Sparks

AKA: *Lance Watts*
Campaign: *New Champions Protocol - Agents*
Genre: *Agent (Rogue 6)*

CHARACTERISTICS

Val	Char	Base	Cost	Roll	Summary
15	STR	10	5	12-	Lift: 200.0kg
19	DEX	10	18	13-	Initiative: 19
13	CON	10	3	12-	Stun Threshold: 13
28	INT	10	8	15-	Perception Roll: 15-
28	EGO	10	8	15-	
15	PRE	10	5	12-	PRE Attack: 3d6
5	OCV	3	10		STR Dmg: 3d6
5	DCV	3	10		STR END: 3
5/11	OMCV	3	6		
5/11	DMCV	3	6		
2/20	PD	2	0		2/20 PD • 0/18 Res. PD
2/20	ED	2	0		2/20 ED • 0/18 Res. ED
5	SPD	2.0	30		Phases: 3, 5, 8, 10, 12
10	REC	4	6		
20	END	20	0		
12	BODY	10	2		
22/65	STUN	20	1		
12m	Run	12	0		
4m	Swim	4	0		
4m	Leap	4	0		
		Total	**118**		

CHARACTER IMAGE

EXPERIENCE POINTS

Total earned:	133
Spent:	133
Unspent:	0
Base Points:	400
Complication Points:	75
Characteristic Points:	118
Power Points:	346
Talent Points:	0
Martial Art Points:	0
Skill Points:	58
Perk Points:	11
Total Points:	**533**

MOVEMENT

Type	Top Speed
Run	12m [*24m NC*]
Swim	4m [*8m NC*]
H. Leap	4m [*8m NC*]
V. Leap	2m [*4m NC*]
Flight	20m [*40m NC*]
Teleport	3m [*6m NC*]

INFORMATION

Eye Color: Blue **Height:** 1.78 m
Hair Color: Blond **Weight:** 78.00 kg

Personality

A loyal UNTIL agent until it fell due to Destroyer's takeover of the world. Being part of the EWD, he stashed database access around the US as best he could. He had data on VIPER and what they had on Destroyer before the Vanishing. He has been doing his best to break in to NAGA databases for as much information as he can.

Appearance

Fairly non-descript blond hair / blue eyed male. Average height and weight.

Background

Former Until Agent that went into hiding after the agency was shut down, and has been working in the background trying to help return things to normal in the world.

Sparks

COMBAT TACTICS

Cyber warfare

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	--	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½*	+0	-5	+4 DC attack damage
Move By	½	-2	-2	STR/2 + v/10, you take 1/3
Move Through	½	-v/10	-3	STR + v/6
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged Attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target prone

ATTACK POWERS

Name	Effect	END
Cyber Control	Possession	8
U-SHL 'Shellie" Blaster Pistol	11d6 Blast	[8]
EHT - Attack	Combat Skill Levels	
Woo-Fu	Combat Skill Levels	

DEFENSE POWERS

Name	Effect	Defense	END
Mind Protection	Mental Defense	15	0
Armored Suit	Resistant Protection	42	0

SENSORY POWERS

Name	Effect	END
Network Access	High Range Radio Perception	0
Fast Scan	7d6+1 Mind Scan	4
IR Filter	Infrared Perception	0
Nightvision Filter	Nightvision	0
UV Filter	Ultraviolet Perception	0
Telescopic Multiplier	+6 versus Range Modifier Telescopic	0

COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	13	STUN:
Melee Damage	3d6	
Physical Defense	2/20	/22/65
Res. Phys. Defense	0/18	END:
Energy Defense	2/20	
Res. Energy Defense	0/18	/20
Mental Defense	15	BODY:
Power Defense	6	/12

COMBAT VALUES

OCV: 5	DCV: 5
OMCV: 5/11	DMCV: 5/11

Combat Skill Levels

+1 Overall+1 with All Attacks+6 with a small group of attacks (18 Active Points); Limited Power (Only 4 available at Once) Power loses about half of its effectiveness (-1), Restrainable (Only by means other than Grabs and Entangles; Susceptible to EMP; -1/4), OIAID (-1/4), RaR to change Chipjack / Skillwires (14- roll; -1/4)+2 with Ranged Combat (16 Active Points); Limited Power (Only 4 available at Once) Power loses about half of its effectiveness (-1), Perceivable (Chipjack may be visible at times) (-1/4), Restrainable (Only by means other than Grabs and Entangles; Susceptible to EMP; -1/4), OIAID (-1/4), RaR to change Chipjack / Skillwires (14- roll; -1/4)

