

NAME: Shark Squad Agent
PLAYER:

VALUE	CHAR	COST	BASE	PTS
13	Strength	x1	10	3
11	Dexterity	x3	10	3
11	Constitution	x2	10	2
10	Body	x2	10	0
10	Intelligence	x1	10	0
10	Ego	x2	10	0
11	Presence	x1	10	1
10	Comeliness	x1/2	10	0
4	Physical Defex	x1	3	1
3	Energy Defens	x1	2	1
3	Speed	x10	2.1	9
5	Recovery	x2	5	0
22	Endurance	x1/2	22	0
23	Stun	x1	23	0
Characteristics Cost:				20

STR Roll: 12-	Run	6"
DEX Roll: 11-	Swim	5"
INT Roll: 11-	Jump	3"
EGO Roll: 11-		
PER Roll: 11-		

Experience: 0

DISADVANTAGES BASE: 49+PTS
 Distinctive, "Frogman", 5
 easily concealable, minor
 Normal Stats 20
 Psych Lim, "Greedy", common, 15
 strong
 Watched, "Shark Squad", more 10
 powerful, harsh, appear 11-

Disadvantages Total : 50
Experience Spent + 0
Total Points = 99

ENEMIES

PTS POWERS END

==Perks==
 21 Vehicle: Mini-Sub (100pt)
 ==Skills==
 5 1 Levels: Melee combat, related group
 2 PS: Deep Sea Diver 12-
 1 Streetwise 8-
 2 TF, Submarines, Scuba
 2 WF, Small Arms
 1 WF - Minisub weapons
 3 One skill of choice 11-
 3 One skill of choice 11-
 ==Talents==
 5 1D6 Luck
 ==Equipment==
 7 6/4 Armor, OIF(-1/2), 14- Activation(-1/2)
 22 8D6 EB, "Shock Staff", 9-12 Charges(-1/4), OAF(-1), No Range (-1/2), x1 Armor Piercing(+1/2)
 3 Life Support, breathe env: Water, OIF(-1/2)
 3 +3" Swimming, OIF(-1/2), 0 END(+1/2)

80 : Powers Total
 20 + Characteristic Total
 100 = 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	

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

DEX: 11 **SPD:** 3 **ECV:** 3
Phases - - - 4 - - - 8 - - - 12
PD/rPD 10/ 6 **ED/rED** 7/ 4
END: 22 **STUN:** 23 **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	0
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
 Kingdom of Champions (410)
 p184
 Species: Human
 Team: Shark Squad