

NAME: Redemption (COTN p112)				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
20	Strength	x1	10	10
20	Dexterity	x3	10	30
18	Constitution	x2	10	16
10	Body	x2	10	0
10	Intelligence	x1	10	0
11	Ego	x2	10	2
15	Presence	x1	10	5
10	Comeliness	x1/2	10	0
5	Physical Defex	x1	4	1
5	Energy Defens	x1	4	1
5	Speed	x10	3.0	30
8	Recovery	x2	8	0
36	Endurance	x1/2	36	0
28	Stun	x1	29	-1
Characteristics Cost:				94

STR Roll: 13-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 11-	Jump	4"
EGO Roll: 11-	Teleportati	12"
PER Roll: 11-		

Experience: 0

DISADVANTAGES	BASE: 100+PTS
Distinctive, "Detects as a mutant", easily concealable, major	10
Enraged, "Witnessing gross injustice", uncommon, occur 11-, recover 14-	5
Hunted, "Multicorp", less powerful, non-combat influence, harsh, appear	8-
Hunted, "VIPER", more powerful, non-combat influence, harsh, appear	8-
Normal Stats	20
Psych Lim, "Warped sense of justice/honor", common, strong	15
Psych Lim, "Obsessed with redemption and completion of jobs", very common, strong	20
Psych Lim, "Avoids involving innocents", common, strong	15
Rep, "Obsessed vigilante", occur 8-	5
Secret ID, "Arnold Ryan Hale"	15
Vuln, "Ego attacks", uncommon, x1 1/2 stun	5
Vuln, "Sonics", uncommon, x1 1/2 stun	5
Watched, "UNTIL", more powerful, non-combat influence, harsh, appear	8-
Watched, "Ergon", less powerful, non-combat influence, harsh, appear	8-
Disadvantages Total : 160	
Experience Spent + 0	
Total Points = 260	

ENEMIES

PTS	POWERS	END
53	12" Teleport, x250 Increased Range, 5 Fixed Locations, 2 Floating Locations, Extra Time(-1/2) ==Skills==	2
3	Acrobatics 13-	
3	Breakfall 13-	
4	Damage Class +1DC	
3	Disguise 11-	
6	2 Levels: Martial Arts, tight group	
4	2 Levels: Pistol	
4	Martial Block	
4	Martial Dodge	
4	M Strike, "Punch"	
3	Martial Throw	
5	Off Strike, "Kick"	
1	PS: Mercenary 8-	
3	Shadowing 11-	
3	Stealth 13-	
3	Streetwise 12-	
==Talents==		
15	11- Danger Sense, able to sense	
5	1D6 Luck	
==Equipment==		
14	7/7 Armor, "Suit", OIF (-1/2)	
4	6/0 Armor, "Cape", 14-Activation(-1/2), OIF (-1/2)	
15	4D6 EB (Electricity), "Pistol", OAF(-1), 5-6 Charges(-3/4), NND(+1), Defense: Force Fields	0
2	5 Flash Defense, "Goggles", Sight Group, OAF(-1)	
2	IR Vision, OAF(-1)	
1	Radio Hearing, OAF(-1)	
17	VPP (15), OIF(-1/2), No Conscious Control(-2)	
181 : Powers Total		
94 + Characteristic Total		
275 = Total Cost		

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

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

DEX: 20 SPD: 5 ECV: 4
 Phases - - 3 - 5 - - 8 - 10 - 12
 PD/rPD 18/ 13 ED/rED 12/ 7
 END: 36 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 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