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|--|----------------|-------------|-------------|------------|
| NAME: Ian Hetherington | | | | |
| PLAYER: | | | | |
| VALUE | CHAR | COST | BASE | PTS |
| 11 | Strength | x1 | 10 | 1 |
| 11 | Dexterity | x3 | 10 | 3 |
| 10 | Constitution | x2 | 10 | 0 |
| 11 | Body | x2 | 10 | 2 |
| 20 | Intelligence | x1 | 10 | 10 |
| 18 | Ego | x2 | 10 | 16 |
| 20 | Presence | x1 | 10 | 10 |
| 12 | Comeliness | x1/2 | 10 | 1 |
| 5 | Physical Defex | x1 | 2 | 3 |
| 6 | Energy Defens | x1 | 2 | 4 |
| 4 | Speed | x10 | 2.1 | 19 |
| 4 | Recovery | x2 | 4 | 0 |
| 20 | Endurance | x1/2 | 20 | 0 |
| 22 | Stun | x1 | 22 | 0 |
| Characteristics Cost: | | | | 69 |
| STR Roll: 11- | Run | | 4" | |
| DEX Roll: 11- | Swim | | 2" | |
| INT Roll: 13- | Jump | | 2" | |
| EGO Roll: 13- | | | | |
| PER Roll: 13- | | | | |
| Experience: 83 | | | | |
| DISADVANTAGES BASE: 100+PTS | | | | |
| Age, 40+ 5 | | | | |
| Distinctive, "Slight limp", easily concealable, minor 5 | | | | |
| Distinctive, "Military manner", easily concealable, minor 5 | | | | |
| Normal Stats 20 | | | | |
| Psych Lim, "Personal code of honor", common, strong 15 | | | | |
| Psych Lim, "Devotion to duty", common, strong 15 | | | | |
| Watched, "Other police", as powerful, non-combat influence, harsh, appear 8- | | | | |
| Watched, "Home Office", more powerful, non-combat influence, harsh, appear 11- | | | | |
| Disadvantages Total : 86 | | | | |
| Experience Spent + 83 | | | | |
| Total Points = 269 | | | | |



| | | |
|---------------|--|------------|
| PTS | POWERS | END |
| -4 | 4" Running | 1 |
| ==Perks== | | |
| 1 | 11- Contact: Dr. Gold-Wing | |
| 3 | 13- Contact: House of Commons Security Guard | |
| 2 | 12- Contact: London based crime reporter | |
| 4 | 14- Contact: Senior London Police Officer | |
| 3 | 13- Contact: Senior Army Officer | |
| 1 | 11- Contact: UNTIL Europe Field Commander | |
| 3 | Federal Police Powers | |
| 10 | Head of State | |
| 3 | Well-Connected | |
| ==Skills== | | |
| 3 | AK: London 13-, (INT based) | |
| 3 | Bureaucratics 13- | |
| 3 | Combat Driving 11- | |
| 3 | Concealment 13- | |
| 3 | Criminology 13- | |
| 3 | Deduction 13- | |
| 5 | Def Strike, "Jab" | |
| 3 | Demolitions 11- | |
| 1 | KS: Boxing 11- | |
| 2 | KS: Criminal Law 13-, (INT based) | |
| 4 | KS: STOP Personnel 15-, (INT based) | |
| 2 | KS: Super Beings 13-, (INT based) | |
| 1 | Lang: French | |
| 1 | Lang: German | |
| 1 | Lang: Russian | |
| 20 | 2 Levels, all skills | |
| 4 | Martial Block | |
| 3 | Martial Grab, "Clinch" | |
| 4 | M Strike, "Cross" | |
| 5 | Off Strike, "Hook" | |
| 3 | Paramedic 13- | |
| 3 | PS: Army Officer 13-, (INT based) | |
| 3 | PS: Policeman 14- | |
| 3 | PS: Lecturer 13-, (INT based) | |
| 3 | Scholar | |
| 3 | Tactics 13- | |
| 4 | TF, Ground Vehicles, Air Vehicles | |
| 2 | WF, Small Arms | |
| 1 | WF: STOP Weapons 11- | |
| ==Equipment== | | |
| 75 | VPP (50), only change between adv, only change in given circ, no skill roll required, "STOP gadgets" | |
| 200 | Powers Total | |
| 69 | + Characteristic Total | |
| 269 | = Total Cost | |

| | | | | | | |
|---------------------------------|--------------|--------------|---------------|---------------|-----------|--------------|
| Base OCV: 4 | | Base DCV: 4 | | | | |
| 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 | | | |
| Def Strike | 1/2 | +1 | +3 | 2D6 | | |
| Martial Block | 1/2 | +2 | +2 | | | |
| Martial Grab | 1/2 | -1 | -1 | 21 STR | | |
| M Strike | 1/2 | +0 | +2 | 4D6 | | |
| Off Strike | 1/2 | -2 | +1 | 6D6 | | |
| Range | <4 | <8 | <16 | <32 | <64 | <128 |
| RMod | -0 | -2 | -4 | -6 | -8 | -10 |
| DEX: | 11 | SPD: | 4 | ECV: | 6 | |
| Phases - - 3 - - 6 - - 9 - - 12 | | | | | | |
| PD/rPD | 5/ | 0 | ED/rED | 6/ | 0 | |
| END: | 20 | STUN: | 22 | 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 | x1/2 | 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 | | | | | | |
| Kingdom of Champions (410) | | | | | | |
| p176 | | | | | | |
| Name: Ian Hetherington | | | | | | |
| Species: Human | | | | | | |
| Gender: Male | | | | | | |
| Team: STOP (leader) | | | | | | |