NAME: Mainsail PLAYER: COST BASE PTS VALUE CHAR x1 10 15/30 Strength 5 18 Dexterity 24 x310 18 Constitution x2 16 8 14 Body **x**2 10 15 Intelligence x1 10 5 18 Ego x2 10 16 15 Presence 10 x114 Comeliness x1/2 10 11/14 Physical Defex1 8 12/13 Energy Defensx1 8 4 Speed x10 2.8 12 10/12 Recovery 9 x26 44 Endurance x1/2 36 Λ 31/36 Stun x136 Characteristics Cost: STR Roll: 15-Run 12" DEX Roll: 13-INT Roll: 12-20" Swim 6" Jump **EGO Roll:** 13-Flight 10"

PER Roll: 12-

Experience: 200	
DISADVANTAGES BASE: 200+1 DNPC, "Innocents in need of saving", incompetent,	
appear 11- Distinctive, "Aegis homing beacon", easily	5
concealable, minor Distinctive, "Aegis armor", easily concealable, major	10
Hunted, "Various Heretics", as powerful, harsh, appear	15
Psych Lim, "Curious about alien oceans", common, moderate	10
Psych Lim, "Smarmy nice personality", very common, moderate	15
Psych Lim, "Protective of	15
friends", common, strong Psych Lim, "Honorable", common, strong	15
Rep, "Intergalactic hero", occur 14-, extreme reputation	20
Rivalry, "Strikers", professional, in superior position	10
Watched, "Grand Protector Armada", more powerful, non-combat influence, harsh, appear 14-	15

