

IERA Agent - Type E

AKA:

Campaign: *New Champions Protocol*

Genre: *Super-Heroic*



CHARACTERISTICS

Val	Char	Base	Cost	Roll	Summary
15	STR	10	5	12-	Lift: 200.0kg
13	DEX	10	6	12-	Initiative: 13
14	CON	10	4	12-	Stun Threshold: 14
10	INT	10	0	11-	Perception Roll: 11-
10	EGO	10	0	11-	
10	PRE	10	0	11-	PRE Attack: 2d6
4	OCV	3	5		STR Dmg: 3d6
4	DCV	3	5		STR END: 3
3	OMCV	3	0		
3	DMCV	3	0		
4/8	PD	2	2		4/8 PD • 0/4 Res. PD
4/8	ED	2	2		4/8 ED • 0/4 Res. ED
3	SPD	2.0	10		Phases: 4, 8, 12
5	REC	4	1		
30	END	20	2		
12	BODY	10	2		
30	STUN	20	5		
13m	Run	12	1		
4m	Swim	4	0		
4m	Leap	4	0		
Total		50			

CHARACTER IMAGE

EXPERIENCE POINTS

Total earned:	0
Spent:	0
Unspent:	6
Base Points:	175
Complication Points:	45
Characteristic Points:	50
Power Points:	66
Talent Points:	0
Martial Art Points:	17
Skill Points:	36
Perk Points:	0

Total Points: 169

MOVEMENT

Type	Top Speed
Run	13m [26m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]

INFORMATION

Eye Color: Brown
Hair Color: Brown

Height: 1.82 m
Weight: 100.00 kg

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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
Legsweep	1/2	+2	-1	4d6 Strike, Target Falls
Choke Hold	1/2	-2	+0	Grab One Limb; 2d6 NND
Martial Grab	1/2	-1	-1	Grab Two Limbs, 25 STR for holding on
Takedown	1/2	+1	+1	3d6 Strike; Target Falls
Martial Block	1/2	+2	+2	Block, Abort

ATTACK POWERS

Name	Effect	END
Blinding Spray	2d6 Flash 2d6 Blast Combat Skill Levels	[4]
Electric Wand	6d6 Blast	[8]
Muscle Rigidity Instant Disabler ("Mister Id")	Change Environment	[1]
Englobing Handcuffs	3d6, 6 PD/6 ED Entangle	[1 rc]

DEFENSE POWERS

Name	Effect	Defense	END
Custom Field Armor	Resistant Protection	8	0
Polarized Helmet Shielding	Flash Defense	5	0

SENSORY POWERS

Name	Effect	END
Communicator	Radio Perception/Transmission	0
IR Vision	Infrared Perception	0

COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	14	STUN:
Melee Damage	3d6	
Physical Defense	4/8	/30
Res. Phys. Defense	0/4	END:
Energy Defense	4/8	
Res. Energy Defense	0/4	/30
Mental Defense	0	BODY:
Power Defense	0	/12

