

Champions Character Sheet

Name : Iron Legionnaire Officer
 Nationality : Chilean
 Base of Operations : The Chilean Empire

Sex : Both
 Identity : N/A
 Affiliation : Chilean Empire

Value	Stat	Cost	Points
40 ^{†*}	Str	x1	20
23*	Dex	x3	31
25*	Con	x2	24
11 [†]	Body	x2	0
18	Int	x1	8
14	Ego	x2	8
23*	Pre	x1	10
4*	Com	x ¹ / ₂	-2
0+	PD	x1	-5
0+	E D	x1	-4
6*	Spd	x10	22
12*	Rec	x2	0
50	End	x ¹ / ₂	0
41 [†]	Stun	x1	0
Total			112

OCV (Dex/3) : 8+
 DCV (Dex/3) : 8+
 ECV (Ego/3) : 3

Dex Roll (9+Dex/5) : 14-
 Int Roll (9+Int/5) : 13-
 Ego Roll (9+Ego/5) : 12-
 Percep Roll (9+Int/5) : 13-

Phases : 2 4 6 8 10 12

Maximum Lift with Strength : 6400 kg

Endurance cost for Strength : 2

* IIF Cybernetic parts

[†] Due to Growth

End	Powers / Skills	Pts
-	15rPD, 15rED Armour, Activate 15-	30*
2	1/2 Endurance cost (Str 40)	8*
0	1 Level Growth, 0 End, Persistent, Always On (+5 Str, +1 Body, +1 Stun, -1" KNB, 2 x mass - all added in)	6*
-	LS : Self-contained	8*
-	LS : Immune to temperature extremes	2*
2	+3" Running (9" total)	5*
0+1	+30" Superleap, 4 charges, not underwater (37" across, 19" up) - Jump-jets	12*
-	IR and UV Vision	8*
-	5 points Visual Flash Defence	4*
-	+4 Telescopic Vision	5*
-	High Range Radio Hearing, OIF (antenna)	7
varies	60 Point Gadget Pool (all OAF, only change between duties)	72
	+2 with All Combat	16
	Bureaucratics 14- Interrogation 14-	3,3
	Oratory 14- Streetwise 14-	3,3
	Breakfall 14- Climbing 14-	3,3
	Stealth 14-	3
	Paramedic 13- Tactics 13-	3,3
	Demolitions 11- Survival 11-	3,3
	WF : Small Arms, Common Melée Weapons	4
	WF : Flamethrowers, Rocket Launcher	2
	WF : Vehicle weapons, Emplaced weapons	2
	TF : Air Vehicles, Ground Vehicles	4
	Portuguese - Fluent Conversation	1
	English - Fluent Conversation	2
Total		231

Disadvantages	Pts
Super-patriot (cmn, tot), Always obeys orders (v.cmn, tot), Vicious (cmn, str)	60
Reputation (Cybernetic super-soldier, 11-, extreme)	15
Distinctive Features (not concealable, extreme reaction - Cyborg)	25
3d6 Stun and Body if disobeys a direct order (unc, instant) - discipline implant	30
1 ¹ / ₂ x Stun (Magnetism)	5
Watched (Chilean Military, more, NCI, 14-), Hunted (SAU, as, NCI, 8-)	30
Total	165

Total Points (100 + Disadvantages + Experience) = 343