

Champions Character Sheet

Nom de Guerre : (Monster)
 Nationality : ex-Roman
 Base of Operations : Catacombs under Rome

Sex : N/A
 Identity : N/A
 Group Affiliation : None

Value	Stat	Cost	Points
50	Str	x1	40
18	Dex	x3	24
23	Con	x2	26
15	Body	x2	10
3	Int	x1	-7
5	Ego	x2	-10
18	Pre	x1	8
2	Com	x ^{1/2}	-4
15	PD	x1	5
15	E D	x1	10
4	Spd	x10	12
15	Rec	x2	0
46	End	x ^{1/2}	0
52	Stun	x1	0
Total			114

End	Powers / Skills	Pts
-	5rPD, 5rED Damage Resistance	5
-	1 Body per Turn Regeneration	10
-	LS : Immune to Disease	3
-	5 points Visual Flash Defence - grows new eyes	5
2	1/2 Endurance Cost on Strength	12
-	Clinging	10
-	IR Vision	5
-	360° Vision	10
1	+1" Running (7" total)	2
-	EC : Fluid Body	7
-	(a) Shapechange to Anything, 0 End, Persistent, Always On, No Conscious Control	15
0	(b) 2" Stretching, 0 End	7
3+3	(c) 2d6 HKA (4d6 with Strength)	22
-	Extra Limbs, Linked to Shapechange	3
-	Ambidextrous	3
-	Breakfall 13-, Stealth 13- Mimicry 20-	3,3 21
Total		146

OCV (Dex/3) : 6
 DCV (Dex/3) : 6
 ECV (Ego/3) : 2

Dex Roll (9+Dex/5) : 13-
 Int Roll (9+Int/5) : 10-
 Ego Roll (9+Ego/5) : 10-
 Percep Roll (9+Int/5) : 10-

Phases : 3 6 9 12

Maximum Lift with Strength : 25600 kg

Endurance cost for Strength : 2

Disadvantages	Pts	
Distinctive Features (Not Concealable, Extreme Reaction) - Amorphous Monster	25	
Berserk if Surprised (cmn, 14- into, 8- out of), Berserk in Combat (cmn, 14- into, 8- out of)	60	
Animal Mentality (v.cmn, tot), Hatred of Humans (cmn, tot), Bloodlust (cmn, str)	60	
Watched (The Papacy, more, NCI, 14-)	15	
Total		160

Total Points (100 + Disadvantages) = 260

These monsters are humans whom Innocent XIV was attempting to turn into members of the Host of Heaven. However his powers have become somewhat unreliable since the nuclear war, meaning that about 10% of the people he tries to turn into a superhumans turn into these monsters instead.

When this occurs the monsters are placed into a sealed section of the catacombs under Rome and left to their own devices (though they are monitored by Sentinels). They eat rats, each other, and the occasional prisoner who is thrown down as an unusual means of execution.

The monster-infested catacombs are about the only route by which the Papal palace can be safely infiltrated - on any other route the Sentinels area effect Danger Sense will pick up infiltrators, but the monsters are a danger in their own right and so 'screen' anyone else in the catacombs from the Sentinels Danger Sense.