Portrait

Identity

Name:	**The Roach (aka Charles)**
Title:	**B Team**
Religion:	**Amazing Solutions**

Player Information

Player:	**Image**
Campaign:	**IST**
Created On:	**Feb 22, 2016**

537 Points

Race:	0
Attributes:	85
Advantages:	46
Disadvantages:	- 6 9
Quirks:	- 4
Skills:	46
Spells:	0
Earned:	4 3 3

Description

Race:	**Human**	Height:	**6' 1"**	Hair:	**Black, Curly, Medium**
Gender:	**Male**	Weight:	**172 lb**	Eyes:	**Brown**
Age:	**24**	Size:	**+ 0**	Skin:	**Pale**
Birthday:	**August 27**	TL:	**8**	Hand:	**Right**

Attributes

Strength (ST):	**10**
Dexterity (DX):	**12**
Intelligence (IQ):	**11**
Health (HT):	**12**
Will:	**10**
Fright Check:	**17**
Basic Speed:	**6**
Basic Move:	**6**
Perception:	**13**
Vision:	**13**
Hearing:	**13**
Taste & Smell:	**13**
Touch:	**13**

thr: **1 d - 2**   sw: **1 d**

Encumbrance, Move & Dodge

Level	Max Load	Move	Dodge
None (0)	20 lb	6	10
Light (1)	40 lb	4	9
• Medium (2)	60 lb	3	8
Heavy (3)	120 lb	2	7
X-Heavy (4)	200 lb	1	6

Lifting & Moving Things

Basic Lift:	20 lb
One-Handed Lift:	40 lb
Two-Handed Lift:	160 lb
Shove & Knock Over:	240 lb
Running Shove & Knock Over:	480 lb
Carry On Back:	300 lb
Shift Slightly:	1,000 lb

Hit Location

Roll	Where	-	DR
-	Eye	- 9	10
3 - 4	Skull	- 7	14
5 - 5	Face	- 5	10
6 - 7	Right Leg	- 2	4
8 - 8	Right Arm	- 2	4
9 - 10	Torso	0	60
11 - 11	Groin	- 3	0
12 - 12	Left Arm	- 2	4
13 - 14	Left Leg	- 2	4
15 - 15	Hand	- 4	1
16 - 16	Foot	- 4	2
17 - 18	Neck	- 5	0
-	Vitals	- 3	60

Fatigue/Hit Points

Current FP:	
Basic FP:	**12**
Tired:	3
Collapse:	0
Unconscious:	- 1 2
Current HP:	
Basic HP:	**10**
Reeling:	3
Collapse:	0
Check #1:	- 1 0
Check #2:	- 2 0
Check #3:	- 3 0
Check #4:	- 4 0
Dead:	- 5 0

Advantages & Disadvantages

	Pts	Ref
Combat Reflexes Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)	15	B43
Fearlessness 5	1 0	B55
Fit, Very +2 to all HT rolls to stay conscious, avoid death, resist disease, resist poison; recover FP at twice the normal rate; lose FP at half the normal rate (in both cases, not FP spent for extra effort in combat, spells, psi powers)	15	B55
Legal Enforcement Powers DMI, +5.	5	B65
Style Familiarity (MCMAP)	1	MA49
Code of Honor (Abbreviated Comics Code) Protect the innocent from evildoers. If you learn a fellow hero's identity or other secrets, protect them as you would your own, even if you hate him or are compelled to fight him	- 5	S31
Heliophobia (Sun) CR: 12 (Resist Quite Often). -2 penalty when in sunlight	- 1 5	B150
On the Edge CR: 15 (Resist Almost All The Time).	- 7	B146
Pacifism: Cannot Harm Innocents	- 1 0	B148
Secret Identity (Charles Croatoan) Utter Rejection, -10.	- 1 0	B152
Selfless CR: 9 (Resist Fairly Often).	- 7	B153
Sense of Duty Americans, -10.	- 1 0	B153
Social Stigma (Minor) -2 Reaction "Yeah he's a super … but he has Roach powers!"	- 5	B155

