

<b>NAME: <u>PHYSIQUE</u></b> <b>SIDE:</b> <u>Evil</u> <b>SPECIES:</b> <u>Human</u> <b>AGE:</b> <u>26</u> <b>WEIGHT</b> <u>150</u> <b>lbs</b> <b>BACKGROUND:</b> <u>Former labourer turned professional criminal (hired muscle)</u>  <b>MOTIVATION:</b> <u>Publicity Seeker</u> <b>ORIGIN TYPE:</b> <u>Mutated or Evolved</u> <b>LEGAL STATUS:</b> <u>Criminal record</u>	<b>PLAYER:</b> <u>NPC Villain</u> <b>TRUE I.D.:</b> <u>Tracy Lin Ouellette</u> <b>BIRTHPLACE:</b> <u>Quebec, Canada</u> <b>CULTURE:</b> <u>Modern</u> <b>GENDER:</b> <u>Straight Cis Female</u> <b>MASS:</b> <u>d4</u>  <b>WEALTH:</b> <u>d4</u> <b>LUCK:</b> <u>10-</u>
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CPs:	ABILITIES	IPs:
	<b>INVENTING:</b> <u>6</u> <b>Unspent</b>	
<u>20</u>	<b>ARMOUR:</b> <u>12 Pts Total (20)</u>	
<u>20</u>	<b>EXPERIENCE LEVELS:</b> <u>+2 Hit Bonus, +2 Defense Bonus, and +2 Task Bonus (20)</u>	
<u>20</u>	<b>FLIGHT:</b> <u>24/192 (66 mph / mach .09) (17.5), Fast Acceleration (2.5)</u>	
	<b>FORCE FIELD:</b>	
<u>15</u>	A) <b>Personal Force Field:</b> <u>20 Pts Total Protection (15), PR 16 to activate</u>	
<u>15</u>	B) <b>Force Bolt:</b> <u>Range 26", 2d12+4 blunt Kinetic damage, PR 1/attack (15)</u>	
<u>10</u>	<b>HEIGHTENED ATTACK:</b> <u>+2 Damage with all attacks (10)</u>	
<u>10</u>	<b>HEIGHTENED ENDURANCE:</b> <u>+10 (10)</u>	
<u>25</u>	<b>HEIGHTENED STRENGTH:</b> <u>+25 (25)</u>	
	<b>KNOWLEDGE:</b>	
<u>4</u>	C) <b>Languages:</b> <u>Fluent Quebecois French (0), Fluent English (3), Broken Spanish (1)</u>	
<u>1</u>	D) <b>Literacy:</b> <u>French (0), English (1)</u>	
<u>-10</u>	<b>PUBLIC IDENTITY</b>	
<u>-10</u>	<b>VULNERABILITY:</b> <u>-2 Defense against Psychic damage (-5), +2 Psychic damage taken (-5)</u>	

