

Character Name: Tarraingteacht (Tearing-TUHGT)

AKA: Aoife (EE-fa) Stewart

Player: Bonnie Page



CHARACTERISTICS

Char	Val	Cost	Roll	Notes
STR	13	3	12-	Lift: 151.6kg
DEX	15	10	12-	Initiative: 15
CON	15	5	12-	Stun Threshold: 15
INT	18	8	13-	PER Roll: 13-
EGO	15	5	12-	
PRE	15	5	12-	PRE Attack: 3d6
OCV	6	15		
DCV	9	30		
OMCV	3	0		
DMCV	3	0		
SPD	4	20		Phases: 3, 6, 9, 12
PD	7/21*	5		7/21 PD (0/6 rPD)*
ED	7/25*	5		7/25 ED (0/6 rED)*
REC	8	4		
END	45	5		
BODY	14	4		
STUN	35	8		
Run	12m	0		
Swim	4m	0		
Leap	4m	0		

* Out of Costume / In Costume

Total Characteristic pts: 132

COMPLICATIONS

Complication

	pts
Psych Comp: Reluctant to Kill (Com; Strong)	15
Soc Comp: Secret ID Freq, Major	15
Soc Comp: Woman in 1930s U.S. Inf, Minor	5
Secret Agent	
1) Hunted: Brittish Intelligence Inf (Mo Pow; NCI; Watching)	10
2) Rivalry: Professional (other Intelligence Agents), Rival is As Powerful, Seek to Outdo, Embarrass, or Humiliate Rival, Rival Aware of Rivalry	5
3) Soc Comp: Subject to Orders Inf, Major	10

Total Complication pts: 60

EXPERIENCE

Source	pts
Earned	55
Spent	55
Unspent	0
Base pts	300
Complication pts	60
Total pts	355

SKILLS

Skill	Cost
+3 w/ Magnetic Control	15
Breakfall 12-	3
Power: Magnetic Control 12-	3
Everyhero	
1) AK: London 8-	0
2) Climbing 8-	0
3) PS: Spy 10-	0
4) Paramedics 8-	0
5) TF: CMGV	0
Linguist	3
1) Language: English (idiomatic) (4 AP)	0
2) Language: French (idiomatic) (4 AP)	2
3) Language: German (idiomatic) (4 AP)	2
4) Language: Russian (completely fluent) (3 AP)	2
5) Language: Spanish (completely fluent) (3 AP)	1
Secret Agent	
1) AK: New York 11-	2
2) Acting 12-	3
3) Bribery 12-	3
4) Bugging 13-	3
5) Charm 12-	3
6) Concealment 13-	3
7) Conversation 10-	2
8) Disguise 13-	3
9) Forgery 13-	3
10) KS: Espionage World 13-	3
11) KS: Guns 11-	2
12) KS: Nazis 13-	3
13) Persuasion 12-	3
14) Shadowing 12-	3
15) Stealth 12-	3
16) Teamwork 12-	3
17) WF: Small Arms	2

Total Skills Cost: 77

TALENTS

Talent	Cost
Heroic Action pts: 2	0

Total Talents Cost: 0

PERKS

Perk	Cost
Secret Agent	
1) Alice Stevens, Political Attache: Deep Cover	2
2) Brittish Ambassador: Contact: Sir Mansel of Muddlescrombe (major access, own contacts, useful, limited by ID) 11-	4
3) FBI Agent: Contact: Special Agent Williams (major access, own contacts, useful, limited by ID) 8-	3
4) Fringe Bene: Brittish Special Operations Executive	2
5) Fringe Bene: Passport	1
6) Fringe Bene: Security Clearance	3
Vanguard Base Contribution Base	1

