

NAME: Nuada of the Silver Hand
PLAYER:

VALUE	CHAR	COST	BASE	PTS
50	Strength	x1	10	40
26	Dexterity	x3	10	48
33	Constitution	x2	10	46
18	Body	x2	10	16
23	Intelligence	x1	10	13
23	Ego	x2	10	26
20	Presence	x1	10	10
18	Comeliness	x1/2	10	4
10	Physical Defex	1	10	0
10	Energy Defens	x1	7	3
7	Speed	x10	3.6	34
17	Recovery	x2	17	0
66	Endurance	x1/2	66	0
60	Stun	x1	60	0
Characteristics Cost:				240

STR Roll: 19-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 14-	Jump	10"
EGO Roll: 14-	Teleportati	25"
PER Roll: 14-		

Experience: 0

DISADVANTAGES	BASE:	816+PTS
Distinctive, "Part synthetic", easily concealable, major		10
Distinctive, "Silver hand", concealable, major		15
Enraged, "Honor questioned", uncommon, occur 8-, recover 14-		3
Enraged, "Demons", uncommon, occur 11-, recover 14-		5
Hunted, "Minions of the Fomori", less powerful, non-combat influence, harsh, appear 8-		10
Psych Lim, "Warrior's honor", common, strong		15
Psych Lim, "Hates Fomori", common, strong		15
Psych Lim, "Weary of his job", very common, moderate		15
Rep, "Legendary", occur 8-, extreme reputation		10
Unluck, 1D6		5

Disadvantages Total : 103
Experience Spent + 0
Total Points = 919

ALLIES™

PTS POWERS END

10	360 Degree Sensing, Unusual Sense Group	
15	5/5 Armor	
3	+0 Detect, "Dimensional Gateways"	
5	Discriminatory, Detect	
10	+5 Enhanced PER, Detect	
10	10 Flash Defense, Sight Group	
10	HR Radio	
10	10 Lack Of Weakness	
14	Life Support, safe in radiation, immune to disease, immune to aging, breathe env: Water	
3	Mental Awareness	
10	15 Mental Defense	
15	15 Power Defense	
5	Range, Detect	
25	Spatial Awareness	
12	50 STR, 1/2 END (+1/4)	0
20	Targeting Sense, Detect	
162	25" Teleport, x4M Increased Range, 2 Fixed Locations	5
3	Ultra Hearing	
5	UV Vision	
==Perks==		
1	Perk: Use of Progenator systems	
==Skills==		
3	Animal Handler 11-	
3	Breakfall 14-	
3	Climbing 14-	
3	Concealment 14-	
3	Conversation 13-	
3	Deduction 14-	
3	KS: Demons 14-, (INT based)	
3	KS: History of Magic 14-, (INT based)	
3	Lang: Breton, native accent	
0	Lang: Celtic, native	
3	Lang: English, native accent	
3	Lang: French, native accent	
1	Lang: German, fluent conversation	
3	Lang: Irish Gaelic, native accent	
1	Lang: Latin, fluent conversation	
3	Lang: Medieval English, native accent	
3	Lang: Medieval French, native accent	
3	Lang: Scots, native accent	
3	Lang: Welsh, native accent	
20	2 Levels, all skills	
40	5 Levels, all combat	
679	: Powers Total	
240	+ Characteristic Total	
919	= 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	
Martial Block	1/2	+2	+2	
Martial Escape	1/2	+0	+0	65 STR
Martial Grab	1/2	-1	-1	60 STR
Martial Throw	1/2	+0	+1	10D6 + v/5
Sacr Throw	1/2	+2	+1	10D6

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

DEX: 26 SPD: 7 ECV: 8
Phases - 2 - 4 - 6 7 - 9 - 11 12
PD/rPD 50/ 40 ED/rED 50/ 40
END: 66 STUN: 60 BODY: 18

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) p145
Name: Nuada
Species: Human cyborg
Gender: Male
Height: 6 feet 2 inches
Weight: 82 kilograms
Hair: Dark brown
Eyes: Hazel



DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
		3	Linguist				
		4	Martial Block, "Reversal"				
		4	Martial Escape				
		3	Martial Grab,"Hold"				
		3	Martial Throw,"Slam"				
		5	Navigation 12-				
		3	Oratory 13-				
		3	Paramedic 14-				
		3	PS: Poet 14-,(INT based)				
		2	PS: Tribal Leader 14-				
		3	Riding 14-				
		3	Sacr Throw,"Takedown"				
		3	Stealth 14-				
		5	Survival 12-				
		3	Systems Operation 14-				
		3	Tactics 14-				
		3	Tracking 14-				
		3	Weaponsmith 11-				
			==Talents==				
		5	Defense Maneuver				
		3	Simulate Death ==Equipment==				
		50	20/20 Armor,OIF(-1/2), x1 Hardened(+1/4)				
		20	12- Find Weakness,any group of attacks,Desc: Multipower,IIF(-1/4)				
		13	15/15 Force Field, Linked(-1/2),"Missile Deflection",IIF(-1/4), Front only(-1/2)	3			
		3	Life Support: Doesn't Breath,OIF(-1/2)				
		48	MP (60),IIF(-1/4)				
		5u	4D6 Drain,"Body",0 END(+1/2)	0			
		5u	2D6 HKA,x1 Armor Piercing(+1/2),0 END (+1/2)	0			
		4u	1D6+1 HKA,x5 Autofire (+1/2),x1 Armor Piercing(+1/2),0 END (+1/2)	0			
		4u	1D6+1 HKA,Affects Desolid(+1/2),+1 Increased Stun Mult (+1/2),0 END(+1/2)	0			
		2u	9 OCV Missile Deflection,deflect all attacks,deflect adjacent				