

<b>NAME:</b> Marksman <b>PLAYER:</b>				
<b>VALUE</b>	<b>CHAR</b>	<b>COST</b>	<b>BASE</b>	<b>PTS</b>
15	Strength	x1	10	5
30	Dexterity	x3	10	60
18	Constitution	x2	10	16
14	Body	x2	10	8
28	Intelligence	x1	10	18
14	Ego	x2	10	8
18	Presence	x1	10	8
18	Comeliness	x1/2	10	4
6	Physical Defex	x1	3	3
4	Energy Defens	x1	4	0
6	Speed	x10	4.0	20
7	Recovery	x2	7	0
40	Endurance	x1/2	36	2
31	Stun	x1	31	0
<b>Characteristics Cost:</b>				152
<b>STR Roll:</b> 12-		Run	7"	
<b>DEX Roll:</b> 15-		Swim	2"	
<b>INT Roll:</b> 15-		Jump	3"	
<b>EGO Roll:</b> 12-				
<b>PER Roll:</b> 15-				
<b>Experience:</b> 28				
<b>DISADVANTAGES BASE: 200+PTS</b>				
DNPC, "Roland Henderson, father", normal, appear 8-				10
Berserk, "Friends hurt", common, occur 8-, recover 8-				20
Hunted, "Foxbat", as powerful, mild, appear 8-				5
Hunted, "Eurostar", as powerful, harsh, appear 8-				10
Hunted, "DEMON", as powerful, harsh, appear 8-				10
Hunted, "VIPER", as powerful, harsh, appear 8-				10
Psych Lim, "Irrational curiosity", common, moderate				10
Psych Lim, "Feels he must prove his worth as a hero", common, moderate				10
Psych Lim, "Hatred of killing", common, strong				15
Psych Lim, "Overconfident", very common, strong				20
Unluck, 2D6				10
<b>Disadvantages Total : 130</b>				
<b>Experience Spent + 28</b>				
<b>Total Points = 358</b>				

# CHAMPIONS

<b>PTS</b>	<b>POWERS</b>	<b>END</b>
2	7" Running	1
==Skills==		
3	Acrobatics 15-	
3	Computer Programming 15-	
11	Disguise 15-	
3	Climbing 15-	
3	Gadgeteering 15-	
3	Lang: French, fluent conversation, literacy	
3	Lang: German, fluent conversation, literacy	
20	2 Levels, all skills	
6	2 Levels: Guns, tight group	
4	Martial Dodge	
4	Martial Block	
4	M Strike	
3	Martial Throw	
5	Off Strike	
1	SC: Chemistry 11-	
1	SC: Electrical Engineering 11-	
1	SC: Mechanical Engineering 11-	
2	SC: Sonics 15-, (INT based)	
3	Scientist	
3	Security Systems 15-	
3	Stealth 15-	
==Talents==		
15	3D6 Luck	
==Equipment==		
100	VPP (80), OAF(-1)	
(16)	8D6 EB, "Sonic Pistol", 7-8 Charges(-1/2)	0

Base OCV:10		Base DCV:10				
Adjustment +	Final OCV =	Adjustment +	Final DCV =			
<b>Maneuver</b>	<b>Phase</b>	<b>OCV</b>	<b>DCV</b>	<b>Effect</b>		
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			
Martial Dodge	1/2	+0	+5			
Martial Block	1/2	+2	+2			
M Strike	1/2	+0	+2	5D6		
Martial Throw	1/2	+0	+1	3D6 + v/5		
Off Strike	1/2	-2	+1	7D6		
<b>Range</b> <4 <8 <16 <32 <64 <128						
<b>RMod</b> -0 -2 -4 -6 -8 -10						
DEX: 30 SPD: 6 ECV: 5						
Phases - 2 - 4 - 6 - 8 - 10 - 12						
PD/rPD 6/ 0 ED/rED 4/ 0						
END: 40 STUN: 31 BODY: 14						
<b>3D6</b>	<b>Loc</b>	<b>StunX</b>	<b>NStun</b>	<b>BodyX</b>	<b>CV</b>	<b>Armor</b>
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	
<b>NOTES</b>						
Champions #5						
Name: Donald Henderson						
Species: Human						
Gender: Male						
Height: 5 foot 10 inches						
Weight: 180 pounds						
Eyes: Gray						
Hair: Black						
Team: Champions						



206 : Powers Total  
152 + Characteristic Total  
358 = Total Cost