

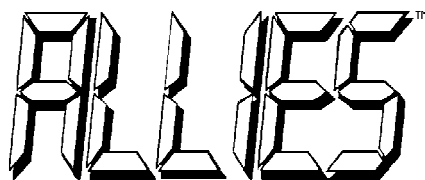
**NAME:** Fed. of Atlantia Soldier  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
13	Strength	x1	10	3
12	Dexterity	x3	10	6
13	Constitution	x2	10	6
10	Body	x2	10	0
10	Intelligence	x1	10	0
10	Ego	x2	10	0
13	Presence	x1	10	3
10	Comeliness	x1/2	10	0
3	Physical Defex	x1	3	0
3	Energy Defens	x1	3	0
3	Speed	x10	2.2	8
6	Recovery	x2	6	0
26	Endurance	x1/2	26	0
24	Stun	x1	24	0
<b>Characteristics Cost:</b>				26

<b>STR Roll:</b> 12-	Run	6"
<b>DEX Roll:</b> 11-	Swim	2"
<b>INT Roll:</b> 11-	Jump	3"
<b>EGO Roll:</b> 11-	Flight	10"
<b>PER Roll:</b> 11-		

**Experience:** 0

DISADVANTAGES	BASE:	93+PTS
Normal Stats		20
Rep, "Soldiers of Fire Hawk", occur 8-		5



**PTS POWERS END**

==Skills==  
 1 Lang: English  
 0 Lang: Spanish, native  
 4 Martial Block  
 4 Martial Dodge  
 4 M Strike  
 3 Martial Throw  
 5 Off Strike  
 2 WF, Small Arms  
 6 Two Skills worth 3 points each  
 ==Equipment==  
 15 2D6 EB, "Blaster Pistol", OAF(-1), 126-250 Charges(+1), NND(+1), Defense: Force Field  
 23 10" Flight, "Grav Jet Pack", OIF(-1/2), Extra Time(-1/4), only to start power, 0 END (+1/2), Invisible (+1/2), Hearing Group  
 2 4" Gliding, "Parachute", May not climb(-1/2), 1 Charges(-1/4), continuing, duration: 5 hours  
 23 PKG, "Power Armor", OIF(-1/2)  
 (12) 7/5 Armor  
 (7) Life Support, doesn't breathe  
 (2) Radio Hearing  
 (2) +5" Superleap, 14-Activation(-1/2), 4 Charges(-1)

Base OCV: 4      Base DCV: 4  
 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	
Martial Block	1/2	+2	+2	
Martial Dodge	1/2	+0	+5	
M Strike	1/2	+0	+2	4 1/2D6
Martial Throw	1/2	+0	+1	2 1/2D6 + v/5
Off Strike	1/2	-2	+1	6 1/2D6

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

DEX: 12      SPD: 3      ECV: 3  
 Phases - - - 4 - - - 8 - - - 12  
 PD/rPD 10/ 7      ED/rED 8/ 5  
 END: 26      STUN: 24      BODY: 10

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**  
 Strike Force p61  
 Species: Human

**Disadvantages Total :** 25  
**Experience Spent +** 0  
**Total Points =** 118

92 : **Powers Total**  
 26 + **Characteristic Total**  
 118 = **Total Cost**