

Character Name: **Arc**

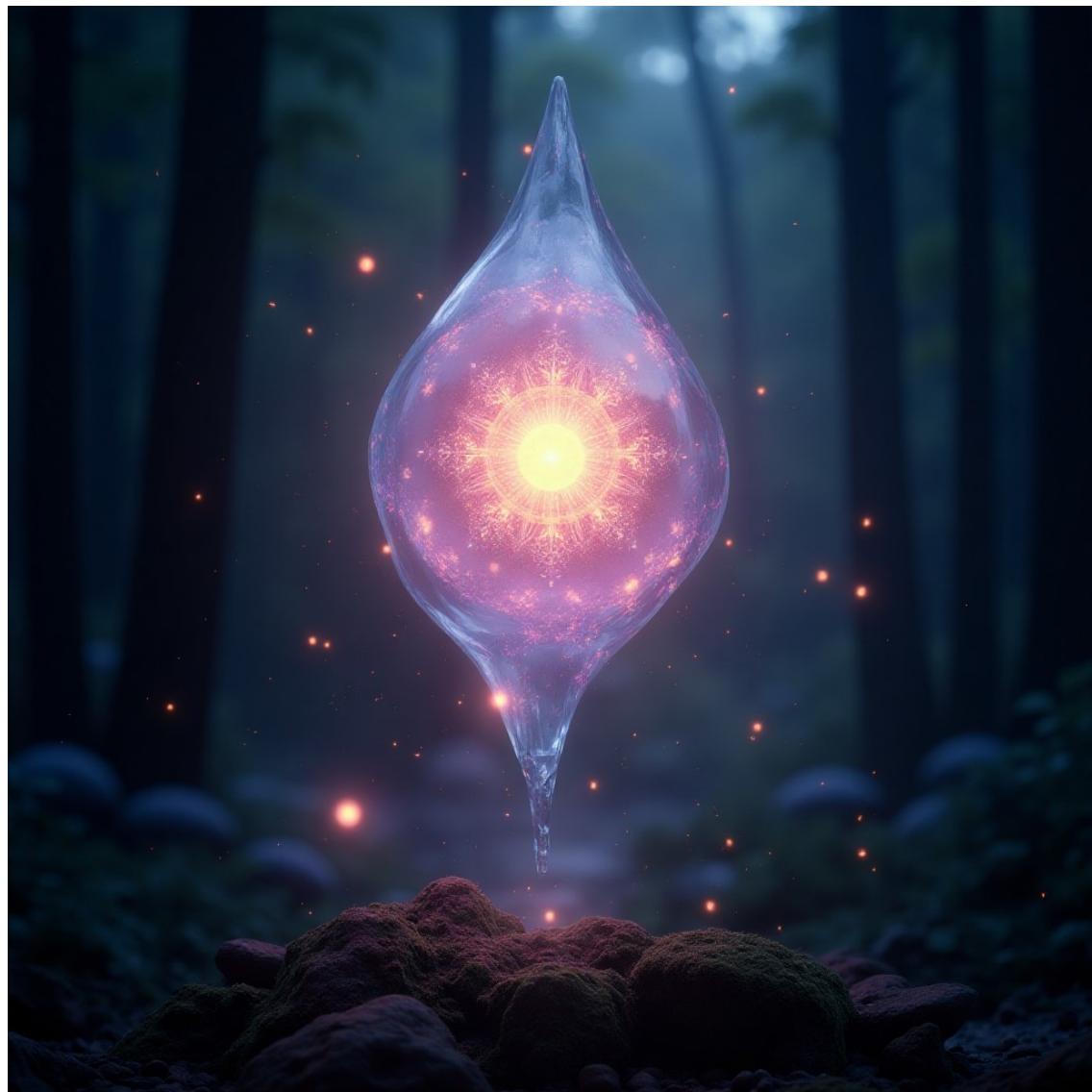
Campaign:

AKA: *Light of Valor*

Genre:

**CHARACTERISTICS****CHARACTER IMAGE**

Val	Char	Base	Cost	Roll	Summary
10	STR	10	0	11-	Lift: 100.0kg
10	DEX	10	0	11-	Initiative: 10 Stun
10	CON	10	0	11-	Threshold: 10
20	INT	10	10	13-	Perception Roll: 13-
31	EGO	10	10	15-	PRE
20	PRE	10	10	13-	Attack: 4d6
3	OCV	3	0		STR Dmg: 2d6
3	DCV	3	0		STR END: 2
7	OMCV	3	12		
7	DMCV	3	12		
2	PD	2	0		2 PD - 0
2	ED	2	0		2 ED - 0
5	SPD	2.0	30		Res. PD
24	REC	4	20		2 ED - 0
30	END	20	2		Res. ED
10	BODY	10	0		
21	STUN	20	1		
22m	Run	12	10		
4m	Swim	4	0		
4m	Leap	4	0		
Total					Phases: 3, 5, 8, 10, 12

