

**NAME:** Cy-Force Agent (HTE p10)  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
15/20	Strength	x1	10	5
11/18	Dexterity	x3	10	3
13/20	Constitution	x2	10	6
12/15	Body	x2	10	4
13	Intelligence	x1	10	3
10	Ego	x2	10	0
13/18	Presence	x1	10	3
8	Comeliness	x1/2	10	-1
3	Physical Defex	x1	3	0
3	Energy Defens	x1	3	0
3/4	Speed	x10	2.1	9
6/10	Recovery	x2	6	0
26/36	Endurance	x1/2	26	0
27/35	Stun	x1	27	0
<b>Characteristics Cost:</b>				<b>32</b>

<b>STR Roll:</b> 13-	Run	6"
<b>DEX Roll:</b> 13-	Swim	2"
<b>INT Roll:</b> 12-	Jump	4"
<b>EGO Roll:</b> 11-	Flight	10"
<b>PER Roll:</b> 12-		

**Experience:** 0

DISADVANTAGES	BASE:	100+PTS
Distinctive,		10
"Cyber-implants",		
concealable,minor		
Normal Stats		20
Physical Lim,"Altered by		5
cybernetics",		
infrequently,slightly		
Psych Lim,"Overconfident",		15
common,strong		
Psych Lim,"Totally loyal		20
to Doc Digital",common,		
total		
Vuln,"Electricity",common,		10
x1 1/2 stun		
Vuln,"Electricity",common,		10
x1 1/2 body		
Watched,"Cy-Force",more		10
powerful,non-combat		
influence,harsh,appear 8-		

**Disadvantages Total :** 100  
**Experience Spent +** 0  
**Total Points =** 200

# ENEMIES

PTS	POWERS	END
5	IR Vision	
5	Radio XMIT/REC	
	==Skills==	
3	Breakfall 13-	
8	Damage Class +2DC	
4	Killing Strike,"Karate	
	Chop"	
4	Martial Disarm	
4	M Strike,"Boxing	
	Cross"	
3	Martial Throw,"Aikido	
	Throw"	
3	One of: Mechanics,	
	Electro, Stealth,	
	CompProg, SysOp, SecSy	
	==Equipment==	
24	12/12 Armor,	
	"Cybergrafted Plates",	
	OIF(-1/2)	
3	+3 BODY,	
	"Cyber-implants",	
	doesn't add to	
	figured,OIF(-1/2)	
7	+7 CON,doesn't add to	
	figured,OIF(-1/2)	
10	+7 DEX,doesn't add to	
	figured,OIF(-1/2)	
3	+10 END,OIF(-1/2)	
13	10" Flight,"Jetpacks",	
	OIF(-1/2)	2
7	Life Support,"Helmet",	
	doesn't breathe,OIF	
	(-1/2)	
40	PKG,"One of the	
	following",OIF(-1/2)	24
(40)	12D6 EB	6
(40)	4D6 Entangle,entangle	
	not damaged	6
(40)	5D6 Flash,Radar,Sight	
	Group	6
(40)	4D6 RKA	6
3	+5 PRE,OIF(-1/2)	
5	+4 REC,OIF(-1/2)	
7	+1.0 SPD,OIF(-1/2)	
2	+5 STR,doesn't add to	
	figured,OIF(-1/2)	0
5	+8 STUN,OIF(-1/2)	

168 : **Powers Total**  
 32 + **Characteristic Total**  
 200 = **Total Cost**

Base OCV: 6      Base DCV: 6  
 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	
Killing Strike	1/2	-2	+0	2D6
Martial Disarm	1/2	-1	+1	40 STR
M Strike	1/2	+0	+2	8D6
Martial Throw	1/2	+0	+1	6D6 + v/5

<b>Rang</b>	<4	<8	<16	<32	<64	<128
<b>RMod</b>	-0	-2	-4	-6	-8	-10

DEX: 18      SPD: 3/4      ECV: 3  
 Phases - - 3 - - 6 - - 9 - - 12  
 PD/rPD 15/ 12 ED/rED 15/ 12  
 END: 36      STUN: 35      BODY: 15

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**