

Rampart (Owen Cavanaugh)

Val	Char	Roll	Notes
15 / 70	STR	12- / 23-	HtH Damage: 3d6 / 14d6 Lift: 200 kg / 409.6 kg END: 1 / 3
13 / 23	DEX	12- / 14-	
15 / 28	CON	12- / 15-	
13	INT	12-	PER Roll: 13- / 16-
13	EGO	12-	
13 / 25	PRE	12- / 14-	PRE Attack: 2½d6 / 4d6
4 / 9	OCV		
4 / 7	DCV		
3	OMCV		
3	DMCV		
3 / 5	SPD		Phases: 4, 8, 12 / 3, 5, 8, 10, 12
6 / 36	PD		Total: 6 / 36 (0r / 20r)
6 / 33	ED		Total: 6 / 33 (0r / 20r)
7 / 15	REC		
30 / 55	END		
12 / 15	BODY		
30 / 58	STUN		

Personal Data

Hair: Brown **Eyes:** Hazel
Height: 6'8" **Weight:** 340 lbs

Birth Date: September 3, 1980
Place of Birth: Phoenix, AZ

Non-Hero Occupation: Reality show contestant / Actor / Spokesperson

Notes: Owen is 6'2" and weighs 195 lbs out of the armor.

Complications

Watched: EAGLES (Elite American Group for Law Enforcement and Security) (Frequently, As Pow, NCI, Limited Area, PC has Public ID or is easy to find)
Psych Complication: Code Against Killing (Common, Total)
Psych Complication: Glory hound (Common, Strong)
Psych Complication: Lazy, Often takes the easy way out (Common, Moderate)
Negative Reputation: Perpetual Reality Show Contestant, Infrequently
Social Complication: Public ID (Frequently, Major)

Movement

	END
Run: 12m / 18m (24m / 36m NC)	1 / 2
Swim: 4m (8m NC)	1
Leap: 4m (8m NC)	1
Fly: 0 / 35m (0 / 70m NC)	0 / 0

Skills

+2 with All Combat
+1 with All Interaction Skills

Acting 12- / 14-
Breakfall 12- / 14-
Charm 12- / 14-
Conversation 12- / 14-
High Society 8-
Navigation (Air) 12-
Oratory 12- / 14-
Paramedics 12-
Persuasion 12- / 14-
Power (Powered Armor Powers) 12-
Survival (Temperate / Subtropical) 12-
Systems Operation 12-
Teamwork 12- / 14-

KS: Television Production 11-
KS: Reality TV shows 11-
KS: American Literature 11-

PS: Reality TV Show Contestant 11-
PS: Writing 8-
PS: Directing 8-

AK: Phoenix, AZ 8-
AK: Southern California 13-

TF: Small Motorized Ground Vehicles

Language: English (idiomatic)
Language: Spanish (fluent conversation)

Perks

Positive Reputation: Tough, strong powered armor wearing member of Remarkable Wrong-Righters (A large group) 11-, +2 / +2d6

Fringe Benefit: International Driver's License
Fringe Benefit: Passport
Fringe Benefit: Sanctioned Superhero

Talents

Handsome: +2 / +d6 Striking Appearance

Power

END

Armor-enhanced Characteristics, all slots Only In Alternate ID
+55 STR; +10 DEX; +13 CON; +12 PRE; +4 OCV;
+4 DCV; +2 SPD; +10 PD; +7 ED; +8 REC; +25 END;
+3 BODY; +28 STUN

The Armor Does All The Work: ½ END for up to 70 STR Only
In Alternate ID

Armored Shell: Resistant Protection (20 PD / 20 ED); Only In
Alternate ID

Laser Pulse Blast: Blast 14d6, 16 Charges; Only In Alternate
ID, Beam [16]

Armor Flight System: Flight 35m, 0 END; Only In Alternate ID

Boosted Running: Running +6m (18m total); Only In Alternate
ID 1

Environmental Systems: Life Support; Only In Alternate ID

Immunity: All terrestrial diseases

Immunity: All terrestrial poisons

Safe in High Pressure

Safe in High Radiation

Safe in Intense Cold

Safe in Intense Heat

Safe in Low Pressure / Vacuum

Self-Contained Breathing

Special Tinted Face Plating: Sight Group Flash Defense (5
points); Only In Alternate ID

Noise Reduction: Hearing Group Flash Defense (5 points);
Only In Alternate ID

Psionic Shielding: Mental Defense (15 points); Only In
Alternate ID

Overall Protection: Power Defense (15 points); Only In
Alternate ID

Wrong-Righter Wrist Radio: Radio Perception / Transmission
(Radio Group); OIF

Combat Maneuvers

Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block HTH Attacks; Abort
Brace	0	+2	½	+2 OCV only to offset Range Modifier
Disarm	½	-2	+0	Disarm target, req.STR vs. STR Roll
Dodge	½	--	+3	Dodge all attacks; Abort
Grab	½	-1	-2	Grab two limbs, can Squeeze, Slam, or Throw
Grab By	½	-3	-4	Move and Grab object, +(v/10) to STR
Haymaker	½	+0	-5	+4 DC
Move By	½	-2	-2	((STR/2)+(v/10))d6, take 1/3 damage
Move Through	½	-v/10	-3	(STR +(v/6))d6, take ½ damage
Multiple Attack	1	var	x½	Attack 1 or more targets multiple times
Set	1	+1	+0	Take extra time to aim a Ranged attack
Shove	½	-1	-1	Push target back 1m per 5 STR used
Strike	½	+0	+0	STR damage or by weapon type
Throw	½	+0	+0	Throw object or character, does STR damage
Trip	½	-1	-2	Knock target to ground
Other Attacks	½	+0	+0	

Maneuver	Phase	OCV	DCV	Effect
Club Weapon	½	+0	+0	Killing weapon does Normal damage
Choke	½	-2	-2	NND 1d6, Grab one limb
Cover	½	-2	+0	Target held at "gunpoint"
Dive for Cover	½	+0	+0	Character avoids attack; Abort
Hipshot	½	-1	+0	+1 DEX only for initiative
Pulling A Punch	½	-1/5d6	+0	Strike, normal STUN, ½ BODY
Roll With A Punch	½	-2	-2	"Block" after being hit, ½ damage; Abort
Snap Shot	1	-1	+0	Lets character duck behind cover
Strafe	½	-v/6	-2	Make Ranged attack while moving
Suppression Fire	1	-2	+0	Continuous fire through an area, must be Autofire

Range Modifiers

Range	Modifier
Within Reach (1m)	-0
2 - 8m	-0
9 - 16m	-2
17 - 32m	-4
33 - 64m	-6
65 - 125m	-8
126 - 250m	-10
and so forth	