Character Name _	Particle Man
Alternate Identities	
Player Name	David Smith



CHARACTERISTICS					
Val	Char	Points	Roll		
15	STR	5	12-		
18	DEX	16	<u>13-</u>		
18	CON	8	<u>13-</u>		
_14	INT	4	12-		
13	EG0	3	12-		
13	PRE	3	12-		
8	OCV	_ 25			
8	DCV	25			
3	OMCV	0			
_ 3	DMCV	0			
5	SPD	30			
14/24	PD	12			
14/24	ED	12			
_ 9	REC	5			
_ 30	END	2			
14	BODY	_ 4	<b>Total Cost</b>		
40	STUN	10	176		

CURRENT STATUS					
	Maximum	Current			
END	30				
BODY	14				
STUN	40				
l					

VITAL INFORMATION
HTH damage (STR/5)d63d6
Lift 200kg STR END Cost 1
<b>Phases</b> 1 2 3 4 5 6 7 8 9 10 11 12
Base OCV <u>8</u> Base DCV <u>8</u>
Base OMCV <u>3</u> Base DMCV <u>3</u>
Combat Skill Levels
+3 with All Attacks
Presence Attack (PRE/5)d6 2 ½d6

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EXPERIENCE POINTS				
Total Points 426				
<b>Total Experience Earned</b>	31_			
Experience Spent	26			
Experience Unspent	5			

	HIT LO	CA	ΓΙΟΝ	1 CH	AF	RT
3d6 Roll	Location	STUN X	N STUN	BODY X	To Hit	Defense/ Weight
3-5	Head	х5	x2	x2	-8	_/_
6	Hands	x1	X½	X½	-6	/
7-8	Arms	x2	X½	X½	-5	/
9	Shoulders	хЗ	x1	x1	-5	/
10-11	Chest	хЗ	x1	x1	-3	/
12	Stomach	x4	x1½	x1	-7	/
13	Vitals	х4	x1½	x2	-8	/
14	Thighs	x2	x1	x1	-4	/
15-16	Legs	x2	X½	X½	-6	/
17-18	Feet	x1	X½	X½	-8	/
Average Def						
DCV Modifier Total Weight						
Armor Notes						

ATTACKS & MANEUVERS						
Maneuver	Phase	OCV	DCV	Effects		
Block	1/2	+0	+0	Block, abort		
Brace	0	+2	1/2	+2 OCV vs R. Mod.		
Disarm	1/2	-2	+0	Disarm, STR v. STR		
Dodge	1/2	_	+3	Abort, vs. all attacks		
Grab	1/2	-1	-2	Grab 2 limbs		
Grab By	1/2†	-3	-4	Move & Grab; +(v/10) to STR		
Haymaker	1/2*	+0	-5	+4 DCs to attack		
Move By	1/2†	-2	-2	STR/2 + v/10; you take 1/3		
Move Through	1/2†	-v/10	-3	STR + v/6; you take ½ or full		
Multiple Attack	1	var	1/2	Attack multiple times		
Set	1	+1	+0	Ranged attacks only		
Shove	1/2	-1	-1	Push 1m per 5 STR		
Strike	1/2	+0	+0	STR or weapon		
Throw	1/2	+0	+0	Throw w/ STR dmg		
Trip	1/2	-1	-2	Knock target Prone		
Martial Block	1/2	+2	+2	Block, Abort		
Martial Dodge	1/2	_	+5	Dodge, Affects All Attacks, Abort		
Martial Strike	1/2	+0	+2	10d6 Strike		
Offensive Stri	1/2	-2	+1	12d6 Strike		

DEF	ENSES				
Туре	Amount/Effect				
Normal PD	14/24				
Resistant PD	0/10				
Normal ED	14/24				
Resistant ED	0/10				
Mental Defense	3				
Power Defense	5				
Flash Defense					
SENSES					

	_
SENSES	
Perception Roll (9+INT/5)12-	
<b>Enhanced and Unusual Senses</b>	
Custom Power (-35 APs)	
Ultraviolet Perception (Sight Grou	ıp)
Infrared Perception (Sight Group)	<u>.                                    </u>
Detect A Single Thing 12- (Unusua	

