| Character Name _     | Isobar       |
|----------------------|--------------|
| Alternate Identities | David Stokes |
| Player Name          | Rob          |



| CHARACTERISTICS |      |               |                   |  |  |
|-----------------|------|---------------|-------------------|--|--|
| Val             | Char | <b>Points</b> | Roll              |  |  |
| 10              | STR  | 0             | <u>11-</u>        |  |  |
| 18              | DEX  | 16            | <u>13-</u>        |  |  |
| 20              | CON  | 10            | <u>13-</u>        |  |  |
| _23             | INT  | 13            | 14-               |  |  |
| 10              | EG0  | 0             | <u>11-</u>        |  |  |
| 18              | PRE  | 8             | <u>13-</u>        |  |  |
| 8               | OCV  | <b>25</b>     |                   |  |  |
| 8               | DCV  | <u>25</u>     |                   |  |  |
| 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             | <b>Total Cost</b> |  |  |
| 45              | STUN | 13            | 172               |  |  |

| CURRENT STATUS |         |         |  |  |
|----------------|---------|---------|--|--|
|                | Maximum | Current |  |  |
| END            | 50      |         |  |  |
| BODY           | 10      |         |  |  |
| STUN           | 45      |         |  |  |
| l              |         |         |  |  |

| VITAL INFORMATION                       |
|---|
| HTH damage (STR/5)d62d6                 |
| Lift STR END Cost1                      |
| <b>Phases</b> 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 Atmospheric Pressure Multipower |
|   |
|   |
|   |
| Presence Attack (PRE/5)d6 3 ½d6         |

| OTX THE EDIT            | 1011 |  |  |  |
|-------------------------|------|--|--|--|
| EXPERIENCE POINTS       |      |  |  |  |
| Total Points 400        |      |  |  |  |
| Total Experience Earned | 0    |  |  |  |
| Experience Spent        | 0    |  |  |  |
| Experience Unspent      | 0    |  |  |  |

|             | HIT LO    | CA        | ΓΙΟΝ      | I CH      | AF        | RT                 |
|-------------|-----------|-----------|-----------|-----------|-----------|--------------------|
| 3d6<br>Roll | Location  | STUN<br>X | N<br>STUN | BODY<br>x | To<br>Hit | Defense/<br>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   | 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 .     |                    |
| 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            |  |  |
|                     |       |       |     |                               |  |  |
|                     |       |       |     |                               |  |  |
|                     |       |       |     |                               |  |  |
|                     |       |       |     |                               |  |  |
|                     |       |       |     |                               |  |  |
| l                   |       |       |     |                               |  |  |
|                     |       |       |     |                               |  |  |
|                     |       |       | —   |                               |  |  |
| l                   |       |       |     |                               |  |  |
|                     |       |       |     |                               |  |  |
| l —                 |       |       |     |                               |  |  |
|                     |       |       |     |                               |  |  |
|                     |       |       |     |                               |  |  |
|                     |       |       |     |                               |  |  |

| 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  |               |  |  |  |
|                |               |  |  |  |
|                |               |  |  |  |
|                |               |  |  |  |
|                |               |  |  |  |

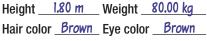
| OFNOTO                             |      |
|------------------------------------|------|
| SENSES                             |      |
| <b>Perception Roll</b> (9+INT/5) _ | 14-  |
| <b>Enhanced and Unusual Se</b>     | nses |
|                                    |      |
|                                    |      |
|                                    |      |
|                                    |      |
|                                    |      |
|                                    |      |

| СОМВАТ МО   | DIF         | IERS         | ;              |  |
|---|-------------|--------------|----------------|--|
| <b>Range (m)</b> 0-8 9-16 17-32 <b>OCV mod</b> -0 -2 -4 | 33-64<br>-6 | 65-125<br>-8 | 126-250<br>-10 |  |
| Targeting Shot  | OCV         | Hit Lo       | cation         |  |
| Head Shot (Head to Shoulders                            | ) -4        | 1d           | 6+3            |  |
| High Shot (Head to Vitals) -2 2d6+1                     |             |              |                |  |
| Body Shot (Hands to Legs)                               | -1          | 2d           | 6+4            |  |
| Low Shot (Shoulders to Feet)                            | -2          | 2d6          | 3+7*           |  |
| Leg Shot (Vitals to Feet)                               | 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     | 4m        |  |  |
| Flight       | 30m    | 60m       |  |  |
| Movement SFX |        |           |  |  |

