

Zhang Jun

Character created with [Hero Designer](#), version 2008030405

Alternate Identities : Dr Zhang

Player Name : Peter Cobcroft

Genre : Firefly

Campaign :

CHARACTERISTICS

Val	Char	Base	Points	Roll	Notes
13	STR	10	3	12-	HTH Damage 2 1/2d6 END [3]
18	DEX	10	24	13-	OCV 6 DCV 6
13	CON	10	6	12-	
13	BODY	10	6	12-	
20	INT	10	10	13-	PER Roll 13-
15	EGO	10	10	12-	ECV: 5
15	PRE	10	5	12-	PRE Attack: 3d6
14	COM	10	2	12-	
4	PD	3	1		4 PD (0 rPD)
4	ED	3	1		4 ED (0 rED)
4	SPD	2.8	12		Phases: 3, 6, 9, 12
6	REC	6	0		
26	END	26	0		
27	STUN	27	0		
6"	Running	6	0		
2"	Swimming	2	0		
2 1/2"	Leaping	3	0		

80 Total Characteristics Points

EXPERIENCE POINTS

Total earned: **4**

Spent: **0**

Unspent: **4**

Base Points: **325**

Disad Points: **40**

Total Points: **278**

POWERS

Cost	Name	END
	Neo Cyber Hand, all slots Does not work in magnetic fields (-1/2), Cummlate Side Effect (-1/2), Side Effects (-1/4), No Figured Characteristics (-1/4)	

Cost	Name	END
10	1) Dex Hand: +8 DEX (24 Active Points); Does not work in magnetic fields (-1/2), Cummlate Side Effect (-1/2), Side Effects (-1/4), No Figured Characteristics (-1/4)	
14	2) Healing BODY 4d6 (40 Active Points); Does not work in magnetic fields (-1/2), Cummlate Side Effect (-1/2), 12 Charges (-1/4), Side Effects (-1/4), No Figured Characteristics (-1/4)	[12]
	Neo Cyber Eye, all slots Cummlative Side Effects (-1/2), Does not work in magnetic fields (-1/2), Side Effects (-1/4), No Figure Characteristics (-1/4)	
2	1) Detect Human Physiology 13- (Unusual Group) (5 Active Points); Cummlative Side Effects (-1/2), Does not work in magnetic fields (-1/2), Side Effects (-1/4), No Figure Characteristics (-1/4)	0
4	2) Detect Chemicals 13- (Unusual Group), Discriminatory (10 Active Points); Cummlative Side Effects (-1/2), Does not work in magnetic fields (-1/2), Side Effects (-1/4), No Figure Characteristics (-1/4)	0
6	3) Microscopic (x1,000) with Sight Group (15 Active Points); Cummlative Side Effects (-1/2), Does not work in magnetic fields (-1/2), Side Effects (-1/4), No Figure Characteristics (-1/4)	0
2	4) Rapid (x10) with Sight Group (5 Active Points); Cummlative Side Effects (-1/2), Does not work in magnetic fields (-1/2), Side Effects (-1/4), No Figure Characteristics (-1/4)	0

38 Total Powers Cost

MARTIAL ARTS

Cost	Martial Arts Maneuver
	Military Basic Training
4	1) Martial Disarm: 1/2 Phase, -1 OCV, +1 DCV, Disarm; 23 STR to Disarm
4	2) Martial Strike: 1/2 Phase, +0 OCV, +2 DCV, 4 1/2d6 Strike
4	3) Martial Dodge: 1/2 Phase, - OCV, +5 DCV, Dodge, Affects All Attacks, Abort
5	4) Offensive Strike: 1/2 Phase, -2 OCV, +1 DCV, 6 1/2d6 Strike
3	5) Martial Throw: 1/2 Phase, +0 OCV, +1 DCV, 2 1/2d6 +v/5, Target Falls

20 Total Martial Arts Cost

SKILLS

Cost	Name
3	Deduction 13-
3	High Society 12-
3	Forensic Medicine 13-
3	Paramedics 13-
3	Persuasion 12-
2	PS: Alliance Military 11-
3	Scientist
1	1) SS: Chemistry 11- (2 Active Points)
2	2) SS: Cybernetics 13- (3 Active Points)
2	3) SS: Genetics 13- (3 Active Points)
2	4) SS: Medicine 13- (3 Active Points)

Cost	Name
2	5) SS: Neo Cybernetics 13- (3 Active Points)
2	6) SS: Pharmaceuticals 13- (3 Active Points)
2	7) SS: Robotics 13- (3 Active Points)
3	Scholar
2	1) KS: Cybertechnology (3 Active Points) 13-
2	2) KS: Medicine (3 Active Points) 13-
2	3) KS: Pharmaceuticals (3 Active Points) 13-
2	4) KS: Standards of Human Beauty (3 Active Points) 13-
3	Streetwise 12-
10	+2 with INT Skills
6	+2 with Martial Maneuvers
3	Breakfall 13-
2	TF: Common Motorized Ground Vehicles
4	WF: Common Melee Weapons, Small Arms
0	Language: Mandarin (completely fluent; literate) (4 Active Points)
0	Language: English (completely fluent; literate, Native)
10	+2 with Ranged Combat
6	+2 with Pistols
10	+2 with DCV
6	Combat Ready: +3 vs. Combat Penalties with Medical Skills

104 Total Skills Cost

PERKS

Cost	Name
5	Money: Well Off
2	Physician's License: Perk
2	Military Rank (Retired Captain): Perk
3	Well-Connected
2	1) Contact: Black Marketeer (Contact has useful Skills or resources) (3 Active Points) 11-
2	2) Contact: Corp Director (Contact has access to major institutions, Contact has significant Contacts of his own) (3 Active Points) 8-
2	3) Contact: Crime Boss (Contact has significant Contacts of his own, Contact has useful Skills or resources) (3 Active Points) 8-
2	4) Contact: Governor of Osiris (Contact has access to major institutions, Contact has useful Skills or resources) (3 Active Points) 8-
2	5) Contact: Information Broker (Contact has very useful Skills or resources) (3 Active Points) 8-
1	6) Contact: Smuggler 8-
2	Cortex Access

25 Total Perks Cost

TALENTS

Cost	Name
4	Chip Implant: Eidetic Memory (5 Active Points); IIF (-1/4)
7	Combat Luck (4 PD/4 ED) (Resistant)

11 Total Talents Cost

DISADVANTAGES

Cost	Name
0	Normal Characteristic Maxima
20	Dependent NPC: Zhang Wie 8- (Incompetent; Unaware of character's adventuring career/Secret ID)
10	Psychological Limitation: Hipocratic Oath (Common, Moderate)
10	Hunted: Hands of Blue 8- (Mo Pow, NCI, Watching)

40 Total Disadvantages Cost

APPEARANCE

Hair Colour: Black
Eye Colour: Brown
Height: 2.00 m
Weight: 100.00 kg
Description:

BACKGROUND

Spent time in the Alliance medical corp during the War for Independence - at the insistence of his family who have a strong military career tradition. Saw too much on the front lines and discharged himself as fast as he could after the war was over.

PERSONALITY

Jaded against the Alliance, wherever possible he'll side with the lower classes. After what he saw in the trenches, he's not pragmatic to the point of sociopathy. So much so, he'll do his bit to fight the minor causes of pain in the lower classes (such as gangs) and provide his services at a street clinic regularly to assuage his conscience, and to annoy his upper class family

QUOTE

POWERS/TACTICS

CAMPAIGN USE

Character created by Peter Cobcroft

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