Initiative and Action Phases

DEX: 19   Action Phases: 3, 5, 8, 10, 12

COMBAT MODIFIERS

Range	0-8m	9-16m	17-32m	33-64m	65-125m	129-250m
RMOD	0	-2	-4	-6	-8	-10

Sparks

POWERS

END	Description	Cost
	Cyberdeck all slots OIAID (-1/4)	
0	1) **Allocatable Cyberdeck RAM:** Endurance Reserve (68 END, 18 REC); OIAID (**-**1/4)	23
	2) **Auxilliary Processors:** +10 INT (10 Active Points); OIAID (-1/4)	8
	3) **Auxilliary Processor:** +10 EGO (10 Active Points); OIAID (-1/4)	8
	4) **Built-in Calculator:** Lightning Calculator; OIAID (-1/4)	2
	5) **Long Term Storage:** Eidetic Memory; OIAID (-1/4)	4
0	6) **Network Access:** HRRP (Radio Group) (12 Active Points); OIAID (**-**1/4)	10
	7) **CyberSpace Control:** +6 OMCV (18 Active Points); Limited Power Power loses almost all of its effectiveness (only vs Cyberpathic / Cyberkenetic / Hacking; -2), OIAID (-1/4)	5
	8) **Mind Isolation:** +6 DMCV (18 Active Points); Limited Power Power loses almost all of its effectiveness (only vs Cyberpathic / Cyberkenetic / Hacking; -2), OIAID (-1/4)	5
0	9) **Mind Protection:** Mental Defense (15 points total) (15 Active Points); Limited Power Power loses almost all of its effectiveness (only vs Cyberpathic / Cyberkenetic / Hacking; -2), OIAID (**-**1/4)	5
3	10) **Neural Pain Supression:** Aid CON 5d6 (standard effect: 15 points) (30 Active Points); Only to Aid Self (-1), OIAID (-1/4)	13
8	11) **Cyber Control:** Possession: Machine (Mind Control Effect Roll 58; Telepathy Effect Roll 48) (78 Active Points); Lockout (Locks out Traverse Cyberspace; -1/2), Costs END To Maintain (Half END Cost; -1/4), OIAID (-1/4)	39
4	12) **Cyber Projection:** Desolidification (40 Active Points); Linked (Cyber Control; -1/2), OIAID (-1/4), Projection Power does not work in Very Uncommon Circumstances (-0)	23
4	13) **Traverse Cyberspace:** Extra**-**Dimensional Movement (Related Group of Dimensions, Any Location), Safe Blind Travel (+1/4) (44 Active Points); Lockout (Locks out Cyber Control; **-**1/2), OIAID (**-**1/4)	25
1	14) **Cyberspace Digitation Travel:** Teleportation 3m, Usable Simultaneously (up to 16 people at once; +3/4), Recipient must remain close to Grantor, MegaScale (1m = 100,000 km; +2 1/4) (12 Active Points); Linked (Traverse Cyberspace; -1/2), OIAID (-1/4)	7
4	15) **Fast Scan:** Mind Scan 7d6+1 (Machine class of minds) (37 Active Points); OIAID (-1/4)	30
[8]	16) **U-SHL 'Shellie' Blaster Pistol:** Blast 11d6 (55 Active Points); OIF (-1/2), Restrainable (Only by means other than Grabs and Entangles; Susceptible to EMP; **-**1/4), 2 clips of 8 Charges (**-**1/4), OIAID (**-**1/4)	24
	Armor all slots OIF (-1/2)	
0	1) **Armored Suit:** Resistant Protection (18 PD/18 ED/6 Power Defense) (63 Active Points); OIF (-1/2)	42
[3 cc]	2) **Armored Suit:** LS (Self-Contained Breathing) (10 Active Points); 3 Continuing Charges lasting 1 Turn each (-3/4), OIF (-1/2), Requires A Roll (14- roll; -1/4)	4
2	3) **Jet Pack:** Flight 20m (20 Active Points); OIF (**-**1/2), Requires A Roll (14**-** roll; **-**1/4)	11
	4) **Armored Suit:** +43 STUN (22 Active Points); OIF (-1/2)	14
	Chipjack and Skillwires all slots Limited Power (Only 4 available at Once) Power loses about half of its effectiveness (-1), Restrainable (Only by means other than Grabs and Entangles; Susceptible to EMP; -1/4), OIAID (-1/4), RaR to change Chipjack / Skillwires (14- roll; -1/4)	
	1) **EHT - Attack:** +6 with a small group of attacks (18 Active Points); Limited Power (Only 4 available at Once) Power loses about half of its effectiveness (**-**1), Restrainable (Only by means other than Grabs and Entangles; Susceptible to EMP; -1/4), OIAID (-1/4), RaR to change Chipjack / Skillwires (14- roll; -1/4)	6
	2) **EHT - Fast Scan:** +15 to offset a specific negative OCV modifier with any single attack (15 Active Points); Limited Power (Only 4 available at Once) Power loses about half of its effectiveness (-1), Restrainable (Only by means other than Grabs and Entangles; Susceptible to EMP; -1/4), OIAID (-1/4), RaR to change Chipjack / Skillwires (14- roll; -1/4)	5
	3) **Language SPU:** Universal Translator 15- (20 Active Points); Limited Power (Only 4 available at Once) Power loses about half of its effectiveness (-1), Perceivable (Chipjack may be visible at times) (-1/4), Restrainable (Only by means other than Grabs and Entangles; Susceptible to EMP; -1/4), OIAID (-1/4), RaR to change Chipjack / Skillwires (14- roll; **-**1/4)	7
	4) **Woo-Fu:** +2 with Ranged Combat (16 Active Points); Limited Power (Only 4 available at Once) Power loses about half of its effectiveness (-1), Perceivable (Chipjack may be visible at times) (-1/4), Restrainable (Only by means other than Grabs and Entangles; Susceptible to EMP; -1/4), OIAID (-1/4), RaR to change Chipjack / Skillwires (14- roll; -1/4)	5
	5) **I Can Fly:** +4 with single Skill or Characteristic Roll (8 Active Points); Limited Power (Only 4 available at Once) Power loses about half of its effectiveness (-1), Perceivable (Chipjack may be visible at times) (-1/4), Restrainable (Only by means other than Grabs and Entangles; Susceptible to EMP; -1/4), OIAID (-1/4), RaR to change Chipjack / Skillwires (14- roll; -1/4) **Notes:** *With Combat Piloting*	3
	6) **I Can Fly:** Combat Piloting 13- (3 Active Points); Limited Power (Only 4 available at Once) Power loses about half of its effectiveness (-1), Perceivable (Chipjack may be visible at times) (-1/4), Restrainable (Only by means other than Grabs and Entangles; Susceptible to EMP; -1/4), OIAID (-1/4), RaR to change Chipjack / Skillwires (14- roll; -1/4)	1
	7) **I Can Drive:** +4 with single Skill or Characteristic Roll (8 Active Points); Limited Power (Only 4 available at Once) Power loses about half of its effectiveness (**-**1), Perceivable (Chipjack may be visible at times) (**-**1/4), Restrainable (Only by means other than Grabs and Entangles; Susceptible to EMP; **-**1/4), OIAID (**-**1/4), RaR to change Chipjack / Skillwires (14- roll; -1/4) **Notes:** *Only with Combat Driving*	3
	8) **I can Drive:** Combat Driving 13- (3 Active Points); Limited Power (Only 4 available at Once) Power loses about half of its effectiveness (-1), Perceivable (Chipjack may be visible at times) (-1/4), Restrainable (Only by means other than Grabs and Entangles; Susceptible to EMP; -1/4), OIAID (-1/4), RaR to change Chipjack / Skillwires (14- roll; -1/4)	1
	9) **Infiltration Kit:** +2 with Bugging, Lockpicking, and Security Systems; Limited Power (Only 4 available at Once) Power loses about half of its effectiveness (-1), Perceivable (Chipjack may be visible at times) (-1/4), Restrainable (Only by means other than Grabs and Entangles; Susceptible to EMP; -1/4), OIAID (-1/4), RaR to change Chipjack / Skillwires (14- roll; -1/4)	2
	U-B1 Binoculars all slots OAF (**-**1)	
	1) **Range Finder:** Absolute Range Sense (3 Active Points); OAF (-1)	1
0	2) **IR Filter:** IR Perception (Sight Group) (5 Active Points); OAF (-1)	2
0	3) **Nightvision Filter:** Nightvision (5 Active Points); OAF (-1)	2
0	4) **UV Filter:** UV Perception (Sight Group) (5 Active Points); OAF (**-**1)	2
0	5) **Telescopic Multiplier:** +6 versus Range Modifier for Sight Group (9 Active Points); OAF (-1)	4
	Total Powers Cost	**346**

