

Joe Strongarm  
Name

Wound Points

42

Move

10

### Traits

<i>Physical</i>	#	SR	CP	<i>Mental</i>	#	SR	CP	<i>Social</i>	#	SR	CP
Armed Combat	0	0	0	Detective	0	0	0	Appearance	0	0	0
Athletics	0	0	0	Inventor	0	0	0	Journalist	0	0	0
Body	4	4	14	Knowledge	0	0	0	Luck	0	0	0
Coordination	0	0	0	Medical	0	0	0	Performer	0	0	0
Driving	0	0	0	Perception	1	0	2	Persuasion	0	0	0
Piloting	0	0	0	Repair	0	0	0	Psychology	0	0	0
Ranged Combat	0	0	0	Science	0	0	0	Streetwise	0	0	0
Stealth	0	0	0	Survival	0	0	0	Wealth	0	0	0
Unarmed Combat	4	4	14	Willpower	1	0	2	Total Trait CP		32	

### Powers

		#	SR	CP
1	Levitation/Hover - can 'fly' at speed 11	Level Rating	L 1	2 4
2	Stunning Punch (atk 2d12+8, Dam 1d12+10)	Level Rating	M 2	4 6
3	No power.. Note use of X for Level and -3 for Rating	Level Rating	x -3	0 0
4	No power.. Note use of X for Level and -3 for Rating	Level Rating	x -3	0 0
Total Power CP				16

### Notes

I didn't bother filling this in as this is just a sample.. This area should contain background, personality, and appearance information.

	#	CR
Oomph	3	6
Stunt	2	6

STARTING CP 60  
CP SPENT 60  
REMAINING CP 0