

NAME: Shamrock (CE p86)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
75	Strength	x1	10	65
23	Dexterity	x3	10	39
30	Constitution	x2	10	40
15	Body	x2	10	10
10	Intelligence	x1	10	0
10	Ego	x2	10	0
15	Presence	x1	10	5
24	Comeliness	x1/2	10	7
26	Physical Defex	x1	15	11
20	Energy Defens	x1	6	14
5	Speed	x10	3.3	17
21	Recovery	x2	21	0
60	Endurance	x1/2	60	0
70	Stun	x1	68	2
Characteristics Cost:				210

STR Roll: 24-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 11-	Jump	15"
EGO Roll: 11-		
PER Roll: 11-		

Experience: 0

DISADVANTAGES	BASE:	173+PTS
DNPC, "Mother", normal,		10
useful skills, appear 11-		
Hunted, "New Knights", more		15
powerful, harsh, appear 8-		
Hunted, "Scotland Yard", as		10
powerful, harsh, appear 8-		
Psych Lim, "Overconfident",		15
very common, moderate		
Psych Lim, "Hates English		15
Army", very common,		
moderate		
Rep, "IRA terrorist", occur		10
11-		
Secret ID, "Barney O'Tumey"		15
Vuln, "Magic attacks",		10
uncommon, x2 stun		
Vuln, "Mental attacks",		10
uncommon, x2 stun		

Disadvantages Total : 110
Experience Spent + 0
Total Points = 283

ENEMIES

PTS	POWERS	END
23	26/20 Damage Resistance	
	==Perks, Skills & Talents==	
3	AK: Belfast 12-	
4	13- Contact: IRA	
3	Deduction 11-	
5	Def Strike, "Jab"	
3	1 Levels: w/Boxing, tight group	
25	5D6 Luck	
4	Martial Block	
3	Martial Grab, "Clinch"	

73 : Powers Total
 210 + Characteristic Total
 283 = Total Cost

Base OCV: 8 Base DCV: 8
 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	15D6
Martial Block	1/2	+2	+2	
Martial Grab	1/2	-1	-1	85 STR

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

DEX: 23 SPD: 5 ECV: 3
 Phases - - 3 - 5 - - 8 - 10 - 12
 PD/rPD 26/ 26 ED/rED 20/ 20
 END: 60 STUN: 70 BODY: 15

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