BEETLE

Abner Jenkins

FIGHTING *melee*	GOOD (10)*	HEALTH *F+A+S+E*	36
AGILITY *ranged · dodge*	GOOD (10)*	KARMA *R+I+P*	56
STRENGTH *damage · grapple*	EXCELLENT (20)	RESOURCES *afford by rank*	GOOD (10)
ENDURANCE *stamina · resist*	EXCELLENT (20)	POPULARITY *fame*	0
REASON *knowledge · invent*	EXCELLENT (20)		
INTUITION *senses · initiative*	REMARKABLE (30)*		
PSYCHE *willpower · magic*	TYPICAL (6)		

MOVEMENT

GROUND	AIR
1 AREA	10 AREAS EXCELLENT · 150 MPH

TALENTS

MASTER MECHANIC — CAN ADJUST HIS SUIT IN MINOR WAYS AND BUILD SMALL DEVICES

POWERS

ABSORBED *the number = how much damage this armor blocks per hit* **MOVEMENT** *see Movement block above for areas/turn + mph* **EA** *edged hit — roll Fighting on the Universal Table* **CH** *charge — roll Endurance on the Universal Table*

ARMOR SUIT	EXCELLENT (20) ABSORBED	Beetle's armor suit gives him Excellent protection (absorbs first 20 damage points). The armor also raises his Strength and Endurance, which are normally only Typical.
BATTLE COMPUTER	CH	Built into the armor, programmable once per battle to predict the techniques of a single opponent. Against that programmed opponent, his Fighting and Agility become Remarkable and his Intuition becomes Amazing. The * marks the abilities that improve with this programming.
SUCTION CUP GLOVES		Stick to most surfaces. Can't stick to wet or very porous surfaces.
ELECTRO-BITE (GAUNTLETS)	EXCELLENT (20) EA	Gloves discharge electric bolts that inflict Excellent damage.
MYLAR WINGS (FLIGHT)	EXCELLENT (20) MOVEMENT	Wings in his suit give Beetle Excellent flying speed — but make him look like a bug.