**EXPERIENCE POINTS**

Total earned: 90
Spent: 0
Unspent: 90
Base Points: 200
Complication Points: 90

Characteristic Points: 117
Power Points: 100
Talent Points: 26
Marital Art Points: 0
Skill Points: 44
Perk Points: 3

Total Points: 290

MOVEMENT

Type Top Speed
Run 22m [44m NC]
Swim 4m [8m NC]
H. Leap 4m [8m NC]
V. Leap 2m [4m NC]

INFORMATION

Eye Color: Golden
Hair Color: Brown
Personality:

Height: 0.30 m
Weight: 100 kg

BACKGROUND

Arc

COMBAT MANEUVERS				COMBAT STATS						
Maneuver	Phase	OCV	DCV	Effect	Type	Base/Total	Current Vital			
Block	½	+0	+0	Block, abort	Hand-to-Hand Damage	2d6				
Brace	0	+2	½	+2 vs. Range Mod.	Physical Defense	2	/10			
Disarm	½	-2	+0	Can disarm	Res. Phys. Defense	0	END:			
Dodge	½	--	+3	Abort, vs. all attacks	Energy Defense	2	/30			
Grab	½	-1	-2	Grab two limbs	Res. Energy Defense	0	STUN:			
Grab By	½	-3	-4	Move and Grab	Mental Defense	0	/21			
Haymaker	½*	+0	-5	+4 DC attack damage	Power Defense	0				
Move By	½	-2	-2	STR/2 + v10, you take 1/3						
Move Through	½	-v10	-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						
ATTACK POWERS				COMBAT VALUES						
Name	Effect	Range	END	OCV: 3	DCV: 3					
DEFENSE POWERS				OMCV: 7	DMCV: 7					
Name	Effect	Range	END							
SENSORY POWERS				COMBAT MODIFIERS						
Name	Effect	Range	END	Range	0-8m	9-16m	17-32m	33-64m	65-125m	129-250m
Mantra of the Mind	Mind Link	50m	[4]	RMOD	0	-2	-4	-6	-8	-10
HIT LOCATIONS				Targeting Shot						
3D6 Roll	Location	STUN X	N STUN	OCV	Hit Location					
3-5	Head	x5	x2	x2	-4	1D6+3				
6	Hands	x1	x1½	x1½	-6					
7-8	Arms	x2	x1½	x1½	-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	x1½	x1½	-6					
17-18	Feet	x1	x1½	x1½	-8					

*Treat a 19 as the Feet location

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POWERS

END	Description	Cost
0	Spiritual body: Desolidification , Persistent (+1/4), Inherent (+1/4), Reduced Endurance (0 END; -1/2) (80 Active Points); Aluminum Weakness (cannot pass through aluminum at least 6 inches thick; -1/2), Bound to the One (-1/2)	40
1/4	Mantle of the Mind: Mind Link , Human class of minds, One Specific Mind (5 Active Points); 4 Charges (-1), Only with bonded target (-1/2), Normal Range (-1/4)	2
2	Soul Mending: Healing BODY Id6, Can Heal Limbs, Constant (+1/2) (22 Active Points); Target only (cannot self target) (-1/2), Linked (Mantle of the Mind; -1/4)	12
3	Soul Surge: Aid Damage Effects 4 1/2d6 (27 Active Points); Only to Aid Others (-1/2), Linked (Mantle of the Mind; -1/4)	15
	Identity Reinforcement: +11 EGO (11 Active Points); Linked (Spiritual body; -1/2)	7
3	Rejuvination: Aid END 5d6 (30 Active Points); Linked (Mantle of the Mind; -1/4)	24
Total Powers Cost		100

TALENTS

Description	Cost	
Perfect Pitch	3	
Absolute Time Sense	3	
Universal Translator 13-	20	
Total Talents Cost		26

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SKILLS

Roll	Description	Cost
16-	Persuasion	9
14-	Teamwork	9
13-	Analyze: Combat	3
13-	Cryptography	3
15-	Stealth	11
16-	Shadowing	9
Total Skills Cost		44

PERKS

Description	Cost
Creature of Myth: Obscure Origins	3
Total Perks Cost	3

COMPLICATIONS

Description	Points
Spiritual Form: Cannot interact with Physical world (All the Time; Fully Impairing)	35
Susceptibility: Aluminum Allergy 3d6 damage instant (Common)	20
Rainbow on the Wall: (Conceivable; Noticed and Recognizable; Detectable By Commonly-Used Senses)	10
Ghostly Visage: Very Frequently, Severe	25
<i>Notes: Spirits usually cause fear in those that see them</i>	
Total Complications Points	90