NAME: Nova Satori

PLAYER:

VALUE			BASE	
	Strength			
16	Dexterity	y x3	10	18
10	Constitu	tion x2	10	0
8	Body	x2	10	-4
13	Intellig	ence x1		3
12			10	3 4
	Presence			
	Comeline			2
4				2
4	Energy D			2
2	Speed	x10		
3	Speed			4
0 4	Recovery	X.Z.	. 4	4
	Endurance			2
	Stun			_
Cl	haracteri	stics Co	ost:	45
a== =		F.		4 11
	oll: 11-	Run		4"
	oll: 12-	Swim		2"
	oll: 12-	Jump		2"
EGO R	oll: 11-			
	77 10	1		

PER Roll: 12-Experience: 0

Hun GM	ADVANTAGES ted, "Enemie: P", as power:	s of t	the	75 +PTS 15
Psy	pear 11- ch Lim,"Pla e book",ver			y 20
Psy mai pl	rong ch Lim,"Obseking the wo: ace.",very o	rld a	bett	
Riv	alry,"Marie ofessional	and I	Dana'	, 5
Wat	ched,"GMP si re powerful fluence,har:	,non-c	comba	

HE	RO 41H EDITIO	N
PTS		END
-4	4" Running	1
	==Perks==	
2	11- Contact: High	
	Level officer in the	
	GMP	
3	Federal Police Powers	
	==Skills==	
5	Computer Programming	
	13_	
7	Contortionist 14- Disguise 14- Electronics 11- Forgery 12- Interrogation 12- 2 Levels: OCV, related	
9	Disguise 14-	
3	Electronics 11-	
5	Forgery 12-	
3	Interrogation 12-	
10	2 Levels: OCV, related	
	group	
3	Lockpicking 12- Martial Block	
4	Martial Block	
4	Martial Dodge	
4	M Strike, "Karate Kick" Navigation 11- PS: Pickpocket 12-,	
3	Navigation 11-	
3	PS: Pickpocket 12-,	
	(INT based)	
3	PS: Radio Operator	
	12-,(INT based)	
3	Stealth 12-	

5 Systems Operation 13-

2 TF, Ground Vehicles 2 WF, Small Arms ==Talents== 10 2D6 Luck

3 Tracking 12-

Base OCV: 5 Base DCV: 5
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 STF
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	
Martial Block	1/2	+2	+2	
Martial Dodge	1/2	+0	+5	
M Strike	1/2	+0	+2	4D6

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

DEX:	16	S	PD:	3	ECV	: 4
Phase	s -		4 -		8	- 12
PD/rP	D	4/	0 1	ED/rE	D 4,	/ 0
END:	24	ST	UN:	21	BODY	: 8

3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x 1/2	x1/2	-6	
7-8	Arms	x2	x 1/2	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	x 1/2	x1/2	-6	
17-18	Feet	x1	x 1/2	x1/2	-8	

NOTES

Last updated October 8th, 2016 by Mathew R. Ignash.

Southern Cross (553) p111

Ná G

Weight: 135 pounds Team: Global Military Police

southern cross (553) pill	
Jame: Nova Satori	
Gender: Female	
Meight 5 feet 11 inches	
Joiaht 12E maunda	



75 Disadvantages Total : Experience Spent + 0 Total Points = 150

92 : Powers Total 45 + Characteristic Total 137 = Total Cost