

**Name:** UNTIL Agents

**Alternate ID:**

Val	Char	Base	Cost
13	STR	10	3
14	DEX	10	12
13	CON	10	6
10	BODY	10	0
13	INT	10	3
10	EGO	10	0
10	PRE	10	0
10	COM	10	0
10/16	PD	3	1
10/16	ED	3	1
3	SPD	2.4	6
6	REC	6	0
26	END	26	0
24	STUN	24	0
6"	RUN	6	0
2"	SWIM	2	0
2 1/2"	LEAP	3	0

**STR Roll:** 12-      **Run:** 6"  
**DEX Roll:** 12-      **Swim:** 2"  
**CON Roll:** 12-      **Leap:** 2 1/2"  
**INT Roll:** 12-  
**EGO Roll:** 11-  
**PER Roll:** 12-

#### Disadvantages

	Pts
Normal Characteristic Maxima	0
Distinctive Features: UNTIL Uniform Easily Concealed, Noticed and Recognizable, Detectable By Commonly-Used Senses	5
Hunted: Viper 8- (Occasionally), As Powerful, NCI, Harshly Punish	15
Hunted: UNTIL 8- (Occasionally), More Powerful, NCI, Watching	10
Psychological Limitation: Disdain For Supers Uncommon, Moderate	5
Psychological Limitation: Respect UNTIL Uncommon, Moderate	5
Reputation: Arrogant, Frequently (11-)	10
Social Limitation: Subject To Orders Frequently (11-), Major	15

**XP**  
**0**

**Base Points : 75**  
**Disads Total + 65**  
**Experience Spent + 0**  
**Total Cost = 121**



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

- Flak Suits, all slots OIF (-1/2)
- 12 1) **Flak Suits:** Armor (6 PD/6 ED) (18 Active Points); OIF (-1/2) 0
- 9 2) **Flak Vests / Boots:** Armor (6 PD/6 ED) (18 Active Points); Activation Roll 8- (-1/2), OIF (-1/2) 0
- Standard Weapon Loads, all slots OAF (-1)
- 9 1) **Blaster Pistol:** Energy Blast 6d6, Autofire (3 shots; +1/2) (45 Active Points); 2 clips of 1 Charge (-1 1/2), STR Minimum 10 (STR Min. Cannot Add/Subtract Damage; -1), OAF (-1), Beam (-1/4) [1]
- 12 2) **Baton:** Hand-To-Hand Attack +5d6, Reduced Endurance (1/2 END; +1/2) (37 Active Points); OAF (-1), Hand-To-Hand Attack (-1/2), STR Minimum 8 (-1/2) 1
- 8 3) **Smoke Grenades:** Darkness to Sight Group 3" radius (30 Active Points); 1 Continuing Charge lasting 1 Turn (-1 1/4), OAF (-1), Range Based On Strength (-1/4), Not In High Winds Power loses less than a fourth of its effectiveness (-1/4) [1 cc]
- 4 4) **Headset Radio:** Radio Perception/Transmission (Radio Group), 1 Continuing Fuel Charge lasting 6 Hours (+0) (10 Active Points); OAF (-1), Only Four UNTIL Channels Power loses less than a fourth of its effectiveness (-1/2) [1 cc]
- 4 5) **Goggles:** (Total: 10 Active Cost, 4 Real Cost) Infrared Perception (Sight Group), 1 Continuing Fuel Charge lasting 6 Hours (+0) (5 Active Points); OAF (-1) (Real Cost: 2) **plus** Sight Group Flash Defense (5 points) (5 Active Points); OAF (-1) (Real Cost: 2)
- 1 +1 with any single attack with one specific weapon
- 2 KS: UNTIL Gear 11-
- 2 KS: UNTIL Procedures 11-
- 1 KS: World Politics 8-
- 2 Language: Another Language Or English If Not Native (basic conversation; Literacy)
- 3 Paramedics 12-
- 1 TF: Small Motorized Ground Vehicles
- 2 WF: Small Arms
- 2 Weaponsmith (Firearms) 12-
- 9 Choose A Package Below [Notes: - Defender Package - +1 UNTIL Blaster, Breakfall, Climbing - Investigator Package - Bugging, Criminology, Shadowing - Field Technical Services - Computer Programming, Electronics, Security Systems - Vehicle Specialist - Combat Piloting, Mechanics, TF:UNTIL Craft (Jets, Helicopters), WF:Vehicle Weapons]

Base OCV: 5 Base DCV: 5

Adjustment+ Adjustment+

Final OCV: Final DCV:

Levels: +1 with any single attack with one specific weapon

#### 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: 14      SPD: 3      ECV: 3  
Phases: 4, 8, 12  
10/16 PD (6/12 rPD)    10/16 ED (6/12 rED)    MD: 0  
END: 26      STUN: 24      BODY: 10

6 Fringe Benefit: International Police  
Powers, Passport

**58 : Powers Cost**  
**31 + Skills Cost**  
**32 + Characteristics Cost**  
**121 = Total Cost**

