

# Champion

| Stats        |     |       |      |        |
|--------------|-----|-------|------|--------|
|              | Mod | Total | Base | Powers |
| Strength     | +12 | 34    | 14   | 20     |
| Dexterity    | +3  | 16    | 10   | -      |
| Constitution | +3  | 16    | 34   | -      |
| Intelligence | +1  | 12    | 10   | -      |
| Wisdom       | +2  | 14    | 16   | -      |
| Charisma     | +4  | 18    | 12   | -      |

| Powers  |      |        |       |          |
|---|------|--------|-------|----------|
| Power name  | Rank | Action | Range | Duration |
| <b>Super Strength</b>   | 5    | F      | 50ft  | -        |
| Can Easily lift several tonnes<br>Extra: Groundstrike, Shockwave, Thunderclap |      |        |       |          |
| <b>Enhanced Strength</b>  | 20   | F      | 100ft | -        |
| +20 Strength  |      |        |       |          |

| Combat       |     |      |        |
|--------------|-----|------|--------|
|              | Mod | Base | Powers |
| Attack Bonus | +8  | -    | -      |
| Defense      | +12 | -    | -      |
| Toughness    | +8  | 3    | +5     |
| Fortitude    | +6  | +3   | +12    |
| Reflex       | +6  | +3   | +0     |
| Will         | +5  | +2   | +3     |
| Initiative   | +3  | +3   | -      |

|   |    |   |       |   |
|---|----|---|-------|---|
| <b>Protection</b>                                     | 5  | F | 100ft |   |
| +5 to Toughness (Impervious)                          |    |   |       |   |
| <b>Immunity</b>                                       | 17 | F | -     | - |
| Immune to Poison, Disease, Cold, Fire and Electricity |    |   |       |   |
| <b>Beatdown</b>                                       | -  | F | -     | - |
| +12 damage to a single target in Melee range          |    |   |       |   |

| Skills        |       |      |       |
|---------------|-------|------|-------|
|               | Total | Base | Stats |
| Climb         | +12   | -    | +12   |
| Concentration | +11   | +8   | +3    |
| Diplomacy     | +12   | +8   | +4    |
| Notice        | +10   | +8   | +2    |
| Search        | +12   | +11  | +1    |
| Survival      | +12   | +10  | +2    |

| Damage Track |           |             |
|--------------|-----------|-------------|
| Bruised      | Staggered | Unconscious |
|              |           |             |

**Ground Strike:** Smash the floor, everyone within 70 feet make a reflex save (DC22) to stay standing.

**Shockwave:** Strike the ground and create a shockwave that does +12 damage to everyone in front of you (DC22 reflex save to take half damage)

**Thunderclap:** Slap your hands together to make a deafening noise (DC22 reflex or be deafened)

**Impervious:** Champion ignores damage with a damage bonus less than +5



**FILE PHOTO**

- - TOP SECRET - -

**NAME:** ALEXANDER SOKOLOV

**ALIAS:** CHAMPION

**AGE:** 26

## **BIOGRAPHY**

AFTER WORLD WAR II THE AMERICANS AND THE U.S.S.R. BECAME INVOLVED IN A SUPERHUMAN ARMS RACE. HEROIC RUSSIAN OPERATIVES WERE ABLE TO LIBERATE A SAMPLE OF THE AMERICAN SUPERSOLDIER SERUM.

AMERICAN SCIENTISTS ABANDONED THE PROJECT BECAUSE THE SERUM WAS PROVED FATAL TO ALL TEST SUNJECTS. SCIENTISTS OF THE SOVIET REPUBLIC HOWEVER CONTINUED DEVELOPMENT OF THE SERUM. UNABLE TO ELIMINATE THE TOXICITY OF THE SERUM, SCIENTISTS INSTEAD FOCUSED ON EXTENDING THE LIFESPAN OF TEST SUBJECTS.

IN THE EARLY 1950'S THE PROJECT REACHED COMPLETION WITH THE DEPLOYMENT OF THE FIRST CHAMPION AGAINST THE ~~XXXXXXXXXXXXXXXXXXXX~~. THE FIRST CHAMPION WAS A TERMINALLY ILL SOLDIER OFFERED THE CHANCE TO SERVE HIS COUNTRY. HE SURVIVED THE EFFECTS OF THE SERUM FOR ALMOST 2 YEARS. UPON HIS DEATH ANOTHER DYING SOLDIER TOOK THE IDENTITY IN ORDER TO SERVE HIS COUNTRY.

THE CURRENT CHAMPION IS THE FIFTH TO HOLD THE NAME. ORIGINALLY A PROMISING ARMY LIEUTENANT HE WAS FATALLY INJURED IN A CAR CRASH AND GIVEN THE SERUM IN ORDER TO SAVE HUS LIFE.