Total Perks Cost: 14

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POWERS

Power	Cost	END
Armored Costume: RProt (6 PD/6 ED) (18 AP); OIAID (-¼) Notes: Made of a fine metal mesh.	14	0
Magnetic Control: MP, 75-point reserve, (75 AP); all UniPow (Magnetics; -¼) Notes: You can only have one of these powers active at a time.	60	
1) Build Wall: Barrier 10 PD/10 ED, 10 BODY (up to 12m long, 2m tall, and ½m thick), Non-Anchored, Opaque Sight Group (70 AP); OIF (Metal Objects of Opportunity; -½), Costs END (to maintain; -½), Side Effect: Damages items used (-½), Defense and Body Depend on Materials Used (-¼) Notes: You build a floating wall from metal objects in the environment around you, severely damaging those objects in the process. You have to pay END to maintain the wall.	2f	7
2) Hurl Metal: Blast 10d6, Indirect (Source Point can vary from use to use, path is from Source Point to target; +½) (75 AP); OIF (Metal Obj of Opp; -½), Side Effects, Side Effect: Damages items used (-½) Notes: You magnetically pick up and throw metal objects at a foe. the objects take the impact damage as well.	3f	7
3) Magnetic Deflection: Deflection, No Range Modifier (+1/2) (30 AP); Variable Limitations (Ferrous/Electromagnetic Attacks Only [-1] OR {OIF [Metal Object -½] PLUS Side Effect: Object Takes Attack's Damage [-½]}) Notes: You use your magnetic powers to deflect metal objects and electrical / magnetic energy attacks. Alternatively, you use a metal object to deflect a non-ferrous attack but the object used takes the damage.	2f	3
4) Magnetic Hand: TK (20 STR), Fine Manipulation (40 AP); Ferrous Objects Only (-½) Notes: You concentrate a small amount of your magnetic power in order to perform delicate manipulations of small ferrous objects (like picking locks or typing).	2f	4
5) Magnetism: TK (50 STR) (75 AP); Ferrous Objects Only (-½) Notes: Move metal objects with your mind. You can hold multiple objects, but only grab one per attack, and their combined weight cannot exceed 25 tons.	4f	7
Magnetics, all UniPow (Magnetic Control; -¼)		
1) Magnetic Levitation: Flight 20m (20 AP); Only in Costume (-¼) Notes: 24 / 48 kph (15 / 30 mph) You use your magnetic powers to lift your costume (and you with it) and fly.	13	2
2) Magnetic Armor Reinforcement: (Total: 20 Active Cost, 13 Real Cost) +8 PD (8 AP); Only in Costume (-¼) (Real Cost: 6) PLUS +12 ED (12 AP); Only in Costume (-¼) (Real Cost: 10) Notes: You reinforce your armor with your magnetic powers.	13	0
3) Radio Sense: Radio Perception / Transmission (Radio Group) (10 AP) Notes: You are a radio.	8	0
Total Power pts: 121		

MARTIAL ARTS

Maneuver	Cost
Generic Martial Arts Notes: You've been trained in advanced hand-to-hand combat techniques.	
1) Block: ½ Phase, +2 OCV, +2 DCV, Block, Abort	4
2) Punch: ½ Phase, +0 OCV, +2 DCV, 4 ½d6 Strike	4
3) Throw: ½ Phase, +0 OCV, +1 DCV, 2 ½d6 +v/5, Target Falls	3
Total Martial Arts pts: 11	

