

NAME: Airstrike				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
15	Strength	x1	10	5
18/24	Dexterity	x3	10	24
18	Constitution	x2	10	16
14	Body	x2	10	8
13	Intelligence	x1	10	3
11	Ego	x2	10	2
15	Presence	x1	10	5
16	Comeliness	x1/2	10	3
6	Physical Defex	x1	3	3
6	Energy Defens	x1	4	2
4/6	Speed	x10	2.8	12
10	Recovery	x2	7	6
36	Endurance	x1/2	36	0
40	Stun	x1	31	9
Characteristics Cost:				98

STR Roll: 12-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 12-	Jump	3"
EGO Roll: 11-	Gliding	15"
PER Roll: 12-	Flight	30"

Experience: 0

DISADVANTAGES	BASE: 245+PTS
Enraged, "Facing a better flyer", uncommon, occur 14-, recover 11-	10
Hunted, "US government", more powerful, harsh, appear 11-	20
Normal Stats	20
Psych Lim, "Overconfident", common, strong	15
Psych Lim, "Show-off", common, moderate	10
Rep, "Hot-dog pilot", occur 11-	10
Rivalry, "Other flyers (Lazer)", professional	5
Secret ID, "Danny Baker"	15

Disadvantages Total : 105
Experience Spent + 0
Total Points = 350

ENEMIES

PTS	POWERS	END
==Skills==		
7	Combat Piloting 16-	
16	4 Levels: DCV, related group, in air only (-1/4)	
15	5 Levels: Move-by/through, Turn modes, tight group	
5	Navigation 12-	
0	PS: Soldier 8-	
1	Sign Language	
3	Systems Operation 12-	
==Equipment==		
15	EC (22), OIF(-1/2)	
14a)	PKG, 10/10 Armor, 5/5 Armor, 14- Activation (-1/2)	
31b)	PKG, 30" Flight, 0" Flight, "Boosters", x8 Non-Combat, x2 Increased End Cost (-1/2)	6
20c)	3D6 RKA, "Wing missiles", 5-6 Charges (-3/4), Explosion(+1/2)	0
40	8D6 EB, "Auto-blasters", OAF(-1), x5 Autofire (+1/2), 13-16 Charges (+1/2), 16 Clips	0
85	PKG, "Suit", OIF(-1/2)	
(7)	360 Degree Sensing, Radio Group	
(9)	+6 DEX, doesn't add to figured	
(8)	120/0 End Reserve	
(3)	0/10 End Reserve, requires jet fuel(-2)	
(3)	5 Flash Defense	
(10)	15" Gliding	
(7)	HR Radio	
(9)	Life Support, doesn't breathe, safe in vacuum/pressure	
(10)	Radar Sense	
(13)	+2.0 SPD	
(6)	+6 Telescopic Sense, Sight Group	

252 : **Powers Total**
 98 + **Characteristic Total**
 350 = **Total Cost**

Base OCV: 8 Base DCV: 8
 Adjustment + Adjustment +
 Final OCV = Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX: 24 SPD: 4/6 ECV: 4
 Phases - 2 - 4 - 6 - 8 - 10 - 12
 PD/rPD 21/ 15 ED/rED 21/ 15
 END: 36 STUN: 40 BODY: 14

3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulders	x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

NOTES
 High Tech Enemies (411) p62
 Name: Danny Baker
 Species: Human
 Gender: Male
 Team: HAWCS

