

**Name:** Reactor

**Alternate ID:** Gregori Krinkov

Val	Char	Base	Cost
60	STR	10	50
20	DEX	10	30
25	CON	10	30
20	BODY	10	20
18	INT	10	8
11	EGO	10	2
15	PRE	10	5
8	COM	10	-1
25	PD	12	13
25	ED	5	20
5	SPD	3.0	20
17	REC	17	0
50	END	50	0
63	STUN	63	0
9"	RUN	6	0
2"	SWIM	2	0
24"	LEAP	12	0

**STR Roll:** 21-      **Run:** 9"  
**DEX Roll:** 13-      **Swim:** 2"  
**CON Roll:** 14-      **Leap:** 24"  
**INT Roll:** 13-  
**EGO Roll:** 11-  
**PER Roll:** 13-

### Disadvantages

	Pts
Dependence: Radiation Weakness: -3 To Characteristic Rolls and related rolls per time increment (Uncommon, 1 Day)	5
Distinctive Features: Massive Muscles (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)	5
Distinctive Features: Unique Geiger Counter Signature (Not Concealable; Noticed and Recognizable; Detectable Only By Unusual Senses)	5
Enraged: When Authority Challenged (Common), go 8-, recover 14-	10
Hunted: UNTIL 14- (Mo Pow, NCI, Watching)	20
Hunted: Survivor 14- (As Pow, Limited Geographical Area, Watching)	5
Psychological Limitation: Wants To Be A Superhero (Very Common, Strong)	20
Psychological Limitation: Ends Justify The Means (Common, Strong)	15
Psychological Limitation: Elitist (Common, Moderate)	10
Reputation: Psycho Who Caused Chernobyl, 14- (Extreme)	20
Rivalry: Professional (Survivor; Rival is As Powerful; Rival is a Player Character; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)	10
Susceptibility: Bound In Metal, 1d6 damage per Phase (Uncommon)	15
Unluck: 2d6	10

**XP**

**0**

**Base Points : 200**

**Disads Total + 150**

**Experience Spent + 0**



### Pts. Power/Skill/Perk/Talent END

- 18 **Radiation Backed Muscles:** Multipower, 45-point reserve, (45 Active Points); all slots Increased Endurance Cost (4x END; -1 1/2)
- 1u 1) **Reactor Fist:** Hand-To-Hand Attack +9d6 (45 Active Points); Increased Endurance Cost (4x END; -1 1/2), Hand-To-Hand Attack (-1/2) 16
- 2u 2) **Concussion Punch:** Double Knockback on STR: Double Knockback (+3/4) for up to 60 Active Points (45 Active Points); Increased Endurance Cost (4x END; -1 1/2) 16
- 2u 3) **Explosive Touch:** Explosion on STR: Personal Immunity (+1/4), Explosion (+1/2) for up to 60 Active Points (45 Active Points); Increased Endurance Cost (4x END; -1 1/2) 16
- 1u 4) **Shockwave:** Change Environment 4" radius, -5 DEX Roll and all Skill Rolls based on DEX, Personal Immunity (+1/4) (39 Active Points); Increased Endurance Cost (4x END; -1 1/2), No Range (-1/2), Only On Targets Touching Surface (-1/2), Linked To STR (-1/2), Explosion (-1/4) 16
- 2u 5) **Rocket Launch:** Leaping +12" (24" forward, 12" upward) (x8 Noncombat), Noncombat Acceleration/Deceleration (+1) (44 Active Points); Increased Endurance Cost (4x END; -1 1/2) 16
- 13 **Skin Emits Radiation:** Energy Blast 1d6, Reduced Endurance (0 END; +1/2), Persistent (+1/2), Damage Shield (Offensive; +3/4), No Normal Defense (LS:Safe in High Radiation) (Standard; +1) (19 Active Points); Always On (-1/2) 0
- 29 **Geiger Reading:** Detect Radiation 13- (Unusual Group), Discriminatory, Analyze, Range, Telescopic (+26, no penalty over first 32 miles) (44 Active Points); Costs Endurance (-1/2) 4
- 2 **Immune To Radiation:** Life Support (Safe in High Radiation) 0
- 7 **Immune To Radiation:** Energy Damage Reduction, Resistant, 25% (15 Active Points); Only Works Against Radiation Based Attacks (-1) 0
- 6 **Immune To Radiation:** Power Defense (10 points), Hardened (+1/4) (12 Active Points); Only Works Against Radiation Based Attacks (-1) 0
- 10 **Tough Skin:** Damage Resistance (10 PD/10 ED) 0
- 6 **Bit Faster:** Running +3" (9" total) 1

15 +3 with HTH Combat

- 1 Bureaucrat 8-  
3 Computer Programming 13-  
3 Forensic Medicine 13-  
3 Inventor 13-  
3 Language: English (Russian is native) (fluent conversation; literate)  
3 Paramedics 13-  
3 PS: Nuclear Physicist 13-

Base OCV: 7 Base DCV: 7

Adjustment+ Adjustment+

Final OCV: Final DCV:

Levels: +3 with HTH Combat

### Combat Maneuvers

Name	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, Abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	---	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4DC to attack
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged attacks only
Strike	1/2	+0	+0	STR or weapon

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMod	0	-2	-4	-6	-8	-10

DEX: 20      SPD: 5      ECV: 4  
Phases: 3, 5, 8, 10, 12  
25 PD (10 rPD)      25 ED (10 rED)      MD: 0  
END: 50      STUN: 63      BODY: 20



**Total Cost = 350**

- 5 Rapid Attack (HTH)
- 3 Systems Operation (Nuclear Power Plants,  
Medical Hardware) 13-
- 1 TF: Small Motorized Ground Vehicles

- 3 Scientist
- 2 1) SS: Medicine 13- (3 Active Points)
- 2 2) SS: Nuclear Power 13- (3 Active  
Points)
- 2 3) SS: Physics 13- (3 Active Points)
- 2 4) SS: Superhuman Powers 13- (3 Active  
Points)

**99 : Powers Cost**

**54 + Skills Cost**

**197 + Characteristics Cost**

**350 = Total Cost**