

## Level 37 - Revered

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		
10	PD	2	2		10 PD • 6 Res. PD
10	ED	2	2		10 ED • 6 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		
<b>Total</b>		<b>50</b>			

### CHARACTER IMAGE

### EXPERIENCE POINTS

Total earned:	0
Spent:	0
Unspent:	2
Base Points:	175
Complication Points:	50
Characteristic Points:	50
Power Points:	73
Talent Points:	0
Martial Art Points:	14
Skill Points:	36
Perk Points:	0

**Total Points:** 173

### 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:** 2.00 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
<b>Choke Hold</b>	1/2	-2	+0	Grab One Limb; 2d6 NND
<b>Martial Grab</b>	1/2	-1	-1	Grab Two Limbs, 25 STR for holding on
<b>Takedown</b>	1/2	+1	+1	3d6 Strike; Target Falls
<b>Martial Block</b>	1/2	+2	+2	Block, Abort

### ATTACK POWERS

Name	Effect	END
<b>Dark Laser Blaster</b>	7d6 Blast	[8]
<b>Darkfield Generator</b>	4m radius Darkness	[2 cc]
<b>Level 37 Ritualistic Knife</b>	1d6 (1 ½d6 w/STR) Killing Attack - Hand-To-Hand	2

### DEFENSE POWERS

Name	Effect	Defense	END
<b>Custom Field Armor</b>	Resistant Protection	12	0
	Flash Defense	4	0
	Flash Defense	3	0
<b>Darkfield Englobement</b>	Barrier	10	[1]

### SENSORY POWERS

Name	Effect	END
<b>Communicator</b>	Radio Perception/Transmission	0

### COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	14	<b>STUN:</b>
Melee Damage	3d6	
Physical Defense	10	/30
Res. Phys. Defense	6	<b>END:</b>
Energy Defense	10	
Res. Energy Defense	6	/30
Mental Defense	0	<b>BODY:</b>
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
<b>RMOD</b>	0	-2	-4	-6	-8	-10

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### POWERS

END	Description	Cost
[8]	<b>Dark Laser Blaster:</b> Blast 7d6, Armor Piercing (+1/4), Autofire (2 shots; +1/4) (52 Active Points); OAF (-1), 8 Charges (-1/2), No Knockback (-1/4) <i>Notes: Fires a pulse burst of dark laser blasts</i>	19
[2 cc]	<b>Darkfield Generator:</b> Darkness to Sight and Hearing Groups 4m radius, Personal Immunity (+1/4) (31 Active Points); 2 Continuing Charges lasting 1 Minute each (-3/4), IIF (-1/4) <i>Notes: An option to activate within the Field Armor, projects a field of darkness around the agent blocking sight and sound coming into the area they are in.</i>	15
2	<b>Level 37 Ritualistic Knife:</b> Killing Attack - Hand-To-Hand 1d6 (1 ½d6 w/STR), +1 Increased STUN Multiplier (+1/4) (19 Active Points); OAF (-1), Real Weapon (-1/4)	8
0	<b>Custom Field Armor:</b> Resistant Protection (6 PD/6 ED) (18 Active Points); OIF (-1/2), Limited Power: Half Mass (-1/2), Limited Power: Real Armor (-1/4) <i>Notes: Speciality Armor crafted for the Revered field agents of Level 37</i>	8
	<b>Helmet &amp; Visor</b> all slots OIF (-1/2)	
0	1) <b>Communicator:</b> Radio Perception/Transmission (Radio Group) (10 Active Points); OIF (-1/2)	7
0	2) Sight Group Flash Defense (4 points) (4 Active Points); Half Mass (-1/2), OIF (-1/2), Real Armor (-1/4)	2
0	3) Hearing Group Flash Defense (3 points) (3 Active Points); OIF (-1/2)	2
[1]	<b>Darkfield Englobement:</b> Barrier 5 PD/5 ED, 10 BODY (up to 6m long, 2m tall, and 1/2m thick), Opaque Hearing Group, Opaque Sight Group (54 Active Points); 1 Charge (-2), OAF (-1), Range Based On Strength (-1/4), Restricted Shape (Only a globe; -1/4) <i>Notes: This gets thrown out like a grenade that explodes on contact, and generates a sphere of opaque darkness to englobe the target.</i>	12
<b>Total Powers Cost</b>		73

### MARTIAL ARTS

Description	Cost
<b>Choke Hold</b> 1/2 Phase, -2 OCV, +0 DCV, Grab One Limb; 2d6 NND	4
<b>Martial Grab</b> 1/2 Phase, -1 OCV, -1 DCV, Grab Two Limbs, 25 STR for holding on	3
<b>Takedown</b> 1/2 Phase, +1 OCV, +1 DCV, 3d6 Strike; Target Falls	3
<b>Martial Block</b> 1/2 Phase, +2 OCV, +2 DCV, Block, Abort	4
<b>Total Martial Arts Cost</b>	14

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### SKILLS

Roll	Description	Cost
	<b>Familiarity with Level 37 weapons:</b> +2 with a small group of attacks	6
11-	Tactics	3
12-	Teamwork	3
11-	Interrogation	3
12-	Combat Driving	3
11-	PS: Agent	2
11-	Concealment	3
12-	Stealth	3
11-	Shadowing	3
	WF: Beam Weapons, Energy Weapons, Small Arms, Vehicle Weapons	7
Total Skills Cost		36

### COMPLICATIONS

Description	Points
Social Complication: Subject to Orders Very Frequently, Major	20
Hunted: Parent Organization Infrequently (Mo Pow; NCI; Watching)	10
Distinctive Features: Parent Organization Uniform (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)	5
Psychological Complication: Appropriate Moral Complciation (Common; Strong)	15
Total Complications Points	50