

Character Name Whipcrack
Alternate Identities _____
Player Name Barwickian



CHARACTERISTICS			
Val	Char	Points	Roll
10	STR	0	11-
20	DEX	20	13-
15	CON	5	12-
10	INT	0	11-
10	EGO	0	11-
15	PRE	5	12-
6	OCV	15	
6	DCV	15	
3	OMCV	0	
3	DMCV	0	
7	SPD	50	
6	PD	4	
6	ED	4	
15	REC	11	
60	END	8	
15	BODY	5	Total Cost
35	STUN	8	<u>150</u>

CURRENT STATUS		
	Maximum	Current
END	<u>60</u>	_____
BODY	<u>15</u>	_____
STUN	<u>35</u>	_____

EXPERIENCE POINTS	
Total Points	<u>400</u>
Total Experience Earned	<u>0</u>
Experience Spent	<u>0</u>
Experience Unspent	<u>0</u>

VITAL INFORMATION	
HTH damage (STR/5)d6 <u>2d6</u>	
Lift <u>100kg</u> STR END Cost <u>1</u>	
Phases 1 2 3 4 5 6 7 8 9 10 11 12	
Base OCV <u>6</u> Base DCV <u>6</u>	
Base OMCV <u>3</u> Base DMCV <u>3</u>	
Combat Skill Levels _____	

Presence Attack (PRE/5)d6 <u>3d6</u>	

HIT LOCATION CHART						
3d6 Roll	Location	STUN x	N STUN x	BODY x	To Hit	Defense/Weight
3-5	Head	x5	x2	x2	-8	/
6	Hands	x1	x½	x½	-6	/
7-8	Arms	x2	x½	x½	-5	/
9	Shoulders	x3	x1	x1	-5	/
10-11	Chest	x3	x1	x1	-3	/
12	Stomach	x4	x1½	x1	-7	/
13	Vitals	x4	x1½	x2	-8	/
14	Thighs	x2	x1	x1	-4	/
15-16	Legs	x2	x½	x½	-6	/
17-18	Feet	x1	x½	x½	-8	/
					Average Def	_____
DCV Modifier					Total Weight	_____
Armor Notes						

ATTACKS & MANEUVERS				
Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 OCV vs R. Mod.
Disarm	½	-2	+0	Disarm, STR v. STR
Dodge	½	—	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab 2 limbs
Grab By	½†	-3	-4	Move & Grab; +(w/10) to STR
Haymaker	½*	+0	-5	+4 DCs to attack
Move By	½†	-2	-2	STR/2 + v/10; you take 1/3
Move Through	½†	-w/10	-3	STR + v/6; you take ½ or full
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target Prone
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

DEFENSES	
Type	Amount/Effect
Normal PD	<u>6</u>
Resistant PD	<u>0</u>
Normal ED	<u>6</u>
Resistant ED	<u>0</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
Flash Defense	_____
_____	_____
_____	_____
_____	_____

COMBAT MODIFIERS						
Range (m)	0-8	9-16	17-32	33-64	65-125	126-250
OCV mod	-0	-2	-4	-6	-8	-10
Targeting Shot	OCV	Hit Location				
Head Shot (Head to Shoulders)	-4	1d6+3				
High Shot (Head to Vitals)	-2	2d6+1				
Body Shot (Hands to Legs)	-1	2d6+4				
Low Shot (Shoulders to Feet)	-2	2d6+7*				
Leg Shot (Vitals to Feet)	-4	1d6+12				
* Treat a 19 as the Feet location						

SENSES	
Perception Roll (9+INT/5) <u>11-</u>	
Enhanced and Unusual Senses	
<i>Increased Arc Of Perception (360 De...</i>	

MOVEMENT		
Type	Combat	Noncombat
Run (12m)	<u>27m</u>	<u>54m</u>
Swim (4m)	<u>4m</u>	<u>8m</u>
H. Leap (4m)	<u>14m</u>	<u>28m</u>
V. Leap (2m)	<u>7m</u>	<u>14m</u>
<i>Flight</i>	<u>31m</u>	<u>62m</u>
<i>Swinging</i>	<u>15m</u>	<u>60m</u>
_____	_____	_____
Movement SFX	_____	_____

