

**Characteristics & Appearance Page**

Character Name: Benq  
 Alternate Identities: Benq Lang Horne  
 Player Name: Jim



<b>CHARACTERISTICS</b>	<b>CHARACTER IMAGE</b>
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Val Char	Base Points	Total	Roll	Notes
15 STR	10	5	15/40	12- HTH Damage / 3d6/8d6 END 17- [3]
20 DEX	10	30	20/29	13- OCV 7/10 DCV / 7/10 15-
18 CON	10	16	18	13-
12 BODY	10	4	12	11-
18 INT	10	8	18	13- PER Roll 13-
14 EGO	10	8	14	12- ECV: 5
20 PRE	10	10	20	13- PRE Attack: 4d6
18 COM	10	4	18	13-
8 PD	3	5	8/15	8/15 PD (0/7 rPD)
8 ED	4	4	8/15	8/15 ED (0/7 rED)
4 SPD	3.0	10	4	Phases: 3, 6, 9, 12
7 REC	7	0	7	
36 END	36	0	36	
30 STUN	29	1	30	
9" Running	6	6	9"	
5" Swimming	2	3	5"	
5" Leaping	3	2	5"/10"	<b>116 Total Characteristics Points</b>



**EXPERIENCE POINTS**

Total earned:	21
Spent:	21
Unspent:	0
Base Points:	225
Disad Points:	25
Total Points:	271

**APPEARANCE**

**Hair Color:** Brown  
**Eye Color:** Brown  
**Height:** 1.79 m  
**Weight:** 72.00 kg

**Description:**  
 ...  
 Caucasian with tan skin,  
 wears hair in shoulder-length dreadlocks.  
 Wears a white cotton tunic and loose-fitting  
 stretchy black bellbottom jeans most of the time,  
 along with a pair of steel-toed Doc Martins.

**MOVEMENT**

Type	Total
Run (6)	9" [18" NC]
Swim (2)	5" [10" NC]
H. Leap (3")	5"/10"
V. Leap (2")	2 1/2"/5"

Combat Information Page

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**MARTIAL ARTS MANEUVERS**

**Cost Maneuver**

Capoeira

- 4 1) Martial Strike: 1/2 Phase, +0 OCV, +2 DCV, 5d6 / 10d6 Strike
- 5 2) Offensive Strike: 1/2 Phase, -2 OCV, +1 DCV, 7d6 / 12d6 Strike
- 4 3) Martial Dodge: 1/2 Phase, -- OCV, +5 DCV, Dodge, Affects All Attacks, Abort
- 3 4) Martial Throw: 1/2 Phase, +0 OCV, +1 DCV, 3d6 / 8d6 +v/5, Target Falls
- 4 5) Martial Disarm: 1/2 Phase, -1 OCV, +1 DCV, Disarm; 25 STR / 50 STR to Disarm
- 2 6) Weapon Element: Blades, Homemade Weapons

**22 Total Martial Arts Cost**

**COMBAT INFORMATION**

OCV: 7/10

DCV: 7/10

Combat Skill Levels: +1 with HTH Combat (5 Active Points); OAF (-1), STR Minimum 17 (-3/4), Real Weapon (-1/4)

**COMBAT MANEUVERS**

Maneuver	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	+4 DC attack damage
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
Martial Strike	1/2	+0	+2	5d6 / 10d6 Strike
Offensive Strike	1/2	-2	+1	7d6 / 12d6 Strike
Martial Dodge	1/2	--	+5	Dodge, Affects All Attacks, Abort
Martial Throw	1/2	+0	+1	3d6 / 8d6 +v/5, Target Falls
Martial Disarm	1/2	-1	+1	Disarm; 25 STR / 50 STR to Disarm

**DEFENSES**

Type	Amount	Notes
Physical Defense	8/15	Current BODY:
Res. Phys. Defense	0/7	
Energy Defense	8/15	Current END:
Res. Energy Defense	0/7	
Mental Defense	0	Current STUN:
Power Defense	8	

**COMBAT MODIFIERS**

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



## POWERS

Cost	Power	END
30	(Total: 87 Active Cost, 30 Real Cost) +25 STR, Reduced Endurance (1/2 END; +1/4) (31 Active Points); Flipside-Only (-1/2), No Figured Characteristics (-1/2), Gestures (-1/4), Incantations (-1/4), Requires A Magic Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4), Extra Time (Delayed Phase, -1/4) (Real Cost: 10) plus +9 DEX (27 Active Points); Flipside-Only (-1/2), No Figured Characteristics (-1/2), Extra Time (Delayed Phase, -1/4), Gestures (-1/4), Incantations (-1/4), Requires A Magic Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4) (Real Cost: 9) plus Armor (7 PD/7 ED) (21 Active Points); Flipside-Only (-1/2), Extra Time (Delayed Phase, -1/4), Gestures (-1/4), Incantations (-1/4), Requires A Magic Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4) (Real Cost: 8) plus Power Defense (8 points) (8 Active Points); Flipside-Only (-1/2), Extra Time (Delayed Phase, Only to Activate, -1/4), Gestures (-1/4), Incantations (-1/4), Requires A Magic Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4) (Real Cost: 3)	2
12	Healing BODY 4d6, Area Of Effect (4" Radius; +1) (80 Active Points); Extra Time (1 Turn (Post-Segment 12), Character May Take No Other Actions, -1 1/2), OAF, Small Electronic Drum, Durable (-1), Arrangement (-1/4), Gestures (Requires both hands; Complex; -3/4), Almost No Power in Mundane World (possibly useful for curing minor problems) (-1/2), Concentration (0 DCV; -1/2), Incantations (Complex; -1/2), Requires A Drumming Skill Roll (-1/2)	8

