NAME: Muscules

PLAYER:

VALUE	CHAR	COST	BASE	PTS
45/50	Strength	x1	10	35
18	Dexterity	$r \times 3$	10	24
21	Constitut	cion x2	10	22
15	Body	x2	10	10
8	Intellige	ence x1	10	-2
20		x2		20
18	Presence	x1	10	8
16	Comelines	ss x1/2	2 10	3
19/20	Physical	Defex1	9	10
14/15	Energy De	efensx1	4	10
4	Speed	x10	2.8	12
13	Recovery	x2	13	0
44	Endurance		2 42	1
49	Stun	x1	49	0
Cl	naracteris	stics Co	st:	153
STP P	oll: 19-	Run		12"
	oll: 13-	Swim		2"
	oll: 11-	Jump		10"
11/1 I	-	o amp		± 0

Experience: 100

EGO Roll: 13-

PER Roll: 11-

ı		
	DISADVANTAGES BASE: 200+1 DNPC, "All the little Muscules Maniacs!",	PTS
	<pre>incompetent,appear 8- Distinctive,"Muscle bound",not concealable, major</pre>	20
	Hunted, "Jerks of Regulon 7", as powerful, harsh, appear 14-	20
	Physical Lim, "Oafish clutz", frequently, slightly	10
	Psych Lim, "Show off", very common, strong	20
	Psych Lim, "Refuses to quit", very common, strong	20
	Public ID, "Mighty Muscules, son of Tertosterose"	10
	Rep,"Hero?",occur 11- Rivalry,"Dudes from "that planet"",professional	10 5
	Unluck,2D6 Watched, "Press", as powerful, non-combat influence, mild, appear 14-	10 10



	PIRY WITH THIS 100	
PTS		END
45 7	15/15 Armor 1 LVLS Density	
,	Increase (stats	
	already included),	
	Always $On(-1/2), 0$ END Persistent(+1)	0
3		O
1.0	vacuum/pressure	
18	12" Running,1/2 END (+1/4)	1
	==Perks==	_
33	Followers: Ray Mant	
	the Manta-Ger and R-Count (139pt),2 # of	=
	Followers	•
5	Money	
3	==Skills== Acrobatics 13-	
5	Choke Hold	
3	11- Combat Sense	
3 5 3 3	Interrogation 13- 6 Levels: All melee	
	attacks, related group	
4	Martial Disarm Martial Throw	
4 3 5 0 2	Off Strike	
5	Oratory 14-	
0	PS: Wrestler 8- WF, Common Melee	
2	==Equipment==	
10	5/5 Armor, OIF($-1/2$)	
90	6D6 HKA, "Skullbuster", vs physical defense,	
	OAF(-1),+1 Increased	
	Stun Mult($+1/2$),0 END	0
	(+1/2)	0

- 7 Life Support, "Helmet", doesn't breathe, OIF (-1/2)
- 3 Radio XMIT/REC, "Tachyon Telegraph", IAF(-1/2)
- 13 11- Universal Translator, OIF(-1/2)

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	
Choke Hold	1/2	-2	+0	2D6
Martial Disarm	1/2	-1	+1	60 STR
Martial Throw	1/2	+0	+1	10D6 + v/5
1 Off Strike	1/2	-2	+1	14D6

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

SPD: 4 ECV: 7 DEX: 18 Phases - - 3 - - 6 - - 9 - - 12 PD/rPD 40/ 20 ED/rED 35/ 20 END: 44 STUN: 49 BODY: 15

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 21st, 2017 by Mathew R. Ignash.

Code name: Muscules

Motto: "NO ONE IN THE UNIVERSE IS STRONGER THAN THE MIGHTY MUSCULES SON OF TESTOSTEROS. THAT'S A FACT BRAH..."

Team: None

Partner: Ray Mant Species: Human Gender: Male

Age: Between 48 and 51.



Disadvantages Total : Experience Spent + 150 100 Total Points = 450 297 : Powers Total

153 + Characteristic Total 450 = Total Cost