Character Name _	XO
Alternate Identities	Jim Jorgenson
Player Name	GameKnight



CHARACTERISTICS						
Val	Char	Points	Roll			
_15	STR	5	<u>12-</u>			
16	DEX	12	<u>12-</u>			
_20	CON	10	<u>13-</u>			
_ 25	INT	15	<u> 14-</u>			
_ 15	EG0	5	12-			
_15	PRE	5	12-			
8	OCV	25				
8	DCV	25				
_ 3	OMCV	0				
_3	DMCV	0				
6	SPD	10				
5/20	PD	3				
5/20	ED	3				
_ 4	REC	0				
20	END	0				
10	BODY	0	Total Cost			
20	STUN	0	118			
	0.014					

CURRENT STATUS				
	Maximum	Current		
END	20			
BODY	10			
STUN	20			

VITAL IN	FORMATION
HTH damage (S	TR/5)d6 3d6
Lift <u>200kg</u>	STR END Cost1
Phases 1 2 3 4	56789 (11 (2)
Base OCV8	Base DCV 8
Base OMCV <u>3</u>	Base DMCV <u>3</u>
Combat Skill Le	evels <u>+2 Overall (24 A</u> d
Presence Attac	k (PRE/5)d6 <u>3d6</u>
1 10301100 Attao	K (1 112/0)00

DINTS
399
0
0
0

	HIT LO	CA	ΓΙΟΝ	I CH	AF	₹ T
3d6 Roll	Location	STUN X	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	/_
e Points),Stom(proc	cu st C	QMX0	Matr	ix;7-	1/4)/
13	Vitals	x4	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 /	Nodifier _.		Tota	l Weig	jht .	
Armo	r Notes					

ATTACKS & MANEUVERS					
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	
		—			
		—			

DEFENSES				
Туре	Amount/Effect			
Normal PD	5/20			
Resistant PD	0/15			
Normal ED	5/20			
Resistant ED	0/15			
Mental Defense	10			
Power Defense	0			
Flash Defense				

SENSES
Perception Roll (9+INT/5)14-
Enhanced and Unusual Senses
High Range Radio Perception (Radio

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 I	eet loo	eation	

MOVEMENT					
Combat	Noncombat				
37m	74m				
4m	8m				
4m	8m				
2m	4m				
	27m 4m 4m				

CHARACTER INFORMATION

Character Name_XO

Height 2.00 m Weight 100.00 kg
Hair color Brown Eye color Brown



CAMPAIGN INFORMATION

Campaign Name New Champions

Genre Superhero

Gamemaster

SKI	LLS, PERKS, & TALEN	NTS
Cost	Name	Roll
3	Computer Programming	14-
3 3	Electronics	14-
	Mechanics	14-
3_	Systems Operation	14-
3	Quantum Theory and Mechanics: Scientist	
19	Quantum Predictibility: +2 Overall; IIF (Focu	s <u>:</u>
_	QMXO Matrix; -¼)	
_		
_		
l		
l		

34 Total Skills, Perks, & Talents Cost

0		Power/Equipment	EN
0	QMXO Strike 3d6+11d6	Hand-To-Hand Attack +14d6 (Custom Adder); Hand-To-Hand Attack (-¼)	
	QMXO Distruptor (3d6	HTH AP +11d6 (Custom Adder); Hand-To-Hand Attack (-4)	
0	QWave 3d6+8d6 HTH A	Hand-To-Hand Attack +11d6 (Custom Adder); Hand-To-Hand Attack (-14)	
0	QMXO Repellor 3d6+8d	Hand-To-Hand Attack +11d6 (Custom Adder); Hand-To-Hand Attack (-14)	
0	Quantum Snap (3d6+8	Hand-To-Hand Attack +11d6 (Custom Adder); Hand-To-Hand Attack (-14)	
0	Quantum Omni 1d6+6d	Hand-To-Hand Attack +7d6 (Custom Adder); Hand-To-Hand Attack (-14)	
56	Quantum Multiplier Exo	Multipower, 70-point reserve, (70 APs); all slots IIF (-1/4)	
4f	QMXO Strike (END 1/5)	1) Hand-To-Hand Attack +11d6 (55 APs); Hand-To-Hand Attack (-4), IIF (-14)	5
4f	QMXO Disruptor (END	2) HTH Attack (AP includes STR) +8d6 (Custom Adder), Armor Piercing (+44) (55 APs);	
	1/5)	Hand-To-Hand Attack (-¼), IIF (-¼)	5
5f	Quantum Wave (END ¼)	3) Hand-To-Hand Attack +8d6 (Custom Adder), Area Of Effect Accurate (Im Radius; +½)	
		(70 APs); Hand-To-Hand Attack (-4), IIF (-14)	7
5f	Quantum Repellor	4) Hand-To-Hand Attack (+8d6 (Custom Adder), Double Knockback (+½) (70 APs);	
	Punch/Kick (END ¼)	Hand-To-Hand Attack (-¼), IIF (-¼)	7
5f	Quantum Snap (END 1/4)	5) Hand-To-Hand Attack +8d6 (Custom Adder), Invisible Power Effects (Invisible to Sight	
		Group; +½) (70 APs); Hand-To-Hand Attack (-4), IIF (-4)	7
5f	Quantum Omnipresence	6) Hand-To-Hand Attack Id6 STR +6d6 (Custom Adder), Area Of Effect Accurate (8m	
	Attack	Radius; +¾), Selective (+¼) (70 APs); Hand-To-Hand Attack (-¼), IIF (-¼)	7
2f	Trained Strength	7) +40 STR (40 APs); Only To Disarm, Escape, Grab, And Throw (-34), IIF (-14)	4
3f	Quantum Healing	8) Healing BODY 4d6 (40 APs); IIF (-¼)	4
	Quantum Multiplier Exo	all slots IIF (-¼)	
30	QMXO Energy Bank	1) Endurance Reserve (I20 END, I0 REC) (38 APs); IIF (-1/4)	
20	QMXO Running	2) Running +25m (37m total) (25 APs); IIF (-¼)	2
48	QMXO Shielding	3) Resistant Protection (IS PD/IS ED/IO Mental Defense) (60 APs); IIF (-¼)	
24	QMXO Flux	4) +3 SPD (30 APs); IIF (-¼)	
10	QMXO Accuracy with Q	5) +4 with a small group of attacks (12 APs); IIF (-14)	
26	Quantum Network	6) High Range Radio Perception (Radio Group), Penetrative, Perceive into a related group	
		of dimensions (32 APs); IIF (-14)	

MATCHING COMPLICATIONS (75)				
Cost	Complication			
25	Hunted: Evil Org posing as Good Org Frequently (Mo Pow; NCI; Harshly Punish)	Frequently		
	Dependence: Quantum Wave Tech Weakness: -3 To Characteristic Rolls and related rolls per time increment (Very Common; I Minute)			
15	Dependent NPC: Tia Madina Infrequently (Normal; Unaware of character's adventuring career/Secret ID)			
15	Social Complication: Secret ID Frequently, Major			
75	Total Complications Points			