

NAME: Icestar
PLAYER:

| VALUE | CHAR | COST | BASE | PTS |
|------------------------------|----------------|------|------|------------|
| 20 | Strength | x1 | 10 | 10 |
| 23 | Dexterity | x3 | 10 | 39 |
| 20 | Constitution | x2 | 10 | 20 |
| 15 | Body | x2 | 10 | 10 |
| 20 | Intelligence | x1 | 10 | 10 |
| 10 | Ego | x2 | 10 | 0 |
| 15 | Presence | x1 | 10 | 5 |
| 14 | Comeliness | x1/2 | 10 | 2 |
| 15 | Physical Defex | x1 | 4 | 11 |
| 10 | Energy Defens | x1 | 4 | 6 |
| 5 | Speed | x10 | 3.3 | 17 |
| 10 | Recovery | x2 | 8 | 4 |
| 60 | Endurance | x1/2 | 40 | 10 |
| 35 | Stun | x1 | 35 | 0 |
| Characteristics Cost: | | | | 144 |

| | | |
|----------------------|--------|-----|
| STR Roll: 13- | Run | 6" |
| DEX Roll: 14- | Swim | 2" |
| INT Roll: 13- | Jump | 4" |
| EGO Roll: 11- | Flight | 20" |
| PER Roll: 13- | | |

Experience: 56

| DISADVANTAGES | BASE: | 100+PTS |
|---|-------|---------|
| DNPC, "Partner at work", normal, appear 8- | | 10 |
| DNPC, "Members of fan club", incompetent, appear 8- | | 15 |
| Psych Lim, "Brash and arrogant", uncommon, moderate | | 5 |
| Psych Lim, "Dislikes heat and fire", uncommon, moderate | | 5 |
| Psych Lim, "Easily duped by any beautiful woman", uncommon, moderate | | 5 |
| Psych Lim, "Can't get enough excitement and adventure", common, strong | | 15 |
| Psych Lim, "Values others safety over himself", very common, strong | | 20 |
| Hunted, "Foxbat", as powerful, harsh, appear 8- | | 10 |
| Hunted, "Madame Synn and her lackeys", more powerful, non-combat influence, harsh, appear 11- | | 25 |
| Secret ID, "John Greyson" | | 15 |
| Vuln, "Fire", very common, x1 1/2 stun | | 15 |

Disadvantages Total : 140
Experience Spent + 56
Total Points = 296

CHAMPIONS

| PTS | POWERS | END |
|------|--|-----|
| 50 | MP (Cold) (50) | |
| 5u | 10D6 EB | |
| 5u | 5D6 Entangle | |
| 5u | 2 1/2D6 Entangle, Area Effect(+1), radius | |
| 5u | 3D6+1 RKA, vs physical defense | |
| 20 | EC (Cold) (20) | |
| 21a) | 11/11 Armor, x1 Hardened(+1/4) | |
| 13b) | 20" Flight, Only on the ground(-1/2) | |
| 16c) | 8/8 Force Wall, Takes double BODY from fire and heat(-1/4) | |
| | ==Skills== | |
| 6 | 2 Levels: with ice powers, tight group | |
| 3 | PS: Sculptor 14-, (DEX based) | |
| 3 | SC: Cryogenics 13-, (INT based) | |

152 : **Powers Total**
144 + **Characteristic Total**
296 = **Total Cost**

Base OCV: 8 Base DCV: 8
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: 23 SPD: 5 ECV: 3
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 26/ 11 ED/rED 21/ 11
END: 60 STUN: 35 BODY: 15

| 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
Name: John Grayson
Height 5'8''
Weight 160 pounds
Eyes: Blue
Hair: Brown
Team: Champions