COMBAT VALUES

OCV: 4 DCV: 4
OMCV: 3 DMCV: 3

Combat Skill Levels

+2 with a small group of attacks

Initiative and Action Phases

DEX: 13 Action Phases: 4, 8, 12

COMBAT MODIFIERS

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

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POWERS

END	Description	Cost
[4]	Blinding Spray: (Total: 54 Active Cost, 14 Real Cost) Sight Group Flash 2d6, Attack Versus Alternate Defense (Solid Eye Covering; All Or Nothing; +0), Delayed Recovery (each BODY equals 1 Turn of effect, see APG 99; +2) (30 Active Points); OAF (-1), 4 Charges (-1), No Range (-1/2), Limited Power Real Weapon (-1/4) (Real Cost: 8) PLUS Blast 2d6, Attack Versus Alternate Defense (Solid Eye Covering; All Or Nothing; +1) (20 Active Points); OAF (-1), 4 Charges (-1), No Range (-1/2), Limited Power Real Weapon (-1/4) (Real Cost: 5) PLUS +2 with Blinding Spray (4 Active Points); OAF (-1), 4 Charges (-1) (Real Cost: 1) <i>Notes: Standard Issue for team members who do not opt for a higher powered weapon.</i>	14
[8]	Electric Wand: Blast 6d6, Reduced Negation (1), Attack Versus Alternate Defense (Resistant ED; All Or Nothing; Insulative rED; +1/2) (48 Active Points); OAF (-1), No Range (-1/2), 8 Charges (-1/2)	16
[1]	Muscle Rigidity Instant Disabler ("Mister Id"): Change Environment (Stunning), Area Of Effect (2m Radius; +1/4) (37 Active Points); 1 Charge (-2), OIF (Grenade on belt holder; -1/2), Limited Power Not versus targets with Insulative rED (-1/2), Range Based On Strength (-1/4) <i>Notes: This grenade generates a very high voltage, low amperage charge in a 2 meter area around the detonation site. Those caught within the blast go rigid as the grenade is tuned perfectly to the human musculature in such a way as to cause it to "seize" momentarily. Standard issue for Combat, Energy Detection and Science / Technology team members.</i>	9
0	Custom Field Armor: Resistant Protection (4 PD/4 ED) (12 Active Points); OIF (-1/2), Limited Power: Half Mass (-1/2), Limited Power: Real Armor (-1/4) <i>Notes: Standard Issue for veterans.</i>	5
	Helmet	
0	1) Communicator: Radio Perception/Transmission (Radio Group) (10 Active Points); OIF (-1/2), Limited Power: Half Mass (-1/2), Limited Power: Real Armor (-1/4) <i>Notes: Standard Issue, all members</i>	4
0	2) IR Vision: Infrared Perception (Sight Group) (5 Active Points); OIF (-1/2), Limited Power: Half Mass (-1/2), Limited Power: Real Armor (-1/4) <i>Notes: Available to all, preference determines use. Cannot be used with Improved IR or Starlight.</i>	2
0	3) Polarized Helmet Shielding: Sight Group Flash Defense (5 points) (5 Active Points); OIF (Helmet Faceshield; -1/2)	3
[1 rc]	Englobing Handcuffs: Entangle 3d6, 6 PD/6 ED, Takes No Damage From Attacks All Attacks (+1/2) (67 Active Points); 1 Recoverable Charge (-1 1/4), OAF (-1), Set Effect (Hands Only/Feet Only) (-1), No Range (-1/2), Limited Power Must Follow Grab Or Target Must Be Willing (-1/2)	13
Total Powers Cost		66

MARTIAL ARTS

Description	Cost
Legsweep 1/2 Phase, +2 OCV, -1 DCV, 4d6 Strike, Target Falls	3
Choke Hold 1/2 Phase, -2 OCV, +0 DCV, Grab One Limb; 2d6 NND	4
Martial Grab 1/2 Phase, -1 OCV, -1 DCV, Grab Two Limbs, 25 STR for holding on	3
Takedown 1/2 Phase, +1 OCV, +1 DCV, 3d6 Strike; Target Falls	3
Martial Block 1/2 Phase, +2 OCV, +2 DCV, Block, Abort	4
Total Martial Arts Cost	17

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SKILLS

Roll	Description	Cost
11-	Tactics	3
12-	Teamwork	3
12-	Combat Driving	3
11-	Interrogation	3
11-	Concealment	3
11-	PS: Agent	2
11-	Shadowing	3
12-	Stealth	3
	WF: Beam Weapons, Energy Weapons, Small Arms, Vehicle Weapons	7
	IERA Weapon Familiarity: +2 with a small group of attacks	6
Total Skills Cost		36

COMPLICATIONS

Description	Points
Social Complication: Subject to Orders Very Frequently, Major	20
Hunted: IERA Infrequently (Mo Pow; NCI; Watching)	10
Distinctive Features: Parent Organization Uniform (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)	5
Psychological Complication: Believes the IERA is on the side of right (Common; Moderate)	10
Total Complications Points	45