Character Name _	Midget	
Alternate Identities	"Tiny" Tim Randini	
Player Name	GameKnight	



	CHAR/	CTERIS	TICS
Val	Char	Points	Roll
15	STR	5	12-
29	DEX	38	<u>15-</u>
15	CON	5	12-
10	INT	0	<u>11-</u>
10	EG0	0	<u>11-</u>
<u>15</u>	PRE	5	<u>12-</u>
10	OCV	<u>35</u>	
10	DCV	<u>35</u>	
10	OMCV	21	
4	DMCV	3	
_ 7	SPD	50	
10	PD	8	
8	ED	6	
8	REC	4	
40	END	4	
10	BODY	0	Total Cost
_ 30	STUN	_ 5	224

CURRENT STATUS				
	Maximum	Current		
END	40			
BODY	10			
STUN	30			

VITAL INI	FORMATION
HTH damage (ST	R/5)d6 3d6
Lift	_ STR END Cost1_
Phases 1 2 3 4	56789101112
Base OCV 10	Base DCV 10
Base OMCV 10	Base DMCV 4
Combat Skill Lev	vels
+3 with HTH Com	ıbat
Presence Attack	x (PRE/5)d6 3d6

OTX THE LET				
EXPERIENCE POINTS				
Total Points	400			
Total Experience Earned	0			
Experience Spent	0			
Experience Unspent	0			

	HIT LO	CA	ΓΙΟΝ	I CH	AF	RT
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	X1/2	-5	/
9	Shoulders	хЗ	x1	x1	-5	/
10-11	Chest	хЗ	x1	x1	-3	/_
12	Stomach	x4	x1½	x1	-7	/
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	/
			Avei	age D)ef_	
DCV N	/lodifier		Tota	l Weig	jht .	
Armo	r Notes					

ATT	ACK	S 8	& M	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

DEF	ENSES
Туре	Amount/Effect
Normal PD	10
Resistant PD	0
Normal ED	8
Resistant ED	0
Mental Defense	0
Power Defense	0
Flash Defense	

SENSES	
Perception Roll (9+INT/5)	11-
Enhanced and Unusual S	

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 loc	ation

М	OVEMEN [®]	т
Type Run (12m)	Combat 22m	Noncombat 44m
Swim (4m)	4m	8m
H. Leap (4m)	4m/34m	8m/68m
V. Leap (2m)	2m/17m	4m/34m
		_
Movement SFX		

CHARACTER INFORMATION

Character Name <u>Midget</u>

Height <u>1.00 m</u> Weight <u>50.00 kg</u>

Hair color <u>Blonde</u> Eye color <u>Green</u>



CAMPAIGN INFORMATION

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

CSVI	LLS, PERKS, & TALE	NITE
Cost	Name	Roll
10	Defense Maneuver I-IV	
3	Acrobatics	15-
3_	Breakfall	15-
24	+3 with HTH Combat	
	Martial Arts	1)
5	Rapid Attack; HTH Multiple Attacks Only (-1)
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Total Skills, Perks, & Talents Cost

ost	Name	Power/Equipment	END
40	Circus Fighting	Multipower, 40-point reserve	
3f	Sucker Punch	1) Hand-To-Hand Attack +8d6 (40 APs); Hand-To-Hand Attack (-14)	4
4f	Dimwit Mock	2) Killing Attack - Hand-To-Hand 2d6 (2 ½d6 w/STR), Armor Piercing (+¼) (37 APs)	4
3f	Mind Blower	3) Hand-To-Hand Attack +4d6, Alternate Combat Value (uses OMCV against DMCV; +44),	
		Penetrating (+½) (35 APs); Hand-To-Hand Attack (-¼)	3
3f	Go Mental	4) Mental Blast 4d6 (40 APs); Limited Normal Range (20m; -14)	4
3f	Whack-a-Mole	$\underline{\textbf{5)} \textit{ Drain Characteristics 2d6, Expanded Effect (x2 \textit{ Characteristics simultaneously) (+1/2),}}$	
		Variable Effect (any two Characteristics at a time; +½) (40 APs); No Range (-½)	_4_
4f	Smile!	6) Sight Group Flash 8d6 (40 APs)	_4_
20	Supreme Dodging	+4 DCV	
20	Acrobatic Leaping And	Leaping +30m (4m/34m forward, 2m/17m upward) (15 APs); Requires A Roll (Acrobatics	
	Running	roll; -½) plus Running +10m (22m total)	_2
7		Shrinking (0.5 m tall, 6.25 kg mass, -2 PER Rolls to perceive character, +2 DCV, takes +6 m	
		KB), Persistent (+¼), Reduced Endurance (0 END; +½) (10 APs); Always On (-½)	
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	MATCHING COMPLICATIONS (75)	
Cost	Complication	
30	Hunted: Viper or other Lg Criminal Group Frequently (Mo Pow; NCI; PC has a Public ID or is otherwise very easy to find;	
	Harshly Punish)	Frequently
10	Social Complication: Global Celebrity Frequently, Minor	
15	Hunted: Insert Villain Name Here Frequently (As Pow; Harshly Punish)	Frequently
20	Psychological Complication: Code of the Randini (Very Common; Strong)	
<u>75</u>	Total Complications Points	