NAME: Blazon's Horse

PLAYER:

	PLAILE	<b>C:</b>			
•	13 28 18/20 8 5 15/30 14 66 3 12 56 42/44	Strength Dexterity Constitut Body Intellige Ego Presence Comelines Physical Energy De Speed Recovery Endurance	x1 x3 zion x2 x2 ence x1 x2 x1 SS x1/2 Defex1 efensx1 x10 x2 x1/2	10 10 10 10 10 10 10 10 2 10 4 6 2.3 10 2 56 42	10 9 36 16 -2 -10 5 2 2 0 7 4
	DEX RO	oll: 15- oll: 12- oll: 11- oll: 10- oll: 11-	Run Swim Jump Flight		12" 2" 6" 18"

## Experience: 0

DISADVANTAGES BASE: 190+B Berserk, "Combat", very common,occur 8-,recover 11-	20
Distinctive, "Adept", easily	5
concealable,minor Distinctive,"Winged horse",not concealable,	20
major Physical Lim, "No manipulators, horse body", all the time, slightly	15
Psych Lim, "Mindset of an aggressive animal", common, strong	15

## THE LONDON WATCH

PTS		END
45	18" Flight,1/2 END (+1/4)	2
54	18/18 Armor	_
13	2 LVLS Growth (stats	
	already included),	
	Always $On(-1/2)$ , 0 END	•
1.0	Persistent(+1)	0
18	1D6 HKA,vs physical defense,Reduced	
	Penetration(-1/4),0	
	END(+1/2)	0
7	Mind Link, "Holder of	
	the pendant", related	
	group, any dimension,	
	subject needs mind	
7	link +15 PRE,Only for	
,	offensive purposes(-1)	)
12	12" Running	´ 2
	X-D Move, group of	_
	-1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -	

==Skills== 15 3 Levels: Hand-to-hand combat, related group

(-1)

dimensions, 4 Charges

Base OCV: 4 Base DCV: 4 Adjustment + Adjustment + Final OCV = Final DCV = 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	
	Block Brace Disarm Dodge Grab Haymaker Move By Move Through	Block     1/2       Brace     0       Disarm     1/2       Dodge     1/2       Grab     1/2       Haymaker     1/2       Move By     1/2       Move Through     1/2	Block     1/2     +0       Brace     0     +2       Disarm     1/2     -2       Dodge     1/2     +0       Grab     1/2     -1       Haymaker     1/2     +0       Move By     1/2     -2       Move Through     1/2     -v/5	Block 1/2 +0 +0 Brace 0 +2 1/2 Disarm 1/2 -2 +0 Dodge 1/2 +0 +3 Grab 1/2 -1 -2 Haymaker 1/2 +0 -5 Move By 1/2 -2 -2 Move Through 1/2 -v/5 -3

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

DEX: 13 SPD: 3 ECV: Phases - - 4 - - - 8 - - - 12 PD/rPD 24/ 18 ED/rED 24/ 18 END: 56 STUN: 44 BODY: 20

	3D6	Loc	StunX	NStun	BodyX	CV	Armor
	3-5	Head	x5	x2	x2	-8	
1	6	Hands	x1	x1/2	x1/2	-6	
	7-8	Arms	x2	x1/2	x1/2	-5	
	9	Shoulder	s 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	

## NOTES

April 15th, 2015

Kingdom of Champions (410)

p130 Gender: Male

Team: The London Watch



Disadvantages Total : Experience Spent + 75 0 265 Total Points =

186 : Powers Total
79 + Characteristic Total

265 = Total Cost