



THIN MIND, Agent Darcy Burgess

- Female, 30
- From the Northern Republic of Ireland (Catholic)
- USER Agent (Kanye)
- Authority: +2 MOS with Intimidate and Influence, in law enforcement context
- Contacts: 1x session, information and resources
- Archetype: Outsider
- Savvy: +1 MOS with Perception and Will
- Penalty: +1d10 to Antagonist Pool if she trusts authority

Ability Level 5: 300 Points

- Characteristics: 104 Points (+1 free from Species)
- Skills: 67 Points
- Powers: 129 Points

Con 2, Dex 3, Spd 3, Str 1, CR 6, Cha 2, Int 1, Per 5, Wil 3, MR 1

Stealth 6, Scholar 1, Athletics 5, Evade 10, Fighting 7, Influence 2, Intuition 3, Investigation 5, Movement 5, Piloting 3, Ranged Fighting 10, Resistance 3, Technical 3, Thievery 4

Luck, AV 3

- Luck Pool = 7
- ± 3 MOV to anyone's result affecting her directly

Super Attribute: Perception, AV 5

- Analyze Weakness: PER + Investigation for +5 bonus for next attack
- Epiphany: 1x session, gain one clue

Super Reaction, AV 2

- +4 Initiative
- -2 AV time for mundane tasks
- 4 instead of DEX for active Evade

Danger Sense, AV 3

- PER + Intuition + 3; add MOS to Initiative or to initial Defense

Two-Dimensional, AV 3

- Immune to kinetic damage
- +3 Stealth

Hero Points: 6, Hit Points: 12, Mind Points: 13, Wealth: 2, Renown: 0

Disadvantages

- Relationship: Last sane man in USER HQ
- Internal: Still idealistic (somehow)
- External: Whiff of doom

PANTHEON: the Alderwright Foundation; agenda = "Stop Sovereign's Manifest Destiny"

Authority 1, Fortitude 3, Insight 7, Might 2, Mobility 2

Boon: Patron, Curse: Old Rivalry

Ka Pool= 5, Renown = 0, Grandeur = 12