

## Biker Minotar

AKA:

Campaign:

Genre:



### CHARACTERISTICS

Val	Char	Base	Cost	Roll	Summary
12/27	STR	10	2	11- / 14-	Lift: 132.0kg/1055.6kg
11	DEX	10	2	11-	Initiative: 11
12/28	CON	10	2	11- / 15-	Stun Threshold: 12/28
9	INT	10	-1	11-	Perception Roll: 11-
11	EGO	10	1	11-	
11	PRE	10	1	11-	PRE Attack: 2d6
4	OCV	3	5		STR Dmg: 2d6/5d6
3	DCV	3	0		STR END: 1/2
3	OMCV	3	0		
3	DMCV	3	0		
4/21	PD	2	2		4/21 PD • 0/6 Res. PD
2/19	ED	2	0		2/19 ED • 0/6 Res. ED
3	SPD	2.0	10		Phases: 4, 8, 12
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		27			

### CHARACTER IMAGE

### EXPERIENCE POINTS

Total earned:	0
Spent:	3
Unspent:	-3
Base Points:	150
Complication Points:	55

Characteristic Points:	27
Power Points:	78
Talent Points:	12
Martial Art Points:	24
Skill Points:	12
Perk Points:	0

Total Points: 153

### 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]

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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 / 7d6, Strike
Roundhouse	1/2	-2	+1	6d6 / 9d6, Strike
Throw	1/2	+0	+1	2d6 / 5d6 + v/5; Target Falls
Kidney Blow	1/2	-2	+0	HKA 0 ½d6 / HKA 1 ½d6, Strike

### ATTACK POWERS

Name	Effect	END
	STR	1
Bear's Claws	1d6 (1 ½d6 / 2 ½d6 w/STR) Killing Attack - Hand-To-Hand	1

### DEFENSE POWERS

Name	Effect	Defense	END
	PD	11	
	ED	11	

### SENSORY POWERS

Name	Effect	END
Bear's Nose	Discriminatory	0

### COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	12/28	<b>STUN:</b>
Melee Damage	2d6/5d6	
Physical Defense	4/21	/25
Res. Phys. Defense	0/6	<b>END:</b>
Energy Defense	2/19	
Res. Energy Defense	0/6	/20
Mental Defense	0	<b>BODY:</b>
Power Defense	0	/10

### COMBAT VALUES

OCV: 4 DCV: 3

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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### POWERS

END	Description	Cost
1	+15 STR	15
	+16 CON	16
	+11 PD	11
	+11 ED	11
1	<b>Bear's Claws:</b> Killing Attack - Hand-To-Hand 1d6 (1 ½d6 / 2 ½d6 w/STR)	15
0	<b>Bear's Nose:</b> Discriminatory with Smell/Taste Group	10
Total Powers Cost		78

### MARTIAL ARTS

Description	Cost
<b>Disarm</b> 1/2 Phase, -1 OCV, +1 DCV, Disarm, +10 STR	4
<b>Low Blow</b> 1/2 Phase, -1 OCV, +1 DCV, 2d6 NND, defense is resistant PD on groin	4
<b>Punch</b> 1/2 Phase, +0 OCV, +2 DCV, 4d6 / 7d6, Strike	4
<b>Roundhouse</b> 1/2 Phase, -2 OCV, +1 DCV, 6d6 / 9d6, Strike	5
<b>Throw</b> 1/2 Phase, +0 OCV, +1 DCV, 2d6 / 5d6 + v/5; Target Falls	3
<b>Kidney Blow</b> 1/2 Phase, -2 OCV, +0 DCV, HKA 0 ½d6 / HKA 1 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
11-	Climbing	3
Total Skills Cost		12

### TALENTS

Roll	Description	Cost
	<b>Bear's Skin: Damage Resistance:</b> Combat Luck (6 PD/6 ED)	12
Total Talents Cost		12

### 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
Physical Complication: Night Person (Suffers -1 to all Skill & Characteristic rolls in Daylight) (Frequently; Slightly Impairing)	15
Enraged: When challenged (Uncommon), go 11-, recover 14-	10
Psychological Complication: Urge to Scavenge for food (Common; Moderate)	10
Psychological Complication: Enjoys Displays od Physical Dominance (Common; Moderate)	10
Total Complications Points	55