

Captain IERA

AKA: *Robert William Black*

Campaign: *New Champions Protocol*

Genre: *Super-Heroic*



CHARACTERISTICS

| Val | Char | Base | Cost | Roll | Summary |
|-----|------|-------|------|------|-------------------------|
| 20 | STR | 10 | 10 | 13- | Lift: 400.0kg |
| 18 | DEX | 10 | 16 | 13- | Initiative: 21 |
| 15 | CON | 10 | 5 | 12- | Stun Threshold: 15 |
| 13 | INT | 10 | 3 | 12- | Perception Roll: 12- |
| 13 | EGO | 10 | 3 | 12- | |
| 13 | PRE | 10 | 3 | 12- | PRE Attack: 2 ½d6 |
| 5 | OCV | 3 | 10 | | STR Dmg: 4d6 |
| 5 | DCV | 3 | 10 | | STR END: 2 |
| 3 | OMCV | 3 | 0 | | |
| 3 | DMCV | 3 | 0 | | |
| 16 | PD | 2 | 2 | | 16 PD • 12 Res. PD |
| 16 | ED | 2 | 2 | | 16 ED • 12 Res. ED |
| 5 | SPD | 2.0 | 30 | | Phases: 3, 5, 8, 10, 12 |
| 9 | REC | 4 | 5 | | |
| 40 | END | 20 | 4 | | |
| 13 | BODY | 10 | 3 | | |
| 38 | STUN | 20 | 9 | | |
| 17m | Run | 12 | 5 | | |
| 6m | Swim | 4 | 1 | | |
| 6m | Leap | 4 | 1 | | |
| | | Total | 122 | | |

CHARACTER IMAGE

EXPERIENCE POINTS

| | |
|------------------------|-----|
| Total earned: | 4 |
| Spent: | 4 |
| Unspent: | 0 |
| Base Points: | 250 |
| Complication Points: | 45 |
| <hr/> | |
| Characteristic Points: | 122 |
| Power Points: | 46 |
| Talent Points: | 15 |
| Martial Art Points: | 24 |
| Skill Points: | 45 |
| Perk Points: | 2 |

Total Points: 254

INFORMATION

Eye Color: Brown
Hair Color: Blond

Height: 1.94 m
Weight: 122.00 kg

MOVEMENT

| Type | Top Speed |
|---------|--------------|
| Run | 17m [34m NC] |
| Swim | 6m [12m NC] |
| H. Leap | 6m [12m NC] |
| V. Leap | 3m [6m NC] |

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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 |
| Martial Escape | 1/2 | +0 | +0 | 40 STR vs. Grabs |
| Martial Block | 1/2 | +2 | +2 | Block, Abort |
| Martial Grab | 1/2 | -1 | -1 | Grab Two Limbs, 35 STR for holding on |
| Martial Dodge | 1/2 | -- | +5 | Dodge, Affects All Attacks, Abort |
| Martial Strike | 1/2 | +0 | +2 | 7d6 Strike |

ATTACK POWERS

| Name | Effect | END |
|---------------|-------------------------|-----|
| Shield Throw | 8d6+1 Blast | 4 |
| Shield Bounce | 5 ½d6 Blast | 4 |
| Shield Slam | 4d6 Hand-To-Hand Attack | 0 |

DEFENSE POWERS

| Name | Effect | Defense | END |
|--|----------------------|---------|-----|
| Expert Block | Deflection | 0 | 2 |
| Get Behind My Shield | Damage Reduction | 0 | 0 |
| Get Behind My Shield | Damage Reduction | 0 | 0 |
| Energy Dispersal Property of Unbreakium Shield | Knockback Resistance | 5 | 0 |
| Kevlar Chainmail | Resistant Protection | 12 | 0 |

SENSORY POWERS

| Name | Effect | END |
|------|--------|-----|
|------|--------|-----|

COMBAT STATS

| Type | Base/Total | Current Vitals |
|---------------------|------------|----------------|
| Stunned Threshold | 15 | STUN: |
| Melee Damage | 4d6 | |
| Physical Defense | 16 | /38 |
| Res. Phys. Defense | 12 | END: |
| Energy Defense | 16 | |
| Res. Energy Defense | 12 | /40 |
| Mental Defense | 0 | BODY: |
| Power Defense | 0 | /13 |

