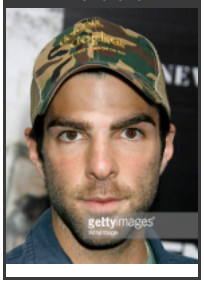
Portrait



Identity

Name	The Roach (aka Charles)
Title	B Team
Organization	

Miscellaneous

Created	Feb 22, 2016 at 12:00 AM
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Player	Image

576 Points

5	Unspent
0	Race
85	Attributes
502	Advantages
-61	Disadvantages
-4	Quirks
49	Skills
0	Spells

Description

Gender	Male	Height	6' 1"	Hair	Black, Curly, Short
Age	24	Weight	172 lb	Eyes	Brown
Birthday	August 27	Size	+0	Skin	Pale
Religion	Amazing Solutions	TL	8	Hand	Right

Primary Attributes

[0]	18	Strength (ST)
[40]	12	Dexterity (DX)
[20]	11	Intelligence (IQ)
[20]	14	Health (HT)

1d+2	Basic Thrust
3d	Basic Swing

Secondary Attributes

[-5]	10	Will
[0]	17	Fright Check
[10]	13	Perception (Per)
[0]	13	Vision
[0]	13	Hearing
[0]	13	Taste & Smell
[0]	13	Touch
[0]	8.5	Basic Speed
[0]	20	Basic Move

Point Pools

[0]	14	of 14	FP	[Rested]
[0]	20	of 20	HP	[Healthy]

Humanoid

Roll	Location		DR
-	Eyes	-9	11
3-4	Skull	-7	15
5	Face	-5	11
6-7	Right Leg	-2	5
8	Right Arm	-2	5
9-10	Torso	+0	61
11	Groin	-3	1
12	Left Arm	-2	5
13-14	Left Leg	-2	5
15	Hand	-4	2
16	Foot	-4	3
17-18	Neck	-5	3
-	Vitals	-3	61

Encumbrance, Move & Dodge

Level	Max Load	Move	Dodge
0 None	65 lb	20	14
⚖ 1 Light	130 lb	16	13
2 Medium	195 lb	12	12
3 Heavy	390 lb	8	11
4 X-Heavy	650 lb	4	10

Lifting & Moving Things

65 lb	Basic Lift
130 lb	One-Handed Lift
520 lb	Two-Handed Lift
780 lb	Shove & Knock Over
1,560 lb	Running Shove & Knock Over
975 lb	Carry On Back
3,250 lb	Shift Slightly

Melee Weapons

	Usage	Lvl	Parry	Block	Damage	Reach	ST
Bladed Hand	Swung	15	13	No	3d+1 cut	C	6
Bladed Hand	Thrust	15	13	No	1d+3 imp	C	6
Medium Shield	Shield Bash	12	No	12	1d+2 cr	1	0
DB2. DR/HP 14/40 (TL6 (TL7?) steel, see HT65) from alternate timeline nazi faux Avengers. Buckler cannot be used to Shield Rush (B406). Encumbrance increased to Light (so Dodge and Parry 13 , Block 12, at Light) when Shield is readied.							
Natural Attacks	Bite	15	No	No	1d+2 cr	C	
Natural Attacks	Kick	13	No		1d+3 cr	C,1	
Natural Attacks	Punch	15	13		1d+2 cr	C	

Ranged Weapons

	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Beretta Mod 92, 9x19mm		12	2	2d+2 pi	160/1,800	3	15+1(3)	-2	2	9
Colt M4A1, 5.56x45mm		14	4	4d+2 pi	750/2,900	15	30+1(3)	-4	2	9†
Accessory rail.										

Advantages & Disadvantages

	Pts	
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	10	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	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: 15 (Resist Almost All The Time) -1 penalty when in sunlight	-7	B150
On the Edge CR: 15 (Resist Almost All The Time)	-7	B146

Skills

	SL	RSL	Pts	
▼ **MCMAP**			12	MA183
Brawling	15	DX+3	8	B182
Judo	11	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 +2 bonus on request for aid or informaion, or general reaction	14	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
First Aid/TL8 1d after 10m at TL8	11	IQ+0	1	B195
Guns/TL8 (Pistol) Default: Guns/TL8 (Rifle) - 2	12	DX+0	0	B198
Guns/TL8 (Rifle)	14	DX+2	4	B198
Hiking	13	HT-1	1	B200
Interrogation	10	IQ-1	1	B202
Mathematics/TL8 (Applied)	9	IQ-2	1	B207

