

<b>NAME:</b> Earth-Brother				
<b>PLAYER:</b>				
<b>VALUE</b>	<b>CHAR</b>	<b>COST</b>	<b>BASE</b>	<b>PTS</b>
13/38	Strength	x1	10	3
10/20	Dexterity	x3	10	0
10/30	Constitution	x2	10	0
10/15	Body	x2	10	0
13	Intelligence	x1	10	3
10/20	Ego	x2	10	0
10/25	Presence	x1	10	0
12	Comeliness	x1/2	10	1
4/15	Physical Defex	x1	8	1
4/12	Energy Defens	x1	6	2
3/5	Speed	x10	3.0	0
5/14	Recovery	x2	14	0
20/60	Endurance	x1/2	60	0
22/55	Stun	x1	49	0
<b>Characteristics Cost:</b>				10
<b>STR Roll:</b> 17-	Run			9"
<b>DEX Roll:</b> 13-	Swim			2"
<b>INT Roll:</b> 12-	Jump			8"
<b>EGO Roll:</b> 13-				
<b>PER Roll:</b> 16-				
<b>Experience:</b> 23				
<b>DISADVANTAGES BASE: 200+PTS</b>				
Berserk, "Takes Body", very common, occur 8-, recover 11-				20
Distinctive, "Adept", easily concealable, minor				5
Distinctive, "Big and burly in Hero ID", easily concealable, minor				5
Enraged, wildlife hurt, 11-, 11-, OIHID				6
Hunted, "ReDirection Cartel", as powerful, harsh, appear 11-				15
Psych Lim, "In love with Aspen", common, strong				15
Secret ID, "Peter Hallon"				15
Susc, 1D6 per Turn "un-natural", OIHID				8
Vuln, x2 Illusions, Uncommon, OIHID				7
Watched, "Lawful magicians", as powerful, harsh, appear 8-				5
<b>Disadvantages Total :</b>				101
<b>Experience Spent +</b>				23
<b>Total Points =</b>				324

# ALLIES™

<b>PTS</b>	<b>POWERS</b>	<b>END</b>
2	Instant Change, Only with Aspen(-1)	
5	5 Lack Of Weakness	
2	Mind Link, "Aspen", subject needs mind link	
20	Mind Link, "Any woodland animal", related group, x4 # Of Minds	
30	MP (75), 14- Activation(-1/2), Extra Time(-1/2), Only In Hero ID(-1/4), Effects must rise from solid ground(-1/4)	
6u	6D6 EB, +2"/DC Explosion(+1), Double Knockback(+3/4)	8
3u	15/15 Force Wall	7
187	PKG, Only In Hero ID (-1/4)	4
(14)	6/6 Armor	
(8)	+5 BODY	
(32)	+20 CON	
(24)	+10 DEX	
(16)	+10 EGO	
(3)	+4 ED	
(10)	+4 Enhanced PER, with all senses	
(5)	2D6 HA	1
(7)	5" KB Resist, Only while on ground(-1/4)	
(5)	10 Mental Defense	
(5)	+6 PD	
(12)	+15 PRE	
(5)	+3" Running	1
(16)	+2.0 SPD	
(20)	+25 STR	2
(5)	+6 STUN	
5	8 Power Defense, 14- Activation(-1/2) ==Skills==	
13	Animal Handler 16-	
3	Climbing 13-	
3	Concealment 12-	
4	KS: British wildlife 13-, (INT based)	
1	Lang: Welsh	
12	4 Levels: Punch, Move By and Through, tight group	
3	PS: Writer 14-	
3	Stealth 13-	
3	Survival 11-	
3	Tracking 12-	
	==Talents==	
3	Bump Of Direction	
3	12- Combat Sense	

314 : Powers Total  
10 + Characteristic Total  
324 = Total Cost

Base OCV: 7 Base DCV: 7  
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	

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

DEX: 20 SPD: 3/5 ECV: 7  
Phases - - 3 - 5 - - 8 - 10 - 12  
PD/rPD 21/ 6 ED/rED 18/ 6  
END: 60 STUN: 55 BODY: 15

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**  
Kingdom of Champions (410) p136  
Name: Peter Hellon  
Species: Human  
Gender: Male  
Height: 5 feet 10 inches/6 feet 10 inches  
Weight: 82/139 kg  
Hair: Light brown  
Eyes: Grey  
Team: Nightwatch