Character Name _	Doc Oddity
Alternate Identities	Dr. Jasper Delacroix
Player Name	Chaps Fantastic



	CHARACTERISTICS						
Val	Char	Points	Roll				
_13	STR	_3	12-				
_ 20	DEX	20	<u>13-</u>				
18	CON	8	<u>13-</u>				
<u>25</u>	INT	15	14-				
<u>25</u>	EG0	15	14-				
20	PRE	10	<u>13-</u>				
8	OCV	25					
8	DCV	25					
_ 3	OMCV	0					
9	DMCV	18					
6	SPD	_40_					
5/20	PD	3					
5/20	ED	3					
_20	REC	16					
_ 55	END	7					
_ 15	BODY	5	Total Cost				
40	STUN	10	223				

CURRENT STATUS				
	Maximum	Current		
END	55			
BODY	15			
STUN	40			

VITAL INFORMATION
HTH damage (STR/5)d6 2 ½d6
Lift 151.6kg 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 3 Base DMCV 9
Combat Skill Levels
Presence Attack (PRE/5)d64d6

SYSTE SIXTH EDI				
EXPERIENCE POINTS				
Total Points 400				
Total Experience Earned	0			
Experience Spent	0			

Experience Unspent

0

	HIT LO	CA	ΓΙΟΝ	1 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	/
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	/
			Avei	rage D	ef_	
DCV Modifier Total Weight						
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	0			
Power Defense	10			
Flash Defense				

SENSES	_
Perception Roll (9+INT/5) 14-	
Enhanced and Unusual Senses	_
Emilianoon and ondoud ochoco	
	_
	_

СОМВАТ МО	DIF	IERS	•
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	ocation
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	2d	6+7*
Leg Shot (Vitals to Feet)	-4	1d6	5+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				
<u>Teleportation</u>	10m	20m				
Movement SFX						

CHARACTER INFORMATION

Character Name_<u>Doc Oddity</u>
Height <u>1.84 m</u> Weight <u>84.00 kg</u>

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



CAMPAIGN INFORMATION

Campaign Name New Champions
Genre Superheroic

Gamemaster GameKnight

SKI	SKILLS, PERKS, & TALENTS		
Cost	Name	Roll	
_3	KS: Alternate Dimensions	14-	
_3	KS: The Transdimensional Port Authority	14-	
3	KS: Association of Scientists Supreme	14-	
3	Bugging	14-	
3	Concealment	14-	
3	Breakfall	13-	
3	Electronics	14-	
3	Inventor	14-	
3	Mechanics	14-	
3	Persuasion	13-	
3	Stealth	13-	
4	Language: Spanish (completely fluent;		
	literate)		
4	Language: French (completely fluent; litera	ate <u>)</u>	
3	Science Skill: Quantum Physics	14-	
3	Absolute Range Sense		
3	Lightning Calculator		
50	Total Skills, Perks, & Talents	Cost	

Cost 35	Name Portal Gauntlet	Multipower, 70-point reserve, (70 APs); all slots OIF (Portal Gauntlet; -½), Only In Alternate Identity (-¼), Requires A Roll (14-roll; If roll fails, roll 1d6 to determine which	END
3f	The Firehose	other power in the Multipower activates instead; -'4) 1) Blast IOdo, Alterable Origin Point, Area Of Effect (I2m Line; +\4) (69 APs); OIF (Portal Gauntlet; -\frac{1}{2}), Only In Alternate Identity (-\frac{1}{4}), Requires A Roll (I4- roll; If roll fails, roll Idó to determine which other power in the Multipower activates instead; -\frac{1}{4})	7
3f	The Goop Dimension	2) Barrier IS PD/IS ED, 9 BODY (up to 2m long, 3m tall, and ½m thick), Opaque Sight Group (70 APs); OIF (Portal Gauntlet; -½), Only In Alternate Identity (-¼), Requires A Roll (14-roll; If roll fails, roll 1d6 to determine which other power in the Multipower activates instead; -¼)	
3f	The Goop Dimension	3) Entangle 7d6, 7 PD/7 ED (70 APs); OIF (Portal Gauntlet; -½), Only In Alternate Identity (-¼), Requires A Roll (14- roll; If roll fails, roll Id6 to determine which other power in the Multipower activates instead; -4)	7
3f	The Hurricanium	4) Blast 7d6, Alterable Origin Point, Area Of Effect (5m Cone; +¼), Double Knockback (+½) (70 APs); OIF (Portal Gauntlet; -½), Only In Alternate Identity (-¼), Requires A Roll (14-roll; If roll fails, roll Id6 to determine which other power in the Multipower activates instead; -¼)	7
3f	The Inferno	5) Killing Attack - Ranged 4 ½d6 (70 APs); OIF (Portal Gauntlet; ½), Only In Alternate Identity (-¼), Requires A Roll (14- roll; If roll fails, roll 1d6 to determine which other power in the Multipower activates instead; -¼)	7
2f	The Miasma	6) Darkness to Sight and Radio Groups, Spatial Awareness, Active Sonar and Ultrasonic Perception 6m radius (48 APs); OIF (Portal Gauntlet; -½), Only In Alternate Identity (-¼), Requires A Roll (14- roll; If roll fails, roll 1d6 to determine which other power in the	
2f	The Sparkle Dimension	Multipower activates instead.; -(4) 7) Sight Group Flash 8d6, Area Of Effect (5m Cone Explosion; +(4) (50 APs); OIF (Portal Gauntlet; -(1/2), Only In Alternate Identity (-(4), Requires A Roll (14-roll; If roll fails, roll Id6 to determine which other power in the Multipower activates instead; -(4)	5
28	Portal Gauntlet	Multipower, 50-point reserve, (50 APs); all slots OIF (Portal Gauntlet; -½), Only In Alternate Identity (-½)	3
3f	Dimension Hopping	1) Teleportation 10m, Position Shift, x2 Increased Mass, Constant (+½), MegaScale (1m = 1 km; +1) (50 APs); OIF (Portal Gauntlet; -½), Only In Alternate Identity (-¼)	5
2f	Portals to nowhere	2) Desolidification, Trigger (Activating the Trigger requires a Zero Phase Action, Trigger requires a Full Phase to reset; Must be aware of the attack; +\%) (50 AFs); Cannot Pass Through Solid Objects (-\%), Only affects Ranged attacks (-\%), OIF (Portal Gauntlet; -\%), Only In Alternate Identity (-\%)	5
40	Dimensional Dispersal Vest	Resistant Protection (15 PD/15 ED/10 Power Defense) (60 APs); OIF (Dimensional Disperal Vest; -½)	

POWERS AND EQUIPMENT

127 Total Powers/Equipment Cost

MATCHING COMPLICATIONS (75)

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