

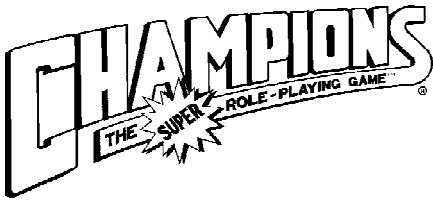
NAME: Defender				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
15/55	Strength	x1	10	5
18/23	Dexterity	x3	10	24
18	Constitution	x2	10	16
10	Body	x2	10	0
23	Intelligence	x1	10	16
10	Ego	x2	10	0
10/20	Presence	x1	10	0
10	Comeliness	x1/2	10	0
6	Physical Defex	x1	3	3
5	Energy Defens	x1	4	1
4/5	Speed	x10	2.8	12
7	Recovery	x2	7	0
36	Endurance	x1/2	36	0
30	Stun	x1	27	3
Characteristics Cost:				80

STR Roll: 20-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 14-	Jump	11"
EGO Roll: 11-	Flight	11"
PER Roll: 14-		

Experience: 0

DISADVANTAGES	BASE: 100+PTS
DNPC, "Wendy the housekeeper", normal, appear 11-	15
Hunted, "VIPER", as powerful, non-combat influence, harsh, appear 11-	20
Hunted, "Armadillo", as powerful, harsh, appear 11-	15
Normal Stats	20
Psych Lim, "Fearless, will risk himself", very common, strong	20
Psych Lim, "Driven to be heroic", common, strong	15
Psych Lim, "Doesn't believe in magic", common, strong	15
Rep, "Insatiably curious do-gooder", occur 14-	15
Secret ID, "James Harmon IV"	15

Disadvantages Total : 150
Experience Spent + 0
Total Points = 250



PTS **POWERS** **END**

==Perks==
5 Champions Donations
10 Money, wealthy
==Skills==
3 Computer Programming 14-
3 Combat Piloting 14-
3 Electronics 11-
3 Inventor 14-
15 11" Flight, OIF(-1/2) 2
3 Mechanics 11-
3 Scientist
2 SC: Aeronautics 12-
2 SC: Power Systems 12-
2 SC: Weapon Systems 12-
==Equipment==

116 PKG, "Armor Suit", OIF (-1/2) 5
(24) 12/12 Armor
(7) +5 DEX, doesn't add to figured
(13) 100/10 End Reserve
(20) 4D6 Entangle, 7-8 Charges(-1/2) 0
(3) 5 Flash Defense, Sight Group
(5) -0 Images, Sight, No Range(-1/2) 1
(7) HR Radio
(5) +10 PRE, doesn't add to figured
(7) +1.0 SPD
(20) +40 STR, doesn't add to figured 4
(3) UV Vision
(2) +2 Telescopic Sense, Sight Group

170 : **Powers Total**
80 + **Characteristic Total**
250 = **Total Cost**

Base OCV: 8 Base DCV: 8
Adjustment + Adjustment +
Final OCV = Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX: 23 SPD: 4/5 ECV: 3
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 18/ 12 ED/rED 17/ 12
END: 36 STUN: 30 BODY: 10

3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulders	x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

NOTES
Last updated December 6th, 2015
Champions Deluxe p. 284
Name: James Harmon IV
Species: Human
Gender: Male
Team: Champions

