

NAME: Giant (Champions #3)				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
13/45	Strength	x1	10	3
14/17	Dexterity	x3	10	12
10/15	Constitution	x2	10	0
10/17	Body	x2	10	0
18	Intelligence	x1	10	8
14	Ego	x2	10	8
10/25	Presence	x1	10	0
16	Comeliness	x1/2	10	3
4/10	Physical Defex	x1	8	1
3/10	Energy Defens	x1	3	1
4	Speed	x10	2.4	16
5/11	Recovery	x2	11	0
20/50	Endurance	x1/2	30	0
22/45	Stun	x1	44	0
Characteristics Cost:				52

STR Roll: 18-	Run	8"
DEX Roll: 12-	Swim	2"
INT Roll: 13-	Jump	9"
EGO Roll: 12-		
PER Roll: 13-		

Experience: 0

DISADVANTAGES	BASE:	74+PTS
DNPC,"Son - Billy Jensen", incompetent,appear 8-		15
DNPC,"Wife - Joyce Jensen",normal,appear 11-		15
Hunted,"Malice",as powerful,harsh,appear 11-		15
Psych Lim,"Sense of duty", common,moderate		10
Secret ID,"James William Jensen"		15
Susc,"1 hour in hero form", uncommon,effect is instant,1D6		5
Unluck,2D6		10

CHAMPIONS

PTS	POWERS	END
4	8" Running	2
10	2 Levels: Hand-to-hand,related group	
	==Talents==	
10	2D6 Luck	
	==Equipment==	
12	8/8 Armor,OIF(-1/2), 14- Activation(-1/2)	
5	+6 BODY,Only In Hero ID(-1/4),OAF(-1)	
4	+5 CON,Only In Hero ID(-1/4),OAF(-1)	
3	+3 DEX,doesn't add to figured,Only In Hero ID(-1/4),OAF(-1)	
4	+20 END,Only In Hero ID(-1/4),OAF(-1)	
3	60/1 End Reserve, recovery rate: per 5 minutes,OAF(-1)	
3	+6 ED,Only In Hero ID(-1/4),OAF(-1)	
4	1 LVLS Growth (stats already included), Always On(-1/2),Only In Hero ID(-1/4),OAF(-1),0 END Persistent (+1)	0
2	Instant Change,OAF(-1)	
12	MP (40),OAF(-1),Only In Hero ID(-1/4),x3 Increased End Cost(-1)	
1u	8D6 EB (Electricity)	12
1u	6 LVLS Growth(8m,6.4t,+6 BODY/STUN,-4 DCV,+30 STR,-6 KB)	9
1	+1 PD,Only In Hero ID(-1/4),OAF(-1)	
7	+15 PRE,Only In Hero ID(-1/4),OAF(-1)	
9	2 BODY Regen,Only In Hero ID(-1/4),OAF(-1)	
12	+27 STR,Only In Hero ID(-1/4),OAF(-1)	3

Base OCV: 6 Base DCV: 6
Adjustment + Adjustment +
Final OCV = Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX: 17 SPD: 4 ECV: 5
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 18/ 8 ED/rED 18/ 8
END: 50 STUN: 45 BODY: 17

3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulders	x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

NOTES



Disadvantages Total : 85
Experience Spent + 0
Total Points = 159

107 : **Powers Total**
52 + **Characteristic Total**
159 = **Total Cost**