

NAME: The Whip
PLAYER:

VALUE	CHAR	COST	BASE	PTS
30	Strength	x1	10	20
33	Dexterity	x3	10	69
28	Constitution	x2	10	36
11	Body	x2	10	2
20	Intelligence	x1	10	10
15	Ego	x2	10	10
20	Presence	x1	10	10
22	Comeliness	x1/2	10	6
20	Physical Defex	x1	6	14
20	Energy Defens	x1	6	14
7	Speed	x10	4.3	27
12	Recovery	x2	12	0
56	Endurance	x1/2	56	0
40	Stun	x1	40	0
Characteristics Cost:				218

STR Roll: 15-	Run	6"
DEX Roll: 16-	Swim	2"
INT Roll: 13-	Jump	6"
EGO Roll: 12-		
PER Roll: 13-		

Experience: 30

DISADVANTAGES	BASE:	200+PTS
Enraged, "Gypsy heritage insulted", uncommon, occur 14-, recover 11-		10
Hunted, "Utility", as powerful, harsh, appear 8-		10
Hunted, "KGB", as powerful, harsh, appear 11-		15
Psych Lim, "Very proud, argumentative", very common, strong		20
Psych Lim, "Compulsive liar", very common, moderate		15
Psych Lim, "Hunts "liberation platoon", common, strong		15
Rep, "Assassin", occur 11-, extreme reputation		15
Secret ID, "Szandor Kryogya"		15
Unluck, 2D6		10

Disadvantages Total : 125
Experience Spent + 30
Total Points = 355

EUROSTAR

PTS	POWERS	END
==Skills==		
3	Acrobatics 16-	
3	Breakfall 16-	
5	Choke Hold, "Choke w/Whip"	
5	Def Strike, "Snap w/Whip"	
3	Lang: English, fluent w/accent	
3	Lang: Hungarian, fluent w/accent	
0	Lang: Romany, native	
8	1 Levels, all combat	
6	2 Levels: Whips, tight group	
4	Martial Disarm, "Disarm w/Whip"	
3	Martial Throw, "Trip w/Whip"	
5	Off Strike, "Slash w/Whip"	
3	Security Systems 13-	
3	Shadowing 11-	
3	Stealth 16-	
==Talents==		
21	14- Danger Sense, able to sense	
==Equipment==		
22	AP Slash/Snap (to 12d6), OAF(-1), 0 END (+1/2)	0
8	Damage Class +2DC	
22	16 OCV Missile Deflection, deflect all attacks, deflect adjacent, OAF(-1)	
7	2" Stretching, OAF(-1), 0 END(+1/2)	0

137 : **Powers Total**
218 + **Characteristic Total**
355 = **Total Cost**

Base OCV:11 Base DCV:11
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	
Choke Hold	1/2	-2	+0	3D6
Def Strike	1/2	+1	+3	8D6
Martial Disarm	1/2	-1	+1	50 STR
Martial Throw	1/2	+0	+1	8D6 + v/5
Off Strike	1/2	-2	+1	12D6

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

DEX: 33 SPD: 7 ECV: 5
Phases - 2 - 4 - 6 7 - 9 - 11 12
PD/rPD 20/ 0 ED/rED 20/ 0
END: 56 STUN: 40 BODY: 11

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
April 16th, 2015
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Name: Szandor Kryogya
Species: Human
Gender: Male
Team: Eurostar

