

Character Name: KA-Pow

AKA: Vika Mekenzie

Player: Angela Baxter



CHARACTERISTICS

Char	Val	Cost	Roll	Notes
STR	35	25	16-	Lift: 3200.0kg
DEX	15	10	12-	Initiative: 15
CON	21	11	13-	Stun Threshold: 21
INT	15	5	12-	PER Roll: 12-
EGO	15	5	12-	
PRE	15	5	12-	PRE Attack: 3d6
OCV	8	20		
DCV	7	15		
OMCV	4	3		
DMCV	4	3		
SPD	4	20		Phases: 3, 6, 9, 12
PD	13/19	8		13/19 PD (3/9 rPD)
ED	11/15	6		11/15 ED (3/7 rED)
REC	10	6		
END	40	4		
BODY	12	2		
STUN	50	15		
Run	17m	5		
Swim	4m	0		
Leap	4m	0		

Total Characteristic pts: 178

COMPLICATIONS

Complication	pts
Dependent NPC: Uncle & Father Inf (Slightly Less Powerful than the PC; Group DNPC: x2 DNPCs)	10
Hunted: Colleti Family Inf (Mo Pow; NCI; Harshly Punish)	20
Psych Comp: Protective of Innocents (Com; Mod)	10
Soc Comp: Secret ID Freq, Major	15
Soc Comp: Woman in 1930's New York Inf, Minor	5
Total Complication pts: 60	

EXPERIENCE

Source	pts
Earned	55
Spent	54
Unspent	1
Base pts	300
Complication pts	60
Total pts	354

SKILLS

Skill	Cost
EveryHero	
1) Acting 8-	0
2) Climbing 8-	0
3) Concealment 8-	0
4) Conversation 8-	0
5) Deduction 8-	0
6) Language: English (idiomatic; literate) (5 AP)	0
7) PS: Mechanic (Custom Adder) 10-	0
8) Persuasion 8-	0
9) Shadowing 8-	0
10) Stealth 8-	0
11) TF: CMGV, Custom Adder	0
Mechanic	
1) Demolitions 12-	3
2) Electronics 12-	3
3) Inventor 12-	3
4) Mechanics 12-	3
Racer	
1) +2 w/ Combat Driving, Combat Piloting, CK: New York	6
2) CK: New York 12-	3
3) Combat Driving 12-	3
4) Combat Piloting 12-	3
5) TF: Agricultural & Construction Vehicles, Railed Vehicles, Two-Wheeled Motorized Ground Vehicles	2
6) TF: Large Planes, Small Planes	1
7) TF: Small Motorized Boats	1
Street Fighter	
1) +3 w/ a Boxing & Street Fighting	15
2) Breakfall 13-	5
3) KS: Boxing 12-	3
4) Lockpicking 12-	3
5) Paramedics 12-	3
6) Power: Street Fighter 12-	3
7) Security Systems 12-	3
8) Streetwise 13-	5
9) Teamwork 12-	3
10) WF: Blades	1

Total Skills Cost: 75

TALENTS

Talent	Cost
Combat Sense: 12-	15
Heroic Action Points: 2	0
Combat Sense: 12-	15
Lightning Reflexes: +3 DEX to act first with All Actions	3
Total Talents Cost: 18	

PERKS

Perk	Cost
Customized Indian Chief Motorcycle: Vehicle	16
Lair: Base	10
Total Perks Cost: 26	

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POWERS

Power	Cost	END
Gear		
1) <i>Armored Jacket</i> : RProt (6 PD/4 ED) (15 AP); OIF (-½)	10	0
2) <i>Fancy Knife Trick</i> : +10 PRE (10 AP); OAF (Knife; -1), Limited Power Only to Intimidate (-1)	3	
3) <i>Helmet Radio</i> : Radio P/T (Radio Group) (10 AP); OIF (-½), Sense Affected As Hearing (-½)	5	0
4) <i>Multi-Tool</i> : +2 w/ all Intellect Skills (8 AP); OAF (Multi-tool; -1), Limited Power Skill must require tools (-0)	4	
Tough As Nails Brawler		
1) <i>Damn Tough</i> : RProt (3 PD/3 ED)	9	0
2) <i>Flurry</i> : HA +1d6, Autofire (3 shots; +¼) (6 AP); Extra Time (FPh, -½), HtH Attack (-¼)	3	1
Notes: 6 ½d6 damage at full STR.		
		Total Power pts: 34

