Character Name _	Division Agent
Alternate Identities	
Player Name	



	CHARACTERISTICS					
Val	Char	Points	Roll			
15	STR	5	12-			
14	DEX	8	12-			
_13	CON	3	12-			
10	INT	0	<u>11-</u>			
10	EG0	0	<u>11-</u>			
13	PRE	3	12-			
_ 5	OCV	10				
5	DCV	10				
_ 3	OMCV	0				
3	DMCV	0				
3	SPD	10				
4/10	PD	2				
4/10	ED	2				
6	REC	2				
25	END	1				
12	BODY	2	Total Cost			
30	STUN	5	63			

CURRENT STATUS				
	Maximum	Current		
END	<u>25</u>			
BODY	12			
STUN	30			

VITAL INF	ORMATION
HTH damage (STF	•
	STR END Cost 1 5 6 7 8 9 10 11 12
Base OCV 5	
Combat Skill Lev +2 with Blaster R	rels
	·
Presence Attack	(PRE/5)d6 <u>2 1/2d6</u>

EXPERIENCE PO	DINTS
Total Points	200
Total Experience Earned	25
Experience Spent	25
Experience Unspent	0

HIT LOCATION CHART						
3d6 Roll	Location	STUN	N STUN	BODY x	To Hit	Defense/ Weight
3-5	Head	х5	x2	x2	-8	_/_
6	Hands	x1	X½	X½	-6	/_
7-8	Arms	x2	X½	X½	-5	/_
9	Shoulders	хЗ	x1	x1	-5	/_
10-11	Chest	хЗ	x1	x1	-3	/_
12	Stomach	x4	x1½	x1	-7	/_
13	Vitals	х4	x1½	x2	-8	/_
14	Thighs	x2	x1	x1	-4	/_
15-16	Legs	x2	X½	X½	-6	/_
17-18	Feet	x1	X½	X½	-8	/
Average Def						
DCV Modifier Total Weight Armor Notes						
/						

ATT	ACK	S 8	& 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 STI
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 fu
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
Block	1/2	+2	+2	Block, Abort
Dodge	1/2		+5	Dodge, Affects All Attacks, Abort
Punch	1/2	+0	+2	5d6 Strike
Throw	1/2	+0	+1	3d6 +v/10, Target Falls

DEI	ENSES			
Туре	Amount/Effect			
Normal PD	4/10			
Resistant PD	0/6			
Normal ED	4/10			
Resistant ED	0/6			
Mental Defense	0			
Power Defense	0			
Flash Defense				
SENSES				

	M	OVEMI
	Туре	Comba
SENSES	Run (12m)	12m
Perception Roll (9+INT/5)11	Swim (4m)	4m
Enhanced and Unusual Senses	H. Leap (4m)	4m
Radio Perception/Transmission (Ra	V. Leap (2m)	2m
•	<u>Teleportation</u>	16m
	l	
	l	
	Movement SFX	

СОМВАТ МО	DIF	IERS	3
Range (m) 0-8 9-16 17-32 OCV mod -0 -2 -4	33-64 -6	65-125 -8	126-250 -10
Targeting Shot	OCV	Hit Lo	cation
Head Shot (Head to Shoulders)	-4	1d	6+3
High Shot (Head to Vitals)	-2	2d	6+1
Body Shot (Hands to Legs)	-1	2d	6+4
Low Shot (Shoulders to Feet)	-2	2d6	3+7*
Leg Shot (Vitals to Feet)	-4	1d6	6+12
* Treat a 19 as the	Feet lo	cation	

MOVEMENT				
Туре	Combat	Noncombat		
Run (12m)	12m	24m		
Swim (4m)	4m	8m		
H. Leap (4m)	4m	8m		
V. Leap (2m)	2m	<u>4m</u>		
<u>Teleportation</u>	16m	1024m		
Movement SFX				

CHARACTER INFORMATION

Character Name_Division Agent

Height ______ Weight _____ 100.00 kg

Hair color _____ Eye color _____ Brown____



CAMPAIGN INFORMATION

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

SKI	LLS, PERKS, & TALE	NTS
Cost	Name	Roll
6	+2 with Blaster Rifle Multipower	11011
3	Combat Driving	12-
3	Concealment	11-
3	Interrogation	12-
2	KS: The Local Underworld	11-
1	KS: The Superhuman World	8-
2	PS: Agent	11-
3	Shadowing	11-
3	Stealth	12-
3	Streetwise	12-
3	WF: Small Arms, Blades	
0	Martial Arts: Martial Arts: Brawling	
4	1) Block (Martial Block)	
4	2) Dodge (Martial Dodge)	- —
4_	3) Punch (Martial Strike)	
3	4) Throw (Martial Throw)	
		- —
		- —
_		- —
l —		
	-	
—		- —
47	Total Skills, Perks, & Talents	Cost

Cost	Name	Power/Equipment	END
26	"Noisy Cricket" Sonic	EB 10d6; OAF (-1), 8 Charges (-1/2) plus Hearing Group Flash 6d6; OAF (-1), Linked (EB; -1/2),	
	Pistol	8 Charges (-½)	[8]
33	VG-17A Knockout Smoke	EB 4d6, Area Of Effect (Im Radius; +¼), Continuous (+1), NND (+1); OAF (-1), 4 Continuing	
	Grenade	Charges lasting I Turn each (removed by winds or rain; -1/2), Range Based On STR (-1/4) pl	u <u>s</u>
		Darkness to Sight Group 6m radius; OAF (-1), Linked (EB; -½), 4 Continuing Charges	
		lasting I Turn each (removed by winds or rain; -½), Range Based On STR (-4)	[4 cc]
10	Armored Uniform	Resistant Protection (6 PD/6 ED) (18 APs); OIF (-½), Requires A Roll (14- roll; does not	
		protect Hit Locations 3-5 or 6-7; -14)	
6	Earbud Radio	Radio Perception/Transmission (Radio Group) (10 APs); IAF (-½), Affected As Hearing	
		Group As Well As Radio Group (-1/4)	
15	Snapper 1K	Teleportation 16m, No Relative Velocity, x2 Increased Mass, x64 Noncombat, Usable As	
		Attack (+4) (70 APs); Limited Power: Requires Snap Point at Destination Power loses	
		almost all of its effectiveness (-2), 2 Charges (-1 ½), IIF (Focus: Harness; -4)	[2]

MATCHING COMPLICATIONS (75)				
Cost	Complication			
_ 5	Distinctive Features: criminal organization's uniform (Easily Concealed; Noticed and Recognizable)			
_10	Hunted: criminal organization Infrequently (Mo Pow; NCI; Watching)	Infrequently		
_20	Psychological Complication: Division Code of Ethics: (Very Common; Strong)			
_20	Social Complication: Subject To Orders Very Frequently, Major			
l				
l				
<u>55</u>	Total Complications Points			