Character Name _	Stevie
Alternate Identities	StevieType I robot
Player Name	Shaughn



	CHARACTERISTICS						
Val	Char	Points	Roll				
5	STR	5	10				
18	DEX	16	<u>13-</u>				
10	CON	0	<u>11-</u>				
13	INT	3	12-				
0	EG0	0	<u>q-</u>				
8	PRE	2	11				
6	OCV	15					
10	DCV	15					
0	OMCV	0					
0	DMCV	0					
4	SPD	20					
11	PD	0					
11	ED	0					
0	REC	4					
0	END	4					
10	BODY	0	Total Cost				
	STUN		38				

CURRENT STATUS				
	Maximum	Current		
END	0			
BODY	10			
STUN				

VITAL INFORMATION
HTH damage (STR/5)d61d6
Lift STR END Cost1
Phases 1 2 ③ 4 5 ⑥ 7 8 ⑨ 10 11 ①
Base OCV <u>6</u> Base DCV <u>10</u>
Base OMCV <u>0</u> Base DMCV <u>0</u>
Combat Skill Levels
+4 with a small group of attacks
Presence Attack (PRE/5)d6 1½d6

EXPERIENCE PO	DINTS
Total Points	390
Total Experience Earned	0
Experience Spent	0
Experience Unspent	0

	HIT LO	CA	LIOI	1 CH	AF	RT.
3d6 Roll	Location	STUN X	N STUN	BODY x	To Hit	20101100/
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	/
			Aver	age D	ef_	
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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DEI	DEFENSES			
Туре	Amount/Effect			
Normal PD	11			
Resistant PD	10			
Normal ED	11			
Resistant ED	10			
Mental Defense	0			
Power Defense	0			
Flash Defense				

SENSES	
Perception Roll (9+INT/5)	12-
Enhanced and Unusual Sen	ses
Infrared Perception (Sight Gr	oup)
Radio Perception	·
,	

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	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	6+12
* Treat a 19 as the	Feet lo	cation	

MOVEMENT						
Туре	Combat	Noncombat				
Run (12m)						
Swim (4m)						
H. Leap (4m)	0m					
V. Leap (2m)	0m	0m				
<u>Flight</u>	30m	120m				
Movement SFX						

CHARACTER INFORMATION

Character Name <u>Stevie</u> Height <u>0.50 m</u> Weight <u>2.00 kg</u>

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



CAMPAIGN INFORMATION

Campaign Name New Champions Genre Superheroic Gamemaster GameKnight

SKI	LLS, PERKS, & TALEI	NTS
Cost	Name	Roll
6	Flight Training: +3 with one mode of	
	Movement	
12	Laser sight: +4 with a small group of atta	cks
	accordigitary than a chian group or assa	<u>.</u>
18	Total Skills, Perks, & Talents	Cost

Cost	Name	Power/Equipment	EN
40	AntiGrav Tech	Flight 30m, Position Shift, x4 Noncombat, Reduced Endurance (0 END; +½) (60 APs); Restrainable (-½)	_
5	IR Vision	Infrared Perception (Sight Group)	
8	Radio Signals	Radio Perception	
18	Tiny Flying Robot	Shrinking (0.125 m tall, 0.0312 kg mass, -4 PER Rolls to perceive character, $+4$ DCV, takes $+12$ m KB), Reduced Endurance (0 END; $+1/2$) (18 APs)	_
0	Based from Shrinking	+4 DCV (Custom Adder)	
60	Tiny Robot Body	Takes No STUN	
90	Robot Body	Resistant Protection (10 PD/10 ED)	
87	Attack matrix	Multipower, 70-point reserve, all slots 32 Charges (+4) (87 APs)	
5f	Low Level Laser Blast	 Blast Sdó, Attack Versus Alternate Defense (target is insulated; NND; +1) (50 APs); 32 Charges (-0) 	[32]
7f	Your dex is Meaningless	2) Blast 9d6, Area Of Effect Accurate (Im Radius; +½) (67 APs)	
7f	Bring Em Down, Dano	3) Blast 9d6, Penetrating (+½) (67 APs)	
7f	Wall Breaker	4) Killing Attack - Ranged 3d6, Penetrating (+½) (67 APs)	
			_
			_

MATCHING COMPLICATIONS (65)				
Cost	Complication			
25	Physical Complication: No senses but Sight & Radio (All the Time; Slightly Impairing)			
_20	Vulnerability: 2 x STUN Elecrtical Attacks (Common)			
_20	Vulnerability: 2 x BODY Electrical Attacks (Common)			
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65	Total Complications Points			