Character Name _	Pulsar
Alternate Identities	Frank Costen
Player Name	



CHARACTERISTICS						
Val	Char	Points	Roll			
15	STR	5	12-			
_23	DEX	26	<u> 14-</u>			
_23	CON	13	14-			
10	INT	0	11			
11	EG0	1	<u>11-</u>			
15	PRE	5	12-			
_ 7	OCV	20				
_ 7	DCV	20				
_ 3	OMCV	0				
_ 4	DMCV	3				
6	SPD	40				
13/23	PD	11				
17/27	ED	15				
10	REC	6				
45	END	5				
14	BODY	4	Total Cost			
50	STUN	15	189			

CURRENT STATUS				
	Maximum	Current		
END	45			
BODY	14			
STUN	50			

VITAL INFORMATION
HTH damage (STR/5)d63d6
Lift 200kg STR END Cost 1
Phases 1 2 3 4 5 6 7 8 9 10 11 12
Base OCV7 Base DCV7
Base OMCV <u>3</u> Base DMCV <u>4</u>
Combat Skill Levels
+3 with Energy Powers Multipower
+2 with Flight
Presence Attack (PRE/5)d6 3d6

EXPERIENCE PO	DINTS
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	х2	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	/_
Average Def						
DCV N	/lodifier _		Tota	l Weig	jht .	
Armo	r Notes					

ATT	ACK	S 8	& IV	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 STF		
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 ful		
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		
Aikido Throw	1/2	+0	+1	3d6 +v/10, Target Falls		
Boxing Cross	1/2	+0	+2	5d6 Strike		
Choke	1/2	-2	+0	Grab One Limb; 2d6 NND		
Karate "Chop"	V ₂	-2	+0	HKA 1 1/2d6		
		—				

DEF	DEFENSES			
Туре	Amount/Effect			
Normal PD	13/23			
Resistant PD	0/10			
Normal ED	17/27			
Resistant ED	0/10			
Mental Defense	0			
Power Defense	0			
Flash Defense				

	_
SENSES	
Perception Roll (9+INT/5)11-	_
Enhanced and Unusual Senses	
	. ,

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	2d6	6+7*
Leg Shot (Vitals to Feet)	-4	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	20m	40m		
Movement SFX				

CHARACTER INFORMATION

Character Name Pulsar

Height <u>2.00 m</u> Weight <u>100.00 kg</u> Hair color <u>Brown</u> Eye color <u>Brown</u>



CAMPAIGN INFORMATION

Campaign Name Champions Genre Champions Gamemaster ___

SKI	LLS, PERKS, & TALEN	ITS
Cost	Name	Roll
15	+3 with Energy Powers Multipower	
4	+2 with Flight	
3	Combat Driving	14-
3	Concealment	11-
3	Demolitions	11-
2	Gambling (Card Games)	11-
2	KS: The Superhuman World	11-
1	KS: VIPER	8-
1	KS: U.S. Army	8-
3	Power: Energy Powers	14-
2	PS: Soldier	11-
5	Security Systems	12-
3	Shadowing	11-
3	Stealth	14-
3	Streetwise	12-
1	Systems Operation	8-
2	TF: SCUBA, Skiing (snow), Small Motorized	
	Ground Vehicles	
	- County Controls	
0	Martial Arts: Martial Arts: Commando	
	Training	
3	1) Aikido Throw (Martial Throw)	
4	2) Boxing Cross (Martial Strike)	
4	3) Choke (Choke Hold)	
4	4) Karate "Chop" (Killing Strike)	
<u> </u>	Ty Natate Onep (Nilling Strike)	
71	Total Skills, Perks, & Talents	Cost

ost	Name	Power/Equipment	END
60	Energy Powers	Multipower, 60-point reserve	
6f	Power Blast I	1) Blast 12d6 (60 APs)	_ 6
6f	Power Blast II	2) Blast 8d6, Reduced Endurance (0 END; +½) (60 APs)	
6f	Stun-Blast	3) Blast 6d6, Attack Versus Alternate Defense (defense is ED Resistant Protection	
		defined as a "force-field" or the like; All Or Nothing; +1) (60 APs)	_ 6
2f	Powered Punch	4) Hand-To-Hand Attack +5d6 (25 APs); Hand-To-Hand Attack (-4)	2
30	Force-Field	Resistant Protection (10 PD/10 ED)	
30	Power-Flight	Flight 20m, Reduced Endurance (0 END; +½) (30 APs)	
		_	
		_	
			_
		_	
		_	
		_	
			_

MATCHING COMPLICATIONS (75)				
Cost	Complication			
20	Hunted: VIPER Infrequently (Mo Pow; NCI; Capture)			
15	Psychological Complication: Overconfidence (Very Common; Moderate)			
15	Social Complication: Secret Identity (Frank Costen) Frequently, Major			
10	Unluck: 2d6			
15	Vulnerability: 1 ½ x STUN from Physical HKAs (Very Common)			
<u>75</u>	Total Complications Points			