

**Character Name:** Mike Silva  
 Alternate Identities:  
 Player Name: Chris Wickline



### CHARACTERISTICS

Val Char	Base	Points	Total	Roll	Notes
15 STR	10	5	15	12-	HTH Damage 3d6 END [1]
13 DEX	10	9	13	12-	OCV 4 DCV 4
14 CON	10	8	14/18	12- / 13-	
14 BODY	10	8	14/18	12- / 13-	
12 INT	10	2	12	11-	PER Roll 11-
15 EGO	10	10	15	12-	ECV: 5
15 PRE	10	5	15	12-	PRE Attack: 3d6
14 COM	10	2	14	12-	
6 PD	3	3	6/22		6/22 PD (0/10 rPD)
6 ED	3	3	6/22		6/22 ED (0/10 rED)
3 SPD	2.3	7	3		Phases: 4, 8, 12
6 REC	6	0	6/7		
22 END	28	-3	22/30		
29 STUN	29	0	29/35		
8" Running	6	4	8"		
2" Swimming	2	0	2"		
3" Leaping	3	0	3"		

**63 Total Characteristics Points**

### CHARACTER IMAGE

### EXPERIENCE POINTS

Total earned:	28
Spent:	24
Unspent:	4
Base Points:	125
Disad Points:	75
Total Points:	224

### MOVEMENT

Type	Total
Run (6)	8" [16" NC]
Swim (2)	2" [4" NC]
H. Leap (3")	3"
V. Leap (2")	1 1/2"
Flight	6" [12" NC]

### DEFENSES

Type	Amount
Physical Defense	6/22
Res. Phys. Defense	0/10
Energy Defense	6/22
Res. Energy Defense	0/10
Mental Defense	0
Power Defense	0

### COMBAT INFORMATION

Level	OCV	To Hit (OCV + 11)	DCV
Base	4	15	4
"Half"	2	13	2
"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	END
	Angelic Heretig	
2	1) <i>Zoo Keeper (Felines)</i> : PS: Zoo Keeper 11-	
3	2) Animal Handler (Felines, Other Celestial, Small) 12-	
2	3) KS: Angels 11-	
2	4) KS: Demons 11-	
2	5) KS: Judaism 11-	
6	5) Language: Divine (imitate dialects; Inhuman)	
	Angelic Warrior	
10	1) +2 with DCV	
3	2) +3 with Angelic Sword	
3	3) Acrobatics 12-	
3	4) Breakfall 12-	
3	5) Concealment 11-	
3	6) Shadowing 11-	
3	7) Stealth 12-	
3	8) Tactics 11-	
3	9) Teamwork 12-	
3	10) Tracking 11-	
1	11) WF: Handguns	
	Everyman Skills	
0	1) Acting 8-	
0	2) CK: Vibora Bay 8-	
0	3) Climbing 8-	
0	4) Deduction 8-	
0	5) Language: Native (idiomatic) (4 Active Points)	
0	6) PS: Profession (Everyman) 11-	
0	7) TF: Everyman, Small Motorized Ground Vehicles	
<b>55</b>	<b>Total Skills Cost</b>	

## PERKS

Cost	Name	END
21	<i>Divine Cat Familiar</i> : <a href="#">Follower</a>	
	Resource Pools	
1	1) Equipment Points: 25	
1	2) Vehicle/Base Points: 13	
0	3) Follower/Contact Points: 10	
<b>23</b>	<b>Total Perks Cost</b>	

