

NAME: STOP Reaction Agent
PLAYER:

VALUE	CHAR	COST	BASE	PTS
13	Strength	x1	10	3
14	Dexterity	x3	10	12
13	Constitution	x2	10	6
10	Body	x2	10	0
13	Intelligence	x1	10	3
11	Ego	x2	10	2
13	Presence	x1	10	3
10	Comeliness	x1/2	10	0
4	Physical Defex	x1	3	1
3	Energy Defens	x1	3	0
3	Speed	x10	2.4	6
6	Recovery	x2	6	0
24	Endurance	x1/2	26	-1
24	Stun	x1	24	0
Characteristics Cost:				35

STR Roll: 12-	Run	6"
DEX Roll: 12-	Swim	2"
INT Roll: 12-	Jump	3"
EGO Roll: 11-		
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	46+PTS
Distinctive, "Uniform", easily concealable, minor		5
Enraged, "Teammates badly hurt", uncommon, occur 8-, recover 11-		5
Normal Stats		20
Psych Lim, "Sense of duty", common, moderate		10
Watched, "STOP/Home Office", more powerful, non-combat influence, harsh, appear 11-		13

Disadvantages Total : 53
Experience Spent + 0
Total Points = 99

S.T.O.P.

PTS	POWERS	END
==Perks==		
2	Local Police Powers	
==Skills==		
1	Bureaucratics 8-	
3	Criminology 12-	
1	KS: Criminal Law 8-	
1	KS: STOP 8-	
3	1 Levels: STOP Weapons, tight group	
4	Martial Block	
4	Martial Dodge	
4	M Strike	
0	PS: Policeman 8-	
1	Tactics 8-	
2	WF, Small Arms	
1	Weapon Groups, Open-Hand, Staff	
==Equipment==		
7	5/5 Armor, 14-Activation(-1/2), OIF(-1/2)	
22	6 1/2D6 EB, "Needle-Blaster", beam attack, OAF(-1), 9-12 Charges(0), 2 Clips, x1 Armor Piercing(+1/2)	0
1	5 Flash Defense, Sight Group, OAF(-1), 4 Charges(-1), 14-Activation(-1/2)	
4	2D6 HA, "Truncheon", OAF(-1), 0 END(+1/2)	0
2	IR Vision, OAF(-1)	
1	Radio Hearing, OAF(-1)	

64 : Powers Total
35 + Characteristic Total
99 = Total Cost

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 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	4 1/2D6

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

DEX: 14 SPD: 3 ECV: 4
Phases - - - 4 - - - 8 - - - 12
PD/rPD 9/ 5 ED/rED 8/ 5
END: 24 STUN: 24 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
Kingdom of Champions (410)
p175
Species: Human
Team: STOP