

Character Name: Danny Chow ([PDF](#))

Alternate Identities:

Player Name: Mark



CHARACTERISTICS

Val Char	Base	Points	Total	Roll	Notes
15 STR	10	5	15	12-	HTH Damage 3d6 END [1]
20 DEX	10	30	20	13-	OCV 7 DCV 7
18 CON	10	16	18	13-	
15 BODY	10	10	15	12-	
13 INT	10	3	13	12-	PER Roll 12-
13 EGO	10	6	13	12-	ECV: 4
15 PRE	10	5	15	12-	PRE Attack: 3d6
12 COM	10	1	12	11-	
8 PD	3	5	8/16		8/16 PD (0/8 rPD)
8 ED	4	4	8/14		8/14 ED (0/6 rED)
3 SPD	3.0	0	3		Phases: 4, 8, 12
6 REC	7	-2	6		
36 END	36	0	36		
32 STUN	32	0	32		
7" Running	6	2	7"		
2" Swimming	2	0	2"		
3" Leaping	3	0	3"		

85 Total Characteristics Points

CHARACTER IMAGE

EXPERIENCE POINTS

Total earned:	15
Spent:	15
Unspent:	0
Base Points:	125
Disad Points:	75
Total Points:	215

MOVEMENT

Type	Total
Run (6)	7" [14" NC]
Swim (2)	2" [4" NC]
H. Leap (3")	3"/6"
V. Leap (2")	1 1/2"/3"

DEFENSES

Type	Amount
Physical Defense	8/16
Res. Phys. Defense	0/8
Energy Defense	8/14
Res. Energy Defense	0/6
Mental Defense	5
Power Defense	5

COMBAT INFORMATION

Level	OCV	To Hit (OCV + 11)	DCV
Base	7	18	7
"Half"	4	15	4
"Zero"	0	11	0

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

COMBAT MODIFIERS

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

Die Roll	Hit Location	KA Stun X	NA Stun X	Body X	OCV
3-5	Head	x5	x2	x2	-8
6	Hands	x1	x1/2	x1/2	-6
7-8	Arms	x2	x1/2	x1/2	-5
9	Shoulders	x3	x1	x1	-5
10-11	Chest	x3	x1	x1	-3
12	Stomache	x4	x1 1/2	x1	-7
13	Vitals	x4	x1 1/2	x2	-8
14	Thighs	x2	x1	x1	-4
15-16	Legs	x2	x1/2	x1/2	-6
17-18	Feet	x1	x1/2	x1/2	-8

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SKILLS

Cost	Name
	Asian Folklore
3	1) KS: Asian Monsters 12-
	Everyman Skills
0	1) Acting 8-
0	2) Concealment 8-
0	3) Deduction 8-
0	4) Language: Chinese (idiomatic) (4 Active Points)
0	5) PS: Construction Worker (Everyman) 11-
0	6) Paramedics 8-
0	7) Persuasion 8-
0	8) Stealth 8-
0	9) TF: Everyman, Small Motorized Ground Vehicles
	Misc
3	1) Climbing 13-
3	2) Concealment 12-
3	3) Lockpicking 13-
3	4) Language: English (completely fluent)
3	5) Paramedics 12-
3	6) Shadowing 12-
3	7) Stealth 13-
	Than Vo Dao "Spirit Fist Way"
5	1) +1 with HTH Combat
5	2) +1 with DCV
3	3) Acrobatics 13-
3	4) Breakfall 13-
1	5) KS: Martial World 8-
2	6) KS: Than Vo Dao 11-
2	7) WF: Common Melee Weapons

45 Total Skills Cost

PERKS

Cost	Name
	Resource Pools
0	1) Equipment Points: 20
0	2) Vehicle/Base Points: 10
0	3) Follower/Contact Points: 10
0	Total Perks Cost

POWERS

Cost	Power	END
0	Luck 1d6, Everyhero Ability	0
	Martial Arts Stunts	
2	1) Leaping +3" (3"/6" forward, 1 1/2"/3" upward) (3 Active Points); Requires An Acrobatics Roll (-1/2)	1
	Spirit Warrior	
17	1) Detect Chi 12- (Mental Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Sense	0
11	2) <i>Iron Skin: Armor</i> (4 PD/3 ED)	0
7	3) <i>Iron Will: Force Field</i> (4 PD/3 ED)	1
5	4) <i>Balanced Chi: Power Defense</i> (5 points)	0
2	5) <i>Balanced Chi: Mental Defense</i> (5 points total)	0
30	<i>Than Vo Dao "Spirit Fist Way":</i> Multipower, 45-point reserve, (45 Active Points); all slots Variable Limitations (requires -1/2 worth of Limitations; X2 END or Full Phase; -1/4), Incantations (-1/4)	
3u	1) <i>Chi Bolt: Energy Blast</i> 7d6, Affects Desolidified One Special Effect of Desolidification (Spirits/Ghosts Only); +1/4 (44 Active Points)	4
2u	2) <i>Ghost Palm: Hand-To-Hand Attack</i> +6d6, Affects Desolidified One Special Effect of Desolidification (Spirits/Ghosts Only; +1/4) (37 Active Points); Hand-To-Hand Attack (-1/2)	4
2u	3) <i>Iron Finger: Entangle</i> 3d6, 3 DEF, Takes No Damage From Attacks (Physical Attacks) (+1/4), Works Against EGO, Not STR (+1/4) (45 Active Points); 8 Charges (-1/2), Cannot Form Barriers (-1/4)	[8]
1u	4) <i>Than Vo Dao Fist: Hand-To-Hand Attack</i> +5d6 (25 Active Points); Hand-To-Hand Attack (-1/2)	2
1u	5) <i>Healing BODY</i> 4d6 (40 Active Points); Extra Time (1 Hour, -3)	4
2u	6) <i>Numbing Strike: Drain STR</i> 4d6 (40 Active Points); Requires a KS: Than Vo Dao Roll (-1/2)	4

