

NAME: Faststrike				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
15/30	Strength	x1	10	5
18	Dexterity	x3	10	24
16	Constitution	x2	10	12
15	Body	x2	10	10
13	Intelligence	x1	10	3
18	Ego	x2	10	16
18	Presence	x1	10	8
18	Comeliness	x1/2	10	4
10/13	Physical Defex	x1	5	7
10/11	Energy Defens	x1	3	7
4	Speed	x10	2.8	12
10/12	Recovery	x2	8	8
32	Endurance	x1/2	32	0
31/36	Stun	x1	36	0
Characteristics Cost:				116

STR Roll: 15-	Run	12"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	6"
EGO Roll: 13-	Flight	18"
PER Roll: 12-		

Experience: 134

DISADVANTAGES	BASE: 200+PTS
DNPC,"Innocents in need of saving",incompetent, appear 11-	20
Distinctive,"Aegis homing beacon",easily concealable,minor	5
Distinctive,"Aegis armor",easily concealable,major	10
Enraged,"If he loses a competition",uncommon, occur 14-,recover 11-	10
Hunted,"Various Heretics, including the Armada of Granite",as powerful, harsh,appear 11-	15
Psych Lim,"Suffers from crippling panic attack",uncommon,total	15
Psych Lim,"Arrogant",common,strong	15
Psych Lim,"Strikes first, thinks later",common, strong	15
Rep,"Fastest of the Strikers",occur 8-	5
Rep,"Intergalactic hero", occur 14-,extreme reputation	20
Rivalry,"Grand Protector Armada",professional	5
Watched,"Striker Fleet", more powerful,non-combat influence,harsh,appear 14-	15
Disadvantages Total : 150	
Experience Spent + 134	
Total Points = 484	



PLAY WITH THIS TOO

PTS	POWERS	END
2	LS - Slow Aging	
	==Perks==	
30	Followers: R-Buke (150pt)	
5	Intl Police Powers	
	==Skills==	
3	Acrobatics 13-	
5	Combat Piloting 14-	
3	High Society 13-	
3	Navigation 11-	
3	Survival 11-	
3	Systems Operation 12-	
3	Tracking 12-	
2	TF,Space Vehicles	
4	WF,Clubs,Small Arms, Heavy Weapons	
	==Equipment==	
13	EC (22),"Aegis Armor", OIF(-1/2),Only In Hero ID(-1/4)	
13a)	15/15 Armor	
8b)	15/15 Armor,"Wing Shield",14-Activation(-1/2),Only when not flying(-1/2)	
57c)	18" Flight,x1K Non-Combat,0 END(+1/2)	0
103	MP (180),"Aegis Weapons",Only In Hero ID(-1/4),OIF(-1/2)	
10u	6D6 HKA,"Strike Scepter",0 END(+1/2), x1 Armor Piercing (+1/2)	0
10u	6D6 RKA,"Strike Cannons",0 END(+1/2), x25 Increased Max Range(+1/2)	0
4	Instant Change,IIF (-1/4)	
84	PKG,"Aegis Armor",OIF (-1/2)	1
(5)	1 LVLS Density Increase (stats already included), Always On(-1/2),0 END Persistent(+1)	0
(3)	5 Flash Defense, Hearing Group	
(3)	5 Flash Defense,Sight Group	
(12)	6 Levels: Aegis Weapons,tight group	
(13)	Life Support,doesn't breathe,safe in vacuum/pressure,safe in radiation,safe in heat/cold	
(3)	Radio XMIT/REC	
(12)	12" Running,1/2 END (+1/4)	1
(20)	+4.0 SPD,Can only use every other turn(-1/2)	
(10)	+10 STR,0 END(+1/2)	0
(3)	UV Vision	
368	: Powers Total	
116	+ Characteristic Total	
484	= Total Cost	

Base OCV: 6	Base DCV: 6
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: 18	SPD: 4	ECV: 6
Phases - - 3 - - 6 - - 9 - - 12		
PD/rPD 43/ 30	ED/rED 41/ 30	
END: 32	STUN: 36	BODY: 15

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

Last updated October 31st, 2015 by Mathew R. Ignash.

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Code name: Faststrike

Motto: "I don't feel guilty for the things I've done. I feel guilty for the people I've done them to."

Team: Striker Fleet

Partner: R-Buke

Species: Human

Gender: Male

Age: 35

