Character Name _	Isobar
Alternate Identities	David Stokes
Player Name	Rob



CHARACTERISTICS					
Val	Char	Points	Roll		
10	STR	0	<u>11-</u>		
18	DEX	16	<u>13-</u>		
_20	CON	10	<u>13-</u>		
_23	INT	13	<u>14-</u>		
10	EG0	0	<u>11-</u>		
18	PRE	8	<u>13-</u>		
8	OCV	_ 25			
8	DCV	25			
_ 3	OMCV	0			
_ 3	DMCV	0			
5	SPD	30			
8/14	PD	6			
8/14	ED	6			
18	REC	14			
_ 50	END	6			
10	BODY	0	Total Cost		
45	STUN	13	<u>172</u>		

CURRENT STATUS				
	Maximum	Current		
END	50			
BODY	10			
STUN	45			

VITAL INFORMATION				
HTH damage (STR/5)d62d6				
Lift 100kg STR END Cost 1				
Phases 1 2 3 4 5 6 7 8 9 10 11 12				
Base OCV <u>8</u> Base DCV <u>8</u>				
Base OMCV <u>3</u> Base DMCV <u>3</u>				
Combat Skill Levels				
+1 with Air Pressure Multipower				
Presence Attack (PRE/5)d6 3 ½d6				

EXPERIENCE POINTS			
Total Points	400		
Total Experience Earned	0		
Experience Spent	0		
Experience Unspent	0		

3d6		STUN	N	BODY	To	Defense/
Roll	Location	X	STUN	x	Hit	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	х4	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 N	/lodifier _.		Tota	l Weig	jht .	
Armor 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	
<u> </u>					

DEFENSES				
Туре	Amount/Effect			
Normal PD	8/14			
Resistant PD	0/6			
Normal ED	8/14			
Resistant ED	0/6			
Mental Defense	0			
Power Defense	0			
Flash Defense				

SENSES	
Perception Roll (9+INT/5) _	14-
Enhanced and Unusual Se	nses

СОМВАТ МО	DIF	IERS
Range (m) 0-8 9-16 17-32 3 OCV mod -0 -2 -4	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	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>Flight</u>	30m	60m		
Movement SFX				

CHARACTER INFORMATION

Character Name Isobar

Hair color <u>Brown</u> Eye color <u>Brown</u>





CAMPAIGN INFORMATION Campaign Name New Champions Genre Supers

Gamemaster _____

SKI	LLS, PERKS, & TALE	NTS
Cost	Name	Roll
9	Atmospheric Pressure Control: Power	14-
3	+1 with Air Pressure Multipower	
3	Bureaucratics	13-
3	Computer Programming	14-
3	Deduction	14-
3	Electronics	14-
3	Inventor	14-
2	AK: Millenium City Metro Area	11-
2	CK: Millenium City	11-
0	Language: English (completely fluent)	
1	Language: French (basic conversation)	
_ 2	Language: Latin (fluent conversation)	
_ 3	PS: Meteorolgist	12-
3	Science Skill: Meteorology	14-
6	Contact (David Stokes only): (Unnamed h	ead
	of MCU's Meteorology Department) (Co	ntact
	has Contact limited by identity, useful	3kills
	or resources, access to major institution	ons,
	significant Contacts of his own, Very G	ood
	relationship with Contact)	11-
46	Total Skills, Perks, & Talents	Cost

ost	Name	Power/Equipment	END
70	Air Pressure Powers	Multipower, 70-point reserve, all slots Conditional Power Does not work in areas of	
		vacuum or low atmospheric pressure. (-0)	
4f	Compressed Air Blast	1) Blast 9d6, Double Knockback (+½) (67 APs); Extra Time (Extra Segment, -½)	_7
7f	Decompress	2) Blast 7d6, Area Of Effect (16m Radius Explosion; +¼), Personal Immunity (+¼), Double	
		_ Knockback (+½) (70 APs)	_7_
6f	Vacate or Inflate	3) Blast 3d6, Area Of Effect (4m Radius; +¼), Variable Special Effects (Either Decreased	
		or Increased Air Pressure.; +¼), Constant (+½), Attack Versus Alternate Defense (Life	
		Support (Safe Environment — Low Pressure/Vacuum) for Vacate or Life Support (Safe	
		Environment — High Pressure) for inflate; All Or Nothing; +1), Does BODY (+1) (60 APs)	_6
7f	Pressure Bind	4) Entangle 1d6, 12 PD/12 ED (Dismissable) (70 APs)	_7_
29	Deflection/Infraction	Resistant Protection (16 PD/8 ED) (Impermeable) (36 APs); Costs Half Endurance (-4),	
	Field	Conditional Power Does not work in areas of vacuum or low atmospheric pressure. (-0)	_2
10	Air Bubble	Life Support (Safe in High Pressure; Safe in Low Pressure/Vacuum; Self-Contained	
		Breathing) (13 APs); Costs Half Endurance (-14)	_1_
37	Jet Stream	Flight 30m, Reduced Endurance (½ END; +¼) (37 APs); Conditional Power Does not work in	
		areas of vacuum or low atmospheric pressure. (-0)	_1_
12	Protective Costume	Resistant Protection (6 PD/6 ED) (18 APs); OIF (Costume; -½)	_

Cost	Complication	
10	Hunted: Dr. Destroyer Infrequently (Mo Pow; NCI; Watching)	Infrequently
20	Psychological Complication: Code vs. Killing (Common; Total)	
10	Dependent NPC: Gwendolyn Aames, fellow project scientist and romantic interest Infrequently (Normal; Useful	
	Noncombat Position or Skills; Unaware of character's adventuring career/Secret ID)	Infrequently
10	Psychological Complication: Leery of causing too much collateral damage. (Common; Moderate)	
10	Rivalry: Professional and Romantic (William Jennings, fellow project scientist; Rival is in an equal position; Seek to	
	Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)	
15	Social Complication: Secret Identity Frequently, Major	