Sparks

SKILLS

Roll	Description	Cost
15-	Bugging	3
15-	Computer Programming	3
15-	Cryptography	3
15-	Deduction	3
15-	Demolitions	3
15-	Electronics	3
13-	Lockpicking	3
15-	Security Systems	3
15-	Systems Operation	3
15-	Tactics	3
13-	Teamwork	3
15-	Tracking	3
	+1 Overall	12
	+1 with All Attacks	10
	Total Skills Cost	**58**

PERKS

Description	Cost
Passcodes and Appropriate IDs: Access to abandoned UNTIL Facilities, some NAGA/Destroyer/Etc. facilities	5
Access to cached UNTIL Databases and some NAGA/Destroyer/Etc. Systems: Computer Link	6
Total Perks Cost	**11**

COMPLICATIONS

Description	Points
Hunted: NAGA / Destroyer Cyber Agents Infrequently (Mo Pow; NCI; Harshly Punish)	20
Social Complication: Secret ID Frequently, Major	15
Psychological Complication: Protective of innocents (Common; Strong)	15
Vulnerability: 1 1/2 x Effect EMP like attacks (Uncommon)	5
Dependence: Stong Pain Killers Takes 1d6 Damage (Common; 6 Hours)	5
Distinctive Features: Cybernetic Implants (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)	5
Social Complication: Nerd Infrequently, Minor	5
Social Complication: Subject to orders Infrequently, Minor	5
Total Complications Points	**75**