

**NAME:** Silver Avenger Rackham  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
40	Strength	x1	10	30
10/26	Dexterity	x3	10	0
25	Constitution	x2	10	30
13	Body	x2	10	6
13	Intelligence	x1	10	3
18	Ego	x2	10	16
15	Presence	x1	10	5
14	Comeliness	x1/2	10	2
19	Physical Defex	x1	8	11
19	Energy Defens	x1	5	14
3/6	Speed	x10	3.6	0
13	Recovery	x2	13	0
50	Endurance	x1/2	50	0
46	Stun	x1	46	0
<b>Characteristics Cost:</b>				<b>117</b>

<b>STR Roll:</b> 17-	Run	9"
<b>DEX Roll:</b> 14-	Swim	2"
<b>INT Roll:</b> 12-	Jump	8"
<b>EGO Roll:</b> 13-		
<b>PER Roll:</b> 12-		

**Experience:** 63

DISADVANTAGES	BASE:	100+PTS
Enraged, "Companion or innocent hurt", very common, occur 8-, recover 11-		10
Hunted, "Anti-American forces", more powerful, non-combat influence, harsh, appear 11-		25
Psych Lim, "Protects innocents", common, strong		15
Psych Lim, "Overconfident", common, strong		15
Psych Lim, "Superpatriot", common, total		20
Public ID, "Gregory Rackham"		10
Rivalry, "Major Star (for leader)", professional, in superior position		10
Vuln, "RKA's", very common, x1 1/2 stun		15
Vuln, "Poisons and toxins", very common, x1 1/2 stun		15
Watched, "US government", more powerful, non-combat influence, harsh, appear 14-		15

**Disadvantages Total :** 150  
**Experience Spent +** 63  
**Total Points =** 313

# EXECUTIVE SANCTION

PTS	POWERS	END
38	+16 DEX, "Cyberline drug", IIF(-1/4)	
2	+1 Enhanced PER, Sight	
7	10 Power Defense, 14- Activation(-1/2)	
6	9" Running	2
19	+2.4 SPD, IIF(-1/4)	
13	40 STR, [x1 Armor Piercing(+1/2), x2 Increased End Cost (-1/2)]	2
7	40 STR, [1/2 END(+1/4), 14- Activation(-1/2)]	0
==Perks==		
2	11- Contact: Golden Avenger	
3	Federal Police Powers	
==Skills==		
3	Acrobatics 14-	
10	2 Levels: Hand-to-hand combat, related group	
3	KS: PRIMUS 12-	
2	KS: US Military 11-	
1	PS: Soldier 11-	
1	Seduction 8-	
5	Tactics 13-	
2	WF, Small Arms	
==Talents==		
5	Defense Maneuver	
==Equipment==		
7	10/10 Damage Resistance, "Costume", OIF(-1/2)	
60	VPP (50), only change between adv, "Gadget Pool", OAF(-1)	

196 : **Powers Total**  
117 + **Characteristic Total**  
313 = **Total Cost**

Base OCV: 9      Base DCV: 9  
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	

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

DEX: 26    SPD: 3/6    ECV: 6  
Phases - 2 - 4 - 6 - 8 - 10 - 12  
PD/rPD 19/ 10    ED/rED 19/ 10  
END: 50    STUN: 46    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**  
Allies (427) p16  
Name: Gregory Rackham  
Species: Human mutate  
Gender: Male  
Height: 6 feet 2 inches  
Hair: Blonde  
Eyes: Green  
Team: Executive Sanction