

## Biker Electronica

AKA:  
Campaign:  
Genre:



### CHARACTERISTICS

Val	Char	Base	Cost	Roll	Summary
12	STR	10	2	11-	Lift: 132.0kg
11	DEX	10	2	11-	Initiative: 11
12	CON	10	2	11-	Stun Threshold: 12
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
3	DCV	3	0		STR END: 1
3	OMCV	3	0		
3	DMCV	3	0		
4	PD	2	2		4 PD • 0 Res. PD
2	ED	2	0		2 ED • 0 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:	10
Unspent:	-10
Base Points:	185
Complication Points:	0
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Characteristic Points:	27
Power Points:	135
Talent Points:	0
Martial Art Points:	24
Skill Points:	9
Perk Points:	0
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Total Points:	195

### INFORMATION

Eye Color:	Brown	Height:	2.00 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]

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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
Electronic Blast	10d6 Blast	5
Machine Manipulation	(10 STR) Telekinesis	2

### DEFENSE POWERS

Name	Effect	Defense	END
Electrical Immunity	Damage Negation	0	0

### 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 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
0	<b>Electronic Energy Reserve:</b> Endurance Reserve (100 END, 10 REC) (33 Active Points)	33
5	<b>Electronic Blast:</b> Blast 10d6 (50 Active Points); Requires A Roll (14- roll; -1/4), Reduced By Range (-1/4)	33
2	<b>Machine Manipulation:</b> Telekinesis (10 STR), Fine Manipulation (25 Active Points); Conditional Power Power does not work in Very Common Circumstances (Only to Control Electrical devices; -1), Requires A Roll (14- roll; -1/4)	11
0	<b>Electrical Immunity:</b> Damage Negation (-12 DCs Energy) (60 Active Points); Conditional Power Power does not work in Uncommon Circumstances (Only vs Electircal Attacks; -1/4)	48
0	<b>Super Static Charge:</b> Clinging (normal STR)	10
Total Powers Cost		135

### 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, Strike	4
<b>Roundhouse</b> 1/2 Phase, -2 OCV, +1 DCV, 6d6, Strike	5
<b>Throw</b> 1/2 Phase, +0 OCV, +1 DCV, 2d6 + v/5; Target Falls	3
<b>Kidney Blow</b> 1/2 Phase, -2 OCV, +0 DCV, HKA 0 ½d6, Strike	4
Total Martial Arts Cost	24

*Biker Electronica*

SKILLS

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