

Name: Jack "Kanga" Joey
Alternate Id:

Val	Char	Base	Cost
20	STR	10	10
20/24	DEX	10	20
15	CON	10	5
8	INT	10	-2
8	EGO	10	-2
10	PRE	10	0
7	OCV	3	20
7	DCV	3	20
3	OMCV	3	0
3	DMCV	3	0
4	SPD	2.0	20
5/8	PD	2	3
4/7	ED	2	2
7	REC	4	3
30	END	20	2
11	BODY	10	1
28	STUN	20	4
18m	RUN	12	0
0m	SWIM	0	0
14m	LEAP	4	0

STR Roll 13- **Run:** 18m
DEX Roll 13- / 14- **Swim:** 0m
CON Roll 12- **Leap:** 14m
INT Roll 11-
EGO Roll 11-
PER Roll 11-/13-

Complications	Pts
Enraged: Anybody Makes Fun Of His Pouch (Uncommon), go 8-, recover 11-	10
Physical Complication: Rampant Vegetarian (Infrequently; Barely Impairing)	5
Psychological Complication: Lazy (Very Common; Moderate)	15
Psychological Complication: Does Not Like Enclosed Places (Common; Moderate)	10
Psychological Complication: Will Not Kill Without Provocation (Common; Moderate)	10
Negative Reputation: War Hero, Frequently (Known Only To Those Involved In The War)	5

XP **Base Points : 200**
0 **Complications Total + 55**
 Experience Spent + 0
 Total Cost = 199
KP
21

Spirit Storm

Pts.	Skill/Perk/Talent/Power	END
12	+4 with Bows	
0	KS: Desert Regions 8-	
3	Breakfall 13- (14-)	
0	Climbing 8-	
0	Concealment 8-	
0	Deduction 8-	
0	Healing 8-	
2	KS: Tall Tales 11-	
0	PS: Soldier 8-	
0	Shadowing 8-	
0	Stealth 8-	
2	Survival (Desert) 11-	
4	WF: Common Melee Weapons, Common Missile Weapons	
2	Weaponsmith (Bows) 11-	
	Kangaroo Kin Racial Package	
2	1) Large Swiveling Ears: +2 PER with Normal Hearing	0
5	2) Pouch And Tail: Extra Limbs (2), Inherent (+1/4) (6 Active Points); Limited Manipulation (-1/4)	0
7	3) Powerful Kick: Hand-To-Hand Attack +2d6 (10 Active Points); Hand-To-Hand Attack (-1/4), -1 OCV (-1/4)	2
5	4) Master Jumper: Leaping +10m (14m forward, 7m upward)	1
1	5) Desert Born: Life Support (Eating: Character only has to eat once per week)	0
6	6) Fast Runner: Running +6m (18m total)	1
20	Luck 2d6	0
2	Arrow Prep: +4 DEX (8 Active Points); Only To Act First In Phase (-1), Only For Bows (-1), Only For First Shot If Arrow Is Readied (-1)	
7	Combat Archery: +5 with Bows (15 Active Points); Only To Avoid Accidentally Shooting Someone Other Than The Target (-1)	
4	Arrow Pin: Entangle 2d6, 1 PD/1 ED (standard effect: 2 BODY, 1 PD/1 ED), Takes No Damage From Attacks All Attacks (+1/2) (22 Active Points); Does Not Prevent The Use Of Accessible Foci (-1), OAF (Bow And Arrow; -1), Side Effects, Side Effect occurs automatically whenever Power is used (Must Target A Specific Body Part; -1), Gestures (Requires both hands; -1/2), Only To Pin Target To Ground Of Wall (-1/2), Can Be Deflected (-1/4), Beam (-1/4), Concentration (1/2 DCV; -1/4)	4
9	Multishot!: Killing Attack - Ranged 1 1/2d6, Autofire (3 shots; +1/4), Reduced Endurance (1/2 END; +1/2) (44 Active Points); STR Minimum 18 (STR Min. Cannot Add/Subtract Damage; -1 1/4), OAF (Bow And Arrows; -1), Gestures (Requires both hands; -1/2), Side Effects, Side Effect occurs automatically whenever Power is used (Attacker must take -2 OCV for each shot after the first; -1/2), Beam (-1/4), Concentration (1/2 DCV; -1/4), Real Weapon (-1/4)	3

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

Levels: +4 with Bows,+5 with Bows (15 Active Points); Only To Avoid Accidentally Shooting Someone Other Than The Target (-1)

Combat Maneuvers					
Name	Phase	OCV	DCV	Effect	
Bind	1/2	+0	+0	Bind,STRvsSTR	
Block	1/2	+0	+0	Block,Abort	
Brace	0	+2	1/2	+2OCVvsRngMod	
Disarm	1/2	-2	+0	Disarm,STRvsSTR	
Dodge	1/2	---	+3	Abort	
Flail	1/2	-1	+0	No DCV for shield	
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/10	
Move Through	1/2	-v/5	-3	STR+v/6	
Set	1	+1	+0	Ranged attacks only	
Set Vs. Charge	1	+0	+0	Weapon+v/6	
Strike	1/2	+0	+0	STR or weapon	
Unhorse	1/2	-1	+0	Unhorse,STR/5+v/10	
Range (m)	0-8	9-16	17-32	33-64	65-128
RMod	0	-2	-4	-6	-8
DEX: 20/24	SPD: 4		ECV: 3 - 3		
Phases: 3, 6, 9, 12					
5/8 PD (3 rPD)	4/7 ED (3 rED)		MD: 0		
END: 30	STUN: 28		BODY: 11		

