

Name: Velocity

Player: Jerome Comeau



Val	Char	Base	Cost
13	STR	10	3
27	DEX	10	51
13	CON	10	6
13	BODY	10	6
18	INT	10	8
13	EGO	10	6
13	PRE	10	3
15	COM	10	3
8/36	PD	3	5
8/35	ED	3	5
9	SPD	3.7	53
12	REC	6	12
40	END	26	7
30	STUN	27	3
33"	RUN	6	0
2"	SWIM	2	0
2 1/2"	LEAP	3	0

STR Roll: 12-	Run:	33"
DEX Roll: 14-	Swim:	2"
CON Roll: 12-	Leap:	2 1/2"
INT Roll: 13-		
EGO Roll: 12-		
PER Roll 13-		

Disadvantages

Disadvantages	Pts
Dependent NPC: Wife: Lily Khachaturian 11- (Normal)	15
Physical Limitation: Artificially Induced Early-Stage Parkinsons (Frequently, Slightly Impairing)	10
Psychological Limitation: Impulsive (Common, Moderate)	10
Psychological Limitation: Code against Killing (Common, Total)	20
Psychological Limitation: Claustrophobia (Common, Strong)	15
Reputation: Hard on Windows, 14-	15
Rivalry with Zoom: Professional (Fastest Man Alive), Rival is As Powerful, Seek to Harm or Kill Rival, Rival Aware of Rivalry	10
Social Limitation: Tendency to Lecture (Frequently, Minor)	10
Social Limitation: Annoyingly Fidgety (Frequently, Minor)	10
Susceptibility: Caffeine 3d6 damage Instant (Common)	20
EPA Watch List: Velocity 11- (Mo Pow, NCI, Watching)	15

Pts.	Skill/Perk/Talent/Power	END
70	<i>The Speed of Thought:</i> Multipower, 70-point reserve	
6u	1) <i>Fleetness of Foot: 400 mph:</i> Running +27" (33" total), x4 Noncombat (59 Active Points)	6
1u	2) <i>Mega-Velocity: 16,750 mph:</i> (Total: 19 Active Cost, 14 Real Cost) Running 4", MegaScale (1" = 1 km; +1/4) (10 Active Points) (Real Cost: 10) plus MegaScale (1" = 1 km; +1/4) for up to 25 Active Points of Normal Sight, Reduced Endurance (0 END; +1/2) (9 Active Points); Limited Power Only at Mega-Scale (-1/2), Linked (Running; -1/2) (Real Cost: 4)	1
3u	3) <i>Staff Blur:</i> Force Field (28 PD/27 ED), Reduced Endurance (1/2 END; +1/4) (69 Active Points); OAF (C-Staff; -1)	2
2u	4) <i>Drumroll:</i> Hand-To-Hand Attack +6d6, Autofire (5 shots; +1/2), Reduced Endurance (1/2 END; +1/2) (60 Active Points); OAF (C-Staff; -1), Hand-To-Hand Attack (-1/2)	2
3u	5) <i>Staff Sweep:</i> Hand-To-Hand Attack +11d6, Reduced Endurance (1/2 END; +1/4) (69 Active Points); OAF (C-Staff; -1), Hand-To-Hand Attack (-1/2)	2
3u	6) <i>Wall of Speed:</i> Force Wall (9 PD/9 ED; 3" long and 2" tall) (Alterable Size), Reduced Endurance (1/2 END; +1/4) (70 Active Points); OAF (C-Staff; -1)	3
2u	7) <i>Curved Space Effect:</i> Missile Deflection (Any Ranged Attack), Missile Reflection, Reflect At Any Target (50 Active Points); OAF (C-Staff; -1)	0
28	<i>Target Analysis:</i> Find Weakness 15- with All Attacks (50 Active Points); Extra Time (Extra Segment, -1/2), Concentration (1/2 DCV; -1/4)	0
4	Martial Dodge: 1/2 Phase, -- OCV, +5 DCV, Dodge, Affects All Attacks, Abort	
4	Martial Strike: 1/2 Phase, +0 OCV, +2 DCV, 4 1/2d6 Strike	
5	Passing Strike: 1/2 Phase, +1 OCV, +0 DCV, 2 1/2d6 +v/5; FMove	
5	Passing Disarm: 1/2 Phase, -1 OCV, -1 DCV, Disarm, 23 STR to Disarm; FMove	
6	KS: History 16-	
3	Oratory 12-	
7	PS: Teacher 16-	
5	Research 14-	
5	Analyze: Enemy Weapons and Tactics 14-	
3	Bureaucrats 12-	
9	+3 with Martial Maneuvers	
15	+3 with DCV	
3	+1 with all modes of Movement	
1	Fringe Benefit: License to practice a profession	
3	Fringe Benefit: Lieutenant	
5	Vehicles & Bases	
3	Lightning Calculator	

