Character Name _	Kinetik
Alternate Identities	Brendan Grant
Player Name	



	CHARA	CTERIS	TICS
Val	Char	Points	Roll
15	STR	5	<u>12-</u>
_26	DEX	32	14-
_23	CON	13	<u>14-</u>
18	INT	8	<u>13-</u>
_14	EG0	_ 4	12-
12	PRE		
9	OCV	30	
_ q	DCV	30	
_ 4	OMCV	3	
4	DMCV	3	
7	SPD	50	
9/25	PD		
8/24	ED	6	
8	REC	4	
_ 50	END	6	
10	BODY	0	Total Cost

CURRENT STATUS			
	Maximum	Current	
END	50		
BODY	10		
STUN	30		

EXPERIENCE PO	DINTS
Total Points	400
Total Experience Earned	0
Experience Spent	0
Experience Unspent	0

VITAL INF	ORMATION
HTH damage (ST	R/5)d6 3d6
Lift	_ STR END Cost1_
Phases 1@34	56789101112
Base OCV 9	Base DCV9
Base OMCV4	Base DMCV 4
Combat Skill Lev	rels
Presence Attack	(PRE/5)d6 2d6



ATT	ACK	S a	& IV	IANEUVERS
Maneuver	Phase	OCV	DCV	Effects
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 OCV vs R. Mod.
Disarm	1/2	-2	+0	Disarm, STR v. STR
Dodge	1/2	_	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab 2 limbs
Grab By	1/2†	-3	-4	Move & Grab; +(v/10) to STR
Haymaker	1/2*	+0	-5	+4 DCs to attack
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 ½ or full
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	Knock target Prone
Passing Strike	1/2	+1	+0	5d6 +v/10; FMove
Passing Throw	1/2	+0	+0	5d6 +v/10; Target Falls; FMove
Rapid Punch	1/2	+1	-2	9d6 Strike

DEFENSES		
Туре	Amount/Effect	
Normal PD	9/25	
Resistant PD	0/16	
Normal ED	8/24	
Resistant ED	0/16	
Mental Defense	0	
Power Defense	0	
Flash Defense		

CENCEC	
SENSES	
Perception Roll (9+INT/5)	13-
Enhanced and Unusual Sen	ses

СОМВАТ МО	DIF	IERS
Range (m) 0-8 9-16 17-32 3	33-64 -6	65-125 126-250 -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
* Treat a 19 as the F	eet loo	cation

MOVEMENT		
Туре	Combat	Noncombat
Run (12m)	12m	24m
Swim (4m)	4m	8m
H. Leap (4m)	4m	8m
V. Leap (2m)	2m	4m
<u>Flight</u>	40m	80m
Movement SFX		

CHARACTER INFORMATION

Character Name Kinetik
Height 2.00 m Weight 10

Height <u>2.00 m</u> Weight <u>100.00 kg</u> Hair color <u>Brown</u> Eye color <u>Brown</u>



CAMPAIGN INFORMATION

Campaign Name <u>Champions</u>
Genre <u>Champions</u>
Gamemaster

SKI	LLS, PERKS, & TALE	NTS
Cost	Name	Roll
3	Breakfall	14-
2	CK: Millennium City	11-
2	PS: Scientist	11-
3	Sleight Of Hand	14-
3	Scientist	
2	1) Science Skill: Biochemistry	13-
1	2) Science Skill: Microbiology	11-
2	3) Science Skill: Physics	13-
	Martial Arts: Martial Arts: Speedster Mar Arts	ti <u>al</u>
5	1) Passing Strike	
5	2) Passing Throw	
5	3) Rapid Punch (Sacrifice Strike)	
	-	
8	+2 HTH Damage Class(es)	
	United to Colonian	
3_	Lightning Calculator	
4	Speed Reading (x10)	
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48	Total Skills, Perks, & Talents	Cost

		POWERS AND EQUIPMENT	
Cost	Name	Power/Equipment	END
72	Super-Running	Flight 40m, Reduced Endurance (½ END; +¼), MegaScale (1m = 1 km; +1) (90 APs); Only In	
		Contact With A Surface (-14)	_4_
30	Speedster Tricks	Multipower, 30-point reserve	
3f	Vibro-grip	1) Killing Attack - Hand-To-Hand 1d6 (1 ½d6 w/STR), Penetrating (+½), Reduced Endurance (0 END; +½) (30 APs)	
2f	Gunanania Finana Guan		
	Supersonic Finger-Snap	**	
		Environment: High Pressure] or armored head-covering; All Or Nothing; +1) (30 APs); No	
	0	Range (-½), Gestures (must hold hand near target's ear; -¼)	3_
	Dizzying Spin	3) Drain DEX 3d6 (30 APs); No Range (-½), Requires A Roll (DEX roll; -½)	_3_
<u>24</u> 12	Protective Aura Protective Suit	Resistant Protection (10 PD/10 ED) (30 APs); Only When Moving (-4) Resistant Protection (6 PD/6 ED) (18 APs); OIF (-½)	
<u></u>			<u> </u>
144	Total Powers/Eq	uipment Cost	-

	MATCHING COMPLICATIONS (75)	
Cost	Complication	
30	Dependent NPC: Joyce, Ronnie, and Phillip Frequently (Incompetent; Unaware of character's Secret ID; Group DNPC: DNPCs)	X3 Frequently
10	Hunted: The New Purple Gang Frequently (Less Pow; Capture/Kill)	Frequently
15 20	Social Complication: Secret Identity (Brendan Grant) Frequently, Major Vulnerability: 2 x STUN from Chemical Attacks (Common)	
<u>75</u>	Total Complications Points	