Archon
Character Name

Alternate Identities: *Malcolm Vasilias*

Player Name: Vaughn Romero

CHARACTERISTICS

Val	Char	Points	Roll	Notes
13	STR	3	12-	HTH Damage 2 1/2d6 END [1]
23	DEX	26	14-	
20	CON	10	13-	
23	INT	13	14-	PER Roll 16-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
11	OCV	40		
8	DCV	25		
3	OMCV	0		
3	DMCV	0		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
6/18	PD	4		6/18 PD (0/12 rPD)
6/18	ED	4		6/18 ED (0/12 rED)
12	REC	8		
25	END	1		
13	BODY	3		
30	STUN	5		
		192		**Total Characteristic Points**

CHARACTER IMAGE

EXPERIENCE POINTS

Total Points:	**400**
Total XP Earned:	**0**
XP Spent:	0
XP Unspent:	0
Base Points:	400
Complication Points:	75

MOVEMENT

Type	Total
Run	12m [24m NC]
Swim	4m [8m NC]
H. Leap	4m
V. Leap	2m
Flight	20m [40m NC]

DEFENSES

Type	Amount
Physical Defense	6/18
Resistant Physical Defense	0/12
Energy Defense	6/18
Resistant Energy Defense	0/12
Mental Defense	0
Power Defense	0

COMBAT INFORMATION

OCV: 11 **DCV: 8**

Skill Levels:

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/10; you take 1/3
Move Through	1/2	-v/10	-3	STR+v/6; you take 1/2 or all
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	Ranged Attacks only
Basic Strike	1/2	+1	+0	4 1/2d6 Strike
Martial Dodge	1/2	--	+5	Dodge, Affects All Attacks, Abort
Martial Escape	1/2	+0	+0	28 STR vs. Grabs
Takeaway	1/2	+0	+0	Grab Weapon, 23 STR to take weapon away
Basic Shot	1/2	+0	+0	Strike, +2 DC
Defensive Shot	1/2	-1	+2	Strike
Far Shot	1/2	+1	-1	Strike
Offensive Shot	1/2	-1	-1	Strike, +4 DC
Quick Shot	1/2	+1	+0	Strike, +2 DC

COMBAT MODIFIERS

Range (M)	0-8	9-16	17-32	33-64	65-125	126-250
RMOD	0	-2	-4	-6	-8	-10

HIT LOCATION

Roll	Location	STUNx	NSTUN	BODYx	To Hit
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	Stomach	x4	x1.5	x1	-7
13	Vitals	x4	x1.5	x2	-8
14	Thighs	x2	x1	x1	-4
15-16	Legs	x2	x1/2	x1/2	-6
17+	Feet	x1	x1/2	x1/2	-8

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

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SKILLS

Cost	Name
5	Accurate Sprayfire
3	Analyze: Combat 14-
3	Breakfall 14-
3	Computer Programming 14-
3	Deduction 14-
3	Electronics 14-
3	Fast Draw 14-
3	Oratory 13-
2	PS: Malvan Gladiator 11-
3	Persuasion 13-
5	Rapid Attack (10 Active Points); Ranged Multiple Attacks Only (-1)
3	Security Systems 14-
3	Stealth 14-
3	Tactics 14-
3	Teamwork 14-
5	Two-Weapon Fighting (10 Active Points); Ranged Multiple Attacks Only (-1)
53	**Total Skills Cost**

TALENTS

Cost	Name
6	*Dashing Devil:* +2/+2d6 Striking Appearance (vs. all characters)
3	*"There's something I ought to tell you...":* Ambidexterity (no Off Hand penalty)
3	*Judge the Quick and the Dead:* Lightning Reflexes (+6 DEX to act first with All Ranged Attacks)
12	**Total Talents Cost**

POWERS

Cost	Power	END
25	***Dual Blaster Pistols:*** Multipower, 50-point reserve, all slots 16 Charges (-0) (50 Active Points); all slots OAF (-1)	
3f	1) ***Full Power:*** Blast 10d6 (50 Active Points); OAF (-1) **Notes:** (x2 number of items)	0
3f	2) ***Multi-Beam:*** Blast 8d6, Autofire (3 shots; +1/4) (50 Active Points); OAF (-1) **Notes:** (x2 number of items)	0
3f	3) ***Spread Beam:*** Blast 6d6, Area Of Effect (16m Cone; +1/2) (45 Active Points); OAF (-1) **Notes:** (x2 number of items)	0
	Malvan-Modified Physiology	
6	1) ***Amplified Acuity:*** +2 PER with all Sense Groups	0
10	2) ***Genetic Stabilization:*** Life Support (Immunity: All terrestrial diseases; Longevity: Immortal)	0
11	3) ***Gladiator Healing:*** Regeneration (1 BODY per 6 Hours), Can Heal Limbs	0
	Stylishly Armored Shielded Spacesuit, all slots OIF (-1/2)	
13	1) ***Gravitonic Generators:*** Flight 20m (20 Active Points); OIF (-1/2)	2
9	2) ***Shielded Spacesuit:*** Life Support (Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (18 Active Points); Extra Time (Full Phase, Only to Activate, Delayed Phase, -1/2), OIF (-1/2)	0
24	3) ***Stylish Armor:*** Resistant Protection (12 PD/12 ED) (36 Active Points); OIF (-1/2)	0
107	**Total Powers Cost**	

