

**Name:** Mech Agents (DEMON)

**Alternate ID:**

Val	Char	Base	Cost
15	STR	10	5
20	DEX	10	30
15	CON	10	10
12	BODY	10	4
8	INT	10	-2
8	EGO	10	-4
10	PRE	10	0
8	COM	10	-1
18	PD	3	5
16	ED	3	3
4	SPD	3.0	10
6	REC	6	0
30	END	30	0
28	STUN	28	0
7"	RUN	6	2
2"	SWIM	2	0
3"	LEAP	3	0

<b>STR Roll:</b> 12-	<b>Run:</b>	7"
<b>DEX Roll:</b> 13-	<b>Swim:</b>	2"
<b>CON Roll:</b> 12-	<b>Leap:</b>	3"
<b>INT Roll:</b> 11-		
<b>EGO Roll:</b> 11-		
<b>PER Roll:</b> 11-		

Disadvantages	Pts
Normal Characteristic Maxima	0
Hunted: UNTIL 8- (Occasionally), More Powerful, NCI, Harshly Punish	20
Hunted: DEMON 11- (Frequently), More Powerful, NCI, Watching	15
Psychological Limitation: Overconfidence Very Common, Strong	20
Psychological Limitation: Mercenary Common, Strong	15
Psychological Limitation: Fear Of Morbanes Common, Moderate	10
Reputation: Bloodthirsty, Sometimes (8-), Extreme, Known Only To Other Mercenaries	5
Social Limitation: Hidden Identity Frequently (11-), Major	15

**XP**  
**0**

**Base Points : 50**  
**Disads Total + 100**  
**Experience Spent + 0**  
**Total Cost = 150**



**Pts. Power/Skill/Perk/Talent END**

- 15 **Power Gauntlets:** Multipower, 60-point reserve, (60 Active Points); all slots 1 Charge (-2), OIF (-1/2), Activation Roll 8- (-1/2)
- 3u 1) **Blaster:** Energy Blast 12d6 (60 Active Points); OIF (-1/2), Activation Roll 8- (-1/2)
- 3u 2) **Concussion Blast:** Energy Blast 8d6, Explosion (+1/2) (60 Active Points); OIF (-1/2), Activation Roll 8- (-1/2)
- 3u 3) **X-Ray Laser:** Killing Attack - Ranged 2d6, Invisible Power Effects (Fully Invisible; +1) (60 Active Points); OIF (-1/2), Activation Roll 8- (-1/2), No Knockback (-1/4)
- 2u 4) **Power Punch:** (Total: 55 Active Cost, 23 Real Cost) Hand-To-Hand Attack +5d6, Double Knockback (+3/4) (44 Active Points); Hand-To-Hand Attack (-1/2), OIF (-1/2), Activation Roll 8- (-1/2) (Real Cost: 10) **plus** Double Knockback for STR: Double Knockback (+3/4); OIF (-1/2), Activation Roll 8- (-1/2) for up to 15 Active Points (5 Active Points) (Real Cost: 5)
- Powered Armor, all slots OIF (-1/2)
- 20 1) **Tough Shell:** Armor (10 PD/10 ED) (30 Active Points); OIF (-1/2)
- 3 2) **Filter Mask:** Life Support (Expanded Breathing) (5 Active Points); OIF (-1/2)
- 3 3) **Helmet Goggles:** Sight Group Flash Defense (5 points) (5 Active Points); OIF (-1/2)
- 3 4) **Helmet Ear Protection:** Hearing Group Flash Defense (5 points) (5 Active Points); OIF (-1/2)
- 4 5) **Heads Up Radio:** Radio Perception/Transmission (Radio Group) (10 Active Points); Only One Channel Power loses less than a fourth of its effectiveness (-1), OIF (-1/2)
- 3 +1 with Power Gauntlets
- 2 AK: City Of Operations 11-
- 3 Breakfall 13-
- 3 Climbing 13-
- 3 Concealment 11-
- 1 Electronics 8-
- 2 KS: Military Hardware 11-
- 2 KS: Military Procedures 11-
- 2 PS: Mercenary 11-
- 2 Survival (Temperate/Subtropical) 11-
- 4 WF: Common Melee Weapons, Small Arms
- 2 Weaponsmith (Energy Weapons) 11-

**59 : Powers Cost**  
**29 + Skills Cost**  
**62 + Characteristics Cost**

Base OCV: 7 Base DCV: 7

Adjustment+ Adjustment+

Final OCV: Final DCV:

Levels: +1 with Power Gauntlets

**Combat Maneuvers**

Name	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, Abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	---	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4DC to attack
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged attacks only
Strike	1/2	+0	+0	STR or weapon

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMod	0	-2	-4	-6	-8	-10

DEX: 20 SPD: 4 ECV: 3  
Phases: 3, 6, 9, 12  
18 PD (10 rPD) 16 ED (10 rED) MD: 0  
END: 30 STUN: 28 BODY: 12



	150 = Total Cost	
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