Character Name: Double-Time!
AKA: *Ben Walker*
Player: Mark Ewbank

CHARACTERISTICS

Char	Val	Cost	Roll	Notes
STR	15	5	12-	Lift: 200.0kg
DEX	20	20	13-	Initiative: 22
CON	15	5	12-	Stun Threshold: 15
INT	13	3	12-	PER Roll: 12-
EGO	10	0	11-	
PRE	10	0	11-	PRE Attack: 2d6
OCV	9	30		
DCV	9	30		
OMCV	3	0		
DMCV	4	3		
SPD	5	30		Phases: 3, 5, 8, 10, 12
PD	10/23	4		10/23 PD (4/8 rPD)
ED	10/23	4		10/23 ED (4/8 rED)
REC	8	4		
END	50	6		
BODY	13	3		
STUN	36	8		
Run	12m/40m	0		
Swim	4m	0		
Leap	4m	0		

Total Characteristic pts: 155

COMPLICATIONS

Complication	pts
DEP: (Speedster Metabolism) must consume at least 1000 calories per Hour (Com/Difficult to obtain) when using powers, or Powers Gain 14- Activation Roll	10
Watched: U.S. Government (Inf, Mo Pow, NCI)	15
Hunted: Weird Science (Inf, As Pow; NCI; Harshly Punish)	10
Soc Comp: Secret ID (Ben Walker) Infreq, Major	10
Psych Comp: Approaches all situations using Science! (Common; Strong)	15

Total Complication pts: 60

EXPERIENCE

Source	pts
Earned	59
Spent	57
Unspent	2
Base pts	300
Complication pts	60
Total pts	**357**

SKILLS

Skill	Cost
Background	
1) *Lab Assistant:* PS 12-	3
2) Cramming	5
3) SS: General Science 12-	3
Everyhero	
1) Acting 8-	0
2) CK: New York 8-	0
3) Climbing 8-	0
4) Concealment 8-	0
5) Conversation 8-	0
6) Deduction 8-	0
7) Language: English (idiomatic)	0
8) PS: Odd Jobs 10-	0
9) Paramedics 8-	0
10) Persuasion 8-	0
11) Shadowing 8-	0
12) TF: CMGV	0
Misc Skills	
1) Stealth 13-	3
2) Paramedics 12-	3
Speedster	
1) +1 w/ Grab By, Move By and Move Through	3
2) *Speedster Tricks:* Power 13-	3
3) Acrobatics 13-	3
4) Breakfall 13-	3
5) Defense Maneuver I	3
6) Teamwork 13-	3

Total Skills Cost: 35

TALENTS

Talent	Cost
Everyhero	
1) Heroic Action pts: 2	0
Speedster Tricks	
1) *Speedster Reflexes:* Lightning Reflexes (+2 DEX to act first w/ All Actions)	2
2) Heroic Action pts: +1	5
3) Speed Reading (x10)	4

Total Talents Cost: 11

PERKS

Perk	Cost
Contact: Dr. Reeds (significant contacts of his own, useful skills & resources) 11-	4
Contact: to be revealed (Contact has access to major institutions, Contact has useful Skills or resources) 11-	4
Passport	1
Team Base Contribution	1

Total Perks Cost: 10

POWERS

Power	Cost	END
Gear		
1) *Costume:* (Total: 30 Active Cost, 20 Real Cost) RProt (4 PD/4 ED) (12 AP); OIF (-½) (Real Cost: 8) **PLUS** +9 PD (9 AP); OIF (-½) (Real Cost: 6) **PLUS** +9 ED (9 AP); OIF (-½) (Real Cost: 6)	20	0
2) *Radio:* Radio P/T (Radio Group) (10 AP); OAF (-1), Sense Affected as Hearing as well as Radio (-½)	4	0
Hyper-Running: MP, 35-point reserve	35	
1) *Here's What I Saw:* Clairsentience (Sight Group) (20 AP); Extra Phase (-¾), Instant (-½); Must Pass Through Intervening Space (-¼), Limited Range (120m; -¼)	1f	2
2) *Running Stunts:* Flight 30m, x4 Noncombat (35 AP); Increased Endurance Cost (x2 END; -½), Only In Contact With A Surface (-¼)	2f	6
3) *Running:* (Total: 35 Active Cost, 35 Real Cost) Running +28m (12m/40m total) (Real Cost: 28) **PLUS** Running 0m (12m/40m total), x4 Noncombat, Reduced Endurance (0 END; +½) (7 AP) (Real Cost: 7)	3f	3
Speedster Offense: MP, 45-point reserve	45	
1) *Can't Hold Me:* +25 STR (40 STR Total) (25 AP); Only to Escape Entangles & Grabs (-1½)	1f	2
2) *Compressed-Air Punch:* Blast 9d6 (45 AP); Limited Range (20m; -¼)	4f	4
3) *Here's Mud In Your Eye:* Flsh (Sight) 9d6 (45 AP); OIF (Mud, dust, or other appropriate materials of opportunity; -½), LR (20 meters; -¼), Not vs Desol (-¼)	2f	4
4) *Punch A Group:* Blast 6d6, AoE Nonsel (8m Radius; +¼), PI (+¼) (45 AP); NR (-½)	3f	4
5) *Rapid-Fire Punch:* HtH Attack +6d6 (9d6 w/ STR) (30 AP); HtH Attack (-¼)	2f	3
6) *Rapid-Fire Punch II:* HtH Attack +4d6 (6½d6 w/ STR), AF 3 (+¼) (30 AP); HtH Attack (-¼)	2f	2
7) *Rapid Tasks:* +7 with all Agility skills (42 AP); Only for Chores (-2), Only to Counter Time Mods (-1), Costs END (-½)	1f	4
8) *WAKEUPWAKEUPWAKEUP!:* Healing STUN 3d6 (30 AP); Only to Restore Consciousness (-1), Requires a Paramedics Roll (-½)	1f	3
Speedster Metabolism		
1) *Quick Adaptation:* Regen (2 BODY per Day)	8	0
2) *Quick Adaptation:* RProt (4 PD/4 ED)	12	0

