

Biker Speedster

AKA:

Campaign:

Genre:



CHARACTERISTICS

Val	Char	Base	Cost	Roll
12	STR	10	2	11-
11/26	DEX	10	2	11- / 14-
12	CON	10	2	11-
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	PD	2	2	
2	ED	2	0	
4	SPD	2.0	0	
4	REC	4	0	
20	END	20	0	
10	BODY	10	0	
25	STUN	20	3	
32m	Run	12	0	
4m	Swim	4	0	
4m	Leap	4	0	
Total		17		

Summary

Lift: 132.0kg
Initiative: 11 / 26
Stun Threshold: 12
Perception Roll: 11-

PRE Attack: 2d6
STR Dmg: 2d6
STR END: 1

4 PD • 0 Res. PD
2 ED • 0 Res. ED
Phases: 3, 6, 9, 12

CHARACTER IMAGE

EXPERIENCE POINTS

Total earned:	0
Spent:	0
Unspent:	6
Base Points:	150
Complication Points:	45
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Characteristic Points:	17
Power Points:	94
Talent Points:	0
Martial Art Points:	24
Skill Points:	9
Perk Points:	0

Total Points: 144

INFORMATION

Eye Color: Brown
Hair Color: Brown

Height: 2.00 m
Weight: 100.00 kg

MOVEMENT

Type	Top Speed
Run	32m [64m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m 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, Strike
Roundhouse	1/2	-2	+1	6d6, Strike
Throw	1/2	+0	+1	2d6 + v/5; Target Falls
Kidney Blow	1/2	-2	+0	HKA 0 ½d6, Strike

ATTACK POWERS

Name	Effect	END
High-Speed Punches	6d6 Hand-To-Hand Attack	3

DEFENSE POWERS

Name	Effect	Defense	END
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SENSORY POWERS

Name	Effect	END
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COMBAT STATS

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

COMBAT VALUES

OCV: 4

DCV: 3

OMCV: 3

DMCV: 3

Initiative and Action Phases

DEX: 11/26 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
	Hernes Reflexes: +15 DEX	30
	Hernes Reflexes: +2 SPD	20
2	Hernes Swifttness: Running +20m (32m total)	20
3	High-Speed Punches: Hand-To-Hand Attack +6d6 (30 Active Points); Hand-To-Hand Attack (-1/4)	24
Total Powers Cost		94

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, Strike	4
Roundhouse 1/2 Phase, -2 OCV, +1 DCV, 6d6, Strike	5
Throw 1/2 Phase, +0 OCV, +1 DCV, 2d6 + v/5; Target Falls	3
Kidney Blow 1/2 Phase, -2 OCV, +0 DCV, HKA 0 ½d6, 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 Incompetance: Superpowers drug Weakness: -3 To Characteristic Rolls and related rolls per time increment (Uncommon; 6 Hours)	10
Psychological Complication: addicted to Superpowers Drug (Common; Strong)	15
Enraged: whenever he uses his powers (Very Common), go 8-, recover 14-	15
Physical Limitation: while drug is in effect and for next 24 hours must make Ego Roll at -6 to fall asleep; If no sleep for over 24 hours Enraged goes to 11-	5
Total Complications Points	45