

NAME: The Gurkha
PLAYER:

VALUE	CHAR	COST	BASE	PTS
15	Strength	x1	10	5
26	Dexterity	x3	10	48
20	Constitution	x2	10	20
10	Body	x2	10	0
13	Intelligence	x1	10	3
14	Ego	x2	10	8
18	Presence	x1	10	8
8	Comeliness	x1/2	10	-1
10	Physical Defex	x1	3	7
10	Energy Defens	x1	4	6
6	Speed	x10	3.6	24
10	Recovery	x2	7	6
40	Endurance	x1/2	40	0
28	Stun	x1	28	0
Characteristics Cost:				134

STR Roll: 12-	Run	9"
DEX Roll: 14-	Swim	2"
INT Roll: 12-	Jump	3"
EGO Roll: 12-	Swinging	10"
PER Roll: 12-		

Experience: 28

DISADVANTAGES	BASE:	100+PTS
Berserk, "Honor insulted", uncommon, occur 8-, recover 11-		10
DNPC, "Friends", normal, appear 8-		10
Enraged, "Ethnic slurs", uncommon, occur 8-, recover 11-		5
Hunted, "A large Triad", more powerful, non-combat influence, harsh, appear 8-		20
Hunted, "His sensei", more powerful, non-combat influence, harsh, appear 8-		20
Psych Lim, "Honorable", common, total		20
Psych Lim, "Loyal to his service and friends", very common, strong		20
Public ID, "Prasad Karan"		10
Rep, "Hero", occur 11-		10
Vuln, "Energy KAs", very common, x2 stun		30
Watched, "UK government", more powerful, non-combat influence, harsh, appear 14-		15

Disadvantages Total : 170
Experience Spent + 28
Total Points = 298

THE NEW KNIGHTS OF THE ROUND TABLE

PTS	POWERS	END
5	8 Mental Defense	
6	9" Running	2
10	10" Swinging ==Skills==	2
3	Acrobatics 14-	
3	Breakfall 14-	
3	12- Combat Sense	
16	Damage Class +4DC	
12	12- Danger Sense	
5	Defense Maneuver	
5	Disguise 12-	
3	KS: Kung Fu 12-	
3	Lang: English, fluent w/accnt	
0	Lang: Nepalese, native	
10	2 Levels, related group	
4	M Strike, "Punch"	
4	Martial Block	
4	Martial Disarm	
4	Martial Dodge	
3	Martial Throw	
0	PS: Soldier 8-	
	==Talents==	
30	11- Find Weakness, all attacks	
3	Lightsleep	
	==Equipment==	
7	5/5 Armor, "Padding", IIF(-1/4), 12- Activation(-3/4)	
7	1D6 HKA, "Machetes", vs physical defense, OAF(-1)	1
7	9 OCV Missile Deflection, deflect bullets, OAF(-1)	
7	1D6 RKA, "Throwing Blades", vs physical defense, OAF(-1), 7-8 Charges(0), recoverable	0

164 : Powers Total
134 + Characteristic Total
298 = Total Cost

Base OCV: 9 Base DCV: 9
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	
M Strike	1/2	+0	+2	9D6
Martial Block	1/2	+2	+2	
Martial Disarm	1/2	-1	+1	45 STR
Martial Dodge	1/2	+0	+5	
Martial Throw	1/2	+0	+1	7D6 + v/5

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

DEX: 26 SPD: 6 ECV: 5
Phases - 2 - 4 - 6 - 8 - 10 - 12
PD/rPD 15/ 5 ED/rED 15/ 5
END: 40 STUN: 28 BODY: 10

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	x1/2	x1	-7	
13	Vitals	x4	x1/2	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 11th, 2015
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Name: Prasad Karan
Gender: Male
Team: The New Knights of the Round Table

