

**NAME:** Captain Shark (KOC p185)  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
13	Strength	x1	10	3
17	Dexterity	x3	10	21
15	Constitution	x2	10	10
11	Body	x2	10	2
20	Intelligence	x1	10	10
18	Ego	x2	10	16
20	Presence	x1	10	10
14	Comeliness	x1/2	10	2
6	Physical Defex	x1	3	3
6	Energy Defens	x1	3	3
4	Speed	x10	2.7	13
6	Recovery	x2	6	0
30	Endurance	x1/2	30	0
26	Stun	x1	26	0
<b>Characteristics Cost:</b>				<b>93</b>

<b>STR Roll:</b> 12-	Run	6"
<b>DEX Roll:</b> 12-	Swim	2"
<b>INT Roll:</b> 13-	Jump	3"
<b>EGO Roll:</b> 13-		
<b>PER Roll:</b> 13-		

**Experience:** 0

DISADVANTAGES	BASE:	132+PTS
Age, 40+		5
Distinctive, "Old style navy officer", easily concealable, minor		5
Hunted, "CIA", less powerful, harsh, appear	8-	5
Hunted, "UNTIL", as powerful, harsh, appear	8-	10
Hunted, "Russian Navy", as powerful, harsh, appear	11-	15
Normal Stats		20
Psych Lim, "Arrogant", common, strong		15

**Disadvantages Total :** 75  
**Experience Spent +** 0  
**Total Points =** 207

# ENEMIES

PTS	POWERS	END
4	AK: North Atlantic 14-, (INT based)	
1	Computer Programming 8-	
1	Cryptography 8-	
3	Demolitions 11-	
3	Electronics 11-	
3	Inventor 13-	
2	KS: European Underworld 11-	
1	Lang: French	
1	Lang: German	
10	1 Levels, all skills	
10	2 Levels: Technical skills, group of skills	
3	Mechanics 11-	
3	Navigation 11-	
4	PS: Engineer 14-, (INT based)	
3	SC: Marine Engineering 13-, (INT based)	
3	Systems Operation 13-	
3	Tactics 13-	
1	Trading 8-	
4	TF, Planes, Scuba, Water Vehicles	
3	WF, Vehicle, Small Arms	
3	Weaponsmith 11-, class of weapon: Vehicle Weapons	
	==Equipment==	
24	10/10 Armor, "Costume", IIF(-1/4)	
2	IR Vision, OAF(-1)	
13	1 1/2D6 RKA, "Revolver", vs physical defense, OAF(-1), 5-6 Charges(-3/4), x1 Armor Piercing(+1/2)	
4	+6 Telescopic Sense, "Telescope", Sight Group, OAF(-1)	
2	UV Vision, OAF(-1)	

114 : **Powers Total**  
 93 + **Characteristic Total**  
 207 = **Total Cost**

Base OCV: 6      Base DCV: 6  
 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	

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

DEX: 17      SPD: 4      ECV: 6  
 Phases - - 3 - - 6 - - 9 - - 12  
 PD/rPD 16/ 10      ED/rED 16/ 10  
 END: 30      STUN: 26      BODY: 11

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	

## NOTES

