

**NAME:** SAT Agents  
**PLAYER:**

| VALUE                        | CHAR           | COST | BASE | PTS      |
|------------------------------|----------------|------|------|----------|
| 10/15                        | Strength       | x1   | 10   | 0        |
| 10/15                        | Dexterity      | x3   | 10   | 0        |
| 10/13                        | Constitution   | x2   | 10   | 0        |
| 10                           | Body           | x2   | 10   | 0        |
| 10                           | Intelligence   | x1   | 10   | 0        |
| 11                           | Ego            | x2   | 10   | 2        |
| 13/16                        | Presence       | x1   | 10   | 3        |
| 10                           | Comeliness     | x1/2 | 10   | 0        |
| 2/6                          | Physical Defex | x1   | 3    | 0        |
| 2/6                          | Energy Defens  | x1   | 3    | 0        |
| 2/3                          | Speed          | x10  | 2.5  | 0        |
| 4/6                          | Recovery       | x2   | 6    | 0        |
| 20/26                        | Endurance      | x1/2 | 26   | 0        |
| 20/25                        | Stun           | x1   | 25   | 0        |
| <b>Characteristics Cost:</b> |                |      |      | <b>5</b> |

|                      |        |     |
|----------------------|--------|-----|
| <b>STR Roll:</b> 12- | Run    | 6"  |
| <b>DEX Roll:</b> 12- | Swim   | 2"  |
| <b>INT Roll:</b> 11- | Jump   | 3"  |
| <b>EGO Roll:</b> 11- | Flight | 10" |
| <b>PER Roll:</b> 11- |        |     |

**Experience:** 0

| DISADVANTAGES  | BASE: | 50+PTS |
|--|-------|--------|
| Normal Stats   |       | 20     |
| Psych Lim, "Loyal to US government", common, strong                      |       | 15     |
| Rivalry, "PRIMUS", professional  |       | 5      |
| Secret ID  |       | 15     |
| Watched, "SAT commanders", more powerful, limited area, harsh, appear 8- |       | 5      |

# SUPER AGENTS

| PTS           | POWERS   | END |
|---------------|--|-----|
| ==Skills==    |  |     |
| 15            | 3 Levels: Guns, related group  |     |
| ==Equipment== |  |     |
| 11            | 8/7 Armor, "Powered Armor", 14- Activation (-1/2), OIF(-1/2)                         |     |
| 4             | +3 CON, OIF(-1/2)  |     |
| 10            | +5 DEX, OIF(-1/2)  |     |
| 17            | 7D6 EB, "Blaster Pistol", OAF(-1), 13-16 Charges(0)                                  |     |
| 2             | +3 ED, OIF(-1/2)   |     |
| 5             | 8 Flash Defense, "Visor", Sight Group, OIF(-1/2)                                     |     |
| 13            | 10" Flight, "Jet Pack", OIF(-1/2)  | 2   |
| 7             | HR Radio, OIF(-1/2)  |     |
| 11            | Life Support, doesn't breathe, safe in vacuum/pressure, safe in radiation, OIF(-1/2) |     |
| 2             | +3 PD, OIF(-1/2)   |     |
| 2             | +3 PRE, OIF(-1/2)  |     |
| 3             | +0.5 SPD, OIF(-1/2)  |     |
| 3             | +5 STR, OIF(-1/2)  | 0   |

Base OCV: 5      Base DCV: 5  
 Adjustment +      Adjustment +  
 Final OCV =      Final DCV =

| Maneuver     | Phase | OCV  | DCV | Effect       |
|--------------|-------|------|-----|--------------|
| Block        | 1/2   | +0   | +0  | stops attack |
| Brace        | 0     | +2   | 1/2 | +2 vs RMod   |
| Disarm       | 1/2   | -2   | +0  | STR vs STR   |
| Dodge        | 1/2   | +0   | +3  | all attacks  |
| Grab         | 1/2   | -1   | -2  | grab, do STR |
| Haymaker     | 1/2   | +0   | -5  | x1 1/2 STR   |
| Move By      | 1/2   | -2   | -2  | STR/2 + v/5  |
| Move Through | 1/2   | -v/5 | -3  | STR + v/3    |
| Set          | 1     | +1   | +0  |              |

| Rang | <4 | <8 | <16 | <32 | <64 | <128 |
|------|----|----|-----|-----|-----|------|
| RMod | -0 | -2 | -4  | -6  | -8  | -10  |

DEX: 15      SPD: 2/3      ECV: 4  
 Phases - - - 4 - - - 8 - - - 12  
 PD/rPD 14/ 8 ED/rED 13/ 7  
 END: 26      STUN: 25      BODY: 10

| 3D6   | Loc       | StunX | NStun  | BodyX | CV | Armor |
|-------|-----------|-------|--------|-------|----|-------|
| 3-5   | Head      | x5    | x2     | x2    | -8 |       |
| 6     | Hands     | x1    | x1/2   | x1/2  | -6 |       |
| 7-8   | Arms      | x2    | x1/2   | x1/2  | -5 |       |
| 9     | Shoulders | x3    | x1     | x1    | -5 |       |
| 10-11 | Chest     | x3    | x1     | x1    | -3 |       |
| 12    | Stomach   | x4    | x1 1/2 | x1    | -7 |       |
| 13    | Vitals    | x4    | x1 1/2 | x2    | -8 |       |
| 14    | Thighs    | x2    | x1     | x1    | -4 |       |
| 15-16 | Legs      | x2    | x1/2   | x1/2  | -6 |       |
| 17-18 | Feet      | x1    | x1/2   | x1/2  | -8 |       |

**NOTES**

Deathstroke (09) p22  
 Species: Human  
 Team: SAT



Disadvantages Total : 60  
 Experience Spent + 0  
 Total Points = 110

105 : Powers Total  
 5 + Characteristic Total  
 110 = Total Cost