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 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	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		
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			—			
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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				

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

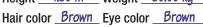
СОМВАТ МО	DIF	IERS	;	
<b>Range (m)</b> 0-8 9-16 17-32 <b>OCV mod</b> -0 -2 -4	33-64 -6	65-125 -8	126-250 -10	
Targeting Shot	OCV	Hit Lo	cation	
Head Shot (Head to Shoulders	) -4	1d	6+3	
High Shot (Head to Vitals)	-2	2d	6+1	
Body Shot (Hands to Legs)	-1	2d	6+4	
Low Shot (Shoulders to Feet)	-2	2d6	3+7*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

Height \_\_\_\_1.80 m \_\_\_ Weight \_\_\_80.00 kg \_\_\_





## **CAMPAIGN INFORMATION**

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

SKI	LLS, PERKS, & TALEI	NTS
Cost	Name	Roll
9	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 Fin	
	head of MCU's Meteorology Department	
_	(Contact has Contact limited by identity	
_	useful Skills or resources, access to ma	
	institutions, significant Contacts of his	
_	Very Good relationship with Contact)	_11
46	Total Skills Perks & Talents	Coet

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)	
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## 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 Psychological Complication: Leery of causing too much collateral damage. (Common; Moderate) 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) Social Complication: Secret Identity Frequently, Major 15 75 Total Complications Points