

DEFENDER

Val	Char Cost	Roll	Notes
15+25	STR 22*	12- (17-)	Lift 200 kg (6,400 kg); 3d6 (8d6) HTH damage [1 (4)]
15+10	DEX 23*	12- (14-)	
15+15	CON 15*	12- (15-)	
20	INT 10	13-	PER Roll 13-
15	EGO 5	12-	
20	PRE 10	13-	PRE Attack: 4d6
5+3	OCV 20*		
5+3	DCV 20*		
4	OMCV 3		
5	DMCV 6		
3+2	SPD 23*		Phases: 4, 8, 12 (3, 5, 8, 10, 12)
5	PD 3		Total: 20 PD (15 rPD)
5	ED 3		Total: 20 ED (15 rED)
7	REC 3		
20	END 0		
10	BODY 0		
32	STUN 6		Total Characteristics Cost: 172 *: OIF (Powered Armor; -½)

Movement: Running: 12m
Flight: 40m

Cost	Powers	END
40	Power Pack: Endurance Reserve (160 END, 30 REC) OIF (-½)	0
40	Weapons Array: Multipower, 60-point reserve; all OIF (Powered Armor; -½)	
4f	1) Electric Bolt: Blast 12d6 OIF (-½)	6
4f	2) Wrist Bolt Gun: Blast 8d6, OIF (-½) Autofire (5 shots; +½); OIF (-½)	6
1f	3) Overload Blast: RKA 3d6 OIF (-½), Increased Endurance Cost (x4 END; -1½), Required Roll 14-, Burnout (-¼)	16
4f	4) Focused EMP Pulse: Dispel 13d6 Variable Effect (any Electricity power one at a time; +½); OIF (-½)	6
3f	5) Electro-Bolos: Entangle 6d6, 6 PD/6 ED OIF (-½), 12 Charges (-¼)	[12]
1f	6) Force Gauntlets: HA +4d6 OIF (-½), Hand-To-Hand Attack (-¼)	2
30	Powered Armor: Resistant Protection (15 PD/15 ED) OIF (-½)	0
27	Jet-Boots: Flight 40m OIF (-½)	4
6	Communications Suite: HRRP (Radio Group) OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
3	Heat Sensors: Infrared Perception (Sight Group) OIF (-½)	0

Perks

10 Money: Wealthy

Skills

- 10 +2 with Weapons Array
- 8 +1 HTH
- 6 +2 with Electronics Skills (Computer Programming, Electronics, Systems Operation)
- 3 Computer Programming 13-
- 3 Electronics 13-
- 3 High Society 13-
- 3 Inventor 13-
- 1 Language: French (basic conversation; English is Native)
- 2 CK: Millennium City 11-
- 2 KS: The Superhuman World 11-
- 3 Mechanics 13-
- 2 SS: Chemistry 11-
- 2 SS: Physics 11-
- 3 Systems Operation 13-
- 3 Teamwork 12- (14-)
- 1 TF: V-Jet

Total Powers & Skills Cost: 228

Total Cost: 400

400 Matching Complications (75)

- 20 **Hunted:** Mechaon (Infrequently, Mo Pow, NCI, Capture/Kill)
- 20 **Hunted:** VIPER (Infrequently, Mo Pow, NCI, Capture/Kill)
- 20 **Psychological Complication:** Code Versus Killing (Common, Total)
- 15 **Social Complication:** Secret Identity (James Harmon IV) (Frequently, Major)

Total Complications Points: 75

Experience Points: 0

