

**NAME:** Ironmaster  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
15/50	Strength	x1	10	5
20	Dexterity	x3	10	30
18	Constitution	x2	10	16
13	Body	x2	10	6
23	Intelligence	x1	10	13
15	Ego	x2	10	10
20	Presence	x1	10	10
12	Comeliness	x1/2	10	1
8	Physical Defex	x1	3	5
8	Energy Defens	x1	4	4
5	Speed	x10	3.0	20
8	Recovery	x2	7	2
36	Endurance	x1/2	36	0
35	Stun	x1	30	5
<b>Characteristics Cost:</b>				<b>127</b>

<b>STR Roll:</b> 19-	Run	6"
<b>DEX Roll:</b> 13-	Swim	2"
<b>INT Roll:</b> 14-	Jump	10"
<b>EGO Roll:</b> 12-		
<b>PER Roll:</b> 14-		

**Experience:** 77

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Cockney accent", easily concealable, minor		5
Hunted, "STOP", as powerful, non-combat influence, harsh, appear 8-		15
Psych Lim, "Greedy", common, moderate		10
Psych Lim, "Determined to succeed", common, total		20
Rivalry, "Master Control", professional		5
Secret ID, "Herbert Marston"		15
Unluck, 1D6		5

**Disadvantages Total :** 75  
**Experience Spent +** 77  
**Total Points =** 352

# ENEMIES

PTS	POWERS	END
==Perks==		
1	11- Contact: STOP double agent	
1	11- Contact: UK government	
1	11- Contact: VIPER Nest leader	
3	Well-Connected	
==Skills==		
3	Bribery 13-	
3	Conversation 13-	
3	Deduction 14-	
3	Electronics 11-	
40	4 Levels, all skills	
3	Mechanics 11-	
1	PS: Managment 11-	
==Talents==		
5	Cramming	
==Equipment==		
21	EC (Magnetism) (26), IIF(-1/4)	
31a)	13D6 EB	6
21b)	26/26 Force Field	5
21c)	45 STR TK, affects all parts, Magnetic attraction(-1/2)	7
32	250/15 End Reserve, IIF(-1/4)	
12	Radar Sense (Magnetism), IIF(-1/4)	
20	+35 STR, doesn't add to figured, IIF(-1/4)	3

**225 : Powers Total**  
**127 + Characteristic Total**  
**352 = Total Cost**

Base OCV: 7      Base DCV: 7  
Adjustment +      Adjustment +  
Final OCV =      Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX: 20    SPD: 5    ECV: 5  
Phases - - 3 - 5 - - 8 - 10 - 12  
PD/rPD 34/ 26    ED/rED 34/ 26  
END: 36    STUN: 35    BODY: 13

3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulders	x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

**NOTES**  
Kingdom of Champions (410)  
p178  
Name: Hebert Marston  
Species: Human  
Gender: Male  
Team: Project: Armour