СОМВАТ МО	DIF	IERS		
Range (m) 0-8 9-16 17-32 3 OCV mod -0 -2 -4	33-64 -6	65-125 126-250 -8 -10		
<b>Targeting Shot</b>	OCV	<b>Hit Location</b>		
Head Shot (Head to Shoulders)	-4	1d6+3		
High Shot (Head to Vitals) -2 2d6+1				
Body Shot (Hands to Legs) -1 2d6+4				
Low Shot (Shoulders to Feet)	-2	2d6+7*		
Leg Shot (Vitals to Feet) -4 1d6+12				
* Treat a 19 as the I	Feet lo	cation		

MOVEMENT				
Туре	Combat	Noncombat		
Run (12m)	24m	48m		
Swim (4m)	4m	8m		
H. Leap (4m)	4m	8m		
V. Leap (2m)	<u>2m</u>	4m		
Movement SFX				

## **CHARACTER INFORMATION**

Character Name Particle Man Height <u>2.00 m</u> Weight <u>100.00 kg</u>

Hair color <u>Brown</u> Eye color <u>Brown</u>



CAMPAIGN INFORMATION	
Campaign Name	
Genre	
Gamemaster Zot	

SKI	LLS, PERKS, & TALEN	SKILLS, PERKS, & TALENTS				
Cost	Name	Roll				
30	+3 with All Attacks					
2	KS: Military training	11-				
3	Stealth	13-				
3	Teamwork	13-				
3	Tactics	12-				
3	Climbing	13-				
3	Breakfall	13-				
3	Linguist					
2	1) Language: English (completely fluent)					
1	2) Language: German (fluent conversation)					
0	3) Language: Latvian (idiomatic)					
2	4) Language: Lithuanian (completely fluent)					
1	5) Language: Russian (fluent conversation)					
20	+5 HTH Damage Class(es)					
_4_	Martial Block					
_4	Martial Dodge					
4	Martial Strike					
5	Offensive Strike					
3	+1/+1d6 Striking Appearance (vs. all					
	characters)					

st	Name	Power/Equipment	ENI
0		Resistant Protection (10 PD/10 ED)	
5		Power Defense (5 points)	
85	Lack of normal sight	Custom Power (-35 APs)	
5		Ultraviolet Perception (Sight Group)	
5		Infrared Perception (Sight Group)	
0	Radiation sight	Detect A Single Thing 12- (Unusual Group), Range, Sense, Targeting	
4		Absorption 12 BODY (energy, Endurance), Absorption As A Defense (Resistant; +1) (24  APs)	
3		Mental Defense (3 points total)	
5	Radiation Surge	Multipower, 75-point reserve	
f	Gamma beam	1) Blast 12d6, Reduced Endurance (½ END; +¼) (75 APs)	3
f	Beta Blast	2) Blast 12d6, Area Of Effect (Im Line; +¼) (75 APs); Gestures (Requires both hands; -½),  No Knockback (-¼)	7
f	Energizing Pulse	3) Aid Endurance and Stun 6d6, Ranged (+½), Expanded Effect (x2 Characteristics or	
		Powers simultaneously) (+½) (72 APs); Only to Aid Others (-½), Only Restores To	
		Starting Values (-½)	7
f	Micro Beam	4) Blast 10d6, Penetrating (+½) (75 APs)	7
	Total Powers/Ed		

Cost	Complication ( 75 )
20	Hunted: Latvian Military Infrequently (Mo Pow; NCI; PC has a Public ID or is otherwise very easy to find; Mildly Punish) infrequently
10	Social Complication: Had restricted access to technology and rules of the outside world Frequently, Minor
20	Distinctive Features: Bar tattoo on back of neck. Eyes are golden with a subtle shimmering effect. Every so often gives
	off a glow which is a form of energy discharge. (Not Concealable; Always Noticed and Causes Major Reaction;
	Detectable By Commonly-Used Senses)
10	Psychological Complication: Distrust of law enforcement, police, military (Common; Moderate)
15	Psychological Complication: Novice hero as defined in champions complete (Very Common; Moderate)
75	Total Complications Points