NAME: Lord Dire PLAYER:

PER Roll: 15-

VALUE	CHAR	COST		
13/30	Strength	x1	10	3
11/23	Dexterity	/ x3	10	3
18				
10		x2		0
	Intellige			
18			10	
_	Presence			5
	Comelines			
4				0 1
6		efengy1	4	2
4/5				
	Recovery			2
	Endurance		-	
			26	0
	Stun			
CI	naracteris	stics Co	st:	75
amp p.	. 1 7 . 1 . 1	D		<i>~</i> "
	11: 15-	Run		6"
	11: 14-	Swim		2"
	11: 15-	Jump		6"
EGO Ro	oll: 13-	Flight		10"

-		
]	Experience: 32	
]	DISADVANTAGES BASE: 200- Enraged, "Goals thwarted", common,occur 8-,recover 14-	+ PTS 5
]	raged, "Physically struck", common, occur 8-, recover 14-	5
I	Hunted, "RCMP", less powerful, non-combat	10
I	influence, harsh, appear 8- Hunted, "MISSION", as powerful, non-combat	15
1	influence,harsh,appear 8- Hunted,"PRIMUS",as powerful,non-combat	15
I	influence,harsh,appear 8- Hunted,"UNTIL",as powerful,non-combat	15
]	influence, harsh, appear 8- Psych Lim, "Must lead any group he is in", common,	10
]	moderate Psych Lim,"Tries to be honorable",common,	10
]	moderate Psych Lim,"Avoids harming potential followers",	15
]	common,strong Psych Lim, "Obsessed with world conquest",common, strong	15
]	Psych Lim, "Overconfident", common, strong	15
1	Rep, "Brilliant would-be world conqueror", occur	15
1	11-,extreme reputation Rivalry, "Doctor	5
1	Destroyer",professional Rivalry,"Skylark",	5
5	professional Secret ID, "Doctor Benjamin	15
7	Peter Pryce" Vuln, "Electricity", common, x1 1/2 stun	10
	Disadvantages Total : Experience Spent +	180

Total Points = 412



υįť		
PTS	5 POWERS	END
3	+0 Detect, "Circuitry"	
5 5	Discriminatory 9 Mental Defense	
5	Range, Detect	
10	4 STR TK, fine	
	manipulation, Only to	
	control electronic devices(-1 1/2),0 END	
	(+1/2)	0
_	==Skills==	
3	Computer Programming 15-	
3	Cryptography 15-	
3	Deduction 15-	
9	Electronics 14-	
7	Gadgeteeting 17- Inventor 15-	
7	Mechanics 13-	
7	Oratory 15-	
3 9 7 3 7 7 3 2	Paramedic 15- SC: Biochemistry 15-,	
2	(INT based)	
2	SC: Biology 15-,(INT	
2	based)	
2	SC: Biophysics 15-, (INT based)	
2	SC: Chemistry 15-,(INT	1
_	based)	
2	SC: Genetics 15-,(INT based)	
2	SC: Mathematics 15-,	
_	(INT based)	
2	SC: Nuclear Physics 15-,(INT based)	
2	SC: Physics 15-,(INT	
_	based)	
2	SC: Robotics 15-,(INT based)	
2	SC: Subatomic Physics	
_	15-,(INT based)	
3	Scientist ==Talents==	
3	Absolute Time Sense	
10	Eidetic Memory	
3	Lightning Calculator Speed Reading	
3	==Equipment==	
5	80/2 End Reserve,OAF	
1.0	(-1) 10" Flight,OAF(-1)	2
10 33	MP (50), OIF(-1/2)	2
3u	10D6 EB (Electricity),	
2	13-16 Charges(0)	0
3u	5D6 Flash, Sight, 13-16 Charges (0)	0
97	PKG, OIF (-1/2)	4
20)	10/10 Armor	
24)	+12 DEX	
(3)	5 Flash Defense, Sight Group	
13)	10/10 Force Field	2
13)	Life Support, doesn't	
	breathe, safe in vacuum/pressure, safe	
	in radiation safe in	

in radiation, safe in

75 + Characteristic Total

337 : Powers Total

412 = Total Cost

Base OCV: 8 Base DCV: 8 Adjustment + Adjustment + Final OCV = Final DCV = 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: 4/5 ECV: Phases - - 3 - 5 - - 8 - 10 - 12 PD/rPD 24/ 20 ED/rED 26/ 20 END: 36 STUN: 26 BODY: 10

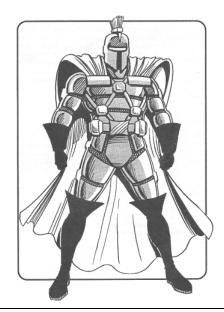
3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulder	s x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

NOTES

Champions of the North (419) p118

Name: Doctor Benjamin Peter Pryce Species: Human

Gender: Male Height: 6 feet Weight: 81kg Hair: Brown Eyes: Blue



DISADVANTAGES P	S PTS	POWERS	END	PTS	POWERS	END
DISADVANIAGES P	(3) (5) (8) (5) (3) 28	heat/cold +5 PRE +0.8 SPD +17 STR,doesn't add t figured 30 STR,1/2 END(+1/4) UV Vision 15- Universal Translator 16 STR TK,"Helmet", OAF(-1),Only to control electronic devices(-1 1/2),0 END (+1/2) VPP (30),only change in given circ,OAF(-1)	2 0		POWERS	