

Champions Character Sheet

Real Name : Justin L'Etoile
 Nom de Guerre : JP
 Nationality : Minervan
 Base of Operations : Mobile

Also Known As : Jean-Pierre
 Sex : Male
 Identity : Secret
 Group Affiliation : Guardians

Value	Stat	Cost	Points
18+	Str	x1	8
27+	Dex	x3	51
23+	Con	x2	26
10+	Body	x2	0
18	Int	x1	8
11	Ego	x2	2
18	Pre	x1	8
18	Com	x1/2	4
4+	PD	x1	0
5+	E D	x1	0
6+	Spd	x10	23
9+	Rec	x2	0
46+	End	x1/2	0
31+	Stun	x1	0
Total			130

Disadvantages	Pts	
Overconfident (v.cmn, mod)	15	
Code vs Killing (cmn, str)	15	
Remorseful (cmn, mod)	10	
Distrust of Computers (cmn, mod)	10	
Vengeful (unc, str)	10	
Insanity/Flashbacks/Distrust of Mentalists (unc, str)	10	
Secret Id	15	
1 ¹ / ₂ x Stun from Electricity (cmn)	10	
Reputation (Minervan Government Assassin), 11-	10	
Reputation (Very Hard! as JP) 11-, Extreme	15	
Hunted (Chilean Empire, as, NCI, 8-)	15	
Hunted (French government, as, NCI, 8-)	15	
Hunted (Spanish government, as, NCI, 8-)	15	
Hunted (Embittered Minervan Rebels, as, 11-)	15	
Watched (Minervan government, more, NCI, 8-)	10	
Watched (PRIMUS, as, NCI, 11-)	10	
Total		200

OCV (Dex/3) : 9/12*+
 DCV (Dex/3) : 9/12*+
 ECV (Ego/3) : 4

Dex Roll (9+Dex/5) : 14/16*-
 Int Roll (9+Int/5) : 13-
 Ego Roll (9+Ego/5) : 11-
 Percep Roll (9+Int/5) : 13-

Phases : 2 4 6 8 10 12 (unboosted)

Maximum Lift with Strength : 303/8445* kg

Endurance cost for Strength : 2/4*

* Including Effects of Drug Boost

Notes :

JP circa 1993, when he went back to Minerva.

End	Powers/Talents/Skills	Pts
	MP : Electrochemical and Light Powers	40
7+	u 2d6 RKA, No Range Modifier, Autofire (5 targets), Affects Desolid, No KNB, Beam Effect, Not in High Magnetic Fields, Activate 14- on Affects Desolid Only - laser type 1	4
9+	u 1 ¹ / ₂ d6 RKA, No Range Modifier, Autofire (5 targets), No KNB, Beam Effect, Not in High Magnetic Fields Plus: 1d6 Drain vs ED, Ranged, Return 5 Points per Minute, No Range Modifier, Autofire (5 targets), Linked to RKA, Not in High Magnetic Fields, Activate 14- - laser type 2	4
-	u 6d6 RKA, AP, Penetrating, No KNB, Does No Stun (-3/4), Beam Effect, 12 Charges, 1 Phase Delay (-1/2), Not in High Magnetic Fields, Activate 13- (-1/2), Side Effects (-1/2): 6d6 Drain vs Str, Con and End, Return 5 points per 5 Minutes - laser type 3	4
12+	u 2d6 HKA, Penetrating, +1 Stun Multiplier, 2 x End - energy blade - up to 4d6 with Str	4
10	u 5d6 NND vs LS : Immune to Hard Radiation or Hardened ED, 2 x End - intense radiation	3
27	u 5d6 Flash vs Radar, All Sight, Area Effect (1 Hex), 3 x End, 1 Phase Delay (-1/2)	4
6	u 2" Radius Darkness vs Radar, All Sight, Personal Immunity, 2 x End	2
5	u Missile Deflection vs All Attacks, vs Adjacent Hexes; Deflection vs Physical Attacks is Ranged (+1), +3 to OCV, Costs End, Not in High Mag Fields, Missile Reflection to Any Target, Linked to Armour on Reflection, Only vs Light on Reflection (-2), Usable by 1 Other on Touch (+1/4), Only Usable by Other (-1/2)	2
-	u 6d6 Aid to Body, End and Stun, +20 to Maximum Points, Trigger (When Knocked Out), Self Only, Costs End, Only to Initial Values, 4 Charges, Activate 13-	3
-	5 points Visual Flash Defence	5
-	7 points Mental Defence	5
-	-5 Lack of Weakness	5
-	IR Vision	5
5	Radar Sense, Costs End, 5 x End Concentrate 1/2 DCV Throughout	4
-	1 Body per Turn Regeneration, 1 Phase Delay, Concentrate 0 DCV Throughout (-1)	4
Total		100

End	Powers/Talents/Skills	Pts
-	LS : Doesn't Sleep	3
-	LS : Immune to Ageing, Disease	3,3
-	LS : Immune to Toxins and Hard Radiation	3,3
-	LS : Doesn't Sleep	3
-	EC : Energy Powers	15
-	(a) 10rPD, 14rED Armour, Hardened, 1 Phase Delay (-1/4) - force field	24
-	(b) 50% Res Energy Damage Reduction	15
-	(c) 25% Res Physical Damage Reduction; 25% Res Mental Damage Reduction, Activate 14-	10
2	(d) 10" Flight, 4 x non-combat velocity, 1 Phase Delay (-1/4)	12
4	(e) Invisible to Radar, All Sight, All Hearing, with Fringe, 1 Phase Delay (-1/4) Invisible to Sonar Only vs Sonically Dark Background (-1/2); Deaf while Invisible to Sound (-1/2) - Invisibility to Sound via Fractalising of Force Field boundary	17
-	(f) 4d6 Aid to All Physical Stats at Once (+2), +72 to Maximum Points, Lose 5 points per Minute, 1 Phase Delay (-1/2), 4 Charges of 2 Phases (-3/4), Self Only (-1/2), Only Maximum of Dice Rolled (24 pts) At Any One Time (-1/2), Side Effect (-1/2) [2d6 Drain from All Physical Stats, Return 5 points per Minute]	23
	- Drug Boost [Gives Max Str 42, Dex 35, Con 35, Body 22, PD 16+, ED 17+, Spd 8.4, Rec 21, End 94, Stun 55]	
	Combat Sense 13-	3
	Find Weakness with MP 11-	20
	5 points Resistance	5
	+1 Skill Level with MP	3
	MA : Tae Kwon Do OCV DCV Damage	
	Takedown +1 +1 Str, Tgt Fall	3
	Front Kick +0 +2 Str + 2 DC	4
	Arm Sweep Block +2 +2 Block, Abort	4
	Punch/Elbow Strike +2 +0 Str + 2 DC	4
	Usable with Swords and Energy Blade	1,1
	Breakfall 14/16*- , Combat Pilot 16/18*-	3,7
	Lockpicking 14/16*- , Stealth 14/16*-	3,3
	Concealment 13-, Criminology 13-	3,3
	Security Systems 13-	3
	Conversation 13-, Interrogation 8-	3,1
	Electronics 11-, Shadowing 11-	3,3
	KS : Tae Kwon Do 8-, PS : Musician 8-	1,1
	SC : Pharmacology 13-	3
	TF : Aircraft	2
	Linguist	3
	French - native	-
	English - completely fluent with Accent	1
	Spanish - completely fluent with Accent	1
	Alliance - Fluent Conversation	1
	Dark Tongue - Fluent Conversation	1
	Contributions for Base and Aircraft	Some
Total		198

Total Points (100 + Disadvantages + Experience) = 428