CPs <u>18</u> <u>16</u> <u>14</u> <u>12</u> <u>10</u> V V V <div style="border: 1px solid black; padding: 2px; display: inline-block;">190</div>	<b>SCORE</b> <b>ST</b> <u>43</u> <b>EN</b> <u>26</u> <b>AG</b> <u>14</u> <b>IN</b> <u>12</u> <b>CL</b> <u>10</u> <b>EXPERIENCE:</b> Base <div style="border: 1px solid black; padding: 2px; display: inline-block;">150</div> Spent <div style="border: 1px solid black; padding: 2px; display: inline-block;">40</div> < <div style="border: 1px solid black; padding: 2px; display: inline-block;">40</div> Total <div style="border: 1px solid black; padding: 2px; display: inline-block;">190</div>	<b>SAVE</b> <u>13-</u> <u>11-</u> <u>10-</u> <b>EARNED</b>	<b>CARRYING CAPACITY:</b> <u>154,819 lbs</u> <b>BASE HTH DMG:</b> <u>2d12</u> <b>ATTACKS:</b> <table border="0" style="width: 100%;"> <tr> <th style="width: 15%;">To Hit</th> <th style="width: 15%;">Damage</th> <th style="width: 15%;">Dmg Type</th> <th style="width: 5%;">KB</th> <th style="width: 15%;">Physical</th> <th style="width: 15%;">Mental</th> </tr> <tr> <td><u>16-</u></td> <td><u>2d12+2</u></td> <td><u>Blunt Kinetic</u></td> <td><div style="border: 1px solid black; padding: 2px; display: inline-block;">Y</div></td> <td rowspan="3" style="border: 1px solid black; text-align: center; vertical-align: middle;"><b>3</b></td> <td rowspan="3" style="border: 1px solid black; text-align: center; vertical-align: middle;"><b>3</b></td> </tr> <tr> <td><u>14-</u></td> <td><u>2d12+4</u></td> <td><u>Blunt Kinetic</u></td> <td><div style="border: 1px solid black; padding: 2px; display: inline-block;">Y</div></td> </tr> <tr> <td><u>16-</u></td> <td><u>2d12+6</u></td> <td><u>Blunt Kinetics</u></td> <td><div style="border: 1px solid black; padding: 2px; display: inline-block;">Y</div></td> </tr> </table> <b>PROTECTION:</b> <table border="0" style="width: 100%;"> <tr> <th style="width: 15%;">Kinetic</th> <th style="width: 15%;">Energy</th> <th style="width: 15%;">Bio</th> <th style="width: 15%;">Entropy</th> <th style="width: 15%;">Psychic</th> <th style="width: 15%;">Other</th> </tr> <tr> <td><u>3</u></td> <td><u>3</u></td> <td><u>3</u></td> <td><u>3</u></td> <td></td> <td></td> </tr> <tr> <td><u>5</u></td> <td><u>5</u></td> <td><u>5</u></td> <td><u>5</u></td> <td></td> <td></td> </tr> </table>	To Hit	Damage	Dmg Type	KB	Physical	Mental	<u>16-</u>	<u>2d12+2</u>	<u>Blunt Kinetic</u>	<div style="border: 1px solid black; padding: 2px; display: inline-block;">Y</div>	<b>3</b>	<b>3</b>	<u>14-</u>	<u>2d12+4</u>	<u>Blunt Kinetic</u>	<div style="border: 1px solid black; padding: 2px; display: inline-block;">Y</div>	<u>16-</u>	<u>2d12+6</u>	<u>Blunt Kinetics</u>	<div style="border: 1px solid black; padding: 2px; display: inline-block;">Y</div>	Kinetic	Energy	Bio	Entropy	Psychic	Other	<u>3</u>	<u>3</u>	<u>3</u>	<u>3</u>			<u>5</u>	<u>5</u>	<u>5</u>	<u>5</u>		
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**INITIATIVE:** d4      **MOVE:** Ground: 28      Flight: 24/192  
**POWER ( 95 ):** \_\_\_\_\_      Leaping: 1105.85  
**HIT PTS ( 37 ):** \_\_\_\_\_      **HEALING:** 3.9  
**CAPS:** **BCs:** 47    **Ability:** 37    **Dmg:** 17    **GEAR:** **Break:** 12    **Take:** 13    **Disarm:** 10    **BGC:** 18

**STORY:** Tracy Lin Ouellette was born in Gatineau, Quebec, Canada. She grew up in one of the city's rougher neighbourhoods and was always in some sort of trouble. She was naturally strong as a child and learnt quickly to use her strength in her favour (often by bullying others).

At the age of twenty, her body began to change drastically. She became super-strong, durable, and was able to project force fields (both as a defense and as an attack). She tried to keep her newly found powers a secret but a public drunken brawl with over a dozen Gatineau police officers soon put an end to that idea.

Tracy soon found herself in a high-security jail that was designed to cater to super-humans. The publicity of her brawl made her new friends amongst the jail's inmates. At that moment, Tracy became addicted to the publicity. She loved to see herself mentioned on the news, in print, or online, or even better, all three at once!

Her newfound criminal friends informed Tracy that she had potential as hired muscle working for those who could use her 'talents.' She learnt that she could make a mint working as muscle for hire for those who have big pockets and no morals. She also learnt that she needed a 'super' name to give a professional touch. It was then she came to be known as Physique.

Physique spent four months in jail for her drunken brawl. Once she was released, she approached the noted Marrazzo crime family of Montréal about working for them. She used one of her cellmates as a reference to the crime boss, Salvatore Marrazzo. He was impressed with Physique's abilities and her 'physique.' He hired her and provided her with her costume.

Physique's first job working for the Marrazzo family was to take care of a vigilante that had been disrupting their street operations. She battled the vigilante known as Nightwatch several times with neither of them gaining a true victory against each other.

Physique grew increasingly uncomfortable with old man Salvatore Marrazzo's attention and wandering hands. After one grope too many, she picked him up and left him screaming for help on the highest point of the roof of his mansion as she flew away.

Physique has gone on to work for many criminal organizations, in several countries, over the years. She works freelance for those who can afford her. She isn't above doing jobs for herself if she is short on cash (like robbing banks).