								Dana 001/1 40 Dana D01/1 40
Name: A								Base OCV:10
Player: S	SCM					BOLE - PLAYING GAME		Final OCV = Final DCV =
Val	Char	Base	Cost	Max	Pts.	THE SUPPLY AND THE SU		Levels: +4 Martial Arts
30	STR	10	x1		20			
29	DEX	10	x3		57	Skill / EN	ND/	
20	CON	10	x2		20		Roll	Combat Maneuvers
15	BODY		x2		10			
19	INT	10	x1		9	18 Running (+9", 15", NC: 30"); Non-Com Multiplier: ×2, +0; Non-Combat (MPH):	ibat	Maneuver Phase OCV DCV Effect Block ½ +0 stops attacks, abort
13	EGO	10	x2		6	33	3	Brace 0 +2 ½ +2 vs. RMod Disarm ½ -2 0 disarm: STR vs. STR
20	PRE	10	x1		10	10 Damage Reduction (Energy, 25%)		Disarm ½ -2 0 disarm: STR vs. STR  Dodge ½ +3 vs. all attacks, abort
16	COM	_10_	$X^{1/2}$		_3_	10 Damage Reduction (Physical, 25%) 15 Armor (10 PD/10 ED); Activation: 14-,	_1/	Grab ½ -1 -2 grab, do STR
10	PD	_6_	x1		_4_	OIF: -½	-/2,	Haymaker ½ 0 -5 9d6 bef. Pushing Move By ½ -2 -2 3d6+v/5
10	ED	_4	x1		_6_	7 Superleap (+14", 20", NC: 40");		Move Through ½ -v/5 -3 6d6+v/3
5	SPD	3.9	x10		_11_	Non-Combat Multiplier: ×2, +0;		Set 1 +1 0 Strike ½ +0 +0 STR or weapon type
10	REC	_10_	x2		_0_	Non-Combat (MPH): 52; OAF: -1 6 Hand-To-Hand Attack (4d6, Total 10d6	6)·	Other Attacks ½ +0 +0
40	END	40	X½		_0_	Range: 0; OAF: -1	1	Covered ½ -2* +0 target held at gunpoint Dive for Cover ½ +0 +0 moves character, abort
40	STUN		x1		0	05.5.11		Pull a Punch 1/2 -1/3d6 0 full STUN, 1/2 BODY
	Cl	naracte	eristics	Cost:	<u>156</u>	25 Follower: 0 (x16, 0 pts, 0 disadv); Number: 16, +20		Roll w/Punch ½ -2 -2 ½ STUN/BODY, abort Snap Shot 1 -1 0 duck behind cover
STR Roll:	15-		Run: 6/1	5"		3 Traveler		Suppression 1 -2 +0 continuous autofire
DEX Roll:		.   5	Swim: 2"			3 Well-Connected		Sweep 1 -2 ×½ hit mult. targets HTH Defensive Stri½ +1 +3 6d6
CON Roll:	13-	. <u>J</u>	ump: 6/2	20"		3 Acrobatics	15-	Martial Strike ½ 0 +2 8d6
INT Roll:	13-					3 Breakfall 3 Bugging	15- 13-	Fast Strike ½ +2 0 8d6 Legsweep ½ +2 -1 7d6
EGO Roll:						3 Climbing	15-	Martial Disarm ½ -1 +1
PER Roll:	13-					3 Computer Programming	13-	Martial Throw ½ +0 +1 6d6+v/5 Nerve Strike ½ -1 +1 2d6 NND
Disadvar	ntages			+ Bas	e: 100	3 Criminology 3 Deduction	13- 13-	Martial Arts W½
15 Dev						3 High Society	13-	
15 Psych. Lim.: Hates Racists (Uncommon, Total)					illoll,			Range 0-4 5-8 9-16 17-32 33-64 65-128
20 Psych. Lim.: Will always protect innocents					ocents	3 Lockpicking	15-	<b>RMod</b> 0 -2 -4 -6 -8 -10
(Common, Total)							13-	DEX: 29, SPD: 5, ECV: 4
15 Secret Identity: Monique Johnson 5 Reputation: World Chess Champion (8-)						3 Stealth		
15 Reputation: Vigilante who hates racists;						3 Streetwise	13-	PD/rPD: 20/10 ED/rED: 20/10 MD: 0
will not stop against them. (11-, Extreme)						12 Professional Skill: Chess Player	22- 20-	END: STUN: BODY:
5 Watched: The Media (11-); Capabilities:						10 Knowledge Skill: Chess  8 Knowledge Skill: Hate groups		Lift: 1600kg
Less Powerful, 5; Non-combat Influence: Extensive, +5; Geographical Area:						2 Knowledge Skill: Photography	11-	
Unlimited, -0; Actions: Only Watching, ×½;						1 Area Knowledge: Merano	11-	
Punishment: Mild, -5							11- 11-	Pts. Talent / Perk / Power Roll
8 Watched: Chessmen Organization (11-); Capabilities: As Powerful, 10; Non-combat							11-	
Influence: Extensive, +5; Geographical						2 Area Knowledge: Atlanta	13-	
Area: Unlimited, -0; Actions: Only						10 Luck (2d6) 10 Money (Wealthy)		
Watching, ×½; Punishment: Mild, -5						5 Defensive Strike (OCV +1, DCV +3, 60	d6)	
10 Hunted: VIPER Atlanta (8-); Capabilities: As Powerful, 10; Non-combat Influence:						4 Martial Strike (OCV +0, DCV +2, 8d6)		
None, +0; Geographical Area: Unlimited,						4 Fast Strike (OCV +2, DCV +0, 8d6)		
-0; Actions: Hunting, ×1; Punishment:						3 Legsweep (OCV +2, DCV -1, 7d6) 4 Martial Disarm (OCV -1, DCV +1)		
Harsh, 0 5 Rivalry: Gary Kasparov; Situation:						3 Martial Throw (OCV +0, DCV +1, 6d6+	+v/5)	
Professional, 5; Position: Equal, +0; Rival:						4 Nerve Strike (OCV -1, DCV +1, 2d6 NI		[
NPC, +0						1 Martial Arts Weapons: WE: Staff;		
Sex: Female						Unarmed Combat: +0; Extra Points: 1 12 +4 level w/Martial Arts		
Appearance: Tall, slender, of mixed racial						1 Contact: Chessmen "Player" ; Usefulne	ess:	
heritage. Short hair.						Normal, +0	11-	
						1 Contact: Bryant Smith-Randolph (ches second); Usefulness: Normal, +0	3S 11-	
						1 Contact: Anna Alvarez (Atlanta PD	1 1-	
						Detective); Usefulness: Normal, +0	11-	]
						0 Passport		
						-		
						-		
Experier	200 D	isadvai	ntages	Total·	98	240 : Skills and Powers Cost		]
· _			ence Sp		0			
0 Total Cost = 198 396 = Total Cost								
Champions is		d 4 d a	ault of Hous	- C				ARBITER.chr: printed 1/22/2002, Page 1