Skills

	SL	RSL	Pts	Ref
▽ **MCMAP**			1 2	MA183
Brawling	15	DX+3	8	B182
Judo	10	DX+0	4	B203
Acrobatics	13	DX+1	8	B174
Area Knowledge (Chicago; Lived there) All important businesses, streets, citizens, leaders, etc.	11	IQ+0	1	B176
Carousing	12	HT+0	1	B183
Chemistry/TL8	9	IQ-2	1	B183
Fast-Draw (Bladed-Hand)	13	DX+1	1	B194
Fast-Talk	10	IQ-1	1	B195
Guns/TL8 (Pistol) Default: Guns/TL8 (Rifle) - 2	12	DX+0	0	B198
Guns/TL8 (Rifle)	14	DX+2	4	B198
Hiking	11	HT-1	1	B200
Mathematics/TL8 (Applied)	9	IQ-2	1	B207
Physics/TL8 (Nuclear)	10	IQ-1	2	B213
Professional Skill (nuclear reactor)	11	IQ+0	2	B215
Running	11	HT-1	1	B218
Savoir-Faire (Military)	11	IQ+0	1	B218
Soldier/TL8	10	IQ-1	1	B221
Stealth	11	DX+1	4	B222
Swimming	8	HT+0	1	B224
Tactics	9	IQ-2	1	B224
Tracking	13	Per+0	2	B226

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Advantages & Disadvantages	Pts	Ref
Dislikes Cucumbers	- 1	**PU6p26**
Dull Taste	- 1	**PU6p22**
-2 to Per and skill rolls for taste		
Gluttony	- 1	**PU6p11**
1 7		
Likes Cheese	- 1	**PU6p26**

Skills	SL	RSL	Pts	Ref

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Bladed Hand	**Swung**	15	11	No	1d-1 cut	C	6
Bladed Hand	**Thrust**	15	11	No	1d-1 imp	C	6
Natural	**Kick**	13	No		1d-1 cr	C,1	
Natural	**Kick w/Boots**	13	No		1d cr	C,1	
Natural	**Punch**	15	11		1d-2 cr	C	

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Colt M4A1, 5.56x45mm		14	4	4d+2 pi	750/2,900	15	30+1(3)	- 4	2	9†
Accessory rail.										

#	?	Equipment (58.7 lb; $15,527)	$	W	$	W	Ref
1	E	**Colt M4A1, 5.56x45mm**	950	7.3 lb	950	7.3 lb	**HT120**
		Accessory rail.					
1	E	**Colt M4A1 magazine**	34	0.19 lb	49	1 lb	**HT121**
		full reload = 1 lb					
30	E	**5.56x45mm NATO**	0.5	0.027 lb	15	0.81 lb	**HT176**
1	E	**Colt M4A1 clip**	34	0.19 lb	49	1 lb	**HT121**
		full reload = 1 lb					
30	E	**5.56x45mm NATO**	0.5	0.027 lb	15	0.81 lb	**HT176**
1	E	**Bladed Hand**	100	1 lb	100	1 lb	**MA226**
1	E	**Advanced Body Armor**	4,600	17 lb	4,600	17 lb	**HT66**
		DR5 vs cr. Flexible. Intergral pouches and attachement points (HT54)					
1	E	**Trauma Plate**	500	4 lb	500	4 lb	**HT67**
		torso from front					
1	E	**Trauma Plate**	500	4 lb	500	4 lb	**HT67**
		torso from back					
1	E	**Light Body Armor (arms)**	300	5 lb	300	5 lb	**HT68**
1	E	**Light Body Armor (legs)**	350	8 lb	350	8 lb	**HT68**
1	E	**Boots, Jungle**	75	3 lb	75	3 lb	**HT68**
		DR3 to sole					
1	E	**Sharp-Protective Gloves**	30	1 lb	30	1 lb	**HT69**
		DR3 vs imp, cut. Flexible.					
1	E	**Ballistic Helmet + Visor**	450	4.4 lb	450	4.4 lb	**HT70**
1	E	**Ordinary Clothes - Status 0**	120	2 lb	120	2 lb	**HT63**
1	-	**Backpack, Large**	200	10 lb	7,454	110 lb	**HT55**
		Holds 100lbs.					
1	E	**Colt M4A1 clips x48**	34	9.12 lb	754	48 lb	**HT121**
		full reload = 1 lb					
1,440	E	**5.56x45mm NATO**	0.5	0.027 lb	720	38.88 lb	**HT176**
13	E	**Trauma Plate**	500	4 lb	6,500	52 lb	**HT67**
		torso from back					

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COLT M4A1 – my only ranged attack

Acc 4, RoF 15, Rcl 2

• **Attack with Guns (Rifle)**
  14 – 0s Aim   (12 in sunlight)
  18 – 1s Aim   (16 in sunlight)
  19 – 2s Aim   (17 in sunlight)
  20 – 3s Aim   (18 in sunlight)
     --->   4d+2 pi

BLADED HAND – my deadliest attack.