## MARTIAL ARTS MANEUVERS

## POWERS

Cost	Power	END
	Weapons	
8	1) <i>Machete</i> : Killing Attack - Hand-To-Hand 1d6 (1d6+1 w/STR), Reduced Endurance (0 END; +1/2) (22 Active Points); OAF (-1), STR Minimum 10 (-1/2), Real Weapon (-1/4)	0
	Angelic Form, all slots OIHID (-1/4)	
12	1) <i>Angelic Armor</i> : Armor (10 PD/10 ED) (30 Active Points); can only be repaired/replaced by heavenly smith (-3/4), OIHID (-1/4), Restrainable (Can be removed with effort; -1/4), Visible (-1/4)	0
8	2) <i>Angelic Healing</i> : Healing 2 BODY, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (40 Active Points); Extra Time (Regeneration-Only) 1 Week (-3), Self Only (-1/2), Not vs Brimstone (-1/4)	0
6	3) <i>Angel Wings</i> : Flight 6" (12 Active Points); Restrainable (-1/2), Cannot Hover (-1/4)	1
3	4) <i>Angelic Resilience</i> : +5 ED (5 Active Points); Not vs Brimstone (-1/4)	0
4	5) <i>Angelic Resilience</i> : +6 PD (6 Active Points); Not vs Brimstone (-1/4)	0
6	6) <i>Angelic Senses</i> : Detect Demons 11- (Mental Group), Increased Arc Of Perception (360 Degrees) (8 Active Points)	0
6	7) <i>Angelic Resilience</i> : +4 CON (8 Active Points)	0
6	8) <i>Angelic Resilience</i> : +4 BODY (8 Active Points)	0
11	9) <i>Infuse Blade w/ Angelic Fire</i> : (Total: 25 Active Cost, 11 Real Cost) HKA 1/2d6 (1d6+1 w/STR) (10 Active Points); OIF (blade of opportunity; -1/2), Linked (Naked Advantage; -1/2), OIHID (-1/4) (Real Cost: 4) <b>plus</b> +1 Stun Multiplier (+1/4) for up to 60 Active Points of Blades (15 Active Points); OIF (blade of opportunity; -1/2), OIHID (-1/4), Linked (HKA; -1/4) (Real Cost: 7)	2
0	Luck 1d6, Everyhero Ability	0
<b>70</b>	<b>Total Powers Cost</b>	

## EQUIPMENT

Cost	Equipment	END
	Contacts/Followers Pool (10 Pool/15 Armory);	
6	1) <i>Cassiel</i> : Contact (Contact has significant Contacts of his own, Contact has useful Skills or resources), Earthbound Angel Contact (x2) (6 Active Points) 8-;	
5	2) <i>Rabi Levy</i> : Contact (Contact has significant Contacts of his own, Contact has useful Skills or resources, Good relationship with Contact) 11-;	
4	3) <i>Fred Johnson</i> : Contact (Librarian) (useful Skills or resources, Good relationship with Contact) 11-;	
4	4) <i>Alice Lima</i> : Contact (Herptologist) (useful Skills or resources, access to Zoo, contacts of her own, only in normal ID) 8-	
	Equipment Pool (25 Pool/38 Armory);	
25	1) <i>Tinker's PC</i> : <a href="#">Follower</a> ;	

**Cost Maneuver**

- Angelic Combat
- 4 1) Disarm: 1/2 Phase, -1 OCV, +1 DCV, Disarm; 25 STR to Disarm roll
- 4 2) Parry: 1/2 Phase, +2 OCV, +2 DCV, Block, Abort
- 5 3) Takeaway: 1/2 Phase, +0 OCV, +0 DCV, Grab Weapon, 25 STR to take weapon away
- 0 4) Weapon Element: Blades

**13 Total Martial Arts Cost**

Vehicle/Base Pool (15 Pool/23 Armory);

- 2 1) *2 Safe Houses*: Custom Perk;
- 3 2) *Mike's Lair*: [Base](#);
- 13 3) *Suzuki Hayabusa GSX1300R*: [Vehicles](#);

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**DISADVANTAGES**

Cost	Disadvantage
0	Normal Characteristic Maxima
10	Dependence: 1 lb of Demon Flesh Takes 2d6 Damage + Activation Roll (start 15- and drop 1 per week) (Extremely Difficult To Obtain, 1 Week)
20	Psychological Limitation: Must protect the innocent (Common, Total)
15	Hunted: Demonic Enemy 8- (As Pow, NCI, Harshly Punish)
5	Distinctive Features: divine aura (Easily Concealed; Always Noticed and Causes Major Reaction; Detectable By Uncommonly-Used Senses)
15	Accidental Change: Detection of a Demon 14- (Uncommon)
10	Unluck: 2d6
<b>75</b>	<b>Total Disadvantages Cost</b>

**APPEARANCE****Hair Color:** Brown**Eye Color:** Brown**Height:** 6' 7"**Weight:** 218 lbs**Description:****BACKGROUND****PERSONALITY****QUOTE****POWERS/TACTICS**

**CAMPAIGN\_USE**

Character created with [Hero Designer](#) (version 2008071012)