

Character Name: **Dyne**

Campaign:

AKA:

Genre:



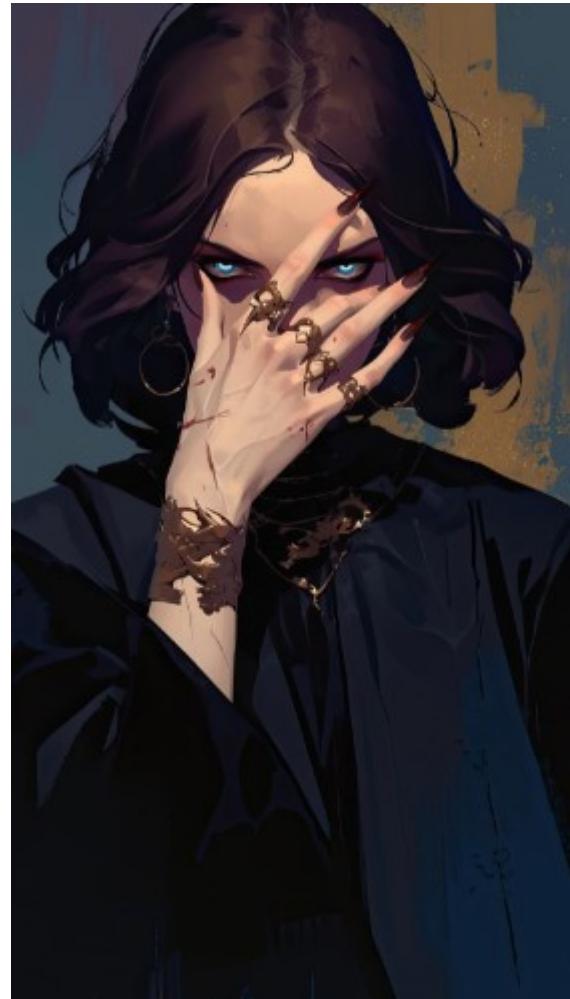
CHARACTERISTICS

CHARACTER IMAGE

Val Char Base Cost Roll

15	STR	10	5	12-
16	DEX	10	12	12-
14	CON	10	4	12-
17	INT	10	7	12-
10	EGO	10	0	11-
14	PRE	10	4	12-
5	OCV	3	10	
5	DCV	3	10	
3	OMCV	3	0	
3	DMCV	3	0	
8	PD	2	6	
6	ED	2	4	
3	SPD	2.0	10	
25	REC	4	21	
45	END	20	5	
20	BODY	10	10	
40	STUN	20	10	
17m	Run	12	5	
13m	Swim	4	5	
10m	Leap	4	3	
Total 131				

Summary
Lift: 200.0kg
Initiative: 16
Stun Threshold: 14
Perception Roll: 12-
PRE Attack: 2 1/2d6
STR Dmg: 3d6
STR END: 3
8 PD • 0 Res. PD
6 ED • 0 Res. ED
Phases: 4, 8, 12



EXPERIENCE POINTS		INFORMATION	
Total earned:	90	Eye Color:	Blue
Spent:	0	Hair Color:	Blonde
Unspent:	90	Personality:	Strong Mentoring Tendency
Base Points:	200		
Complication Points:	90		
Characteristic Points:	131	Result of genetic experimentation from pre war time, recently awoke and broke free of the ice. Finds themselves bitter and uncaring in the new world.	
Power Points:	35		
Talent Points:	15		
Martial Art Points:	34		
Skill Points:	73		
Perk Points:	2		
Total Points:	290	BACKGROUND	
MOVEMENT			
Type	Top Speed		
Run	17m [34m NC]		
Swim	13m [26m NC]		
H. Leap	10m [20m NC]		
V. Leap	5m [10m 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 Im 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
Defensive Block	1/2	+1	+3	Block, Abort
Eye Gouge	1/2	-1	-1	Flash 4d6
Legsweep	1/2	+2	-1	4d6 Strike, Target Falls
Joint Break	1/2	-1	-2	Grab One Limb; HKA 2d6 +1, Disable
Joint Lock/Throw	1/2	+1	+0	Grab One Limb; 1d6 NND ; Target Falls
Martial Escape	1/2	+0	+0	30 STR vs. Grabs
Choke Hold	1/2	-2	+0	Grab One Limb; 2d6 NND
Defensive Strike	1/2	+1	+3	3d6 Strike