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COMBAT SHEET

CURRENT STATUS

STAT	MAXIMUM	CURRENT
END	45	
BODY	14	
STUN	35	
RECOVERY	8	
STUN THRESHOLD	15	

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block Attacks, Abort
Brace	0	+0	½	+2 vs RMod
Choke	½	-2	-2	NND 1d6, Grab Neck, Prevent speaking
Cover	½	-2	+0	Target held at "gunpoint"
Disarm	½	-2	+0	Disarm, STR vs STR
Dive for Cover	½	+0	+0	Move, Abort, Fall Prone
Dodge	½	+0	+3	Dodge Attacks, Abort
Grab	½	-1	-2	Grab 2 limbs, can Squeeze, Slam or Throw
Grab By	½*	-3	-4	Move & Grab, +v/10 to STR
Haymaker	½#	+0	-5	+4 Damage Classes, +1 Segment to perform
Hipshot	½	-1	+0	+1 Initiative
Hurry	½	-2	-2	+1d6 to Initiative
Move By	½*	-2	-2	(STR/2) + (v/10)d6, attacker takes 1/3
Move Through	½*	-v/10	-3	STR + (v/6)d6, attacker takes ½
Multiple Attack	1	var	½	Attack multiple times
Pulling a Punch	½	-1/5d6	+0	Strike, normal STUN damage, ½ Body damage
Roll With a Punch	½	-2	-2	"Block" after being hit, take ½ damage, Abort
Set	1	+1	+0	Ranged attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Snapshot	1	-1	+0	Strike then duck behind cover
Strafe	½	-v/6	+2	Make Ranged attack while moving
Strike	½	+0	+0	STR or weapon
Suppress	½	-2	+0	Continuous fire through area, must use Autofire
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Target falls

* - May be performed after a Full Move.

- Attack lands at end of following Segment.

COMBAT VALUES

Combat Value	Full [Roll]	½ [Roll]	Zero [Roll]
Physical OCV	6 [17-]	3 [14-]	0 [11-]
Physical DCV	9	5	0
Mental OCV	3 [14-]	2 [13-]	0 [11-]
Mental DCV	3	2	0

Combat Skill Levels

+3 w/ Magnetic Control

MOVEMENT

Movement	Combat [Non-Combat]
Run	12m [24m]
Swim	4m [8m]
H. Leap	4m [8m]
V. Leap	2m [4m]
Flight	20m [40m]

RANGE MODIFIERS

Range (m)	0-8	9-16	17-32	33-64	65-128	129-256
RMOD	0	-2	-4	-6	-8	-10

ATTACKS

Attack	Damage	Range	OCV	DCV	END	Notes
Hurl Metal	10d6	500m	+3	+0	7	Blast; Indirect (source); OIF: Metal; Damages Object Used
Magnetism	50 STR	750m	+3	+0	7	TK; Ferrous Obj Only
Magnetic Deflection	n/a	300m	+3	+0	7	Deflection; No Range Mod; Requires a metal object that takes the damage or only deflects ferrous / EM attacks only.
Build Wall	n/a	750m	+3	+0	7	Barrier; 10 PD/10 ED; 10 BOD; 12m x 2m x ½m; Floating, Opaque (Sight); Metal Object; var. DEF & BOD; Damages objects used.
Block	n/a	0m	+2	+2	1	Block, Abort
Punch	4 ½d6	0m	+0	+2	1	Strike
Throw	2 1/2d6	0m	+0	+1	1	+v/5, Target Falls

DEFENCES

Totals					
PD 7/21*	rPD 0/6*	ED 7/25*	rED 0/6*	MD 0	PowD 0
*Out of Costume / In Costume					
Defence	Description				
Armored Costume	Resistant Protection (6 PD/6 ED); Only in Costume				
Magnetic Armor Reinforcement	+8 PD (8 AP); Only in Costume PLUS +12 ED; Only in Costume				
Build Wall	Barrier 10 PD/10 ED, 5 BODY (up to 12m long, 2m tall, and ½m thick), Non-Anchored, Opaque Sight Group; Metal Objects of Opportunity, Costs END to maintain, Side Effect: Damages items used, Defense and Body Depend on Materials Used				
Magnetic Deflection	Deflection; No Range Mod; Requires metal object to take the damage, otherwise Ferrous/Electromagnetic Attacks Only				

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BACKGROUND

APPEARANCE

Hair Color: Black **Eye Color:** Hazel **Height:** 5' 5" **Weight:** 139 lbs

Description:

PERSONALITY

ORIGIN

POWERS