MARTIAL ARTS

Maneuver	Cost
Boxing	
1) Clinch (Martial Grab): ½ Phase, -1 OCV, -1 DCV, Grab Two Limbs, 45 STR for holding on	3
2) Cross (Martial Strike): ½ Phase, +0 OCV, +2 DCV, 9d6 Strike	4
3) Hook (Offensive Strike): ½ Phase, -2 OCV, +1 DCV, 11d6 Strike	5
Street Fighting	
1) Block/Chin Block (Martial Block): ½ Phase, +2 OCV, +2 DCV, Block, Abort	4
2) Disarm (Martial Disarm): ½ Phase, -1 OCV, +1 DCV, Disarm; 45 STR to Disarm	4
3) Throw (Martial Throw): ½ Phase, +0 OCV, +1 DCV, 7d6 +v/10, Target Falls	3
Total Martial Arts pts: 23	

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COMBAT SHEET

CURRENT STATUS

STAT	MAXIMUM	CURRENT
END	40	
BODY	12	
STUN	50	
RECOVERY	10	
STUN THRESHOLD	21	

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block Attacks, Abort
Brace	0	+0	½	+2 vs RMod
Choke	½	-2	-2	NND 1d6, Grab Neck, Prevent speaking
Cover	½	-2	+0	Target held at "gunpoint"
Disarm	½	-2	+0	Disarm, STR vs STR
Dive for Cover	½	+0	+0	Move, Abort, Fall Prone
Dodge	½	+0	+3	Dodge Attacks, Abort
Grab	½	-1	-2	Grab 2 limbs, can Squeeze, Slam or Throw
Grab By	½*	-3	-4	Move & Grab, +v/10 to STR
Haymaker	½#	+0	-5	+4 Damage Classes, +1 Segment to perform
Hipshot	½	-1	+0	+1 Initiative
Hurry	½	-2	-2	+1d6 to Initiative
Move By	½*	-2	-2	(STR/2) + (v/10)d6, attacker takes 1/3
Move Through	½*	-v/10	-3	STR + (v/6)d6, attacker takes ½
Multiple Attack	1	var	½	Attack multiple times
Pulling a Punch	½	-1/5d6	+0	Strike, normal STUN damage, ½ Body damage
Roll With a Punch	½	-2	-2	"Block" after being hit, take ½ damage, Abort
Set	1	+1	+0	Ranged attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Snapshot	1	-1	+0	Strike then duck behind cover
Strafe	½	-v/6	+2	Make Ranged attack while moving
Strike	½	+0	+0	STR or weapon
Suppress	½	-2	+0	Continuous fire through area, must use Autofire
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Target falls

* - May be performed after a Full Move.

- Attack lands at end of following Segment.

COMBAT VALUES

Combat Value	Full [Roll]	½ [Roll]	Zero [Roll]
Physical OCV	7 [18-]	4 [15-]	0 [11-]
Physical DCV	6	3	0
Mental OCV	4 [15-]	2 [13-]	0 [11-]
Mental DCV	4	2	0

Combat Skill Levels

+3 w/ a Boxing & Street Fighting

MOVEMENT

Movement	Combat [Non-Combat]
Run	17m [34m]
Swim	4m [8m]
H. Leap	4m [8m]
V. Leap	2m [4m]

RANGE MODIFIERS

Range (m)	0-8	9-16	17-32	33-64	65-128	129-256
RMOD	0	-2	-4	-6	-8	-10

ATTACKS

Attack	Damage	Stun X	Range	OCV	DCV	END	Notes
Basic Punch	7d6	+0	0m	+0	+0	3	HtH
Flurry	6½d6	+0	0m	+0	+0	1	HA; AF3
Clinch	45 STR	+0	0m	-1	-1	3	Grab Two Limbs, for holding on
Cross	9d6	+0	0m	+0	+2	3	
Hook	11d6	+0	0m	-2	+1	3	
Block/Chin Block	--	+0	0m	+2	+2	3	Block, Abort
Disarm	45 STR	+0	0m	-1	+1	3	Disarm; to Disarm
Throw	7d6+v/10	+0	0m	+0	+1	3	Target Falls

DEFENCES

Totals					
PD 13/19	rPD 3/9	ED 11/15	rED 3/7	MD 0	PowD 0
Defence	Description				
Armored Jacket	RProt (6 PD/4 ED) (15 AP); OIF (-½)				
Damn Tough	RProt (3 PD/3 ED)				

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BACKGROUND

APPEARANCE

Hair Color: Brown **Eye Color:** Brown **Height:** 2.01 m **Weight:** 99.00 kg

Description:

PERSONALITY

ORIGIN

POWERS