ATTACK POWERS

Name	Effect	Range	END

DEFENSE POWERS

Name	Effect	Range	END

SENSORY POWERS

Name	Effect	Range	END

COMBAT STATS

Type	Base/Total	Current Vitals
Hand-To-Hand Damage	3d6	BODY: /20
Physical Defense	8	
Res. Phys. Defense	0	END: /45
Energy Defense	6	
Res. Energy Defense	0	STUN: /40
Mental Defense	0	
Power Defense	0	

COMBAT VALUES

OCV: 5	DCV: 5
OMCV: 3	DMCV: 3

COMBAT MODIFIERS

Range	0-8m	9-16m	17-32m	33-64m	65-125m	129-250m
RMOD	0	-2	-4	-6	-8	-10

Targeting Shot	OCV	Hit Location
Head Shot (Head to Shoulders)	-4	1D6+3
High Shot (Head to Vitals)	-2	2D6+1
Body Shot (Hands to Legs)	-1	2D6+4
Low Shot (Shoulders to Feet)	-2	2D6+7*
Leg Shot (Vitals to Feet)	-4	1D6+12

*Treat a 19 as the Feet location

HIT LOCATIONS

3D6 Roll	Location	STUN X	N STUN	BODY	To Hit
3-5	Head	x5	x2	x2	-8
6	Hands	x1	x½	x½	-6
7-8	Arms	x2	x½	x½	-5
9	Shoulders	x3	x1	x1	-5
10-11	Chest	x3	x1	x1	-3
12	Stomach	x4	x1½	x1	-7
13	Vitals	x4	x1½	x2	-8
14	Thighs	x2	x1	x1	-4
15-16	Legs	x2	x½	x½	-6
17-18	Feet	x1	x½	x½	-8

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POWERS

END	Description	Cost
5	Shape Shift (Sight, Touch, Smell/Taste, Hearing and Radio Groups, any shape), Cellular, Imitation (52 Active Points); Custom Modifier (-1/2)	35
Total Powers Cost		35

TALENTS

Description	Cost	
Double Jointed	4	
Perfect Pitch	3	
Eidetic Memory	5	
Absolute Time Sense	3	
Total Talents Cost		15

MARTIAL ARTS

Description	Cost	
Defensive Block: 1/2 Phase, +1 OCV, +3 DCV, Block, Abort	5	
Eye Gouge: 1/2 Phase, -1 OCV, -1 DCV, Flash 4d6	4	
Legsweep: 1/2 Phase, +2 OCV, -1 DCV, 4d6 Strike, Target Falls	3	
Joint Break: 1/2 Phase, -1 OCV, -2 DCV, Grab One Limb; HKA 2d6 +1 , Disable	5	
Joint Lock/Throw: 1/2 Phase, +1 OCV, +0 DCV, Grab One Limb; 1d6 NND ; Target Falls	4	
Martial Escape: 1/2 Phase, +0 OCV, +0 DCV, 30 STR vs. Grabs	4	
Choke Hold: 1/2 Phase, -2 OCV, +0 DCV, Grab One Limb; 2d6 NND	4	
Defensive Strike: 1/2 Phase, +1 OCV, +3 DCV, 3d6 Strike	5	
Total Martial Arts Cost		34

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SKILLS

Roll	Description	Cost
14-	Computer Programming	7
14-	Persuasion	7
14-	Stealth	7
14-	Sleight Of Hand	7
13-	Forgery (Documents)	4
14-	Acting	7
12-	Electronics	3
16-	Lockpicking	11
	TF: Common Motorized Ground Vehicles, Hanggliding, Helicopters, Small Motorized Boats, Small Planes, Small Rowed Boats, Two-Wheeled Motorized Ground Vehicles, Wheeled Military Vehicles	9
16-	Mimicry	11
	Total Skills Cost	73

PERKS

Description	Cost
No Two faces: Deep Cover	2
Total Perks Cost	2

COMPLICATIONS

Description	Points
Metabolic Overload: 2d6 damage per Turn (Uncommon)	
Notes: Sunlight accelerates metabolism in their shifting state, causing heatstroke or cellular burnout faster than in a normal human.	90
Total Complications Points	90