

Champions Character Sheet

Real Name : Jong Hae-Sup
 Nom de Guerre : -
 Nationality : Korean
 Base of Operations : Mobile

Year Born : 1850
 Sex : Male
 Identity : Secret
 Group Affiliation : -

Value	Stat	Cost	Points
28	Str	x1	18
38	Dex	x3	84
35	Con	x2	50
20	Body	x2	20
23	Int	x1	13
23	Ego	x2	26
23	Pre	x1	13
10	Com	x ^{1/2}	0
10+	PD	x1	4
10+	ED	x1	3
9	Spd	x10	42
15	Rec	x2	4
70	End	x ^{1/2}	0
52	Stun	x1	0
Total			277

OCV (Dex/3) : 13±
 DCV (Dex/3) : 13±
 ECV (Ego/3) : 8+

Dex Roll (9+Dex/5) : 17-
 Int Roll (9+Int/5) : 14-
 Ego Roll (9+Ego/5) : 14-
 Percep Roll (9+Int/5) : 17-

Phases : 2 3 4 6 7 8 10 11 12

Maximum Lift with Strength : 1213 kg

Endurance cost for Strength : 1

End	Powers / Skills	Pts
0	EC : Ki Powers	36
0	(a) 10d6 EB Damage Shield, 0 End, Needs OCV vs DCV roll (-1/2), Only vs attacks is aware of (-1/4) - counterblow	37
0	(b) +30rPD, +15rED Force Field, 0 End, 2 x Hardened, Needs OCV vs OCV roll (-1/2), Only vs attacks is aware of (-1/4) - deflection	31
-	(c) Missile Deflection vs All Attacks, Reflection to any, +12 to roll	38
0-7	(d) +8d6 HA, +1 Variable Advantage	36
1	1/2 Endurance on Strength 28	7
-	5rPD, 5rED Damage Resistance	5
-	-5 Lack of Weakness	5
-	10 points Mental Defence	5
-	1 Body/Hour Regeneration	6
-	LS : Immune to Disease, Aging, Toxins	9
2	+5" Running (11" total) - 119 kph non-cbt	10
1	+3" Swimming (5" total) - 54 kph non-cbt	3
2+1	+9" Superleap (15" across, 8" up)	9
2	8" Flight, only for not leaving tracks (-2)	5
-	+3 with all Perception	9
	Ambidextrous	3,3
	Combat Sense 14-	27
	Danger Sense, out of combat, 17-	27
	Defence Manoeuvre	5,3
	Double Jointed	3,6
	Lightsleep	+6 Resistance
	3 Overall Levels	30
	MA : Most Styles	OCV DCV Damage
	Defensive Strike	+1 +3 14d6
	Martial Strike	+0 +2 16d6
	Offensive Strike	-2 +1 18d6
	Nerve Strike	-1 +1 2d6 NND
	Takedown	+1 +1 14d6, fall
	Takeaway	+0 +0 Str 38
	Martial Dodge	- +5 Dodge, abort
	Use MA with Blades, Clubs	2
17-	Acrobatics, Breakfall, Climbing	3,3,3
17-	Contortionist, Sleight of Hand, Stealth	3,3,3
14-	Acting, Conversation, Interrogation	3,3,3
14-	Streetwise	3
14-	Computer Programming, Concealment	3,3
14-	Criminology, Deduction, Paramedic	3,3,3
14-	Security Systems, Tactics, Tracking	3,3,3
11-	Animal Handler, Disguise, Shadowing	3,3,3
11-	Survival	3
	KS : Martial Arts 16-, Martial World 14-	5,3
	KS : Psychology 11-, PS : Teacher 14-	2,3
	AK : The World 14-	3
	WF : Common Melée Weapons	2
	WF : Common Missile Weapons	2
	WF : Common MA Melée Weapons	2
	TF : Horses, Ground Vehicles	3
	Linguist (Korean Native)	3
	Idiomatic, native accent: English, French, Japanese	11
	Completely Fluent with Accent: Dutch, German, Hindustani, Spanish	5
Total		473

Disadvantages	Pts
Secret Id, Hunted (Unterwelt, as, NCI, 8-), Code of the Chinese Master (cmn, str)	45
Seeks Worthy Pupils (cmn, str), Honourable (cmn, str), Fascinated by Technology (cmn, mod)	40
Total	85

Total Points (100 + Disadvantages + Experience) = 750

Wandering immortal martial arts master. Taught Endure (the head of Unterwelt) which he now realises was a mistake, and regrets.

It is hard to gauge his age – from looking at him he could be anywhere between thirty and fifty years old.