118 : Powers Cost
86 + Skills Cost

Base OCV: 9 Base DCV: 9
Adjustment+ Adjustment+
Final OCV: Final DCV:

Levels: +3 with Martial Maneuvers,+3 with DCV

Combat Maneuvers

Name	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, Abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	--	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4DC to attack
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged attacks only
Strike	1/2	+0	+0	STR or weapon
Martial Dodge	1/2	--	+5	Dodge, Affects All Attacks, Abort
Martial Strike	1/2	+0	+2	4 1/2d6 Strike
Passing Strike	1/2	+1	+0	2 1/2d6 +v/5; FMove
Passing Disarm	1/2	-1	-1	Disarm, 23 STR to Disarm; FMove

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMod	0	-2	-4	-6	-8	-10

DEX: 27	SPD: 9	ECV: 4
Phases: 2, 3, 4, 6, 7, 8, 10, 11, 12		
8/36 PD (0/28 rPD)	8/35 ED (0/27 rED)	MD: 0
END: 40	STUN: 30	BODY: 13

Roll	Location	STUNx	NSTUN	BODYx	To Hit
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	x1.5	x1	-7
13	Vitals	x4	x1.5	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

XP
25

Base Points : 200
Disads Total + 150
Experience Spent + 25
Total Cost = 375

171 + Characteristics Cost
375 = Total Cost

Height: 1.70 m

Hair: Brown

Weight: 65.00 kg

Eyes: Brown

Appearance: Aram resembles Ciaran Hinds, though with more grey hair.

Background: Mister K. is what the kids all call him, at school. Which is fine; at least they're using 'mister'. The last decade or so have been hard to watch, hard to take. Too many youngsters disappearing, off to war, off to drugs, off to Canada. He doesn't blame them; the Great War left him with some pretty serious scars, and not all of them show as clearly as his shaking hands.

Aram remembers volunteering, of all the stupid things. The day that Pearl Harbor was bombed, he was 26, but he had students who were volunteering, and he didn't want to see the boys go off to war without a leader. College educated, he was inducted as an officer, 2nd Lieutenant Katchaturian, 2nd Platoon, Able Company, 45th Reconnaissance Troop, 45th Infantry Division. As a Recon soldier, he did scouting and intelligence work, earning recognition, and attention from the brass, and eventually a chance to be a "real patriot". He was to be part of the elite, a new breed of soldier, to match the SS Ubermenchen. And, for a time, he was. He passed the blood test, he passed the physical, he passed the screening...and he was given the serum, and like a few of his fellow soldiers, he became a member of the Special Weapons Division.

He was there for the fighting in North Africa and Italy. He helped break the Siegfried Line. And he was there when he and his fellow SWD members broke through the gates at Dachau. And he was there with the troops when Munich was taken.

And after the war? He went back to teaching. History and Civics and Home Economics, since the aftereffects of the serum made it dangerous for him to be anywhere near the shop. When Korea rolled around, he was tempted to re-up, until the Geneva Convention was updated to forbid "Special Weapons" on the battlefield. So instead he stayed home, teaching. And so as not to seem ungrateful, he worked with others with gifts, keeping the homefront safe.

Eventually, others filled the roles that he and his associates, his friends, tired of playing, and he went back to teaching full-time. And watching the young men in his classroom pass through his hands like smoke, fuel to the fires of war, and anger, and fear, and waste. Until now...