## CHARACTER INFORMATION

Character Name Isobar





## **CAMPAIGN INFORMATION**

Campaign Name New Champions Genre Supers Gamemaster \_\_\_

| SKI      | LLS, PERKS, & TALE                         | NTS          |
|----------|--|--------------|
| Cost     | Name                                       | Roll         |
| <u>q</u> | Atmospheric Pressure Control: Power        | 14-          |
| _3       | +1 with Atmospheric Pressure Multipower    |              |
| _3_      | Bureaucratics                              | 13-          |
| _3_      | Computer Programming                       | 14-          |
| _3_      | Deduction                                  | 14-          |
| _3_      | Electronics                                | 14-          |
| _3_      | Inventor                                   | 14-          |
| 2        | AK: Millennium City Metro Area             | 11-          |
| 2        | CK: Millennium 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): Dr. Annika Fi | ne <u>s,</u> |
|          | head of MCU's Meteorology Department       | :            |
|          | (Contact has Contact limited by identit    | у,           |
|          | useful Skills or resources, access to ma   | jor          |
|          | institutions, significant Contacts of his  | own,         |
|          | Very Good relationship with Contact)       | 11-          |
|          |  |              |
|          |  |              |
|          |  |              |
|          |  |              |
|          |  |              |
|          |  |              |
|          |  |              |
|          |  |              |
|          |  |              |
|          |  |              |
|          |  |              |
|          |  |              |
|          |  |              |
|          |  |              |
|          |  |              |
|          |  |              |
|          |  |              |
|          |  |              |
|          |  |              |
|          |  |              |
|          |  |              |
|          |  |              |
|          |  |              |
|          |  |              |
|          |  |              |
|          |  |              |
|          |  |              |
| 46       | Total Skills, Perks, & Talents             | Cost         |

| ost | Name                  | Power/Equipment  | END |
|-----|-----------------------|--|-----|
| 70  | Atmospheric Pressure  | Multipower, 70-point reserve, all slots Conditional Power Does not work in areas of      |     |
|     | Powers                | 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.; +14), Constant (+1/2), 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 (-44),    |     |
|     | 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; -1/2)                           |     |
|     |                       |  |     |
|     |                       |  |     |
|     |                       |  |     |
|     |                       |  | -   |
|     |                       | ·  |     |
|     |                       |  |     |
|     |                       |  |     |
|     |                       |  |     |
|     |                       | <del></del>  |     |
|     |                       |  | -   |
|     |                       |  |     |
|     |                       |  |     |
|     |                       |  |     |
|     |                       |  |     |
|     |                       |  |     |
|     |                       |  |     |
|     |                       |  |     |
|     |                       |  | _   |
|     |                       |  |     |

## MATCHING COMPLICATIONS ( 75 ) **Cost Complication** Dependent NPC: Dr. Gwendolyn Aames, fellow project scientist and romantic interest Infrequently (Normal; Useful Noncombat Position or Skills; Unaware of character's adventuring career/Secret ID) 10 Hunted: Dr. Destroyer Infrequently (Mo Pow; NCI; Watching) 20 Psychological Complication: Code vs. Killing (Common; Total) 10 <u>Psychological Complication: Leery of causing too much collateral damage.. (Common; Moderate)</u> Rivalry: Professional and Romantic (Dr. 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 75 Total Complications Points