MARTIAL ARTS MANEUVERS

Cost	Maneuver
	Malvan-Imprinted Martial Arts
3	1) Basic Strike: 1/2 Phase, +1 OCV, +0 DCV, 4 1/2d6 Strike
4	2) Martial Dodge: 1/2 Phase, -- OCV, +5 DCV, Dodge, Affects All Attacks, Abort
4	3) Martial Escape: 1/2 Phase, +0 OCV, +0 DCV, 28 STR vs. Grabs
5	4) Takeaway: 1/2 Phase, +0 OCV, +0 DCV, Grab Weapon, 23 STR to take weapon away
	Malvan-Imprinted Weapon Training
4	1) Basic Shot: 1/2 Phase, +0 OCV, +0 DCV, Range +2, Strike, +2 DC
3	2) Defensive Shot: 1/2 Phase, -1 OCV, +2 DCV, Range +0, Strike
5	3) Far Shot: 1/2 Phase, +1 OCV, -1 DCV, Range +4, Strike
4	4) Offensive Shot: 1/2 Phase, -1 OCV, -1 DCV, Range +0, Strike, +4 DC
4	5) Quick Shot: 1/2 Phase, +1 OCV, +0 DCV, Range +0, Strike, +2 DC
36	**Total Martial Arts Cost**

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COMPLICATIONS

Cost	Complication
10	Distinctive Features: Malvan-Modified Genome (Not Concealable; Noticed and Recognizable; Detectable By Uncommonly-Used Senses)
5	Hunted: Terran Champions Infrequently (Mo Pow; NCI; Limited Geographical Area; Watching)
20	Hunted: Thorgon Hegemony Infrequently (Mo Pow; NCI; Harshly Punish)
5	Negative Reputation: Malvan-Modified Menace, Infrequently
10	Psychological Complication: Amnesia from Malvan-Modified Memories (Common; Moderate)
15	Psychological Complication: Malvan-Imprinted Gladiator's Code of Conduct (Common; Strong)
10	Unluck: 2d6
75	**Total Complications Cost**

APPEARANCE

Hair Color: Black
Eye Color: Blue
Height: 1.80 m
Weight: 89.81 kg
Description: A youthful man with dashing looks and darting eyes that see everything.

BACKGROUND

According to the Malvans who modified his body and his memory, Malcolm agreed to be taken to the moon base and fight as a gladiator. Archon doesn't know if this story is true or not because he can't remember his life prior to becoming a gladiator. What he does remember is decades of fighting in the Malvan arena. The gladiator Archon was a moderate success known for his blasters, his repeated regenerations, and bad luck. When he finally fulfilled his term of service, he returned to earth to find a world he no longer recognized. He also discovered that he was wanted for some crimes from his forgotten past. He skipped the planet aboard a merchant trader bound for Malvan space. Unfortunately, a Thorgon Hegemony raider took the ship and everyone aboard prisoner. The Thorgons seem quite keen to keep him a prisoner and determine the source of his powers. Archon is quite keen to escape from them and determine a way to make the Thorgon pay for their crimes against him.

PERSONALITY

Archon doesn't remember how to live a normal life outside of the arena. For decades all he's known is the Malvan Gladiator's Code of Conduct. He does his best to use the code to guide his actions, but the code doesn't cover all the situations he now finds himself in. When in doubt, Archon strives for freedom and a measure of the fame and success he had as a gladiator.

Malvan Gladiator's Code of Conduct.

1. Give spectators the show they came to see. Assume they are watching, even when you can't see them.
2. Do no action that would harm a spectator nor through inaction allow a spectator to come to harm. Protect the lives of spectators before protecting your own life.
3. Trust your teammates and treat them as family. Help them to survive and share in their glory.
4. Save your strength for worthy foes. Recognize those meant merely to delay the main event and test your cunning. Disable, disarm, and evade those weaker than you. Claim their resources as your reward.
5. Respect your fellow warriors. Fight them to the best of your abilities until victory is won. Forgive them and show mercy when the battle is over.
6. Make the main event memorable. Fight with words as well as weapons. Deliver dramatic dialogue, and make sure monologues are heard.
7. Earn your victory. Avoid the easy win and accept the challenge of complications. Gain glory by fighting the greatest foes.

QUOTE

"All sufficiently advanced technologies are indistinguishible from guns."

POWERS / TACTICS

Archon prefers to shoot targets from a distance with his dual blaster pistols. In target rich environments, he uses multiple attack, auto-fire, or his cone area of effect to clear the field.

CAMPAIGN USE

A technology-based blaster who can lead a break out.