Advantages & Disadvantages	Pts	
Pacifism: Cannot Harm Innocents	-10	B148
Secret Identity (Charles Croatoan) Utter Rejection	-10	B153
Selfless CR: 9 (Resist Fairly Often)	-7	B153
Sense of Duty Americans	-10	B153
Social Stigma (Minor) -2 Reaction "Yeah he's a super ... but he has Roach powers!"	-5	B155
Dislikes Cucumbers	-1	PU6p26
Dull Taste -2 to Per and skill rolls for taste	-1	PU6p22
Gluttony ≤ 17	-1	PU6p11
Likes Cheese	-1	PU6p26
Roach Powers Power Modifier (Super)	456	P7
Increased Strength 8	72	B14
Increased Health 2	18	B14
Extra Hit Points 2	4	B16
Increased Basic Move 12	54	B17
Increased Basic Speed 8	36	B17
Breath-Holding 5	9	B41
Clinging	18	B43
Damage Resistance 1 Tough Skin (Effects that just require skin contact or a scratch ignore this DR)	3	B47
Dark Vision	23	B47
Discriminatory Smell	14	B49
Injury Tolerance (No Head)	7	B61
Regeneration Regular (You recover 1 HP per hour); Heals Radiation	33	B80
Regrowth Unreliable ≤8 (Must roll ≤8 to use ability)	20	B80
Resistant Biological Hazards; Immunity	27	B81
Roach Rider I made a change to Roach Swarm and I'm not sure the cost is adding up properly.	41	
Clairsentience Visible (roach(es) are visible); Accessibility (not in sterile or extreme conditions) Viewpoint ≤10 yards (20 yards w 2 FP). Requires IQ roll to initiate, turn off, move, or change facing; -5 to IQ roll if viewpoint is out of sight.	35	B42
Detect Roaches & Beetles; Precise; Reflexive Per gives direction, distance, and quantity; apply range penalties. IQ to analyze	12	B48
Roach Swarm 1 Sense Based (Sight and Touch); Based on Will; Retching; Accessibility (not in sterile or 'extreme' conditions); Accessibility (target must be on the ground); Maledition 1 (-1 per yard of range); Reduced Duration, 1/60; Takes Extra Time 6 Every 64s, Quick Contest of Will-1/yd vs. Will or "Retching" (B429) for MoS seconds = -5 to DX, IQ, Per; auto-fail Concentrate maneuver; -1 FP.	12	B35
Super Climbing 10 Climbing Move: 20	27	B89
Universal Digestion	5	B95
Unkillable 1 Never need to make HT rolls to stay alive. Crippled limbs heal.	45	B95
Natural Attacks	0	B271

Skills	SL	RSL	Pts	
Physics/TL8 (Nuclear)	10	IQ-1	2	B213
Professional Skill (nuclear reactor)	11	IQ+0	2	B215
Running	13	HT-1	1	B218
Savoir-Faire (Military)	11	IQ+0	1	B218
Shield (Buckler)	12	DX+0	1	B220
Soldier/TL8	10	IQ-1	1	B221
Stealth	12	DX+1	4	B222
Swimming	12	HT+0	1	B224
Tactics	9	IQ-2	1	B224
Tracking	13	Per+0	2	B226

✓	✲	Carried Equipment (78 lb; $8,920)	Uses	$	🎒	🎒$	🎒🎒	🔖
✓	1	**Colt M4A1, 5.56x45mm** Accessory rail.		950	7.3 lb	950	7.3 lb	HT120
✓	1	**Beretta Mod 92, 9x19mm**		700	2.8 lb	700	2.8 lb	HT101
✓	1	**Colt M4A1 magazine** full reload = 1 lb		34	0.19 lb	49	1 lb	HT121
✓	30	**5.56x45mm NATO**		0.5	0.027 lb	15	0.81 lb	HT176
✓	1	**Colt M4A1 magazine** full reload = 1 lb		34	0.19 lb	49	1 lb	HT121
✓	30	**5.56x45mm NATO**		0.5	0.027 lb	15	0.81 lb	HT176
✓	1	**Beretta M9 magazine** full reload = 0.5 lb		34	0.11 lb	38.5	0.5 lb	HT100
✓	15	**9x19mm Parabellum**		0.3	0.026 lb	4.5	0.39 lb	HT176
✓	1	**Beretta M9 magazine** full reload = 0.5 lb		34	0.11 lb	38.5	0.5 lb	HT100
✓	15	**9x19mm Parabellum**		0.3	0.026 lb	4.5	0.39 lb	HT176
✓	1	**Bladed Hand**		100	1 lb	100	1 lb	MA226
✓	1	**Advanced Body Armor** DR5 vs cr. Flexible. Intergral pouches and attachement points (HT54)		4,600	17 lb	4,600	17 lb	HT66
✓	1	**Trauma Plate** torso from front		500	4 lb	500	4 lb	HT67
✓	1	**Trauma Plate** torso from back		500	4 lb	500	4 lb	HT67
✓	1	**Light Body Armor (arms)**		300	5 lb	300	5 lb	HT68
✓	1	**Light Body Armor (legs)**		350	8 lb	350	8 lb	HT68
✓	1	**Boots, Jungle** DR3 to sole		75	3 lb	75	3 lb	HT68
✓	1	**Sharp-Protective Gloves** DR3 vs imp, cut. Flexible.		30	1 lb	30	1 lb	HT69
✓	1	**Ballistic Helmet + Visor**		450	4.4 lb	450	4.4 lb	HT70
✓	1	**Stock (neck)**		10	0.5 lb	10	0.5 lb	HT70
✓	1	**Ordinary Clothes - Status 0**		120	2 lb	120	2 lb	HT63
✓	1	**Medium Shield** DB2. DR/HP 14/40 (TL6 (TL7?) steel, see HT65) from alternate timeline nazi faux Avengers. Buckler cannot be used to Shield Rush (B406). Encumbrance increased to Light (so Dodge and Parry 13 , Block 12, at Light) when Shield is readied.		60	15 lb	60	15 lb	B287