• **Swinging attacks (to decapitate)**
  10(11) – Attack swing at neck: 15(brawling) -5(neck, miss by one hits torso) = 10   (8(9) in sunlight)
  7(8) – Attack swing at neck armor gaps: 15(Brawing) -8(armor gaps, miss by one hits torso) = 7   (5(6) in sunlight)
     --->   3d+1 cut damage: x2 neck
  15 – Attack swing at target of opportunity: 15(Brawling)   (13 in sunlight)
  9 – Move and Attack swing at target of opportunity: 15(Brawling) -4(M&A) = 11(9 cap)   (9 in sunlight)
     --->   1d-1 cut damage: x1.5

• **Thrusting attacks (to neck or skull when the neck attacks are not an option)**
  12(13) – Attack thrust at vitals: 15(Brawling) -3(vitals, miss by one hits torso) = 12   (10(11) in sunlight)
     --->   2d-1 imp: x3 vitals
  8(9) - Attack thrust at skull: 15(Brawling) -7(skull, miss by one hits torso) = 8   (6(7) in sunlight)
     --->   2d-1 imp: x4 skull, knockdown rolls at -10
  15 – Attack thrust at target of opportunity: 15(Brawling)   (13 in sunlight)
     --->   2d-1 imp: x2 (which is not as effective as swing damage)
  9 – Move and Attack thrust at target of opportunity: 15(Brawling) -4(M&A) = 11(9 cap)   (9 in sunlight)
     --->   1d-1 imp: damage: x4, knockdown rolls at -10

KNOCK-OUT PUNCHES - nonlethal attack

• **Sometime fists are best**
  10(11) - Attack to face: 15(Brawling) -5(face, miss by one hits torso) = 10   (8(9) in sunlight)
     --->   1d-2 cr,
            immediate HT roll to avoid knockdown and stunning, major wound knockdown rolls at -5
  8(9) - Attack to skull: 15(Brawling) -7(skull, miss by one hits torso) = 10   (6(7) in sunlight)
     --->   1d-2 cr, wounding modifer x4,
            immediate HT roll to avoid knockdown and stunning, major wound knockdown rolls at -10
  9 – Move and Attack target of opportunity: 15(Brawling) -4(M&A) = 11(9 cap)   (9 in sunlight)
     --->   1d-2 cr

SLAMS (B371) – my max damage attack

Preferrably from behind (no defense) against soft targets, but I'll also take damage.

• **Brawling-15 skill on a Move and Attack (with no -4 penalty or 9 skill cap), Attack, or All-Out Attack**

  I do cr Dmg = (HP x velocity)/100 dice. E.g. (10 x 6)/100 = 0.6 (0.6 rounds up to) = 1d-1 cr
  I receive cr Dmg = (HP of opponent x velocity)/100 dice.

  If I do 2x or more damage, I knock him down.
  If I do equal or more damage, he must make a DX roll or fall down.
  If I do 0.5x or less damage, I fall down.

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Notes

IN SUNLIGHT - I hate sunlight
12 CR, -2 penalty on success, Fright Check with MoF penalty on failure;
so nothing to fancy when I'm in it.

• Attack a target of opportunity: 13 = 15(Brawling) - 2(Heliophobia)
   ---> 3d+1 cut with Bladed Hand
   ---> 2d-1 imp with Bladed Hand
   ---> 1d+2 cr with punch

• Slam: 13 = 15(Brawling) - 2(Heliophobia)
   ---> 4d cr (=(HP x velocity)/100 dice = (18 x 20)/100 = 3.6 (3.5 rounds up to) = 4d
    I also receive (HP x velocity)/100 dice damage

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