COMBAT VALUES

OCV: 5 DCV: 5
OMCV: 3 DMCV: 3

Combat Skill Levels

+2 with Shield

Initiative and Action Phases

DEX: 21 Action Phases: 3, 5, 8, 10, 12

COMBAT MODIFIERS

| Range | 0-8m | 9-16m | 17-32m | 33-64m | 65-125m | 129-250m |
|-------|------|-------|--------|--------|---------|----------|
| RMOD | 0 | -2 | -4 | -6 | -8 | -10 |

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POWERS

| END | Description | Cost |
|--------------------------|---|------|
| | Unbreakium Shield Multipower, 42-point reserve, (42 Active Points); all slots OAF (-1) | 21 |
| 2 | 1) Expert Block: Deflection, Range Based On STR (+1/4) (25 Active Points); OAF (-1) | 1f |
| 4 | 2) Shield Throw: Blast 8d6+1 (42 Active Points); OAF (-1), Range Based On Strength (-1/4) | 2f |
| 4 | 3) Shield Bounce: Blast 5 ½d6, Area Of Effect (4m Radius; +1/4), Selective (+1/4) (42 Active Points); OAF (-1), Range Based On Strength (-1/4) | 2f |
| 0 | 4) Shield Slam: Hand-To-Hand Attack +4d6, Reduced Endurance (0 END; +1/2) (30 Active Points); OAF (-1), Hand-To-Hand Attack (-1/4) | 1f |
| 0 | 5) Get Behind My Shield: Energy Damage Reduction, Resistant, 50%, Usable Simultaneously (up to 2 people at once; +1/4), Recipient must remain close to Grantor, Grantor can take back power at any time (37 Active Points); OAF (-1), Only vs Area of Effect/Explosions (-1/2) | 1f |
| 0 | 6) Get Behind My Shield: Physical Damage Reduction, Resistant, 50%, Usable Simultaneously (up to 2 people at once; +1/4), Grantor can take back power at any time, Recipient must remain close to Grantor (37 Active Points); OAF (-1), Only vs Area of Effect/Explosions (-1/2) | 1f |
| 0 | Energy Dispersal Property of Unbreakium Shield: Knockback Resistance -5m (5 Active Points); OAF (-1) | 2 |
| 0 | Kevlar Chainmail: Resistant Protection (6 PD/6 ED), Hardened (+1/4) (22 Active Points); OIF (-1/2) | 15 |
| Total Powers Cost | | 46 |

MARTIAL ARTS

| Description | Cost |
|--|------|
| Screaming Rangers Training | |
| Martial Escape 1/2 Phase, +0 OCV, +0 DCV, 40 STR vs. Grabs | 4 |
| Martial Block 1/2 Phase, +2 OCV, +2 DCV, Block, Abort | 4 |
| Martial Grab 1/2 Phase, -1 OCV, -1 DCV, Grab Two Limbs, 35 STR for holding on | 3 |
| Martial Dodge 1/2 Phase, -- OCV, +5 DCV, Dodge, Affects All Attacks, Abort | 4 |
| Martial Strike 1/2 Phase, +0 OCV, +2 DCV, 7d6 Strike | 4 |
| Weapon Element Weapon Element: Shield | 1 |
| +1 HTH Damage Class(es) +1 HTH Damage Class(es) | 4 |
| Total Martial Arts Cost | 24 |

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SKILLS

| Roll | Description | Cost |
|-------------------|-----------------------|------|
| 13- | Acrobatics | 3 |
| 13- | Breakfall | 3 |
| | Defense Maneuver I-IV | 10 |
| 12- | Persuasion | 3 |
| | Rapid Attack | 10 |
| 12- | Tactics | 3 |
| 13- | Teamwork | 3 |
| | +2 with Shield | 10 |
| Total Skills Cost | | 45 |

TALENTS

| Roll | Description | Cost |
|--------------------|---|------|
| | Combat Luck (6 PD/6 ED) | 12 |
| | Lightning Reflexes (+3 DEX to act first with All Actions) | 3 |
| Total Talents Cost | | 15 |

PERKS

| Description | Cost |
|--|------|
| Positive Reputation: Patriotic Hero (A large group) 11-, +1/+1d6 | 2 |
| Total Perks Cost | 2 |

COMPLICATIONS

| Description | Points |
|---|--------|
| Social Complication: Secret Id Infrequently, Minor | 5 |
| Psychological Complication: Patriotic (Common; Strong) | 15 |
| Psychological Complication: Code Against Killing (Common; Strong) | 15 |
| Hunted: Villain From his past Infrequently (As Pow; Harshly Punish) | 10 |
| Total Complications Points | 45 |