

NAME: Madwing
PLAYER:

VALUE	CHAR	COST	BASE	PTS
10/25	Strength	x1	10	0
20	Dexterity	x3	10	30
15	Constitution	x2	10	10
15	Body	x2	10	10
18	Intelligence	x1	10	8
18	Ego	x2	10	16
18	Presence	x1	10	8
16	Comeliness	x1/2	10	3
10/13	Physical Defexl		4	8
11/12	Energy Defensxl		3	8
4	Speed	x10	3.0	10
10/12	Recovery	x2	7	10
30	Endurance	x1/2	30	0
28/33	Stun	x1	33	0
Characteristics Cost:				121

STR Roll: 14-	Run	12"
DEX Roll: 13-	Swim	2"
INT Roll: 13-	Jump	5"
EGO Roll: 13-	Flight	18"
PER Roll: 23-		

Experience: 157

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	
Hunted,"Various Heretics",as powerful,harsh,appear 11-	15	
Psych Lim,"In love with Astroblast",common,strong	15	
Psych Lim,"Overconfident",common,strong	15	
Psych Lim,"Secretive",common,strong	15	
Psych Lim,"Truth seeker",common,strong	15	
Rep,"Crazy in combat",occur 8-	5	
Rep,"Intergalactic hero",occur 14-,extreme reputation	20	
Rivalry,"Regular Protectors",professional	5	
Watched,"Striker Fleet",more powerful,mild,appear 14-	10	
Disadvantages Total : 150		
Experience Spent + 157		
Total Points = 507		



PLAY WITH THIS TOO

PTS	POWERS	END
2	Life Support, slowed aging	
30	Followers: R-Purpose (150pt)	
5	Intl Police Powers	
	==Skills==	
5	Acrobatics 14-	
5	Combat Piloting 14-	
3	Deduction 13-	
3	Navigation 11-	
3	Security Systems 13-	
3	Survival 11-	
3	Systems Operation 13-	
3	Tracking 13-	
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
4	Instant Change,IIF (-1/4)	
103	MP (180),"Aegis Weapons",OIF(-1/2), Only In Hero ID(-1/4)	
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
97	PKG,"Aegis Armor",OIF (-1/2),Only In Hero ID(-1/4)	1
(17)	13- Danger Sense,any attack,immediate vicinity	
(4)	1 LVLS Density Increase (stats already included), Always On(-1/2),0 END Persistent(+1)	0
(13)	+10 Enhanced PER,with all senses,Only to see through illusions and deceptions(-1/2)	
(3)	5 Flash Defense, Hearing Group	
(3)	5 Flash Defense,Sight Group	
(10)	6 Levels: Aegis Weapons,tight group	
(11)	Life Support,doesn't breathe,safe in	
386 : Powers Total		
121 + Characteristic Total		
507 = Total Cost		

Base OCV: 7	Base DCV: 7
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: 20	SPD: 4	ECV: 6
Phases - - 3 - - 6 - - 9 - - 12		
PD/rPD 43/ 30	ED/rED 42/ 30	
END: 30	STUN: 33	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 November 1st, 2015 by Mathew R. Ignash.

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Code Name: Madwing

Motto: "It's not crazy if you know what you're doing."

Team: Striker Fleet

Partner: R-Purpose

Species: Human

Gender: Female

Age: Unknown

DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
			vacuum/pressure, safe in radiation, safe in heat/cold				
		(3)	Radio XMIT/REC				
		(10)	12" Running, 1/2 (+1/4)	END			1
		(9)	+10 STR, 0	END(+1/2)			0
		(3)	UV Vision				
		(11)	11- Universal Translator				