The Muscle

You're extremely tough. You are lethal with your fists, either from extensive martial arts training, or just a rough upbringing. You heal quicker than most, and you're very well suited for dangerous missions and protecting innocents from harm.

	Charm Manipulate Someone	
	Cool Act Under Pressure, Help Out	
	Sharp Investigate, Read a Bad Situation	
	Tough Kick Some Ass, Protect Someone	
	Technobabble Reverse the Polarity	
Luck		
Mark luck to change a roll to 12 or avoid all harm from an injury.		
Harm		
When you reach 4 or more harm, mark Unstable.		
Unstable		
Experience		
Mark experience when you roll a 6 or less, or a move tells you to.		

Moves

You get all the basic moves, plus three Muscle moves.

Pick three of these: Forceful presence: You're so intimidating that others will do what you say to avoid whatever it is they think you'll do to them (+1 manipulate someone) Meat shield: You take 1 less harm when protecting someone by getting between them and their attacker Fists of steel: You deal 1 harm and get a bonus to unarmed attacks (+1 kick some ass) Dual wielding: You get an extra serious weapon, and you can either attack multiple targets at once, or deal harm from both weapons to the same target **Teddy bear:** You're not as mean as you look, and your allies can always count on you in a pinch (+1 help out) Surge of adrenaline: You can use superhuman strength or speed in moments of grave peril (+1 act under pressure) Battle sense: You've been in enough fights to see how they're going to go (+1 read a bad situation) Gear You get a standard issue sidearm: 9mm handgun (2 harm, close, loud). Then you may pick a serious weapon and either armor or special equipment. Serious weapons (pick one): **Shotgun** (3 harm, close, loud, reload) **Submachine gun** (3 harm, close, area, loud, reload) **Grenades** (2 harm, close, area, loud, many) Brass knuckles (2 harm, hand, quick)

Throwing knives (2 harm, close, quick, many)

Arr	mor and special equipment (pick one):	
	Flak jacket (2 armor, heavy)	
	Protective vest (1 armor, light)	
	Extra rations (heal 1 more harm than normal from rest)	
In	troductions	
When you get here, wait for everyone else to catch up so you can do your introductions together.		
	around the group. On your turn, introduce your Muscle by name and k, and tell the group what they know about you.	
History		
Go around the group again. When it's your turn, pick one of each for the other explorers.		
•	You've done jobs with this explorer before	
•	This explorer knows about your past, and is keeping a secret for you	
•	You've had to rough this explorer up in the past	
•	You trained with this explorer	
•	You saved this explorer's life	
•	You regularly train in some sort of martial arts with this explorer	
•	This explorer is afraid of you	
•	This explorer is constantly trying to feel your muscles	
•	This explorer doesn't fully trust you	

Leveling Up

Whenever you roll a 6 or lower, or a move tells you to do so, mark an experience box. Once you've marked all five boxes, you level up. Erase the marks and pick an improvement from the following lists.

Improvements		
	Get +1 Tough (max +3)	
	Get +1 Cool (max +2)	
	Get +1 Charm (max +2)	
	Take another Muscle move	
	Take another Muscle move	
	Gain an ally	
	Take a move from another archetype	
	Take a move from another archetype	
Advanced Improvements Once you have leveled up 5 times, you may pick options from the Advanced Improvements list.		
	Get +1 to any rating (max +3)	
	Get back one used Luck point	
	Change this explorer to a new type	
	Create a second explorer to play in addition to this one	
	Mark two of the basic moves as advanced	
	Mark another two of the basic moves as advanced	