

Character Name: **Wilson Kenneth Trevor**
 Alternate IDs: **Wideload**
 Genre: **Superhero**
 Campaign: **New Champions Protocol**



CHARACTERISTICS

Val	Char	Base	Cost	Roll
15	STR	10	5	12-
25	DEX	10	30	14-
13	CON	10	3	12-
14	INT	10	4	12-
13	EGO	10	3	12-
14	PRE	10	4	12-
8	OCV	3	25	
7	DCV	3	20	
5	OMCV	3	6	
5	DMCV	3	6	
4/10	PD	2	2	
4/10	ED	2	2	
5	SPD	2.0	30	
20	REC	4	16	
50	END	20	6	
15	BODY	10	5	
40	STUN	20	10	
12m	Run	12	0	
4m	Swim	4	0	
4m	Leap	4	0	
Total		177		

COMPUTED VALUES

Characteristic	Value
Lift:	200.0kg
Initiative:	25
Stunned Threshold:	13
Perception Roll:	12-
STR/Melee Damage:	3d6
PRE Attack:	2 1/2d6
Combat Value Type	Regular
Offensive Combat Value	8
Defensive Combat Value	7
Combat Skill Levels	Mental
Assigned to OCV	5
Assigned to DCV	5
Defense Type	Regular
Physical Defense	Mental
Energy Defense	Normal
4/10	4/10
4/10	4/10
Defense Type	Resistant
Alternate Defense	0/6
Resistant?	0/6
Power	0
Mental	0

Acts on Phases: 3, 5, 8, 10, 12

ENDURANCE	STUN	BODY
50 / 50	40 / 40	15 / 15
Current Max	Current Max	Current Max
Current Total	Current Total	Current Total

EXPERIENCE POINTS

Total earned:	0
Spent:	0
Unspent:	0
Base Points:	400
Complication Points:	90
Characteristic Points:	177
Power Points:	126
Talent Points:	0
Martial Art Points:	0
Skill Points:	54
Perk Points:	43
Total Points:	400

MOVEMENT

Type	Top Speed
Run	12m [24m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]

COMPLICATIONS

Description	Points
Hunted (Michigan State Department of Transportation [Hunted]: (Appearance Infrequently; Capabilities As Powerful; Motivation Harshly Punish)	10
Negative Reputation (Former Henchman) [Negative Reputation]: (Recognized Infrequently)	5
Physical Complication (Diabetic) [Physical Complication]: (Limitation Occurs Infrequently; Limitation Impairs Barely Impairing)	5
Psychological Complication (Pretty Good Guy) [Psychological Complication]: (Situation Is Very Common; Intensity Is Moderate)	15
Rivalry (Skidmark) [Rivalry]: (Rivalry Situation Professional; Rivalry Desc. (; Rival's Power Rival is More Powerful; Fierceness of Rivalry Seek to Harm or Kill Rival; Knowledge of Rivalry Rival Aware of Rivalry)	15
Rivalry (Speedrun) [Rivalry]: (Rivalry Situation Romantic; Rivalry Desc. (; Rival's Power Rival is As Powerful; Fierceness of Rivalry Seek to Outdo, Embarrass, or Humiliate Rival; Knowledge of Rivalry Rival Aware of Rivalry)	5
Social Complication (Chafes Under Authority) [Social Complication]: (Circumstances Occur Frequently; Effects of Restrictions Major)	15
Social Complication (Public Identity: Wideload) [Social Complication]: (Circumstances Occur Infrequently; Effects of Restrictions Major)	10
Vulnerability (Counts as a Machine Mind for Cyberkinetic Powers) [Vulnerability]: 2x Effect (The Attack Is Uncommon)	10
Total Complications Points	90

Wilson Kenneth Trevor

400 Points

SKILLS

Roll	Description	Cost
	+3 with a small group of attacks (Move By and Move Through)	9
8-	Acting	0
14-	AK: Millenium City	5
12-	Charm	3
8-	Climbing	0
15-	Combat Piloting	5
8-	Concealment	0
8-	Deduction	0
14-	Fast Draw	3
12-	Inventor	3
	Language: English (idiomatic) (4 Active Points)	0
14-	Mechanics	7
12-	Navigation (Land)	2
8-	Paramedics	0
8-	Persuasion	0
11-	PS: Teamster	0
12-	Security Systems	3
8-	Shadowing	0
14-	Stealth	3
8-	Tactics	1
14-	Teamwork	3
	TF: Common Motorized Ground Vehicles, Agricultural & Construction Vehicles, Railed Vehicles, Tracked Military Vehicles, Two-Wheeled Motorized Ground Vehicles, Wheeled Military Vehicles	7
Total Skills Cost		54

PERKS

Description	Cost
The Rigg [Vehicles & Bases]:	43
Total Perks Cost	43

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400 Points

Combat Value Type
Offensive Combat Value
Defensive Combat Value

Regular
8
7

Mental
5
5

Combat Skill Levels
Assigned to OCV
Assigned to DCV

Regular

Mental

COMBAT SKILL LEVELS

Levels

Description

+3

with a small group of attacks: **with a small group of attacks (Move By and Move Through)** .

