

## IERA Agent - Type A

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		
		<b>Total</b>	<b>50</b>		

### CHARACTER IMAGE

### EXPERIENCE POINTS

Total earned:	0
Spent:	0
Unspent:	8
Base Points:	175
Complication Points:	45
Characteristic Points:	50
Power Points:	64
Talent Points:	0
Martial Art Points:	17
Skill Points:	36
Perk Points:	0

**Total Points:** 167

### 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
Arc Creating Electric Production Assault Carbine (ACE PAC)	3d6 Killing Attack - Ranged	[16]
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
[16]	<b>Arc Creating Electric Production Assault Carbine (ACE PAC):</b> Killing Attack - Ranged 3d6, +1 Increased STUN Multiplier (+1/4) (56 Active Points); OIF (-1/2), No Knockback (-1/4), Limited Range (30m; -1/4), 16 Charges (-0) <i>Notes: Only weapons specialists are generally issued these, since it is quite possible to kill other IERA personnel with these carbines.</i>	28
[1]	<b>Muscle Rigidity Instant Disabler ("Mister Id"):</b> 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	<b>Custom Field Armor:</b> 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
	<b>Helmet</b>	
0	1) <b>Communicator:</b> 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) <b>IR Vision:</b> 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) <b>Polarized Helmet Shielding:</b> Sight Group Flash Defense (5 points) (5 Active Points); OIF (Helmet Faceshield; -1/2)	3
[1rc]	<b>Englobing Handcuffs:</b> 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
<b>Total Powers Cost</b>		<b>64</b>

### MARTIAL ARTS

Description	Cost
<b>Legsweep</b> 1/2 Phase, +2 OCV, -1 DCV, 4d6 Strike, Target Falls	3
<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>	<b>17</b>

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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