Roll	STUNx	NSTUN	BODYx	To Hit	DEF
3-5 Head	x5	x2	x2	-8	---
6 Hand	x1	x1/2	x1/2	-6	---
7-8 Arm	x2	x1/2	x1/2	-5	---
9 Shldr	x3	x1	x1	-5	---
10-11 Chest	x3	x1	x1	-3	---
12 Stmch	x4	x1.5	x1	-7	---
13 Vital	x4	x1.5	x2	-8	---
14 Thigh	x2	x1	x1	-4	---
15-16 Leg	x2	x1/2	x1/2	-6	---
17-18 Feet	x1	x1/2	x1/2	-8	---

Height: 1.73 m **Hair:** Brown
Weight: 82.00 kg **Eyes:** Brown

Background: Jack Joey is a Kangeroo-kin and confirmed pacifist and vegetarian like all of his kind. When the great war came and the press gangs came looking for recruits Jack's village fled to the safety of the dessert. Jack however was so exceptionally lazy that he remained behind and was drummed into service. Whilst the army looked for a role for him it became apparent that Kangeroos were designed to be bowmen, large stable legs, long bow arms and little heads that don't get in the way like ape heads do. Nobody had ever spotted this before as all Kangeroos are pacifists. Jack was quickly nicknamed Kanga by his unit as he was the only Kangeroo warrior they had ever seen. Jack turned out to be a fairly terrible soldier constantly getting lost, heading to the wrong objective, trying to talk the enemy out of fighting but because of that he was oftentimes the only survivor, found the hidden objective by accident etc. and so rapidly got promoted and became a war hero which he enjoyed, finally reaching the rank of Lt. Jack never fired

Very Heavy Longbow: (Total: 57 Active Cost, 14 Real Cost) Killing Attack - Ranged 2d6+1, Reduced Endurance (0 END; +1/2) (52 Active Points); STR Minimum 19 (STR Min. Cannot Add/Subtract Damage; -1 1/4), OAF (Bow and Arrows; -1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 12) plus +1 OCV (5 Active Points); OAF (Bow And Arrows; -1), Only For Bow (-1/2), Only For Range Modifiers (-1/2) (Real Cost: 2)

Leather Armor: (Total: 12 Active Cost, 6 Real Cost) +3 PD, Resistant (+1) (6 Active Points); OIF (Hardened Leather Armor; -1/2), Real Armor (-1/4) (Real Cost: 3) plus +3 ED, Resistant (+1) (6 Active Points); OIF (Hardened Leather Armor; -1/2), Real Armor (-1/4) (Real Cost: 3)

Trick Arrowheads: (Total: 64 Active Cost, 10 Real Cost) Aid RKA 5d6 (standard effect: 15 points), Trigger (Activating the Trigger requires a Zero Phase Action, Trigger requires a Turn or more to reset, Trigger can expire (it has a time limit) - 1 Day; Trigger when fired from a bow; +1/4) (37 Active Points); Extra Time (5 Minutes, Character May Take No Other Actions, Must be applied to arrow shafts; -2 1/4), OAF (Arrowheads; -1), 4 Recoverable Charges (-1/2), Concentration (0 DCV; -1/2), Gestures (Requires both hands; -1/2), Only Adds To Existing Arrowshaft Damage (-1/2), Requires A Weaponsmith (Fletcher) Skill Roll (11-roll; Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4) (Real Cost: 6) plus Variable Special Effects (Any SFX: +1/2) for up to 45 Active Points of RKA, Trigger (Activating the Trigger requires a Zero Phase Action, Trigger requires a Turn or more to reset, Trigger can expire (it has a time limit) - 1 Day; Trigger when fired from a bow; +1/4) (27 Active Points); Extra Time (5 Minutes, Character May Take No Other Actions, Must be applied to bow shafts; -2 1/4), OAF (Arrowheads; -1), 4 Recoverable Charges (-1/2), Concentration (0 DCV; -1/2), Only Adds Advantage To Existing Arrowshafts (-1/2), Gestures (Requires both hands; -1/2), Requires A Weaponsmith (Fletcher) Skill Roll (11-roll; Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4) (Real Cost: 4)

Healing Potion: Healing Simplified Healing 1d6 (10 Active Points); 2 Boostable Charges which Never Recover (-3 1/4), OAF (Potion Bag; -1), Gestures (-1/4)

0 his weapon in anger during the whole war. He'll resist doing this in the campaign too unless 100% necessary, if he does he'll use his tremendous skill to go for hard disabling shots and not kills. If the campaign had sunglasses and hawian shirts then Jack would certainly wear them. He also speaks with a broad australian accent. :D

[4 rc]

[2 bc]

25 + Skills Cost
68 : Powers Cost
106 + Characteristics Cost
199 = Total Cost