



# LIVING LEGENDS™

<b>Name:</b> Tracer (aka Matt Cafferty)			<b>Age:</b> 33		<b>Sex:</b> Male		<b>Race:</b> Human									
<b>Basic Characteristics:</b>						<b>Secondary Characteristics:</b>										
<b>Score:</b>		<b>Effect:</b>		<b>Notes:</b>		<b>Cost:</b>		<b>HITS ( 11 ): Move: 8 Leap: 1.3953</b>								
<b>PHYSIQUE</b>	11	d6				11		<b>Mass (kg):</b> 86	<b>Mass Effect:</b> d4							
<b>REFLEX</b>	16	d8				18		<b>Carry (kg):</b> 120								
<b>DEFTNESS</b>	16	d8				18		<b>NRG ( 16 ): Luck Roll: d2</b>	<b>Wealth Roll:</b> d4							
<b>INTELLECT</b>	11	d6				11		<b>Fame:</b> 7	<b>Fame Effect:</b> d4							
<b>COOL</b>	11	d6				11										
<b>VITALITY</b>	16	d8				18										
<b>BC Subtotal:</b>						87										
<b>Other Abilities:</b>						<b>Base Cost:</b>		<b>Modifier:</b>		<b>Cost:</b>						
<b>STEALTH SUIT*</b>								<b>Base Points:</b> 100		<b>Unspent Eps:</b>						
ADAPTATION (C): Doesn't Breathe (3), Time Limit [1 hour, Incremental] (0), Charges [1, 1 turn to reload] (-8)*						3	-11	1	<b>Weaknesses:</b> 50							
ARMOR (C): 2 vs. All Physical (7)*						7	-3	5	<b>Spent Eps:</b> 25	<b>Balance:</b>						
HT. SENSE (C): Radio, Full (4)*						4	-3	3	<b>Total Cost:</b> 175	0						
RADIO TRANSMISSION (V): Audio, All Regular Channels, 10 km range (8)*						8	-3	5								
SWING LINE (V): 16", Max. Swing 32" (8), Untraceable [by normal vision or hearing] (+2)*						8	-1	7								
PARALYSIS (V): 2d8-1 Electrical, 12" range (37), Charges [22] (-1), No Knockback (-1), Untraceable [by normal vision] (+1)*						37	-4	22								
INVISIBILITY (P): normal vision, hearing, scent (13)(+5), Stays Active (+2), Slow Activation [1 Turn] (-1), Time Limit [1 hour, Incremental] (0), Charges [7] (-3), Miscellaneous [not in water] (-2)*						13	-2	10								
*Suit (-3)																
CONTACT (V): Monitor [DSA Operator], Luck 1+ (3)(+5) Scholar [DSA Hero & Villain Database]: d10						3	5	6								
COMBAT MANEUVERS (C): Disarm [Punch, 1 lv]: +1 to hit, +1 dmg, disarm (5)						5		5								
Parry [Punch, 1 lv]: +1 to parry, +1 breakpoint (4)						4		4								
Throw [Grapple, 1 lv]: +1 to PHYS roll, throw (3)						3		3								
<b>SKILLS</b>																
SCIENCE [Criminology] (INTL/S): d8 (5)						5		5								
UNARMED [Punch] (DEFT/G): d10 (5)						5		5								
TASER (DEFT/G): d10 (5)						5		5								
VENTRILOQUISM (INTL/S): d6 (2)						2		2								
<b>Total Cost:</b>						175										
<b>Weaknesses:</b>						<b>Value:</b>		<b>Character Portrait</b>								
<b>Background:</b>																
HUMAN CHARACTERISTICS												10	<b>Home:</b> Washington D.C.			
RESPONSIBILITIES: DSA [Federal Department of Superhero Affairs] Agent Very Common [Luck 4+ to avoid], Major												15	<b>Career Fields:</b> Government & Research/Tech			
QUIRK: Deeply concerned about the ethicality of his current assignment												5	<b>Origin:</b> Technological Project			
DARK PAST: Tracer is undercover, observing the superhero community for the DSA Becomes 15 points of Bad Reputation if exposed												10	<b>Motivation:</b> Duty Bound			
UNLUCKY: -2 Luck Levels												10				
<b>Total Weaknesses:</b>						50										