✲	Other Equipment ($6,500)	Uses	$	🎒	🎒$	🎒🎒	🔖
1	**Backpack, Large** Holds 100lbs.		200	10 lb	6,500	107 lb	HT55
1,000	**5.56x45mm NATO**		0.5	0.027 lb	500	27 lb	HT176
1,000	**9x19mm Parabellum**		0.3	0.026 lb	300	26 lb	HT176
11	**Trauma Plate** torso from back		500	4 lb	5,500	44 lb	HT67

Notes

ENCUMBRANCE

Light encumbrance when carrying medium shield (DB 2).
Medium encumbrance when carrying backpack.

COLT M4A1 — my only ranged attack: Acc 4 RoF 15 Rcl 2 Dmg 4d+2 pi Shots 30+1(3) Bulk -4

• Attack with Guns (Rifle)
14 – no Aim (13 in sunlight)
18 – 1s Aim (17 in sunlight)
19 – 2s Aim (18 in sunlight)
20 – 3s Aim (19 in sunlight)

Notes

BLADED HAND — my deadliest attack. (+1 per die damage bonus for Brawling at ≥DX+2)

Swinging Attack to Neck (to decapitate)
• 10(11) – Attack: 15(brawling) -5(neck, miss by one hits torso) = 10 (9(10) in sunlight)
• 7(8) – Attack if armor: 15(Brawing) -8(armor gaps, miss by one hits torso) = 7 (6(7) in sunlight)
Damage 3d+1 cut x2 neck

Swinging Attack to Target of Opportunity or Torsos
• 15 – Attack: 15(Brawling) (14 in sunlight)
Damage 3d+1 cut x1.5

Swinging Attack to Arms or Legs
• 13 – Attack: 15(brawling) -2(arms or legs) = 13 (12 in sunlight)
• 9 – Move and Attack: 15(Brawling) -4(M&A) (-2(Arm or Leg)) = 9 = 9 cap (8 in sunlight)
Damage 3d+1 cut x1.5, >1/2 HP cripples and excess is lost

Thrusting Attack to Vitals
• 12(13) – Attacks: 15(Brawling) -3(vitals, miss by one hits torso) = 12(13) (11(12) in sunlight)
• 9 - Move and Attack: 15(Brawling) -3(vitals, miss by one hits torso) = 12(13), 9 cap (11(12) in sunlight, 9 cap)
Damage 2d-1 imp x3 vitals
- if injury causes shock —> immediate HT roll (-5 if major wound) to avoid knockdown and stunning (B420)

Thrusting Attack to Skull
• 8(9) - Attack: 15(Brawling) -7(skull, miss by one hits torso) = 8(9) (7(8) in sunlight)
Damage 2d-1 imp x4 skull
- if injury causes shock —> immediate HT roll (-10 if major wound) to avoid knockdown and stunning (B420)

Thrusting Attack to Target of Opportunity or Torso
• 15 – Attack: 15(Brawling) (14 in sunlight)
Damage 2d-1 imp x2 (which is not as effective as swing damage)

Thrusting Attack to Arms or Legs
• 13 – Attack: 15(brawling) -2(arms or legs) = 13 (12 in sunlight)
• 9 – Move and Attack: 15(Brawling) -4(M&A) (-2(Arm or Leg)) = 9 = 9 cap (8 in sunlight)
Damage 2d-1 imp x1 (which is really not as effective as swing damage)

KNOCK-OUT PUNCHES - nonlethal attack

Punch to Face
• 10(11) - Attack: 15(Brawling) -5(face, miss by one hits torso) = 10(11) (9(10) in sunlight)
Damage 1d+2 cr
- if injury causes shock —> immediate HT roll to avoid knockdown and stunning (B240)
- if 1/2 >HP injury —> major wound knockdown rolls at -5

