

Champions Character Sheet

Real Name : Alan Trahurn
 Nom de Guerre : Peacemaker
 Nationality : American
 Base of Operations : Mobile

Year Born : 1964
 Sex : Male
 Identity : Public
 Group Affiliation : -

Value	Stat	Cost	Points
13	Str	x1	3
20	Dex	x3	30
20	Con	x2	20
15	Body	x2	10
18	Int	x1	8
11	Ego	x2	2
18	Pre	x1	8
10	Com	x1/2	0
3+	PD	x1	0
4+	E D	x1	0
4	Spd	x10	10
7	Rec	x2	0
40	End	x1/2	0
32	Stun	x1	0
Total			91

OCV (Dex/3) : 7+
 DCV (Dex/3) : 7+
 ECV (Ego/3) : 4+

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

Phases : 3 6 9 12

Maximum Lift with Strength : 152 kg

Endurance cost for Strength : 1

End	Powers / Skills	Pts
-	10rPD, 10rED Armour, OIF	20
-	5 points Visual Flash Defence, OIF	3
-	36 point Variable Power Pool, All Powers Must be At Least OIF (-1/2), Only Change in Lab (-1/2)	45
-	MP : The Peacemaker Gun	46
-	u 2d6 NND vs Self-Contained Breathing, Invisible to All Senses, Area Effect (Radius), 4 x Radius (12"), 8 Charges of 1 Turn, OAF - gas	2
-	u 2d6 RKA, 2 x Penetrating, Autofire (5 targets), 4 Clips of 32 Charges, OAF - bullets	4
0	u 12d6 EB, Stun Only, 0 End, No KNB, Beam Effect, OAF - electrical	4
-	u 4d6 NND vs Force Field / artificial armour, 6 Charges of 1 Minute, OAF	2
-	u 3d6+1 RKA, No Range Modifier, 5 x Range (6875 m), Area Effect (9" radius), 2 Charges of 1 Turn, OAF - napalm missiles	5
-	u 5d6+1 RKA, Penetrating, No Range Modifier, 5 x Range (9000 m), 1 Charge, OAF - missile	4
-	u 4d6 Drain vs Spd, Ranged, Invisible to Sight and Hearing, 6 Charges of 1 Minute, OAF - drug	4
-	u 6d6 Def 12 Entangle, Transparent, Backlash, 6 Charges, OAF	4
-	u 4d6 Flash vs Normal Sight, Area Effect (Radius), 2 x Radius (8"), 6 Charges of 1 Minute, OAF	4
-	Fast Draw 13-	3
-	2 Overall Levels	20
-	+4 OCV vs Range with All Attacks	12
-	+8 Skill Levels with Computer Programming, Oratory and Tactics	24
-	Stealth 13-, Computer Programming 13-	3,3
-	Inventor 13-, Tactics 13-	3,3
-	Acting 13-, Oratory 13-	3,3
-	Weaponsmith (slugthrowers, energy weapons) 11-	4
-	KS : Military 11-, KS : Politics 13-	2,3
-	WF : Small Arms	2
Total		235

Disadvantages	Pts
Megalomaniac (cmn, str), Publicity Seeker (cmn, str), Dislike of Hand-to-Hand Combat (cmn, mod)	15,15,10
Hatred of Fascists (unc, str), Vengeful (unc, str)	10,10
Normal Stat Maxima; Public Id; Reputation 11-, extreme	20,10,15
Distinctive Features - bionic arm (concealable with effort, noticed)	10
Hunted (Eurostar, more, 8-), Hunted (Azanian government, as, NCI, 8-)	15,15
Hunted (Neo-Nazi's, as, NCI, 11-), Hunted (Hezbollah, as, NCI, 8-)	20,15
Watched (PRIMUS, as, NCI, 11-)	10
Total	190

Total Points (100 + Disadvantages + Experience) = 326

Peacemaker circa 1992, after the Spasm when taken away by Solar Angel.