

Champions Character Sheet

Nom de Guerre : Cunicularius (Sapper)
 Nationality : Roman
 Base of Operations : Mobile

Sex : Male
 Identity : N/A
 Group Affiliation : Host of Heaven

Value	Stat	Cost	Points
50	Str	x1	40
14	Dex	x3	12
23	Con	x2	26
15	Body	x2	10
8	Int	x1	-2
8	Ego	x2	-4
18	Pre	x1	8
8	Com	x ^{1/2}	-1
0	PD	x1	-10
0	E D	x1	-5
4	Spd	x10	16
15	Rec	x2	0
46	End	x ^{1/2}	0
52	Stun	x1	0
Total			82

End	Powers / Skills	Pts
	EC : Tunnelling Powers	22
3	(a) 2" Tunnelling through Def 15, ^{1/2} End, can close tunnel	51
4+2	(b) 3d6 HKA (6d6 with Strength) - claws	22
-	(c) 20rPD, 10rED Armour	22
2	^{1/2} End on Strength 50	12
-	LS : Self-contained	10
-	LS : Immune to Disease	3
-	LS : Immune to Temperature Extremes	3
-	LS : Immune to Pressure Extremes	3
-	IR Vision	5
	Bump of Direction	3
	Stealth 12-	3
	Bureaucrats 13-	3
	Concealment 11- Paramedic 11-	3,3
	Demolitions 15- Navigation 11-	11,3
	KS : Military 11- KS : The Church 11-	2,2
	WF : Small Arms, Heavy Weapons	4
	TF : Ground Vehicles, Horses	3
Total		193

OCV (Dex/3) : 5
 DCV (Dex/3) : 5
 ECV (Ego/3) : 3

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

Phases : 3 6 9 12

Maximum Lift with Strength : 25600 kg

Endurance cost for Strength : 2

Disadvantages	Pts
3d6 Body and Stun if disobeys orders (unc, instant)	30
Reputation (member of the Host, 11-, extreme)	15
Distinctive Features (not concealable, major reaction)	20
Limited Manipulative Ability (always, slight)	15
Fanatical Devotion to the Pope (cmn, tot), Always obeys orders (v.cmn, tot)	45
Watched (The Church, more, NCI, 14-), Hunted (Heretics, less, NCI, 11-)	30
Total	155

Total Points (120 + Disadvantages) = 275

Current End :	Current Stun :	Current Body :

Sappers provide tunnelling and demolitions expertise to the Host. They are large, muscular men, stocky and short with powerful arms, leathery skin and huge-clawed hands.