11-	VIPER: KS	2
13-	Persuasion	5
13-	Sales & Marketing: PS	4
11-	Viper Agent: PS	2
12-	Stealth	3
12-	Streetwise	3
	WF: Small Arms, Blades	3
Total Skills Cost		40

COMPLICATIONS

Description	Points
Psychological Complication: Amoral (Common; Total)	20
Psychological Complication: Greedy (Common; Moderate)	10
Social Complication: Subject to Orders Very Frequently, Major	20
Total Complications Points	50