### 42 Total Powers Cost

## EQUIPMENT

Equipment	END
<i>.38 Revolver</i> : Killing Attack - Ranged 1d6 (15 Active Points); OAF (-1), 2 clips of 6 Charges (-1/2), Real Weapon (-1/4) <b>Notes:</b> Borrowed from Nick, only carried when necessary.	[6]
<i>Large 5-point Shuriken</i> : Killing Attack - Hand-To-Hand 1d6+1 (2d6 / 2 1/2d6 w/STR), Range Based On STR (+1/4), Autofire (3 shots; +1/4) (30 Active Points); OAF (-1), Real Weapon (-1/4), 6 Recoverable Charges (-1/4) <b>Notes:</b> Worn on special rubber holsters on belt, three on each side. Three can be drawn and thrown together in an Autofire attack as a Full Phase action.	[6 rc]
<i>Straight Razors, Standard, Small</i> : Killing Attack - Hand-To-Hand 1/2d6 (1d6+1 w/STR) (10 Active Points); OAF Durable (-1), Real Weapon (-1/4), Reduced Penetration (-1/4) <b>Notes:</b> (x2 number of items) Routinely carried in pockets, blade length short.	1
<i>Straight Razors, Large, Non-standard</i> : Killing Attack - Hand-To-Hand 1d6 (2d6 w/STR) (15 Active Points); OAF Durable (-1), Real Weapon (-1/4), Reduced Penetration (-1/4) <b>Notes:</b> (x2 number of items) Only carried when going into situations where concealment is not a concern.	1
<i>Great Sword from Fantasy HERO, page 164</i> : (Total: 50 Active Cost, 15 Real Cost) Killing Attack - Hand-To-Hand 2d6 (2d6 / 3d6+1 w/STR), Reduced Endurance (0 END; +1/2) (45 Active Points); OAF (-1), STR Minimum 17 (-3/4), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 13) plus +1 with HTH Combat (5 Active Points); OAF (-1), STR Minimum 17 (-3/4), Real Weapon (-1/4) (Real Cost: 2)	0

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## SKILLS

### Cost Name

- 3 Acrobatics 13- (15-)
  - 3 Breakfall 13- (15-)
  - 2 CK: Buffalo 11-
  - 3 Climbing 13- (15-)
  - 3 Computer Programming 13-
  - 3 Concealment 13-
  - 3 Contortionist 13- (15-)
  - 3 Electronics 13-
  - 3 Jack of All Trades
    - 2 1) PS: Computer Technician (3 Active Points) 13-
    - 2 2) PS: Drummer (3 Active Points) 13- (15-)
    - 1 3) PS: Soldier (2 Active Points) 11-
  - 3 KS: Music 13-
  - 1 KS: Occult: Necromancy 8-
  - 3 Language: Portuguese (fluent conversation; literate)
  - 4 Language: Spanish (completely fluent; literate)
  - 2 Navigation, Flipside (Dimensional) 13-
  - 3 Paramedics 13-
  - 9 Magic 16-
  - 3 Scientist
    - 2 1) SS: Capoeira 13- (3 Active Points)
    - 2 2) SS: Computer Science 13- (3 Active Points)
    - 2 3) SS: Cryptozoology 13- (3 Active Points)
    - 2 4) SS: Environmental Biology 13- (3 Active Points)
  - 3 Stealth 13- (15-)
  - 3 Streetwise 13-
  - 3 Survival 13-
  - 3 Tracking 13-
  - 12 WF: Common Martial Arts Melee Weapons, Common Melee Weapons, Common Missile Weapons, Small Arms, General Purpose/Heavy Machine Guns, Grenade Launchers, Shoulder-Fired Weapons, Vehicle Weapons
- 91 Total Skills Cost**

## PERKS

### Cost Name

- 0 Equipment Points: 60
- 0 Vehicle/Base Points: 10
- 0 Follower/Contact Points: 5
- 0 Total Perks Cost**

## DISADVANTAGES

### Cost Disadvantage

- 15 Psychological Limitation: Searching for Parents and Other Lost Souls (Common, Strong)
- 10 Psychological Limitation: Chivalrous, Righter of Wrongs (Common, Moderate)
- 25 Total Disadvantages Cost**