Punch to Skull
• 8(9) - Attack: 15(Brawling) -7(skull, miss by one hits torso) = 8(9) (7(8) in sunlight)
Damage 1d+2 cr x4 skull
- if injury causes shock —> immediate HT roll to avoid knockdown and stunning (B240)
- if >1/2 HP injury —> major wound knockdown rolls at -10

Punch to Target of Opportunity or Torso
• 15 – Attack: 15(Brawling) (14 in sunlight)
• 9 – Move and Attack: 15(Brawling) -4(M&A) = 11(9 cap) (10 in sunlight)
Damage 1d+2 cr

SLAMS (B371) – my max damage attack

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

Slam
• 15 - Attack: 15(Brawling) (14 in sunlight)
• 15 - Move and Attack: 15(Brawling) (14 in sunlight)
Damage (HP x velocity)/100 dice cr to both target and myself
– Target e.g. my 20 hp at max speed 20: (20 x 20)/100 = 4 = 4d cr
- Myself e.g. for 10 hp at max speed (10 x 20)/100 = 2d cr
– Armor protects as flexible (B431), so 1 pt injury/5 pts damage if armor not pentrated
– 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.

SHIELD BASH - nonlethal, Reach 1, attack that doesn't put my hands or feet at risk.
It's less effective than my punch: lower skill and same damage, so only use it when high defenses are important.
Block: 12 = 6(Shield: 12) + 3 + 1(C.R.) + 2(DB)

Shield Bash to Face
• 7(8) - Attack: 12(Shield) -5(face, miss by one hits torso) = 7(8) (6(7) in sunlight)
Damage 1d+2 cr
- if injury causes shock —> immediate HT roll to avoid knockdown and stunning (B240)
- if >HP/2 injury —> major wound knockdown rolls at -5

Shield Bash to Skull
• 8(9) - Attack: 12(Shield) -7(skull, miss by one hits torso) = 5(6) (4(5) in sunlight)
Damage 1d+2 cr x4 skull
- if injury causes shock —> immediate HT roll to avoid knockdown and stunning (B240)
- if >HP/2 injury —> major wound knockdown rolls at -10

Shield Bash to Target of Opportunity or Torso
• 12 – Attack: 12(Shield) (11 in sunlight)
• 9 – Move and Attack: 12(Shield) -4(M&A) = 8 (7 in sunlight)
Damage 1d+2 cr

IN SUNLIGHT - I hate sunlight
≤15 CR, -1 penalty on success, Fright Check with MoF penalty on failure

Attack Target of Opportunity
• Brawling Attack: 14 = 15(Brawling) - 1(Heliophobia)
Damage
- 3d+1 cut with Bladed Hand
- 2d-1 imp with Bladed Hand
- 1d+2 cr with punch
• Shield Bash: 11 = 12(Shield) - 1(Heliophobia)
Damage
- 1d+2 cr

Slam
• Attack or Move and Attack: 14 = 15(Brawling) - 1(Heliophobia)
Damage (HP x velocity)/100 dice damage to both myself and target
- E.g. my 18 hp at max speed 20: (18 x 20)/100 = 3.6 (3.5 rounds up to) = 4d cr
– Armor protects as flexible (B431), so 1 pt injury/5 pts damage if armor not pentrated
– 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.

INJURY TOLERANCE (NO HEAD)

• No extra damage for trageting the "skull" or "face".
• No need to make make a HT roll to avoid knockdown and stunning because it's a "skull" or "face" hit.
• My "eye"'s are as vulnerable as anybody elses.

HIGH HP

Shock [B419]
• If you have 20 or more Hit Points, your shock penalty is -1 per HP/10 of injury (drop all fractions). Thus, if you have 20-29 HP, it's -1 per 2 HP lost....

Healing [B242]
• The healing rates given for natural recovery, first aid, magical healing spells, the Regeneration advantage, etc. assume someone with human-scale Hit Points.... Those with more HP heal in proportion to their HP score. Multiply HP healed by 2 at 20-29 HP.
• The rules say to drop fractions – e.g., at 40-49 HP, healing is multiplied by 4 – but if the GM is fine with 47 HP multiplying healing by 4.7 (then rounding down), go ahead! [P3/77:6]

Bleeding [P3/77:6]
• If using Bleeding (p. B420), it makes sense for the HT roll to be at -1 per HP/2 lost rather than per 5 HP lost. Thus, a dragon with 40 HP rolls at -1 per 20 HP of injury, just as a man with 10 HP rolls at -1 per 5 HP.

Disease [P3/77:6]
• Disease (pp. B442-444) might be proportional, too; e.g., a disease that takes 1 HP from a man with 10 HP inflicts 4 HP on a dragon with 40 HP. That's sensible when HP loss is shorthand for a countdown ("kills victims in x days").
• Don't scale localized injury such as infection, or supernatural attacks explained as disease.