

Character Name: **Nathan Jimenez**
Campaign:
AKA: *Red Rage*
Genre:



CHARACTERISTICS

CHARACTER IMAGE

Val	Char	Base	Cost	Roll	Summary
18	STR	10	8	13-	Lift: 303.1kg
10	DEX	10	0	11-	Initiative: 10
23	CON	10	13	14-	Stun Threshold: 23
10	INT	10	0	11-	Perception Roll: 11-
20	EGO	10	10	13-	
10	PRE	10	0	11-	PRE Attack: 2d6
7	OCV	3	20		STR Dmg: 3 1/2d6
8	DCV	3	25		STR END: 4
5	OMCV	3	6		
4	DMCV	3	3		
22	PD	2	10		22 PD · 0 Res. PD
16	ED	2	4		16 ED · 0 Res. ED
3	SPD	2.0	10		Phases: 4, 8, 12
15	REC	4	11		
50	END	20	6		
20	BODY	10	10		
40	STUN	20	10		
16m	Run	12	4		
4m	Swim	4	0		
23m	Leap	4	10		
Total					160



EXPERIENCE POINTS

INFORMATION

Total earned:	90
Spent:	0
Unspent:	90
Base Points:	200
Complication Points:	90
Characteristic Points:	160
Power Points:	78
Talent Points:	2
Martial Art Points:	42
Skill Points:	4
Perk Points:	2
Total Points:	290

Eye Color:	Brown	Height:	1.59 m
Hair Color:	Maroon	Weight:	210.00 kg
Personality:	I made fast friends with a kid, Noah, from the Holy Republic, who disappeared under mysterious circumstances. The Dominion police are doing nothing, so I have to.		

Quotes

"I drink so I'm not so pissed, but you wouldn't like me sober either." - Nathan Jimenez

BACKGROUND

Born in the Holy Republic of Appalachia, left home after the war. On the run after events in the dominion, where he is on video destroying a data center. Is looking for his brother, who has been chasing him for almost a decade, trying to kill him before he himself is killed.

MOVEMENT

Type	Top Speed
Run	16m [32m NC]
Swim	4m [8m NC]
H. Leap	23m [46m NC]
V. Leap	11 1/2m [23m NC]

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COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	--	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4 DC attack damage
Move By	1/2	-2	-2	STR/2 + v/10, you take 1/3
Move Through	1/2	-v/10	-3	STR + v/6
Multiple Attack	1	var	1/2	Attack multiple times
Set	1	+1	+0	Ranged Attacks only
Shove	1/2	-1	-1	Push 1m per 5 STR
Strike	1/2	+0	+0	STR or weapon
Throw	1/2	+0	+0	Throw w/ STR dmg
Trip	1/2	-1	-2	Knock target prone
Flying Dodge	1/2	--	+4	Dodge All Attacks, Abort; FMove (4 Active Points); Conditional Power Power Only Works While Character Is Not Touching The Ground (-1/4)
				Grab Two Limbs, 28 STR for holding on; FMove (4 Active Points); Conditional Power Power Only Works While Character Is Not Touching The Ground (-1/4)
Flying Grab	1/2	-2	-1	3 1/2d6 +v/10 Strike; You Fall, Target Falls; FMove (2 Active Points); Conditional Power Power Only Works While Character Is Not Touching The Ground (-1/4)
				33 STR to resist Shove; Block, Abort
Flying Tackle	1/2	+0	-1	33 STR to Disarm
				7 1/2d6 Strike
Root	1/2	+0	+0	3 1/2d6 +v/10; FMove
Sacrifice Disarm	1/2	+2	-2	3 1/2d6 Strike; You Fall, Target Falls
Sacrifice Strike	1/2	+1	-2	33 STR to Shove
Sacrifice Lunge	1/2	+2	-2	33 STR vs. Grabs
Sacrifice Throw	1/2	+2	+1	Flash 4d6
Shove	1/2	+0	+0	
Martial Escape	1/2	+0	+0	
Martial Flash	1/2	-1	-1	

ATTACK POWERS

Name	Effect	Range	END
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DEFENSE POWERS

Name	Effect	Range	END
Body like a Mountain	PD		
Mind like a Diamond	ED		
	Knockback Resistance		0

SENSORY POWERS

Name	Effect	Range	END
I can Smell Your Fear	15- Detect		0
	NightVision		0

EQUIPMENT

Item	Stats	Range	END
Soriz, Blade of The Rock Fist	7 1/2d6 Hand-To-Hand Attack		5

COMBAT STATS

Type	Base/Total	Current Vitals
Hand-To-Hand Damage	3 1/2d6	BODY:
Physical Defense	22	/20
Res. Phys. Defense	0	END:
Energy Defense	16	/50
Res. Energy Defense	0	STUN:
Mental Defense	0	/40
Power Defense	0	

COMBAT VALUES

OCV: 7	DCV: 8
OMCV: 5	DMCV: 4

COMBAT MODIFIERS

Range	0-8m	9-16m	17-32m	33-44m	45-125m	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	x1/2	x1/2	-6
7-8	Arms	x2	x1/2	x1/2	-5
9	Shoulders	x3	x1	x1	-5
10-11	Chest	x3	x1	x1	-3
12	Stomach	x4	x1 1/2	x1	-7
13	Vitals	x4	x1 1/2	x2	-8
14	Thighs	x2	x1	x1	-4
15-16	Legs	x2	x1/2	x1/2	-6
17-18	Feet	x1	x1/2	x1/2	-8

