

NAME: Well (Champions #2)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
15	Strength	x1	10	5
26	Dexterity	x3	10	48
13	Constitution	x2	10	6
10	Body	x2	10	0
13	Intelligence	x1	10	3
13	Ego	x2	10	6
9	Presence	x1	10	-1
14	Comeliness	x1/2	10	2
3	Physical Defex	x1	3	0
3	Energy Defens	x1	3	0
6	Speed	x10	3.6	24
12	Recovery	x2	6	12
38	Endurance	x1/2	26	6
40	Stun	x1	25	15
Characteristics Cost:				126

STR Roll: 12-	Run	9"
DEX Roll: 14-	Swim	2"
INT Roll: 12-	Jump	3"
EGO Roll: 12-	Flight	5"
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Hunted, "CIA", as powerful, harsh, appear 11-		15
Hunted, "Viper", more powerful, harsh, appear 8-		15
Psych Lim, "Overconfident", very common, strong		20
Psych Lim, "Code vs. killing", common, total		20
Secret ID, "Wilt Dawson"		15
Vuln, "Sonics", common, x1 1/2 stun		10
Vuln, "Sonics", common, x1 1/2 body		10
Vuln, "Mental Illusion", common, x2 stun		20

Disadvantages Total : 125
Experience Spent + 0
Total Points = 225

ALLIES™

PTS	POWERS	END
7	5" Flight, OIF(-1/2)	1
1	4 Mental Defense	
85	MP (127), "Belt", OIF(-1/2)	
3u	7 LVLS Density Increase(12.5t, +35 STR, -7KB, +7 PD/ED), 0 END(+1/2)	0
6u	Desolid, 1/2 END(+1/4), Usable Against Others (+1)	
3u	Invisibility, Radar, Sight Group, 1/2 END(+1/4)	
6	9" Running	2

111 : Powers Total
126 + Characteristic Total
237 = Total Cost

Base OCV: 9 Base DCV: 9
 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: 26	SPD: 6	ECV: 4
Phases - 2 - 4 - 6 - 8 - 10 - 12		
PD/rPD 3/ 0	ED/rED 3/ 0	
END: 38	STUN: 40	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