

NAME: Major Star
PLAYER:

VALUE	CHAR	COST	BASE	PTS
30	Strength	x1	10	20
23	Dexterity	x3	10	39
23	Constitution	x2	10	26
11	Body	x2	10	2
10	Intelligence	x1	10	0
13	Ego	x2	10	6
23	Presence	x1	10	13
12	Comeliness	x1/2	10	1
12	Physical Defex	x1	6	6
8	Energy Defens	x1	5	3
5	Speed	x10	3.3	17
11	Recovery	x2	11	0
46	Endurance	x1/2	46	0
38	Stun	x1	38	0
Characteristics Cost:				133

STR Roll: 15-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 11-	Jump	6"
EGO Roll: 12-		
PER Roll: 11-		

Experience: 38

DISADVANTAGES	BASE:	200+PTS
Enraged, "Losing battle", common, occur 11-, recover 8-		13
Hunted, "Sunburst", more powerful, harsh, appear 11-		20
Psych Lim, "Suspicious of communists", common, strong		15
Psych Lim, "Always obeys orders", common, strong		15
Psych Lim, "Superpatriot", common, total		20
Public ID, "Major Richard Star"		10
Rep, "Fearless defender of America", occur 11-, extreme reputation		15
Rivalry, "Rackham (for leadership)", professional		5
Vuln, "Drains", uncommon, x2 effect		10
Watched, "US government", more powerful, non-combat influence, harsh, appear 14-		15

Disadvantages Total : 138
Experience Spent + 38
Total Points = 376

EXECUTIVE SANCTION

PTS	POWERS	END
3	Life Support, safe in radiation	
80	MP (80), "Nuclear Energy"	
16m	9D6 EB, x1 Armor Piercing(+1/2), 1/2 END(+1/4)	
15m	4D6 Flash, Sight Group, Hearing Group, 1/2 END(+1/4)	
7u	30" Flight, 1/2 END(+1/4)	
15m	30/30 Force Field, 1/2 END(+1/4)	
7u	12D6 Suppress, 1/2 END(+1/4)	
==Perks==		
3	Federal Police Powers	
==Skills==		
3	Bureaucratics 14-	
3	Combat Driving 14-	
3	11- Combat Sense	
3	Demolitions 11-	
2	KS: Military of enemy nations 11-	
3	KS: US Military 12-	
3	Lang: Spanish, fluent w/accnt	
10	2 Levels: Hand-to-hand combat, related group	
6	2 Levels: Multipower, tight group	
3	Oratory 14-	
1	PS: Soldier 11-	
3	2 Rng Levels: Energy Blast	
1	SC: Nuclear Physics 8-	
1	Systems Operation 8-	
5	Tactics 12-	
2	TF, Ground Vehicles	
8	WF, Flamethrowers, Grenade Launchers, Heavy Machine Guns, Rocket Launchers, Man-Guided Missiles, Vehicle, Small Arms	
==Equipment==		
24	75% Damage Reduction (ED), "Costume", resistant, Radiation Only(-1), OIF(-1/2)	
13	Flash Defense: 10 hearing group/10 sight group, OIF(-1/2)	

243 : Powers Total
133 + Characteristic Total
376 = Total Cost

Base OCV: 8 Base DCV: 8
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:	23	SPD:	5	ECV:	4
Phases	- - 3 - 5 - - 8 - 10 - 12				
PD/rPD	12/ 0	ED/rED	8/ 0		
END:	46	STUN:	38	BODY:	11

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
Allies (427) p9
Name: Major Richard Star
Species: Human Mutate
Gender: Male
Height: 6 feet 1 inches
Hair: Black
Eyes: Black
Team: Executive Sanction (leader)

