

NAME: Mighty Muscules
PLAYER:

VALUE	CHAR	COST	BASE	PTS
45/50	Strength	x1	10	35
18	Dexterity	x3	10	24
21	Constitution	x2	10	22
15	Body	x2	10	10
9	Intelligence	x1	10	-1
20	Ego	x2	10	20
18	Presence	x1	10	8
16	Comeliness	x1/2	10	3
19/20	Physical Defex	1	9	10
14/15	Energy Defens	x1	4	10
4	Speed	x10	2.8	12
13	Recovery	x2	13	0
42	Endurance	x1/2	42	0
49	Stun	x1	49	0
Characteristics Cost:				153

STR Roll: 19-	Run	12"
DEX Roll: 13-	Swim	2"
INT Roll: 11-	Jump	10"
EGO Roll: 13-		
PER Roll: 11-		

Experience: 81

DISADVANTAGES	BASE:	200+PTS
DNPC,"All the little Muscules Maniacs!", incompetent,appear 8-		15
Distinctive,"Muscle bound",not concealable, major		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-		10
Rivalry,"Dudes from "that planet",professional		5
Unluck,2D6		10
Watched,"Press",as powerful,non-combat influence,mild,appear 14-		10

Disadvantages Total : 150
Experience Spent + 81
Total Points = 431



PLAY WITH THIS TOO

PTS	POWERS	END
45	15/15 Armor	
7	1 LVLS Density Increase (stats already included), Always On(-1/2),0 END Persistent(+1)	0
18	12" Running,1/2 END (+1/4)	1
==Perks==		
30	Followers: Ray Mant the Manta-Ger (150pt)	
5	Money	
==Skills==		
3	Acrobatics 13-	
5	Choke Hold	
3	11- Combat Sense	
3	Interrogation 13-	
30	6 Levels: All melee attacks,related group	
4	Martial Disarm	
3	Martial Throw	
5	Off Strike	
5	Oratory 14-	
2	WF,Common Melee	
==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 (+1/2)	0
10	11- Universal Translator,OAF(-1)	

278 : **Powers Total**
153 + **Characteristic Total**
431 = **Total Cost**

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
Off Strike	1/2	-2	+1	14D6

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

DEX: 18 SPD: 4 ECV: 7
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 40/ 20 ED/rED 35/ 20
END: 42 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	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

Last updated October 29th, 2015 by Mathew R. Ignash.
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Code name: Mighty 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.