Disadvantages Total: 150
Experience Spent + 200
Total Points = 550



PTS POWERS ENI 2 Life Support, immune to aging, Slowed aging (-1/2) ==Perks== 20 Followers: R-Paint (100pt) 5 Intl Police Powers ==Skills== 3 Navigation 11- 0 PS: Soldier 8- 4 SC: Biology 13-, (INT based) 4 SC: Marine Biology 13-, (INT based) 3 Survival 11- 3 Systems Operation 12- 2 TF, Space Vehicles 5 WF, Axes / Maces / Picks, Small Arms, Heavy Weapons ==Equipment== 8 EC (14), "Aegis Armor", OIF(-1/2), Only In Hero ID(-1/4) 8a) 15/15 Armor 9b) 10" Flight, 0 END(+1/2) (10) 8c) 20" Swimming, "Four Thrusters", 0 END(+1/2) (11) 51 EC (90), "Aegis Weapons", Only In Hero ID(-1/4), OIF(-1/2) 8a) 9" Darkness, "Abysmal Darkness", Radar, Sight Group, Hearing Group, 0 END(+1/2), Personal Immunity(+1/4) 1b) 6D6 HKA, "Max Axe", xl Armor Piercing(+1/2), 0 END(+1/2) 1c) 6D6 RKA, "Tidal Torpedos", 17-32 Charges(+1/4), Explosion(+1/2), x5 Increased Max Range (+1/4) 1d) 6D6 RKA, "Blue/Green Lasers", 0 END(+1/2), Penetrating(+1/2), Penetrating
<pre>Life Support,immune to aging,Slowed aging (-1/2) ==Perks== 20 Followers: R-Paint (100pt) 5 Intl Police Powers ==Skills== 3 Navigation 11- 0 PS: Soldier 8- 4 SC: Biology 13-,(INT based) 4 SC: Marine Biology 13-,(INT based) 3 Survival 11- 3 Systems Operation 12- 2 TF,Space Vehicles 5 WF,Axes / Maces / Picks,Small Arms,Heavy Weapons ==Equipment== 8 EC (14),"Aegis Armor", OIF(-1/2),Only In Hero ID(-1/4) 8a) 15/15 Armor 9b) 10" Flight,0 END(+1/2) (3) 8c) 20" Swimming,"Four Thrusters",0 END(+1/2) (5) 1 EC (90),"Aegis Weapons",Only In Hero ID(-1/4),OIF(-1/2) 8a) 9" Darkness,"Abysmal Darkness,"Addar,Sight Group,Hearing Group,0 END(+1/2),Personal Immunity(+1/4) 1b) 6D6 HKA,"Max Axe",xl Armor Piercing(+1/2),0 END(+1/2) 1c) 6D6 RKA,"Tidal Torpedos",17-32 Charges(+1/4), Explosion(+1/2),x5 Increased Max Range (+1/4) 1d) 6D6 RKA,"Blue/Green Lasers",0 END(+1/2), Penetrating(+1/2) 1 Instant Change,IIF (-1/4)</pre>
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Weapons ==Equipment== 8 EC (14), "Aegis Armor", OIF(-1/2), Only In Hero ID(-1/4) 8a) 15/15 Armor 9b) 10" Flight, 0 END(+1/2) (9) 8c) 20" Swimming, "Four Thrusters", 0 END(+1/2) (9) 51 EC (90), "Aegis Weapons", Only In Hero ID(-1/4), OIF(-1/2) 8a) 9" Darkness, "Abysmal Darkness", Radar, Sight Group, Hearing Group, 0 END(+1/2), Personal Immunity(+1/4) (1) 1b) 6D6 HKA, "Max Axe", x1 Armor Piercing(+1/2), 0 END(+1/2) 1c) 6D6 RKA, "Tidal Torpedos", 17-32 Charges(+1/4), Explosion(+1/2), x5 Increased Max Range (+1/4) 1d) 6D6 RKA, "Blue/Green Lasers", 0 END(+1/2), Penetrating(+1/2) 4 Instant Change, IIF (-1/4)
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Thrusters", 0 END(+1/2) (51 EC (90), "Aegis Weapons", Only In Hero ID(-1/4), OIF(-1/2) 8a) 9" Darkness, "Abysmal Darkness", Radar, Sight Group, Hearing Group, 0 END(+1/2), Personal Immunity(+1/4) 1b) 6D6 HKA, "Max Axe", x1 Armor Piercing(+1/2), 0 END(+1/2) 1c) 6D6 RKA, "Tidal Torpedos", 17-32 Charges(+1/4), Explosion(+1/2), x5 Increased Max Range (+1/4) 1d) 6D6 RKA, "Blue/Green Lasers", 0 END(+1/2), Penetrating(+1/2) 4 Instant Change, IIF (-1/4)
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<pre>1c) 6D6 RKA,"Tidal Torpedos",17-32 Charges(+1/4), Explosion(+1/2),x5 Increased Max Range (+1/4) 1d) 6D6 RKA,"Blue/Green Lasers",0 END(+1/2), Penetrating(+1/2) 4 Instant Change,IIF (-1/4)</pre>
Torpedos",17-32 Charges(+1/4), Explosion(+1/2),x5 Increased Max Range (+1/4) (1/4) (1/4) d) 6D6 RKA, "Blue/Green Lasers",0 END(+1/2), Penetrating(+1/2) (1/4) 4 Instant Change, IIF (-1/4)
Charges(+1/4), Explosion(+1/2),x5 Increased Max Range (+1/4) (1/4) (1/4) 1d) 6D6 RKA, "Blue/Green Lasers", 0 END(+1/2), Penetrating(+1/2) (1/4) 4 Instant Change, IIF (-1/4)
Increased Max Range (+1/4) (1d) 6D6 RKA, "Blue/Green Lasers", 0 END(+1/2), Penetrating(+1/2) (4 Instant Change, IIF (-1/4)
<pre>1d) 6D6 RKA,"Blue/Green Lasers",0 END(+1/2), Penetrating(+1/2) 4 Instant Change,IIF (-1/4)</pre>
Lasers",0 END(+1/2), Penetrating(+1/2) (4 Instant Change,IIF (-1/4)
Penetrating(+1/2) (4 Instant Change, IIF (-1/4)
(-1/4)
71 PKG, "Protector Armor",
0.7.7 (1 (2) 0 1 7 7
ID(-1/4)
(4) 1 LVLS Density
Increase (stats already included),
Always $On(-1/2), 0$ END
Persistent(+1) (3) 5 Flash Defense,
Hearing Group
(3) 5 Flash Defense, Sight Group
10) 6 Levels: Aegis
Weapons, tight group 11) Life Support, doesn't
431 : Powers Total

119 + Characteristic Total

550 = Total Cost

1

5

5

Base OCV: 6 Base DCV: 6
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: 18 SPD: 4 ECV: 6
Phases - 3 - 6 - 9 - 12
PD/rPD 29/ 15 ED/rED 28/ 15
END: 44 STUN: 36 BODY: 14

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	Shoulder	s 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

Updated May 11th, 2017 by Mathew R. Ignash.

Code name: Mainsail

Motto: "Either you're first or you're all wet." Team: Grand Protector Armada

Partner: R-Paint Species: Human Gender: Male Age: 25



DISADVANTAGES PTS	PTS	POWERS	END	PTS	POWERS	END
	(3) (14) (9) (3) (11)	breathe, safe in vacuum/pressure, safe in radiation, safe in heat/cold Radio XMIT/REC 12" Running, 0 END (+1/2) +10 STR, 0 END(+1/2) UV Vision 11- Universal Translator	0 0			