Total Power pts: 146

Character Name: Double-Time!
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HERO GAMES

COMBAT SHEET

CURRENT STATUS

STAT	MAXIMUM	CURRENT
END	50	
BODY	13	
STUN	36	
RECOVERY	8	
STUN THRESHOLD	15	

COMBAT VALUES

Combat Value	Full [Roll]	½ [Roll]	Zero [Roll]
Physical OCV	**9** [20-]	**5** [16-]	**0** [11-]
Physical DCV	**9**	**5**	**0**
Mental OCV	**3** [14-]	**2** [13-]	**0** [11-]
Mental DCV	**4**	**2**	**0**

Combat Skill Levels

+1 w/ Grab By, Move By and Move Through

MOVEMENT

Movement	Combat [Non-Combat]
Run	12m/40m, [48m/160m]
Swim	4m [8m]
H. Leap	4m [8m]
V. Leap	2m [4m]
Flight	30m [120m]

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Bock Attacks, Abort
Brace	0	+0	½	+2 vs RMod
Choke	½	-2	-2	NND 1d6, Grab Neck, Prevent speaking
Cover	½	-2	+0	Target held at "gunpoint"
Disarm	½	-2	+0	Disarm, STR vs STR
Dive for Cover	½	+0	+0	Move, Abort, Fall Prone
Dodge	½	+0	+3	Dodge Attacks, Abort
Grab	½	-1	-2	Grab 2 limbs, can Squeeze, Slam or Throw
Grab By	½*	-3	-4	Move & Grab, +v/10 to STR
Haymaker	½#	+0	-5	+4 Damage Classes, +1 Segment to perform
Hipshot	½	-1	+0	+1 Initiative
Hurry	½	-2	-2	+1d6 to Initiative
Move By	½*	-2	-2	(STR/2) + (v/10)d6, attacker takes 1/3
Move Through	½*	-v/10	-3	STR + (v/6)d6, attacker takes ½
Multiple Attack	1	var	½	Attack multiple times
Pulling a Punch	½	-1/5d6	+0	Strike, normal STUN damage, ½ Body damage
Roll With a Punch	½	-2	-2	"Block" after being hit, take ½ damage, Abort
Set	1	+1	+0	Ranged attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Snapshot	1	-1	+0	Strike then duck behind cover
Strafe	½	-v/6	+2	Make Ranged attack while moving
Strike	½	+0	+0	STR or weapon
Supress	½	-2	+0	Continuous fire through area, must use Autofire
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Target falls

* - May be performed after a Full Move.
\# - Attack lands at end of following Segment.

RANGE MODIFIERS

Range (m)	0-8	9-16	17-32	33-64	65-128	129-256
RMOD	0	-2	-4	-6	-8	-10

ATTACKS

Attack	Damage	Stun X	Range	OCV	DCV	END	Notes
Melee	3d6	+0	0m	+0	+0	1	HtH
Compressed-Air Punch	9d6	+0	40m	+0	+0	4	Lim Range
Here's Mud In Your Eye	9d6	+0	20m	+0	+0	4	Flash vs Sight; Not vs Desol
Punch A Group	6d6	+0	0m	+0	+0	4	AoE (8m); Nonselective; Per Imm.
Rapid-Fire Punch	9d6	+0	0m	+0	+0	3	
Rapid-Fire Punch II	6½d6	+0	0m	+0	+0	2	AF3

DEFENCES

Totals					
PD 10/23	rPD 4/8	ED 10/23	rED 4/8	MD 0	PowD 0

Defence	Description
Costume	RProt (4 PD/4 ED) (12 AP); OIF (-½) **PLUS** +9 PD (9 AP); OIF (-½) **PLUS** +9 ED (9 AP); OIF (-½)
Quick Adaptation	RProt (4 PD/4 ED)

BACKGROUND

APPEARANCE
 Hair Color: Brown **Eye Color:** Brown **Height:** 6' 7" **Weight:** 214 lbs
Description:

PERSONALITY

ORIGIN

POWERS