



## Pavo Damage

CHARACTER NAME:

HTH DAMAGE:

1d10

INITIATIVE:

13  
+1d10

HIT POINTS:

61

POWER:

68

IDENTITY: Pavo Damage

SIDE: Evil AGE: 22

LEVEL: 4 EXP: 10,468

TRAINING: +1 to Hit with HTH Combat

CARRYING CAPACITY: 1,667 lbs.

### Unarmed HTH Combat (5)

To Hit:

+2

Damage:

1d10+3

To Hit:

Damage:

To Hit:

Damage:

To Hit:

Damage:

SECURITY CLEARANCE:

HIT MOD.:

STR: 24 2.0

END: 19 2.2

AGL: 12 2.5

INT: 13 1.1

CHA: 20 = 12.1

WEIGHT: 212 lbs.

BASIC HITS: 5

AGILITY MOD.: -

HEAL: 2.5

ACCURACY: +1

DAMAGE: +1

CHA BONUS:

REACTION FROM: GOOD: -3 EVIL: +3

MOVEMENT: 55" ground

DET HIDDEN: 10% INVENTING POINTS: 5.2

DET DANGER: 14% INVENTING: (39%)

POWERS: 1. Heightened Charisma A: +7

2. Heightened Endurance A: +6

3. Heightened Strength A: +10

4. Invulnerability: 7 Points.

**Weakness - Low Self-Control:** Pavo Damage fights with such a fury that he cannot hold back his HTH damage. He will always strike at full force.

**ORIGIN AND BACKGROUND:** (American) Pavo Damage is the youngest of the criminal family gang known as The Damage Brothers. He is the runt of the family. He broke off from his older brothers because he is trying to make a name for himself. He was tired being in his brothers' shadows all the time. He deserved top billing.

Pavo Damage put together a small crew of gangsters to act as his henchmen. He then decided to hop over the border and cause some trouble with his neighbours to the north. He figured they would be a push-over for him and his goons. He's about to find out how wrong he was.



CHARACTER PORTRAIT

**LEGAL STATUS:** Citizen of the United States of America with a criminal record; wanted in Canada

**KNOWLEDGE AREAS:** Crime and Sports (American Football)

**TRAINING BONUSES:** (2) +1 Damage with HTH Combat, (3) +1 to Hit with HTH Combat, (4) +1 Damage with HTH Combat,

**NOTES:** **Group Affiliation:** Former member of The Damage Brothers  
**Base of Operations:** Mobile

**Height:** 6' 1" (1.85 m)

**Hair:** Chestnut brown

**Eyes:** Brown

CASH:

\$

# PAVO DAMAGE'S HENCHMEN

#	Lvl:	Hits:	PWR:	MV:	Str:	End:	Agl:	Int:	Cha:	Dam Mod:	Acc:	HTH:	Detect Hidden:	Detect Danger:
1	2	15	54	42"	15	15	12	12	14	+1	+1	d6	10%	14%
2	2	9	48	38"	12	12	14	10	9	+1	+1	d6	8%	12%
3	2	7	46	37"	13	11	13	9	12	+1	+1	d6	8%	12%
4	1	9	50	40"	14	13	13	10	10	+1	+1	d6	8%	12%
5	1	8	47	36"	11	13	12	11	10	+1	+1	d6	8%	12%
6	1	7	50	39"	14	14	11	11	13	—	—	d6	8%	12%

**Weapons:** All henchmen have an automatic pistol (8 shots per clip) and "Tommy Gun" sub-machine guns (30 shots per drum). Each henchman has an extra pistol clip, but only one "Tommy Gun" drum.

- **Automatic Pistol:** +3 to Hit, 1d8 Damage, Range: (1) 72", (2) 84", (3) 78", (4) 78", (5) 72", and (6) 66". [A x 6"]
- **"Tommy Gun" SMG:** +4 to Hit, 1d10 Damage, Range: (1) 120", (2) 140", (3) 130", (4) 130", (5) 120", and (6) 110". [A x 10"]

<b>Henchmen Total XP:</b>	1,058
<b>Striker XP:</b>	630
<b>Pavo Damage XP:</b>	1,032
<b>Grand Total XP:</b>	2,720