83 Total Powers Cost

EQUIPMENT

Cost	Equipment	END
	Contacts/Followers Pool (10 Pool);	
5	1) <i>Order of Spirit Warriors: Contact: Master To</i> (Contact has useful Skills or resources, Very Good relationship with Contact) 11-;	
3	2) <i>Police Lieutenant: Contact: Giordano</i> (Contact has access to major institutions) 11-;	
2	3) <i>Dojo Instructor: Contact: J.D. Wright</i> 11-;	
3	4) <i>Tong: Contact: Feng Tai-Sheng</i> (Contact has access to major institutions, Contact has useful Skills or resources) 8-;	
2	5) <i>Family Grocer: Contact: Marty Cho</i> 11-;	
	Equipment Pool (20 Pool);	
2	1) <i>Quality Lockpicks: +2 with Lockpicking</i> (4 Active Points); OAF (-1);	

1	2) <i>Chinese Book of Monsters</i> : +2 with KS: Asian Monsters (2 Active Points); OAF (-1);	
4	3) <i>Cell Phone</i> : Radio Perception/Transmission (Radio Group), 1 6-Hour Fuel Charge (+0) (10 AP); OAF (-1), Also Affected As Hearing (-1/4);	[1 cc]
6	4) <i>Flashlight</i> : Sight Group Images 1" radius, +/-4 to PER Rolls, 1 Continuing Fuel Charge lasting 1 Hour (+0) (22 Active Points); OAF (-1), Only To Create Light (-1), Limited Range (10"; -1/4), Real Weapon (-1/4);	[1 cc]
2	5) <i>First Aid Kit</i> : +2 with Paramedics (4 Active Points); OAF (-1), 12 Charges (-1/4);	
4	6) +6 versus Range Modifier for Sight Group (9 Active Points); OAF (-1);	0
	Vehicle/Base Pool (10 Pool);	
10	1) <i>Vehicle Of The Week</i> : Various Vehicles;	

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DISADVANTAGES

Cost	Disadvantage
10	Distinctive Features: Awakend Chi (Not Concealable; Noticed and Recognizable; Detectable By Uncommonly-Used Senses)
10	Hunted: Police 8- (As Pow, NCI, PC has a Public ID or is otherwise very easy to find, Watching)
10	Hunted: Evil Spirits 8- (As Pow, Harshly Punish)
20	Psychological Limitation: Code of the Chinese Knight (Very Common, Strong)
15	Social Limitation: Duty to the Order of Spirit Warriors (Frequently, Major)
10	Social Limitation: Duty to the Trismegistus Council (Occasionally, Major)
75	Total Disadvantages Cost

APPEARANCE

Hair Color: Black

Eye Color: Brown

Height: 6' 7"

Weight: 218 lbs

Description:

BACKGROUND

Danny Chow is a member of the ancient Chinese Order of the Spirit Warriors, a secret group dedicated to fighting Chinese monsters. Danny's ancestors emigrated to America in the mid-1800s, helping to build the railroads. With the Chinese immigration, monsters arrived in North America as well. The Chows settled in San Francisco's Chinatown and continued the Spirit Warrior tradition. Today San Francisco is fairly under control, mystically speaking, and the Spirit Warriors sent Danny to Vibora Bay at the request of the Trismegistus Council to combat mystical activity there. For money, he is a general construction worker.

PERSONALITY

Despite the seriousness of his profession, Danny very much embodies the Code of the Chinese Knight - he attempts to right wrongs, correct social injustices, keep his oaths, and meet his obligations. He is quite outgoing and fun-loving, honoring good people and spending all his money on good deeds and good times. His mode of transportation constantly changes - one week he might come into a windfall and buy a corvette, only to sell it to and give the money to an uninsured individual who needed an operation, and show up to work the next week in a scooter.

QUOTE

Hi ma'am. How can I help?

POWERS/TACTICS

CAMPAIGN USE