

CHARACTER INFORMATION

Character name Night Phantom

Height 5' 10" Weight 179 lbs

Hair color Brown Eye color Brown



CAMPAIGN INFORMATION

Campaign name Champions 1934!

Genre Champions

Gamemaster Simeon

SKILLS, PERKS, AND TALENTS

Cost	Name	Roll
21	+7 with Handguns	_____
20	+4 HTH Combat	_____
3	Acting	15-
3	Conversation	15-
3	Deduction	14-
3	KG: Finance	14-
3	Language: English (completely fluent)	_____
0	Language: German (idiomatic)	_____
4	PS: Archeologist	15-
3	Persuasion	15-
3	Shadowing	14-
3	Stealth	15-
3	Streetwise	15-
2	WF: Small Arms	_____
6	Money: Wealthy	_____
80	Total Skills, Perks & Talents Cost	

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
32	Phantom Mode	Multipower, 40-point reserve, (40 APs); all slots IIF (At Least 4.5 ounces/125 grams of silver; -¼)	
3u	Fully Phased	1) Desolidification (affected by Force Fields/Walls/Beams) (40 APs); IIF (At Least 4.5 ounces/125 grams of silver; -¼)	4
3u	Partially Phased	2) Force Field (16 PD/16 ED), Costs END Only To Activate (+¼) (40 APs); IIF (At Least 4.5 ounces/125 grams of silver; -¼)	3
3u	Vanishing Teleport	3) Teleportation 10', Safe Blind Teleport (+¼), Reduced Endurance (½ END; +¼) (30 APs); IIF (At Least 4.5 ounces/125 grams of silver; -¼) plus +5 with Stealth (10 APs); IIF (At Least 4.5 ounces/125 grams of silver; -¼)	1
15	Kontext Phantom Gun	Kontext 1) Killing Attack - Ranged 2d6-1, +1 Increased STUN Multiplier (+¼) (31 APs); OIF (Firearm Of Opportunity; -½), Beam (-¼), Real Weapon (-¼), 4 clips of 7 Charges (-0)	[7]
30	Geist Geschick	Multipower, 52-point reserve, (52 APs); all slots OIF (Firearm of opportunity; -½), Conditional Power (At Least 4.5 ounces/125 grams of silver; -¼)	
3u	Phantom Rounds [STUN Only]	1) Energy Blast 2d6, Indirect (Same origin, always fired away from attacker; +¼), Affects Desolidified Any form of Desolidification (+½), Attack Versus Limited Defense (Power Defense; +½) (32 APs); OIF (Firearm of opportunity; -½), Conditional Power (At Least 4.5 ounces/125 grams of silver; -¼), 4 clips of 7 Charges (Uses Charges From Phantom Gun; -0) plus Energy Blast 2d6, Indirect (Same origin, always fired away from attacker; +¼), No Normal Defense (Force Field; +½) (17 APs); OIF (Firearm of opportunity; -½), Conditional Power (At Least 4.5 ounces/125 grams of silver; -¼), 4 clips of 7 Charges (Uses Charges from Phantom Gun; -0)	[7]
2u	Half-Phased Rounds [KA]	2) Indirect (passes through walls; +¼), Armor Piercing (+½), Penetrating (+½) for up to 31 APs of Phantom Gun, 4 clips of 7 Charges (Uses Charges From Phantom Gun; -0) (39 APs); OIF (Firearm of opportunity; -½), Conditional Power (At Least 4.5 ounces/125 grams of silver; -¼)	[7]

91 **Total Powers/Equipment Cost**

DISADVANTAGES

Cost	Disadvantage	Roll	Cost	Disadvantage	Roll
10	Hunted: G-Men 8- (Mo Pow; NCI; Watching)	8-	10	Social Limitation: Business obligations (Occasionally; Major)	
10	Hunted: La Cosa Nostra 8- (Mo Pow; NCI; Watching)	8-	10	Social Limitation: Secret ID (Occasionally; Major)	
20	Hunted: Tammany Hall 8- (Mo Pow; NCI; Harshly Punish)	8-	5	Social Limitation: Recent Immigrant (Occasionally; Minor)	
15	Psychological Limitation: Love of Archaeological knowledge (Common; Strong)		35	Dependent NPC: Edelmann Real Estate Staff 8- (Normal; Unaware of character's adventuring career/Secret ID; Group DNPC: x16 DNPCs)	8-
15	Psychological Limitation: Obsessed w/Helping the Common Man (Uncommon; Total)				
10	Psychological Limitation: Falling for Dana Halpern, his secretary (Uncommon; Strong)				
10	Social Limitation: Academic obligations (Occasionally; Major)				
150	Total Disadvantages Cost				