

Name: Agent Beth Davies
 Player: SCM



Base OCV: 7 Base DCV: 7
 Adjustment + _____ Adjustment + _____
 Final OCV = _____ Final DCV = _____

Levels: +2 DCV Only, +3 PRIMUS Blaster, +2 Martial Arts

Val	Char	Base	Cost	Max	Pts.
15	STR	10	x1	20	5
20	DEX	10	x3	20	30
15	CON	10	x2	20	10
13	BODY	10	x2	20	6
18	INT	10	x1	20	8
13	EGO	10	x2	20	6
18	PRE	10	x1	20	8
18	COM	10	x1/2	20	4
5	PD	3	x1	8	2
5	ED	3	x1	8	2
4	SPD	3	x10	4	10
6	REC	6	x2	10	0
30	END	30	x1/2	50	0
29	STUN	29	x1	50	0

Characteristics Cost: 91

STR Roll:	12-	Run: 6/9"
DEX Roll:	13-	Swim: 2"
CON Roll:	12-	Jump: 3"
INT Roll:	13-	
EGO Roll:	12-	
PER Roll:	13-	

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

133 VPP: PRIMUS Equipment (100-pt Pool); Control Cost: 50; Change Only in Certain Circumstance (At PRIMUS Equipment Locker): -1/2	
3 Federal/National Police Powers	

7 Acrobatics	15-
3 Breakfall	13-
3 Bugging	13-
3 Bureaucratics	13-
1 CK: Portland	8-
2 CK: Seattle	11-
3 Combat Piloting	13-
3 Computer Programming	13-
3 Conversation	13-
3 Criminology	13-
5 Fast Draw	14-
3 Interrogation	13-
3 KS: Supervillains	13-
3 KS: Paranormals & the law	13-
3 KS: PRIMUS	13-
2 LS: Spanish (Fluent Conv.); Literacy: Standard, 0	
3 Paramedic	13-
3 PS: PRIMUS Agent	13-
3 PS: PRIMUS Gadgeteer	13-
3 Security Systems	13-
2 SS: Engineer	11-
1 SS: Physics	8-
3 Tactics	13-
3 Teamwork	13-
2 TF: PRIMUS Vehicles (Generic Familiarity)	

6 Running (+3", 9", NC: 18"); Non-Combat Multiplier: x2, +0; Non-Combat (MPH): 92	
2 Small Arms	
2 Common Melee Weapons	
10 +2 level w/DCV Only	
6 +3 level w/PRIMUS Blaster	
6 +2 level w/Martial Arts	
19 Jiu-Jitsu	
3 Legsweep (OCV +2, DCV -1, 4d6)	
3 Slam (OCV +0, DCV +1, 3d6+v/5)	
5 Choke Hold (OCV -2, DCV +0, Grab, 2d6 NND)	
4 Disarm (OCV -1, DCV +1)	
4 Escape (OCV +0, DCV +0, STR 30)	

Combat Maneuvers

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	-	+0	stops attacks, abort
Brace	0	+2	1/2	+2 vs. RMod
Disarm	1/2	-2	0	disarm: STR vs. STR
Dodge	1/2	-	+3	vs. all attacks, abort
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	0	-5	4 1/2d6 bef. Pushing
Move By	1/2	-2	-2	1 1/2d6+v/5
Move Through	1/2	-v/5	-3	3d6+v/3
Set	1	+1	0	
Strike	1/2	+0	+0	STR or weapon type
Other Attacks	1/2	+0	+0	
Covered	1/2	-2*	+0	target held at gunpoint
Dive for Cover	1/2	+0	+0	moves character, abort
Pull a Punch	1/2	-1/3d6	0	full STUN, 1/2 BODY
Roll w/Punch	1/2	-2	-2	1/2 STUN/BODY, abort
Snap Shot	1	-1	0	duck behind cover
Suppression	1	-2	+0	continuous autofire
Sweep	1	-2	x1/2	hit mult. targets HTH
Legsweep	1/2	+2	-1	4d6
Slam	1/2	+0	+1	3d6+v/5
Choke Hold	1/2	-2	0	Grab, 2d6 NND
Disarm	1/2	-1	+1	
Escape	1/2	0	0	STR 30

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: 4
 Phases: 3, 6, 9, 12
 PD/rPD: 5/0 ED/rED: 5/0 MD: 0
 END: _____ STUN: _____ BODY: _____
 Lift: 200kg

Disadvantages + Base: 200

15 Psych: Obeys Orders of Superiors (Very Common, Moderate)	
15 Psych: Code Against Killing (Common, Strong)	
10 Psych: Mistrusts "Rogue" Paranormals (Common, Moderate)	
5 DNPC: Nick Wilson (Normal, 8-); Skills: Useful, -5	
5 DF: Attractive PRIMUS Agent; Concealability: Easily, 5; Reaction: Noticed and Recognizable, +0	
10 Enraged: When paranormals flout the law (11-, 11-); Circumstances: Common, +10	
5 Rivalry: Assault Agent in Seattle; Situation: Professional, 5; Position: Equal, +0; Rival: NPC, +0	
10 Social: Public Identity	
15 Social: Subject to Orders	
15 Hunted: DEMON (8-); Capabilities: As Powerful, 10; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Actions: Hunting, x1; Punishment: Harsh, 0	
15 Hunted: Supervillain X (8-); Capabilities: More Powerful, 15; Non-combat Influence: None, +0; Geographical Area: Unlimited, -0; Actions: Hunting, x1; Punishment: Harsh, 0	
20 Normal Characteristic Maxima	
10 Watched: PRIMUS Powers-that-Be (8-); Capabilities: More Powerful, 15; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Only Watching: x1/2; Punishment: Harsh, 0	

Sex: Female
 Appearance: 5'10, with long brown hair and
 brown eyes.

Experience	Disadvantages Total:	150
1	Experience Spent +	1
	Total Cost =	351

260 : Skills and Powers Cost
 91 + Characteristics Cost
 351 = Total Cost

