

FEDERAL AGENT

Identity: Various

Side: Good (20% Evil)

Experience: 14,000

Age: Adult

Powers:

1. Heightened Endurance A +6

2. Heightened Expertise: +8 to hit with Automatic Pistol (includes Training Bonuses).

3. Natural Weaponry (*Unarmed Combat Training*): +2 to Hit, +4 Damage.

Weight: 178 lbs.

Agility Mod.: --

Endurance: 18

Intelligence: 15

Reactions from: Good: +1 **Evil:** -1

Hit Mod. (1.2)(2.2)(1.6)(1.2) = 5.0688

Damage Mod.: +1

Accuracy: +2

Carrying Capacity: 404 lbs

Movement Rates: 48" ground.

Detect Hidden: 10%

Inventing Points: 8.5

Inventing (42%):

Origin and Background: Federal Agents include investigative agents of the FBI, CIA, NSA, KGB, and other alphabetized agencies.

Training Bonuses:

2nd Level: +1 Pistol HTH Combat Accuracy

3rd Level: +1 Pistol HTH Combat Accuracy

4th Level: +1 Pistol HTH Combat Accuracy

5th Level: +1 Pistol HTH Combat Accuracy

Equipment:

Automatic Pistol: +3 Hit, 1d8 Damage, Range 102" (510 ft)

Sex: Male (35% Female)

Level: 5th

Training: +1 Pistol HTH Combat

Basic Hits: 4

Strength: 14

Agility: 16

Charisma: 15

Hit Points (21):

Healing Rate: 2.0

Power (63):

Basic HTH Damage: 1d6

Detect Danger: 14%

Cash: \$