



Prototype

AKA: Robert Campbell

Campaign:

Genre:

CHARACTERISTICS

Val	Char	Base	Cost	Roll
15/30	STR	10	5	12- / 15-
15/18	DEX	10	10	12- / 13-
15	CON	10	5	12-
23	INT	10	13	14-
13	EGO	10	3	12-
15	PRE	10	5	12-
6	OCV	3	15	
6	DCV	3	15	
3	OMCV	3	0	
5	DMCV	3	6	
6/18	PD	2	4	
6/18	ED	2	4	
3/4	SPD	2.0	10	
7	REC	4	3	
30	END	20	2	
10	BODY	10	0	
35	STUN	20	8	
12m	Run	12	0	
4m	Swim	4	0	
4m	Leap	4	0	

Total 108

Summary
 Lift: 200.0kg/1600.0kg
 Initiative: 15 / 18
 Stun Threshold: 15
 Perception Roll: 14-
 PRE Attack: 3d6
 STR Dmg: 3d6/6d6
 STR END: 1/2

6/18 PD • 0/12 Res. PD
 6/18 ED • 0/12 Res. ED
 Phases: 4, 8, 12/3, 6, 9, 12

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	0
Spent:	0
Unspent:	0
Base Points:	300
Complication Points:	100
Characteristic Points:	108
Power Points:	129
Talent Points:	0
Martial Art Points:	0
Skill Points:	53
Perk Points:	10
Total Points:	300

MOVEMENT

Type	Top Speed
Run	12m [24m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Flight	28m [112m NC]

INFORMATION

Eye Color: Brown
Hair Color: Brown

Height: 5' 11"
Weight: 214 lbs

Background

Robert Campbell was considered a genius at a young age and followed in his father's footsteps as the CEO of Nova Corporation, one of the world's leading innovators in aerospace, robotics, cybernetics and advanced weaponry. His parents died shortly after relocating the company's HQ to Pittsburgh as part of its technological renaissance in the 1970's, and he was installed as CEO shortly after graduating college at Carnegie-Mellon University. However, he found that not everyone was happy about his ascent to lead the company and his intent to use their technology to improve people's lives and not just for defense contracts, and he was ousted by the board after a scandal orchestrated by a rival board member who took over shortly thereafter. Humiliated, Robert decided to use his fortune and resources to take matters into his own hands and show how his father's technology should be used. He created the powered armor suit, took the name Prototype and became a force for good, vowing to eventually reclaim his rightful position in his father's company.

Prototype

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	--	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½*	+0	-5	+4 DC attack damage
Move By	½	-2	-2	STR/2 + v/10, you take 1/3
Move Through	½	-v/10	-3	STR + v/6
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged Attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target prone

ATTACK POWERS

Name	Effect	END
	STR	1
	8d6 Blast	4

DEFENSE POWERS

Name	Effect	Defense	END
	Resistant Protection	24	0
Visor	Flash Defense	6	0

SENSORY POWERS

Name	Effect	END
	High Range Radio Perception	0
	Infrared Perception	0

COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	15	STUN:
Melee Damage	3d6/6d6	
Physical Defense	6/18	/35
Res. Phys. Defense	0/12	END:
Energy Defense	6/18	
Res. Energy Defense	0/12	/30
Mental Defense	0	BODY:
Power Defense	0	/10

COMBAT VALUES

OCV: 6 **DCV: 6**
OMCV: 3 **DMCV: 5**

Initiative and Action Phases

DEX: 15 / 18 **Action Phases: 4, 8, 12/3, 6, 9, 12**

COMBAT MODIFIERS

Range	0-8m	9-16m	17-32m	33-64m	65-125m	129-250m
RMOD	0	-2	-4	-6	-8	-10

Prototype

POWERS

END	Description	Cost
	Power Armor (all use Batteries END reserve) all slots OIF (-1/2)	
0	1) Batteries: Endurance Reserve (60 END, 10 REC) (23 Active Points); OIF (-1/2)	15
1	2) +15 STR (uses END reserve) (15 Active Points); OIF (-1/2)	10
	3) +3 DEX (6 Active Points); OIF (-1/2)	4
	4) +1 SPD (10 Active Points); OIF (-1/2)	7
0	5) Resistant Protection (12 PD/12 ED) (36 Active Points); OIF (-1/2)	24
0	6) Visor: Sight Group Flash Defense (6 points) (6 Active Points); OIF (-1/2)	4
4	7) Blast 8d6 (40 Active Points); OIF (-1/2)	27
3	8) Jetpack: Flight 28m, x4 Noncombat (33 Active Points); OIF (-1/2)	22
0	9) High Range Radio Perception (Radio Group) (12 Active Points); OIF (-1/2)	8
0	10) Infrared Perception (Sight Group) (5 Active Points); OIF (-1/2)	3
0	11) Life Support (Underwater, Vacuum) (Expanded Breathing; Safe in Low Pressure/Vacuum) (7 Active Points); OIF (-1/2)	5
	Total Powers Cost	129

Prototype

SKILLS

Roll	Description	Cost
12-	Bureaucratics	3
12- (13-)	Combat Piloting	3
14-	Computer Programming	3
	Cramming	5
14-	Cryptography	3
14-	Electronics	3
12-	High Society	3
14-	Inventor	3
14-	Mechanics	3
12-	Persuasion	3
	Scientist	3
14-	1) Science Skill: Aeronautics 14- (3 Active Points)	2
14-	2) Science Skill: Cybernetics 14- (3 Active Points)	2
14-	3) Science Skill: Electrical Engineering 14- (3 Active Points)	2
14-	4) Science Skill: Mechanical Engineering 14- (3 Active Points)	2
14-	5) Science Skill: Robotics 14- (3 Active Points)	2
14-	Systems Operation	3
	TF: Helicopters, Large Planes, Small Planes	2
14-	Weaponsmith	3
Total Skills Cost		53

PERKS

Description	Cost	
Money: Wealthy	10	
Total Perks Cost		10

COMPLICATIONS

Description	Points	
Dependent NPC: Jessica Potts (girlfriend) Infrequently (Normal)	10	
Hunted: Nova Corp Infrequently (As Pow; NCI; Watching)	5	
Hunted: VIPER Infrequently (As Pow; NCI; Harshly Punish)	15	
Rivalry: Professional (Nova Corp CEO), Rival is More Powerful, Seek to Outdo, Embarrass, or Humiliate Rival, Rival Aware of Rivalry	10	
Psychological Complication: Altruistic (Common; Strong)	15	
Psychological Complication: Competitive (Very Common; Moderate)	15	
Psychological Complication: Overconfident (Common; Moderate)	10	
Social Complication: Secret Identity (Robert Campbell) Frequently, Major	15	
Vulnerability: Electrical Powers (Uncommon)	5	
Total Complications Points		100