Champions Character Sheet

Real Name: Samuel CortezYear Born: 2309Nationality: UN (Chilean)Sex: MaleBase of Operations: Mobile/CeresGroup Affiliation: UN

Value	Stat	Cost	Points
13/33*	Str	x1	3
14	Dex	x3	12
19	Con	x2	18
13/14*	Body	x2	6
18	Int	x1	8
8	Ego	x2	-4
13	Pre	x1	3
10	Com	$x^{1}/2$	0
3/6*+	PD	x1	0
4/7*+	ΕD	x1	0
5	Spd	x10	26
7	Rec	x2	0
38	End	$x^{1}/2$	0
30/31*	Stun	x1	0
	72		

OCV (Dex/3) : $5\pm \\ DCV (Dex/3)$: $5\pm \\ ECV (Ego/3)$: 3

Dex Roll (9+Dex/5) : 12-Int Roll (9+Int/5) : 13-Ego Roll (9+Ego/5) : 11-Percep Roll (9+Int/5) : 13-

Phases : 3 5 8 10 12

Maximum Lift with Strength : 150/2425* kg

Endurance cost for Strength : $1/3^*$

End	Powers / Skills	Pts			
- - - -	Life Support vs All But Aging 5 points Visual Flash Defence IR Vision Mind Link to any 4 People, they must have Mind Link to him				
1	Radar Sense, Costs Endurance (300m Range)	10			
0	EC: (a) 1 Lvl Growth, 3 Lvls Density Increase, 0 End, Takes 1 Phase to Activate [+20 Str, +1 Body, +1 Stun, +3 PD, +3 ED, -4" KNB, x16 mass]				
-	(b) +8rPD, +8rED Hardened Armour (c) 25% Resistant Physical and Energy DR, Activate 11-				
5+2 7	MP: u 1d6+1 HKA, AP, Penetrating, +1 Stun Mult u 7d6 EB Explosion, 2 x radius, Personal Immunity, No Range				
6/Pha	u 10d6 Supression vs Any One Power, Activate 15-				
7	u 8d6 EB, AP, Personal Immunity, Beam effect, No KNB, Activate 11-				
0+3 5	u +3d6 HA, 0 End, 2 x KNB u 4" Tunneling through Def 10, Can close Tunnel (24 kph non-cbt)				
7	u 4d6 Def 4 Hardened Entangle, AE (1 hex), Only on Material can Tunnel Through				
0	u 7" Stretching, 1/2 End, Indirect (from anywhere, any direction),				
- 0+3	Only on Material can Tunnel Through u Clinging, Only on Material can Tunnel Thru u 29" Superleap, 0 End, x 2 non-cbt Only on Material can Tunnel Through				
-	Only on Material can Tunnel Through u N-Ray Vision, Only usable Underground u 1 Body Major Trasform (Dead to Alive), 0 End, Persistent, Continuous, Trigger (if killed), Self Only, No Range, 1 Turn Extra Time				
	Bump of Direction	3			
	+3 with Multipower	9			
	MA: Wrestling OCV DCV Damage Stomp -2 +1 Str+4d6 Slam +0 +1 Str+SF, Fall Grab -1 -1 Str+10 Grab Dodge - +5 Dodge, Abort	5 3 3 4			
	Paramedic 13- Acrobatics 12- Stealth 12- Demolitions 11- Trading 8- KS: Wrestling 8- PS: Mining 11- SC: Planetology 11- TF: Ship-Based Weapons	3 3,3 3,3 1,1 1 2 2			
	Total	251			

Disadvantages

Hunted (The Hounds, more, 8-), Hunted (Omerta, more, 8-)

Distinctive Features (concealable with Difficulty, noticed) - silver skin, red eyes, spiked golden hair

Physical Limitation (Weighs 1.6 tons when Grown; infrequent, greatly), DNPC (Sister, slightly less, 11-)

Will not Leave a Fallen Comrade (cmn, str), Dislike of Taking Orders (cmn, mod)

Hatred of the Hounds (cmn, mod), Loyal to the UN (cmn, mod)

Total

100

Experience Points - Spent : 73 Unspent :

Total Points (150 + Disadvantages + Experience) = 323

Current End:	Current Stun:	Current Body:

^{*} When using Growth and Density Increase