

Name: Jeremy Bagsworthy

Alternate ID: Vermin

Val	Char	Base	Cost
10	STR	10	0
14	DEX	10	12
15	CON	10	10
10	BODY	10	0
13	INT	10	3
11	EGO	10	2
8	PRE	10	-2
8	COM	10	-1
6	PD	2	4
6	ED	3	3
4	SPD	2.4	16
5	REC	5	0
30	END	30	0
23	STUN	23	0
7"	RUN	6	2
2"	SWIM	2	0
2"	LEAP	2	0

STR Roll: 11- **Run:** 7"
DEX Roll: 12- **Swim:** 2"
CON Roll: 12- **Leap:** 2"
INT Roll: 12-
EGO Roll: 11-
PER Roll: 12-

Disadvantages	Pts
Normal Characteristic Maxima	0
Hunted: Omega Brain 11- (Mo Pow, Watching)	10
Hunted: UNTIL 8- (Mo Pow, NCI, Harshly Punish)	20
Psychological Limitation: Sycophant (Common, Strong)	15
Psychological Limitation: Vindictive (Common, Moderate)	10
Social Limitation: Wanted Felon (Very Frequently, Major, Not Limiting In Some Cultures)	15
Unluck: 2d6	10

XP

0

Base Points : 5

Disads Total + 80

Experience Spent + 0

Total Cost = 85



Pts. Power/Skill/Perk/Talent END

- 1 Bribery 8-
- 3 Concealment 12-
- 2 Gambling (Dice Games) 12-
- 9 Lockpicking 15-
- 3 PS: Locksmith 12-
- 1 Security Systems 8-
- 3 Shadowing 12-
- 3 Stealth 12-
- 7 Streetwise 13-
- 1 Trading 8-
- 2 WF: Blades, Handguns

- 1 **Master Locksmith:** Reputation (In criminal underground) ; 8-, +1/+1d6

0 : Powers Cost
36 + Skills Cost
49 + Characteristics Cost
85 = Total Cost

Base OCV: 5 Base DCV: 5

Adjustment+ Adjustment+

Final OCV: Final DCV:

Levels:

Combat Maneuvers

Name	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, Abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	---	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4DC to attack
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged attacks only
Strike	1/2	+0	+0	STR or weapon

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

DEX: 14 SPD: 4 ECV: 4
Phases: 3, 6, 9, 12
6 PD (0 rPD) 6 ED (0 rED) MD: 0
END: 30 STUN: 23 BODY: 10