

FIXER

Norbert Ebersol

FIGHTING <i>melee</i>	TYPICAL (6)	HEALTH <i>F+A+S+E</i>	24
AGILITY <i>ranged · dodge</i>	TYPICAL (6)	KARMA <i>R+I+P</i>	70
STRENGTH <i>damage · grapple</i>	TYPICAL (6)	RESOURCES <i>afford by rank</i>	EXCELLENT (20)
ENDURANCE <i>stamina · resist</i>	TYPICAL (6)	POPULARITY <i>fame</i>	0
REASON <i>knowledge · invent</i>	INCREDIBLE (40)		
INTUITION <i>senses · initiative</i>	EXCELLENT (20)		
PSYCHE <i>willpower · magic</i>	GOOD (10)		

MOVEMENT	
GROUND 1 AREA	AIR 20 AREAS INCREDIBLE · 300 MPH
TALENTS	
MECHANICS — NORBERT EBERSOL IS ONE OF THE MOST BRILLIANT AND INNOVATIVE MINDS ON EARTH	

POWERS

MOVEMENT <i>see Movement block above for areas/turn + mph</i>		
GADGETEER		Most of Fixer's powers come from the astounding gadgets and weapons he invents and uses.
COSTUME PROTECTION	TYPICAL (6)	His green costume gives him Typical protection from attacks. Its insulation provides Good protection from electricity, light, and radiation damage.
ANTIGRAVITY BOOTS (FLIGHT)	INCREDIBLE (40)	Antigravity disks on his soles let him fly with Incredible speed.
	MOVEMENT	
HEADGEAR (BREATHING)		Face plate allows him to breathe without an outside air supply for up to three hours.

EQUIPMENT

SH <i>shooting — roll Agility on the Universal Table</i>		
WEB BOMBS	INCREDIBLE (40)	Two web bombs. Cover whatever they hit with a web of Incredible strength.
LASER PISTOL	REMARKABLE (30)	Fires laser rays of Remarkable damage. Never runs out of energy. If knocked from his hand, becomes a heat-seeking rocket striking with Incredible Agility for Remarkable damage.
	SH	
TANGLER CABLES	EXCELLENT (20)	One-shot canister throwing a mass of steel cables. Traps target with Excellent strength and zaps with Good damage (10 points) for 3 rounds.
FLASH BOMBS		Three flash bombs. Bright flash on impact temporarily blinds anyone looking in the general direction.