

DIVISION 6

Strength 2

Athletics + 1 3

Brawl + 1 3

Constitution + _____

Installation + _____

Might + _____

Agility 1

Acrobatics + _____

Contortion + _____

Evasion + 1 2

Ride + _____

Stealth + _____

Dexterity 3

Drive + _____

Firearms + 2 5

Melee + _____

Pilot + 1 4

Sleight of Hand + 1 4

Charisma 5

Diplomacy + 1 6

Interrogation + 1 6

Intimidation + 1 6

Seduction + 1 6

Subterfuge + 1 6

Wisdom 4

Awareness + _____

Meditation + 1 5

Politics + 2 6

Motivation + 1 5

Research + _____

Wits 6

Alertness + 2 8

Search + 2 8

Streetwise + 2 8

Survival + _____

Virtual Skill + _____

Intelligence 3

Academics + _____

Computer Prog. + _____

Demonology + _____

Forensics + 1 4

Law + 4 7

Medicine + _____

Netwise + _____

Occultism + _____

Science + _____

Technology + _____

Agent: Valez Player: _____
 Psy-Class: Telekinetic Psy Rank: 2

INITIATIVE 7 [Agility + Wits + Advantages]

OFFENCE

Hand to Hand 3
 (Brawl + Advantages)

Weapon 1
 (Melee + Advantages)

Shooting 5
 (Firearms + Advantages)

Weapon	Damage	Toughness	BP
V2 Enforcer	3D6 (c) MP	7	12

DEFENCE

Passive Target 2
 (Evasion)

Toughness 2
 (Base Constitution)

Willpower 1
 (Base Meditation)

Spirit 0
 (Base Awareness)

Response Actions per round	2
----------------------------	---

Extra Action Modifiers
 1st & 2nd Action as normal.
 Then extra action modifiers:
 3rd Action -2 to roll
 4th Action -4 to roll
 5th Action -6 to roll
 6th Action -8 to roll
 7th Action -10 to roll

ARMOR	
B-17 Body Armor	
Toughness	Body Points
9	15

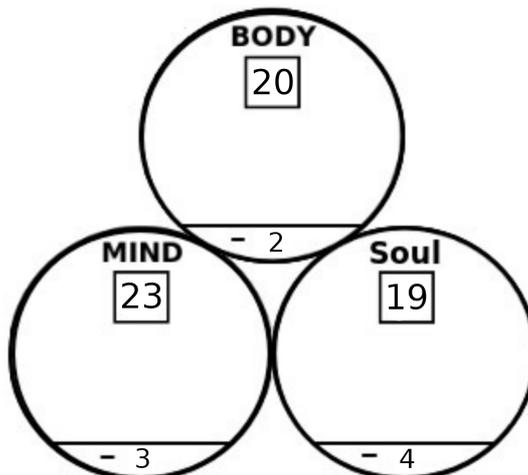
POWERS

PSYCHIC POWER

Rank	1	Rank	2	Rank	3	Rank	4	Rank	5	Rank	6
●	●	●	○	○	○	○	○	○	○	○	○

PSY POOL

HEALTH



Knock-Out Threshold	12
Massive Damage Threshold	2

- Exhausted
- Dazed
- Blind
- Deaf
- Poisoned
- Bleeding
- Maimed -4 -4 -4 -4
- Possessed
- Unconscious