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	--	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½*	+0	-5	+4 DC attack damage
Move By	½	-2	-2	STR/2 + v/10, you take 1/3
Move Through	½	-v/10	-3	STR + v/6
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged Attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target prone

RANGE MODIFIERS

Interval	Modifier
0-8m	0
9-16m	-2
17-32m	-4
33-64m	-6
65-125m	-8
129-250m	-10

CALLED SHOTS

HIT LOCATIONS

Target	OCV	Hit Location Roll	3D6 Roll	Location	STUN X	N STUN	BODY	To Hit
Head Shot (Head to Shoulders)	-4	1D6+3	3-5	Head	x5	x2	x2	-8
High Shot (Head to Vitals)	-2	2D6+1	6	Hands	x1	x½	x½	-6
Body Shot (Hands to Legs)	-1	2D6+4	7-8	Arms	x2	x½	x½	-5
Low Shot (Shoulders to Feet)	-2	2D6+7*	9	Shoulders	x3	x1	x1	-5
Leg Shot (Vitals to Feet)	-4	1D6+12	10-11	Chest	x3	x1	x1	-3
*Treat a 19 as the Feet location			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

Wilson Kenneth Trevor			400 Points
ATTACK POWERS			
Name	Effect		END
Electrified Semiautomatic .45	2d6-1 Killing Attack - Ranged		[8]
DEFENSE POWERS			
Name	Effect	Defense	END
Body Armor	Resistant Protection	12	0
MOVEMENT POWERS			
Name	Effect	Top Speed	END
Bigger on the Inside	Extra-Dimensional Movement	0m	0
SENSORY POWERS			
Name	Effect		END

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400 Points

POWERS

END	Description	Cost
0	Bigger on the Inside: Extra-Dimensional Movement (Single Dimension), x16 Increased Weight, Reduced Endurance (0 END; +1/2), Usable As Attack (+1 1/4) (110 Active Points); OIF Bulky (-1), Only Works on Items Small Enough to Fit Through the Back (-1), Linked (???; Lesser Power can only be used when character uses greater Power at full value; -3/4), Only On Nonresisting Objects (-1/4)	27
2	Bigger on the Inside: Stretching 15m, Transdimensional (Only to Reach Into Truck) (Single Dimension; +1/2) (22 Active Points); OIF Bulky (-1), Linked (Bigger on the Inside; -1/2)	9
16	Rev it Up!: Aid (SPD, OCV, DCV, Ground Movement, Size, PD, ED) 5d6, Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +1 1/4), Expanded Effect (x7 Characteristics or Powers simultaneously) (+3) (157 Active Points); OIF Bulky (-1), Only to Aid Gound Vehicles (-1/2)	63
	Outta My Way: Area Of Effect (8m Radius; +1/2*) (20 Active Points); OIF (-1/2), Limited Power (Only when driving, AOE size = Width of Vehicle) Power loses less than a fourth of its effectiveness (-0) applied to OCV	0
0	Body Armor: Resistant Protection (6 PD/6 ED) (18 Active Points); OIF (-1/2)	12
[8]	Electrified Semiautomatic .45: Killing Attack - Ranged 2d6-1, +2 Increased STUN Multiplier (+1/2) (37 Active Points); OAF (-1), Beam (-1/4), 2 clips of 8 Charges (-1/4)	15
Total Powers Cost		126

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400 Points

INFORMATION**CHARACTER IMAGE****Eye Color:** Brown**Height:** 1.96 m**Hair Color:** Brown**Weight:** 151.00 kg**Appearance**

Wilson is a large mountain of a man, standing just under six and a half feet tall and weighing in at more than 330 pounds. He's a bit rounder than he might like, and a bit more bearded than what's generally socially acceptable. He's typically wearing loose carpenter's jeans, a black t shirt, an open flannel shirt, and a trucker or army hat. If he's 'on the clock' he almost always has a holster pistol on his left hip. He's mentioned before that he's not really 'the mask type' but if he's on the clock he tends to have a bandana tied across his face from the nose down.

Personality

Wilson believes passionately in personal freedom, having had his taken from him at a young age due to a tragic mistake. There is little that can rile him more, and as more and more freedoms are stolen from the citizens of the world, Wilson has realized that he needs to act as quickly as possible to get people back to a place where they can celebrate living instead of just surviving.

Quotes

"Get gone or get flattened, feller."

Powers/Tactics

Wideload is a mutant with the ability to monstrosly alter ground vehicles. He makes them faster, stronger, bigger, and can even extradimensionally shove additional space in them. The type of ground vehicle doesn't really matter, but Wideload's testing has told him that vehicles focused on flight or swimming are functionally immune to his abilities.

Campaign Use**Background**

Wilson made a reputation for himself in high school in the farmland outside of Millenium City as the kid around town with the fastest truck. When he was in a crash while drag racing, he Emerged and managed to survive thanks to the armor on his truck, but his opponent died. Though still a teen, he was tried as an adult and served for a few years before coming out. His only real skill was around mechanics and driving, and since he wasn't able to legally drive, he eventually fell in with Speedtrap's gang of paramilitary 'enforcers'. Mostly as Wideload, he was responsible for troop and logistical transport, though he tangled with (see: ran over) a few heroes.

During the Vanish, Wideload was out of town, trying to make it as a actual trucker. Unfortunately, Dr. Destroyer's victory cost him his job as transportation shut down unless state mandated for a year. Depressed and angry, he moved back to Millenium City and over the last few years he's seen 'the new normal' of regime brutality and it sickens him. Wilson is someone who chafes under constricting authority, so when he saw an opportunity to steal and APC that was loaded with prisoners and free them, he did it. Now once again as Wideload, he's making his way in the city, providing transport and supplies to those who need it.

