

Enforcer

Origin & Background: Eric Forrest worked for “the Company”. He was what is known as a Free-Stationed Representative.

Whenever the “company” had any trouble, anywhere in the world, they would send a man like Eric Forrest to straighten it out. He had even the Company’s permission to do anything necessary to put an end to the trouble. Eric Forrest liked his work and was very good at it.

He was a secret agent in good standing. One job the “Company” gave him was guarding an important scientist, one Doctor Freidrich from some members of another organization who considered the good Doctor to be a problem. This would be Eric Forrest’s last job.

Dr. Freidrich was working on a formula to develop a human being’s mental force as a way to protect him and make him invulnerable. The formula really did work, but unfortunately, that made the “Company” think that Dr. Freidrich and his formula were both too dangerous to be allowed to remain extant.

Disobeying orders, Eric Forrest tried to protect the Doctor anyway and Dr. Freidrich gave him the only dose of the formula.

Despite the formula and Eric’s efforts, the Doctor was eventually killed.

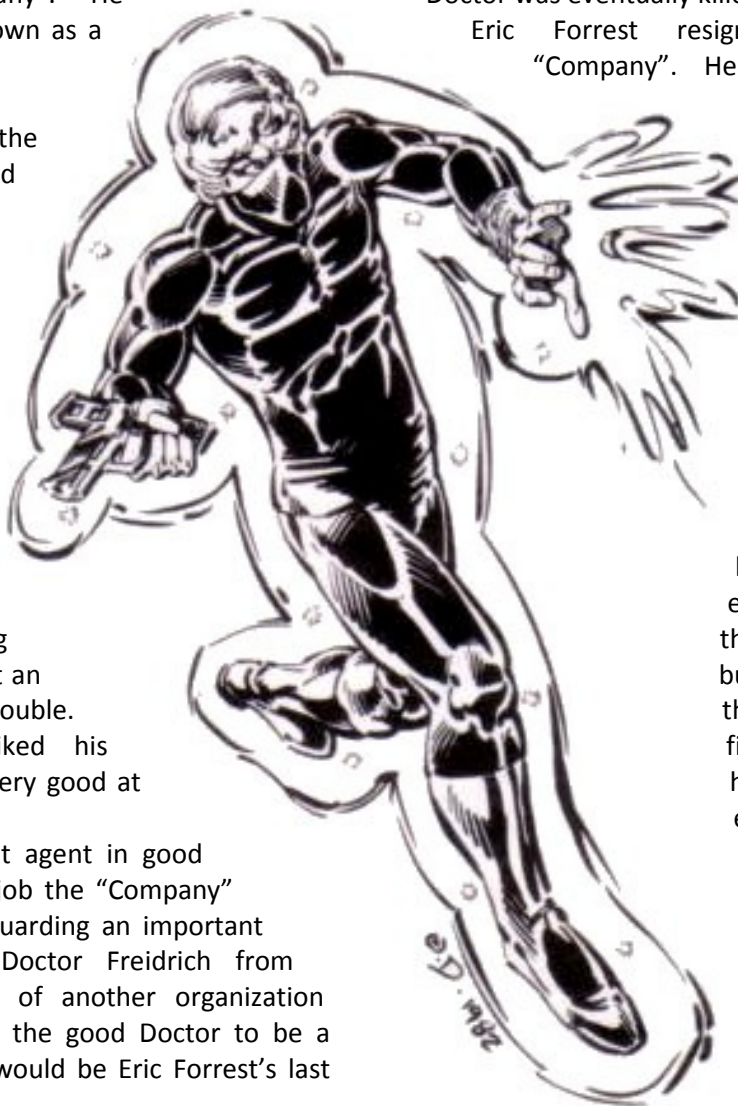
Eric Forrest resigned from the “Company”. He did not need to work for them to solve problems as he is extremely good at his work.

Combat Tactics:

Enforcer’s tactics consist of using force fields to cut off his enemies’ escape paths and then firing flare bullets to blind them. Any still in fighting condition he pommels with explosive bullets (for dangerous enemies) and mercy bullets (for small fry).

If the Mercury Mercenary shows up, Eric concentrates all

his efforts on him.



Living Legends

PHYS 11, REFL 11, DEFT 16, INT 11, COOL 7, VITL 11

Special Weapon: Total Cost: 20 CPs

Equipment: Carried (-3), Fatigues (-1), Multipower (-5)

a) **Bullets:** Power Blast, 1d8 Sharp Kinetic [piercing] (16), 24” range (+1), 7 charges (-3) [3 CP];

b) **Mercy Bullets:** Power Blast, 1d4 Blunt Kinetic [dull impact] (7), 24" range (+1), 7 charges (-3) [2 CP], plus

1d6 Intensity Paralysis Ray vs. CON (11), Carrier Attack (+2), 24" (+1), 7 charges (-3) [3 CP];

c) **Explosive Bullets:** Power Blast, 1d12 Blunt Kinetic [crushing] (29), 24" range (+1), 1" area effect (+1), 7 charges (-3) [7 CP];

d) **Flare Bullets:** Power Blast, 1d8 High Temperature [fire] (16), 24" range (+1), 7 charges (-3) [3 CP], plus

Sensory Shock 1d6 Intensity vs. CON (8), 24" range (+1), Carrier Attack (+2), Visible Light, Normal Vision Only (-1), 3" radius (+3), 7 charges (-3) [2 CP].

Force Field Total Cost: 52 CPs

ARMOR GENERATION (V): 6 vs. electromagnetic, all temp, all kinetic, biochemical, & energy (13), Area Effect [13", Shapes, Perimeter] (+9), Brittle (-4), Range [12"] (+3): 49 CPs

NATURAL WEAPONRY (V): Strength Surcharge (N), Range [12"] (+3): 3 CPs

Skill (Weapon): (DEFT/G) +2 levels with Special Weapon (+7) [13 CP]

Skill (Weapon): (DEFT/G) +1 level with Pistols, Rifles and Daggers (+5) [4 CP]

Wealth: He was paid very well for his previous work, +4 levels, d12 effect [8 CP]

Weakness (Persecuted): The Company never really lets anyone leave (Uncommon, Major) [+10 CP]

Weakness (Persecuted): Old enemies from the spy business (Rare, Life-threatening) [+10 CP]

Weakness (Compulsion): Attack the Mercury Mercenary on sight (Rare, Recover 4+) [+5 CP]

Weakness (Dark Past): He did some dirty deeds while working for The Company [+10 CP]

Villains & Vigilantes

Str 15, End 14, Int 17, Agl 13, Cha 8, 170 lbs., level 4

Basic Hits 4; Hit Modifier (1.6)(1.4)(1.2)(1.2) = 2.2256; Hit Points 13; Damage Modifier +2; Accuracy +1; Heal Rate 1.2; Power 59; Carrying Capacity 406 lbs.; Basic HTH 1d6; Move 42" ground; Detect Hidden 12%; Detect Danger 51%

Force Field: 28" range, PR=1 per attack, 1d6 damage.

Heightened Expertise: +4 "to hit" with Special Weapon

Special Weapon: Pistol, superbly crafted, HTH+4 "to hit", 1d8 damage, 78" range.

a) **Mercy Bullets:** 1d4 damage inflicted, save vs. E on 1d20 or paralysis as well (as Paralysis Ray)

b) **Explosive Bullets:** 1d20 damage, 1" blast radius

c) **Flare Bullets:** 2d8 damage, also creates a 10" radius blinding glare as per Light Control.

Six bullets of each variety (including ordinary bullets) are carried with a silencer.

Artwork captured from http://www.paratime.ca/v_and_v/art_idee_vav.html

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