

PAINTBALL

Converted by Amy G. Crittenden, 2001
 based on a character created by Geoff Johns and Lee Moder for DC Comics, 1999
 v2.2.01

Val	Char	Cost	100+	Disadvantages
13	STR	3	20	A.C.: Melt to Mask when knocked unconscious, <i>common</i> , 14-
18	DEX	24		
15	CON	10	20	A.C.: Melt to Mask when exposed to paint thinner or other solvents, <i>common</i> , 14-
10	BOD	0		
13	INT	3	5	D.F.: leaves paint trail, <i>easily conceal</i>
14	EGO	8	10	Enraged: when artistic talent insulted, <i>common</i> , 11-, 11-
13	PRE	3		
10	COM	0		
5	PD	3	20	Physical Lim: Dependant on life forces, <i>frequently, greatly</i>
5	ED	3		
5	SPD	25		
6	REC	0	15	Psc. Lmt.: Greedy
30	END	0	20	Psc. Lmt.: Art Egotist
24	STN	0	15	Psc. Lmt.: Vengeful
San Angelo City of Heroes				10 Rep.: Joke supervillain 8-, <i>extreme</i>
				15 Secret ID: Paul Deisinger, H.S. art teacher

Vital Statistics:
 Height: 6' 0"
 Weight: 160#
 Hair Color: Stringy black
 Eyes Color: Sky blue
 Skin Color: Pasty
 Handedness: Left
 Apparent Age: 33
 Date of Birth: 2 February 1968
 Gender: Male
 Race: Euro-american
 Current Home: San Angelo, CA
 Home Town: Blue Valley, KS
 Build: Lanky

Movement Rates:
 Running: 6" or 22 mph
 Swimming: 02" or 07 mph
 Jumping: 2.5" or 16 feet

Perception Rolls:
 All 12-

Characteristic Rolls:
 Strength 12-
 Dexterity 13-
 Constitution 12-
 Intelligence 12-
 Ego 12-
 Presence 12-
 Comeliness 11-

COST	Powers & Talents	END
40	Multipower: Paint Powers 70 pt reserve, only in Hero ID (-1/4), OIF Mask (-1/2)	
5u	-Energy Blast, 10d6	5
6u	-Ranged Killing Attack, 3d6, AP (+1/2)	5
6u	-Transfer 3d6 to END to END, usable at range (+1/2)	4
6u	-Transfer 3d6, END to END, Damage Shield (+1/2)	4
5u	-Entangle 4d6, Entangle takes no damage (+1/2)	4
4u	-Desolidification, to dodge attacks, or escape entangles or grabs (-1/2), vulnerable to Flash and Mental attacks (-0)	4
2u	-Change Environment, apply paint, 8" radius	2
4u	-Flash 4d6, vs sight	4
22	Force Field: +10 rPD/+10 rED, only in Hero ID (-1/4), OIF Mask (-1/2), 0 END (+1)	0
3	Instant Change: single set of clothing, OIF Mask (-1/2)	
8	END Reserve 40 END, Powers Multipower, 12 REC, can only recover via Transfer (-1/2)	

COST	Skills & Perks	ROLL
12	Combat levels: +4 with Multipower	
3	KS: Art World	13-
3	PS: Artist	13-
3	AK: Blue Valley, KS	12-
3	Acrobatics	13-
3	Breakfall	13-
3	PS: Teacher (<i>Int</i>)	12-
0	Climbing	8-
0	Concealment	8-
0	Conversation	8-
0	Deduction	8-
0	Shadowing	8-
0	Stealth	8-
0	TF: Automobiles	8-
0	WF: Clubs	8-
0	Lang.: English (<i>native</i>)	8-

OCV: 5 **DCV:** 5 **ECV:** 4 **Phases** 3,5,8,10,12

Char **Powers** **Total** **Disads** **Base** **X-pts.**
 82 + 143 = 225 = 125 + 100 + 000