NAME: Speedball

PLAYER:	pecubar	L		
10 C 10 B 13 I 10 E 8/13 P 12 C 7/8 P 7/8 P 7/8 P 7/8 P 7/8 P 7/8 P 7/8 P 12 C 7/8 P 12 C 7/8 P 12 C 7/8 P 12 C 7/8 P 12 C 12 C 12 C 12 C 12 C 12 C 12 C 12 C	trength exterity ody ntellige go resence omelines hysical nergy De peed ecovery ndurance tun	COST BASE x1 10 y x3 10 tion x2 10 x2 10 x2 10 x1 10 sx x1/2 10 Defex1 2 efensx1 2 x10 3. x2 4 e x1/2 20 x1 21 stics Cost:	$\begin{array}{cccc} -4 \\ 0 & 0 \\ 0 & 0 \\ 0 & 0 \\ 0 & 3 \\ 0 & -2 \\ 0 & 10 \\ 5 \\ 0 & 10 \\ 0 \\ 0 & 0 \\ 0 \\ 0 & 0 \\ 0 \\ 0 \\ 0 \\ $	2 1
STR Rol DEX Rol INT Rol EGO Rol PER Rol	1: 13- 1: 12- 1: 11-	Run Swim Jump	6" 2" 29"	
Experie				1
change	NTAGES tal Chg s to hei on,occui) +PTS 15	
Distinc voice	tive,"Ha	as inhuman ID",easily	10	
Distinc bundle	tive,"Bo of kine		10	
Hunted, villai: non-co	"Various ns",as p mbat int	s super powerful, fluence,	20	
Psych L	appear 1 im,"Juv: "	inile	10	
Psych L	im,"Code		20	
Rep,"Su Secret Susc,"T knocke very c	per hero ID,"Robe akes kno d into s ommon,ei	on,total o",occur 8- ert Baldwin' ockback wher something", ffect is		
instan Vuln, "K		<",very	30	

Disadvantages Total :

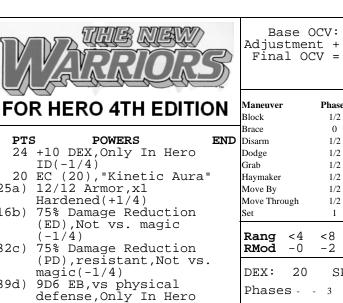
Experience Spent +

Total Points =

150

250

0



ID(-1/4), Concentrate

(-1/4), Double

5 Instant Change

11 10" KB Resist,

constant

ID(-1/4)

ID(-1/4)

OAF(-1)

231 : Powers Total

250 = Total Cost

19 + Characteristic Total

==Skills==

3 Acrobatics 13-

2 SC: Physics 11-==Equipment== 2 Radio XMIT/REC

3 Breakfall 13-

(+1/2)

Knockback(+3/4)

7e) 29" Superleap, Only In Hero ID(-1/4), 0 END

Concentrate(-1/2),

concentration, Only to

negate knockback
caused by his
Vulnerability(-1/4)

24 32 Mental Defense, Only

In Hero ID(-1/4)

4 +5 PRE, Only In Hero

4 +5 STR, Only In Hero

"Communicator Pin",

Set 1 $^{+1}$ +0<8 <16 <32 <64 <128 Rang <4 RMod -0 -2 -4 -6 -8 -10 DEX: 20 SPD: 4 ECV: 3 Phases - - 3 - - 6 - -9 - - 12 PD/rPD 20/ 12 ED/rED 19/ 12 END: 20 STUN: 21 BODY: 10 8 0 3D6 Loc StunX NStun BodyX CV Armor 3-5 Head x5 x2 x2 -8 x1/2 x1/26 Hands x1 -6 7-8 Arms x2 x1/2 x1/2 -5 9 Shoulders x3 -5 x1 x1 10-11 Chest x3 x1 $\mathbf{x1}$ -3 12 Stomach x4 x1 1/2 x1 -7 13 Vitals x1 1/2 x4 x2 -8 14 Thighs x2 x1 x1 -4 x2 x1/2 x1/2 15-16 Legs -6 17-18 Feet $\mathbf{x1}$ x1/2 x1/2 -8

Base OCV: 7

Phase

1/2

0

1/2

1/2

1/2

1/2

1/2

1/2

+0

+2

-2

+0

-1

+0

-2

-v/5

Final OCV =

Base DCV: 7

Adjustment +

OCV DCV Effect

+3

-2

-5

Final DCV =

+0 stops attack 1/2 +2 vs RMod

+0 STR vs STR

-2 STR/2 + v/5

-3 STR + v/3

all attacks

grab, do STR

x1 1/2 STR

NOTES Name: Robbie Baldwin 0 Species: Human mutate Gender: Male Team: New Warriors

