

<b>NAME:</b> Arrowhead (DS p20)				
<b>PLAYER:</b>				
VALUE	CHAR	COST	BASE	PTS
60	Strength	x1	10	50
20	Dexterity	x3	10	30
30	Constitution	x2	10	40
20	Body	x2	10	20
13	Intelligence	x1	10	3
10	Ego	x2	10	0
30	Presence	x1	10	20
10	Comeliness	x1/2	10	0
22	Physical Defex	x1	12	10
20	Energy Defens	x1	6	14
4	Speed	x10	3.0	10
18	Recovery	x2	18	0
60	Endurance	x1/2	60	0
75	Stun	x1	65	10
<b>Characteristics Cost:</b>				207

<b>STR Roll:</b> 21-	Run	6"
<b>DEX Roll:</b> 13-	Swim	2"
<b>INT Roll:</b> 12-	Jump	12"
<b>EGO Roll:</b> 11-		
<b>PER Roll:</b> 12-		

**Experience:** 0

<b>DISADVANTAGES</b>	<b>BASE:</b> 188+PTS
Berserk, "Ego attack", uncommon, occur 14-, recover 8-	25
Hunted, "VIPER", more powerful, harsh, appear 11-	20
Hunted, "UNTIL", more powerful, non-combat influence, harsh, appear 8-	20
Psych Lim, "Overconfidence", common, moderate	10
Secret ID, "Rocky Scaglioni"	15

**Disadvantages Total :** 90  
**Experience Spent +** 0  
**Total Points =** 278

# ENEMIES

PTS	POWERS	END
52	6D6 EB, x1 Armor Piercing(+1/2), 1/2 END(+1/4)	2
15	60 STR, 1/2 END(+1/4) ==Skills==	0
4	2 Levels: Energy Blast	

71 : **Powers Total**  
207 + **Characteristic Total**  
278 = **Total Cost**

Base OCV: 7      Base DCV: 7  
Adjustment +      Adjustment +  
Final OCV =      Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX: 20    SPD: 4    ECV: 3  
Phases - - 3 - - 6 - - 9 - - 12  
PD/rPD 22/ 0    ED/rED 20/ 0  
END: 60    STUN: 75    BODY: 20

3D6	Loc	StunX	NStun	BodyX	CV	Armor
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	

