

**Name:** Slag

**Alternate ID:** Barry "Big B" Baxter

Val	Char	Base	Cost
60	STR	10	50
23	DEX	10	39
30	CON	10	40
25	BODY	10	30
8	INT	10	-2
8	EGO	10	-4
20	PRE	10	10
8	COM	10	-1
28	PD	12	16
26	ED	6	20
4	SPD	3.3	7
18	REC	18	0
60	END	60	0
71	STUN	70	1
7"	RUN	6	2
2"	SWIM	2	0
12"	LEAP	12	0

**STR Roll:** 21-      **Run:** 7"  
**DEX Roll:** 14-      **Swim:** 2"  
**CON Roll:** 15-      **Leap:** 12"  
**INT Roll:** 11-  
**EGO Roll:** 11-  
**PER Roll:** 11-

### Disadvantages

	Pts
Distinctive Features: Metal Body (Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)	15
Enraged: Embarrassed Or Continually Put Down (Common), go 14-, recover 14-	20
Hunted: UNTIL 11- (Mo Pow, NCI, Harshly Punish)	25
Hunted: Omega Brain 11- (Mo Pow, Watching)	10
Physical Limitation: Weighs 800 Pounds (Frequently, Slightly Impairing)	10
Psychological Limitation: Loves To Fight (Very Common, Strong)	20
Psychological Limitation: Showoff (Common, Moderate)	10
Reputation: Dumb Thug, 11-	10
Social Limitation: Wanted Felon (Frequently, Severe, Not Limiting In Some Cultures)	15
Vulnerability: 1 1/2 x BODY Magnetism (Uncommon)	5
Vulnerability: 1 1/2 x STUN Magnetism (Uncommon)	5
Vulnerability: 1 1/2 x Effect Magnetism (Uncommon)	5

**XP**  
**0**

**Base Points : 200**  
**Disads Total + 150**  
**Experience Spent + 0**  
**Total Cost = 350**



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

- 15 **Excited Molecules:** Elemental Control, 60-point powers, (30 Active Points); all slots Extra Time (Extra Phase, Only to Activate Constant or Persistent Power, -1/2), Increased Endurance Cost (2x END; -1/2)
- 15 1) **Red Hot Metal Hands:** Killing Attack - Hand-To-Hand 4d6 (8d6 w/STR) (60 Active Points); Extra Time (Extra Phase, Only to Activate Constant or Persistent Power, -1/2), Increased Endurance Cost (2x END; -1/2) 12
- 15 2) **Slag Barriers:** Tunneling 1" through 19 DEF material (59 Active Points); Extra Time (Extra Phase, Only to Activate Constant or Persistent Power, -1/2), Increased Endurance Cost (2x END; -1/2) 12
- 15 **Metal Skin:** Damage Resistance (15 PD/15 ED) 0
- 13 **Metal Skin:** PD and ED: Hardened (+1/4) for up to 53 Active Points (13 Active Points) 1
- 16 **Weights A Lot:** Knockback Resistance -8" 0
- 5 **Seemless Exterior:** Lack Of Weakness (-5) for Normal Defense 0
- 2 **Heat Resist Shell:** Life Support (Safe in Intense Heat) 0
- 15 **Enduring:** STR: Reduced Endurance (1/2 END; +1/4) for up to 60 Active Points (15 Active Points) 1
- 10 +2 with HTH Combat
- 3 Interrogation 13-  
2 KS: NFL 11-  
2 KS: WWF 11-  
1 Mechanics 8-  
3 Power (Brick Tricks) 21-  
3 PS: Construction Worker 12-  
3 Streetwise 13-  
4 TF: Common Motorized Ground Vehicles, Agricultural & Construction Vehicles, Two-Wheeled Motorized Ground Vehicles

**111 : Powers Cost**  
**31 + Skills Cost**  
**208 + Characteristics Cost**  
**350 = Total Cost**

Base OCV: 8 Base DCV: 8

Adjustment+ Adjustment+

Final OCV: Final DCV:

Levels: +2 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: 23      SPD: 4      ECV: 3  
Phases: 3, 6, 9, 12  
28 PD (15 rPD)      26 ED (15 rED)      MD: 0  
END: 60      STUN: 71      BODY: 25



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