Character Name _	Tarot
Alternate Identities	Ryan McFadden
Player Name	George



	CHARACTERISTICS						
Val	Char	Points	Roll				
_14	STR	4	12-				
15	DEX	10	12-				
14	CON	4	12-				
18	INT	8	13-				
30	EG0	20	<u> 15-</u>				
18	PRE	8	13-				
5	OCV	10					
8	DCV	<u>25</u>					
7	OMCV	12					
7	DMCV	12					
5	SPD	30					
15	PD	4					
15	ED	_ 4					
10	REC	6					
25	END	1					
10	BODY	0	Total Cost				
40	STUN	10	168				

CURRENT STATUS					
	Maximum	Current			
END	25				
BODY	10				
STUN	40				

VITAL INFORMATION
HTH damage (STR/5)d6 2 ½d6
Lift STR END Cost1
Phases 1 2 ③ 4 ⑤ 6 7 ⑧ 9 ① 11 ①
Base OCV <u>5</u> Base DCV <u>8</u>
Base OMCV7_ Base DMCV7_
Combat Skill Levels
Presence Attack (PRE/5)d6 3 ½d6

SYSTI SIXTH EDI	EM TION
EXPERIENCE P	OINTS
Total Points	300

EXPERIENCE POINTS				
Total Points	300			
Total Experience Earned	0			
Experience Spent	0			
Experience Unspent	0			

	HIT LO	CA	ΓΙΟΝ	I CH	AF	श
3d6 Roll	Location	STUN X	N STUN	BODY x	To Hit	Defense/ Weight
3-5	Head	х5	x2	x2	-8	_/_
6	Hands	x1	X½	X½	-6	/_
7-8	Arms	x2	X½	X½	-5	/
9	Shoulders	хЗ	x1	x1	-5	/
10-11	Chest	хЗ	x1	x1	-3	/_
12	Stomach	х4	x1½	x1	-7	/
13	Vitals	х4	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 N	/lodifier _		_ Tota	l Weig	jht .	
Armo	r Notes					

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

DEFENSES			
Amount/Effect			
15			
9			
15			
9			
0			
0			

SENSES	
Perception Roll (9+INT/5)13	}_
Enhanced and Unusual Senses	5
Mind Scan 8d6 (Human class of	min
Precognitive Clairsentience (Sigh	t G

СОМВАТ МО	DIF	IERS	3
Range (m) 0-8 9-16 17-32 3 OCV mod -0 -2 -4	33-64 -6	65-125 -8	126-250 -10
Targeting Shot	OCV	Hit Lo	cation
Head Shot (Head to Shoulders)	-4	1d	6+3
High Shot (Head to Vitals)	-2	2d	6+1
Body Shot (Hands to Legs)	-1	2d	6+4
Low Shot (Shoulders to Feet)	-2	2d6	6+7*
Leg Shot (Vitals to Feet)	-4	1d6	6+12
* Treat a 19 as the I	eet lo	cation	

MOVEMENT					
Туре	Combat	Noncombat			
Run (12m)	12m	24m			
Swim (4m)	4m	8m			
H. Leap (4m)	4m	8m			
V. Leap (2m)	2m	4m			
Movement SFX	, 				

CHARACTER INFORMATION

Character Name <u>Tarot</u>

Height <u>5' 10"</u> Weight <u>220 lbs</u>

Hair color <u>Brown</u> Eye color <u>Brown</u>



CAMPAIGN INFORMATION

Campaign Name <u>Outcasts</u>
Genre <u>Superhero</u>
Gamemaster <u>Sean Wijbrandus</u>

SKILLS, PERKS, & TALENTS				
Cost	Name	Roll		
0	Everyman Skills			
0	1) Climbing	8-		
0	2) Concealment	8-		
0	3) Conversation	8-		
0	4) Deduction	8-		
0	5) Paramedics	8-		
0	6) PS: Fortune Teller	11-		
0	7) Shadowing	8-		
0	8) Stealth	8-		
0	9) AK: The City	8-		
0	10) English: Language: English (completely			
	fluent; literate)			
0	II) Driving: TF: Custom Adder, Small Motor	ized		
	Ground Vehicles			
3	Acting	13-		
3	Charm	13-		
3	Persuasion	13-		
3	Streetwise	13-		
4	Contact: Detective Charles Jefferson			
	(Contact has useful Skills or resources,	Good_		
	relationship with Contact)	11-		
_18	Combat Luck (9 PD/9 ED)			
17	Danger Sense (self only, out of combat,			
l —	Function as a Sense, Intuitional) 13-	13-		
l —				
l —				
l —				
<u>51</u>	Total Skills, Perks, & Talents	Cost		
	iotal onling i bing, a labillo	JUJI		

Cost	Name	Power/Equipment	END
40 8v	Mind Controlling Puppet Master	Multipower, 40-point reserve (40 APs) 1) Mind Control 8d6 (Human class of minds) (40 APs)	4
8v	Mind Search	2) Mind Scan 8d6 (Human class of minds) (40 APs)	4
8v	Thought Placement	3) Mental Illusions 8d6 (Human class of minds) (40 APs)	4
8v	Mental Overload	4) Mental Blast 4d6 (Human class of minds) (40 APs)	4
9	Foresight	Precognitive Clairsentience (Sight Group, Normal Hearing And Normal Smell); No	
	Totosigni	Conscious Control (-2), Increased Endurance Cost (x5 END; -2), Vague and Unclear (-½)	25
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MATCHING COMPLICATIONS (60)

Cost	Complication	
15	Hunted: Hounds of Chaos Infrequently (Mo Pow; Harshly Punish)	Infrequently
_ 5	Negative Reputation: Charlatan Fortune Teller, Infrequently	
_15	Psychological Complication: Do anything necessary to stop the coming Darkness (Uncommon; Total)	
_10	Distinctive Features: Strong Psychic Aura (Not Concealable; Noticed and Recognizable; Detectable By	
	Uncommonly-Used Senses)	
_ 5	Physical Complication: Addicted to Caffeine and Stimulants (Infrequently; Barely Impairing)	
_10	Unluck: 2d6	
l		
60	Total Complications Points	