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POWERS		
END	Description	Cost
0	Regeneration (3 BODY per Day), Can Heal Limbs (7 Active Points); Always On (-1/2)	11
	Body like a Mountain: +10 PD (0 Active Points); OAF Unbreakable Expendable (Extremely Difficult to obtain new Focus; Focus: Soriz; -2)	3
	Mind like a Diamond: +10 ED (0 Active Points); OAF Unbreakable Expendable (Extremely Difficult to obtain new Focus; Focus: Soriz; -2)	3
0	Knockback Resistance -5m	5
0	Leaping Point: Clinging (34 STR) (6 Active Points); Instant (-1/2), Conditional Power Power Only Works While Character Is Not Touching The Ground (-1/4)	9
4	Growth (+15 STR, +5 CON, +5 PRE, +3 PD, +3 ED, +3 BODY, +4 STUN, +1m Reach, +12m Running, -6m KB, 10l-800 kg, +2 to OCV to hit, +2 to PER Rolls to perceive character, 2-4m tall, 1-2m wide) (25 Active Points); Increased Endurance Cost (x2 END; -1/2), Only In Alternate Identity (Only While Enraged; -1/4)	14
0	I can Smell Your Fear: Detect A Class Of Things 15- (Unusual Group), Increased Arc Of Perception (360 Degrees), Sense	16
0	Nightvision, +10 to PER Roll, Increased Arc Of Perception (240 Degrees)	17
Total Powers Cost		78

EQUIPMENT		
END	Item	Cost
5	Soriz, Blade of The Rock Fist: Sword (2H) +7 1/2d6, Armor Piercing (+1/4) (47 Active Points); Required Hands Two-Handed (-1/2), STR Minimum 9-13 (-1/2), Hand-To-Hand Attack (-1/4), Real Weapon (Obvious Accesable Focus; -1/4)	

TALENTS		
Description		Cost
Blood Sniffer: Custom Talent (5 Active Points); Requires A Roll (9- roll; -1), Limited Power Power loses about a third of its effectiveness (Must Have Wouned Target in the Last 12 Hours; -1/2)		2
Notes: Can track a creature's general location if it has been wounded by Soriz in the last 12 hours		
Total Talents Cost		2

MARTIAL ARTS		
Description		Cost
Flying Dodge: 1/2 Phase, -- OCV, +4 DCV, Dodge All Attacks, Abort; FMove (4 Active Points); Conditional Power Power Only Works While Character Is Not Touching The Ground (-1/4)		4
Flying Grab: 1/2 Phase, -2 OCV, -1 DCV, Grab Two Limbs, 28 STR for holding on; FMove (4 Active Points); Conditional Power Power Only Works While Character Is Not Touching The Ground (-1/4)		4
Flying Tackle: 1/2 Phase, +0 OCV, -1 DCV, 3 1/2d6 +v/10 Strike; You Fall, Target Falls; FMove (2 Active Points); Conditional Power Power Only Works While Character Is Not Touching The Ground (-1/4)		2
Root: 1/2 Phase, +0 OCV, +0 DCV, 33 STR to resist Shove; Block, Abort		4
Sacrifice Disarm: 1/2 Phase, +2 OCV, -2 DCV, Disarm, 28 STR to Disarm		4
Sacrifice Strike: 1/2 Phase, +1 OCV, -2 DCV, 7 1/2d6 Strike		5
Sacrifice Lunge: 1/2 Phase, +2 OCV, -2 DCV, 3 1/2d6 +v/10; FMove		4
Sacrifice Throw: 1/2 Phase, +2 OCV, +1 DCV, 3 1/2d6 Strike; You Fall, Target Falls		3
Shove: 1/2 Phase, +0 OCV, +0 DCV, 33 STR to Shove		4
Martial Escape: 1/2 Phase, +0 OCV, +0 DCV, 33 STR vs. Grabs		4
Martial Flash: 1/2 Phase, -1 OCV, -1 DCV, Flash 4d6		4
Total Martial Arts Cost		42

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SKILLS		
Roll	Description	Cost
	Defense Maneuver I-III (8 Active Points); Only In Alternate Identity (Non Enraged State; -1/4) Notes: Defense Maneuver I No attacker is considered to be attacking "from behind." II Defense Maneuver II Eliminates Multiple Attackers Bonuses for attackers the character perceives. II Defense Maneuver III Eliminates Multiple Attackers Bonuses for all attackers (perceived or not)	6
Total Skills Cost		6

PERKS		
Description		Cost
Never in One Place Long: Deep Cover		2
Total Perks Cost		2

COMPLICATIONS		
Description		Points
Enraged: (Common), go 1L-, recover 8-, Berserk Notes: A Berserk character behaves as described above, but he attacks the nearest target (not just the one that made him angry), so he's a danger to friend and foe alike. Once he Knocks Out or kills that target, he then attacks the next-nearest target (and so on until he regains control).		35
Wanted for Destruction of Government Property: North American International Police (NAIP) Infrequently (Less Pow; NCI; Harshly Punish)		10
Dependence: Weakness: -3 To Characteristic Rolls and related rolls per time increment (Very Common; 1 Day; Addiction; Custom Adder)		15
Rivalry: Bad Blood (Brother: Lionel), Rival is As Powerful, Seek to Harm or Kill Rival, Rival Aware of Rivalry		10
Negative Reputation: Dangerous and Unstable, Very Frequently		15
PTSD: (Uncommon; Moderate) Notes: Trigger: When close allies or innocents are harmed Effect: 8- roll else become enraged		5
Total Complications Points		90