Name: Elaine MacArthur (KC)
Player: Shelley Chrystal Mactyre

Val	Char	Base	Cost	Max	Pts.
15	STR	10	x1	20	5
20	DEX	10	x3	20	30
15	CON	10	x2	20	10
12	BODY	10	x2	20	4
18	INT	10	x1	20	8
13	EGO	10	x2	20	6
25	PRE	10	x1	20	20
18	COM	10	x½	20	4
8	PD	3	x1	8	5
5	ED	3	x1	8	2
4	SPD	3	x10	4	10
7	REC	6	x2	10	2
30	END	30	x½	50	0
30	STUN	28	x1	50	2
				Characteristics Cost:	108

STR Roll:	12-	Run: 6/9"
DEX Roll:	13-	Swim: 2"
CON Roll:	12-	Jump: 3"
INT Roll:	13-	
EGO Roll:	12-	
PER Roll:	13-	

Disadvantages **+ Base: 100**

5 Distinctive Features: Tall, attractive blonde; Concealability: Easily, 5; Reaction: Noticed and Recognizable, +0
10 Distinctive Features: (in costume); Concealability: Easily, 5; Reaction: Always noticed & major reaction, +5
10 Psych. Lim.: Always keeps word (Common, Moderate)
15 Psych. Lim.: Volatile temper (Uncommon, Total)
10 Psych. Lim.: Romantic (Uncommon, Strong)
15 Phys. Lim.: Subject to Orders (Frequently, Greatly)
15 Secret Identity: Elaine MacArthur (deceased)
10 Watched: Chessmen organization (11-); Capabilities: As Powerful, 10; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Actions: Only Watching, ×½; Punishment: Harsh, 0
5 Other: Personality Quirks
3 Other: Package Bonus

Experience
66

Disadvantages Total:	98
Experience Spent +	64
Total Cost =	262

Pts.	Skill / Talent / Perk / Power	END/ Roll
6	Running (+3", 9", NC: 18"); Non-Combat Multiplier: ×2, +0; Non-Combat (MPH): 9	2
5	Acrobatics	14-
3	Acting	14-
3	Breakfall	13-
3	Bugging	13-
3	Bureaucratics	14-
3	Climbing	13-
3	Conversation	14-
3	Computer Programming	13-
3	Criminology	13-
3	Electronics	11-
3	Fast Draw	13-
3	Lockpicking	13-
3	Paramedic	13-
3	Security Systems	13-
3	Seduction	14-
7	Stealth	15-
3	Science: Psychology	13-
2	Science: Sociology	11-
3	Professional Skill: FBI Agent	14-
1	Knowledge Skill: PRIMUS	11-
1	Knowledge Skill: Chessmen	11-
1	Knowledge Skill: Criminal Organizations	11-
1	Knowledge Skill: Weird UFO Theories	11-
1	Knowledge Skill: Criminal Organizations	11-
3	Arabic (Completely Fluent w/accent); Literacy: Standard, 0	
3	Combat Language (Completely Fluent w/accent); Literacy: Standard, 0	
20	Find Weakness (w/Martial Arts); Attack Type: Group, +10	11-
4	Martial Block (OCV +2, DCV +2)	
4	Martial Disarm (OCV -1, DCV +1)	
3	Legsweep (OCV +2, DCV -1, 4d6)	
4	Martial Escape (OCV +0, DCV +0, STR 30)	
4	Martial Dodge (OCV --, DCV +5)	
4	Fast Strike (OCV +2, DCV +0, 5d6)	
5	Offensive Strike (OCV -2, DCV +1, 7d6)	
3	Martial Throw (OCV +0, DCV +1, 3d6+v/5)	
7	Weapon Familiarities	
7	Knight Weaponry	
1	WE: Battlestaff	
12	+4 level w/Martial Arts Levels	
3	Scholar	
1	SCUBA	

154 : Skills and Powers Cost
108 + Characteristics Cost
262 = Total Cost

Base OCV: 7 Base DCV: 7
Adjustment + Adjustment +
Final OCV = Final DCV =

Levels: +4 Martial Arts Levels

Combat Maneuvers

Maneuver	Phase	OCV	DCV	Effect
Block	½	--	+0	stops attacks, abort
Brace	0	+2	½	+2 vs. RMod
Disarm	½	-2	0	disarm: STR vs. STR
Dodge	½	--	+3	vs. all attacks, abort
Grab	½	-1	-2	grab, do STR
Haymaker	½	0	-5	4½d6 bef. Pushing
Move By	½	-2	-2	1½d6+v/5
Move Through	½	-v/5	-3	3d6+v/3
Set	1	+1	0	
Strike	½	+0	+0	STR or weapon type
Other Attacks	½	+0	+0	
Covered	½	-2*	+0	target held at gunpoint
Dive for Cover	½	+0	+0	moves character, abort
Pull a Punch	½	-1/3d6	0	full STUN, ½ BODY
Roll w/Punch	½	-2	-2	½ STUN/BODY, abort
Snap Shot	1	-1	0	duck behind cover
Suppression	1	-2	+0	continuous autofire
Sweep	1	-2	×½	hit mult. targets HTH
Martial Block	½	+2	+2	
Martial Disarm	½	-1	+1	
Legsweep	½	+2	-1	4d6
Martial Escape	½	0	0	STR 30
Martial Dodge	½		+5	
Fast Strike	½	+2	0	5d6
Offensive Strike	½	-2	+1	7d6
Martial Throw	½	+0	+1	3d6+v/5

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMod	0	-2	-4	-6	-8	-10

DEX: 20, SPD: 4, ECV: 4
Phases: 3, 6, 9, 12
PD/rPD: 8/0 ED/rED: 5/0 MD: 0
END: _____ STUN: _____ BODY: _____
Lift: 200kg

Pts.	Skill / Talent / Perk / Power	END/ Roll