

Champions Character Sheet

Real Name : The Old Man
 Also known As : Many names
 Area of Origin : Sudan, Winterworld
 Base of Operations : Mobile

Year Born : Before 13000BC
 Sex : Male
 Identity : Secret
 Group Affiliation : -

Value	Stat	Cost	Points
33	Str	x1	23
29	Dex	x3	57
30	Con	x2	40
28	Body	x2	36
28	Int	x1	18
23	Ego	x2	26
28	Pre	x1	18
12	Com	x1/2	1
0+	PD	x1	-7
0+	E D	x1	-6
8	Spd	x10	41
20	Rec	x2	14
60	End	x1/2	0
60	Stun	x1	0
Total			261

OCV (Dex/3) : 10±
 DCV (Dex/3) : 10±
 ECV (Ego/3) : 8+

Dex Roll (9+Dex/5) : 15-
 Int Roll (9+Int/5) : 15-
 Ego Roll (9+Ego/5) : 14-
 Percep Roll (9+Int/5) : 17-

Phases : 2 3 5 6 8 9 11 12

Maximum Lift with Strength : 2425 kg

Endurance cost for Strength : 1

* Punch/Kick/Knee Strike/Elbow strike

End	Powers / Skills	Pts
-	22 points Mental Defence	17
-	10 points Power Defence	10
-	5 points Visual Flash Defence	5
-	-5 Lack of Weakness	5
-	Full Life Support	30
-	1 Body per Turn Regeneration	10
-	+2 with All Perception	6
-	UV Vision	5
1	1/2 End on Strength	8
1	+7" Running, 1/2 End on All 13"	8,20
1	+5" Swimming	5
-	EC :	28
-	(a) 15rPD, 15rED Armour, Hardened	28
8	(b) 8d6 Ego Attack, No Range, Needs OCV vs DCV Roll (-1/2)	26
	Ambidextrous	3
	Combat Sense 15-	3
	Danger Sense, Out of Combat, Normal Senses, 16-	25
	Defence Manoeuvre	5
	Find Weakness with All Hand-to-Hand Combat 12-	25
	Simulate Death	3
	Universal Translator 15-	20
	4 Overall Levels	40
	Jack-of-All-Trades, Scholar	3,3
	MA : Modified Dirty Infighting	
	OCV DCV Damage	
	Punch +0 +2 9d6	4
	Roundhouse -2 +1 13d6	5
	Throw +0 +1 7d6 + SF	3
	Low Blow -1 +1 2d6 NND	4
	Disarm -1 +1 Str 43 Disarm	4
	Usable with Blades, Clubs, Spear, Staff	4
	Acrobatics 15-, Breakfall 15-	3,3
	Climbing 15-, Lockpicking 15-	3,3
	Sleight of Hand 15-, Stealth 26-	3,25
	Concealment 16-, Deduction 15-	5,3
	Paramedic 15-, Tactics 15-, Trading 15-	3,3,3
	Acting 15-, Bribery 15-, Bureaucratics 15-	3,3,3
	Conversation 15-, Oratory 15-	3,3
	Streetwise 15-, Trading 15-	3,3
	Animal Handler 11-, Disguise 11-, Forgery 11-	3,3,3
	Mechanics 11-, Navigation 11-	3,3
	Shadowing 16-, Survival 11-	13,3
	AK : Africa 11-	2
	KS : African Cultures 15-	2
	KS : African Environments 15-	2
	KS : History 11-, KS : Medicine 11-	1,1
	KS : Military 11-, KS : Politics 11-	1,1
	PS : Dancing 11-, PS : Hunting 11-	1,1
	PS : Singing 11-	1
	TF : Boats, Ground Vehicles, Riding Animals	1,2,2
	WF : Common Melee Weapons	2
	WF : Common Missile Weapons, Sling	2,1
Total		489

Disadvantages	Pts	
Dislike of Killing (cmn, mod), Curious About Technology (cmn, mod)	10,10	
Unfamiliar with the Modern World	15	
Distinctive Features : Never Shows Emotion (easily concealable, noticed)	5	
Total		40

Total Points (100 + Disadvantages + Experience) = 750

The oldest of the three known naturally-occurring superhumans of Winterworld.

An alternate version of him also exists in the normal Overman 1994 world; he and Aeon know each other and get on quite well; they meet up once a century to talk.