

**NAME:** Jetstrike  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
15/30	Strength	x1	10	5
18	Dexterity	x3	10	24
17	Constitution	x2	10	14
15	Body	x2	10	10
15	Intelligence	x1	10	5
18	Ego	x2	10	16
18	Presence	x1	10	8
12	Comeliness	x1/2	10	1
10/13	Physical Defexl		5	7
10/11	Energy Defensxl		3	7
4	Speed	x10	2.8	12
10/12	Recovery	x2	8	8
34	Endurance	x1/2	34	0
32/37	Stun	x1	37	0
<b>Characteristics Cost:</b>				<b>117</b>

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

**Experience:** 133

**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, "Striker Fleet", as powerful, harsh, appear 8- 10  
 Hunted, "Various Heretics", as powerful, harsh, appear 11- 15  
 Psych Lim, "Foul mouthed", common, moderate 10  
 Psych Lim, "Strikes first, thinks later", common, strong 15  
 Psych Lim, "Bad attitude", very common, moderate 15  
 Rep, "Intergalactic hero", occur 14-, extreme reputation 20  
 Rivalry, "Regular Protectors", professional 5  
 Secret ID, "Fraud" 15  
 Watched, "Lost Protectors", more powerful, mild, appear 14- 10

**Disadvantages Total :** 150  
**Experience Spent +** 133  
**Total Points =** 483



**PLAY WITH THIS TOO**

PTS	POWERS	END
2	LS - Slowed aging	
	==Perks==	
30	Followers: R-Ject (150pt)	
5	Intl Police Powers	
	==Skills==	
3	Acrobatics 13-	
3	Combat Piloting 13-	
3	Navigation 11-	
3	Security Systems 12-	
3	Survival 11-	
3	Systems Operation 12-	
3	Tracking 12-	
4	TF, Riding Animals, 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)	0/30 Armor, Only vs. fire/heat(-1)	
8c)	15/15 Armor, "Wing Shield", 14- Activation(-1/2), Only when not flying(-1/2)	
57d)	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	18D6 EB, "Sacred Flame", 0 END(+1/2), x25 Increased Max Range (+1/2)	
10u	6D6 HKA, "Strike Scepter", 0 END(+1/2), x1 Armor Piercing (+1/2)	
10u	6D6 RKA, "Strike Cannons", 0 END(+1/2), x25 Increased Max Range(+1/2)	
64	PKG, "Aegis Armor", OIF(-1/2), Only In Hero ID(-1/4)	
(4)	1 LVLS Density Increase (stats already included), Always On(-1/2), 0 END Persistent(+1)	
(3)	5 Flash Defense, Hearing Group	
(3)	5 Flash Defense, Sight Group	
(7)	4 Levels: Aegis Weapons, tight group	
(11)	Life Support, doesn't breathe, safe in vacuum/pressure, safe in radiation, safe in	
366	<b>: Powers Total</b>	
117	<b>+ Characteristic Total</b>	
483	<b>= Total Cost</b>	

Base OCV: 6 Base DCV: 6  
 Adjustment + Adjustment +  
 Final OCV = Final DCV =

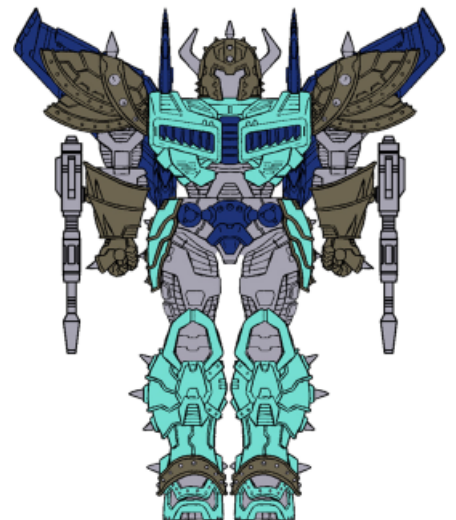
Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

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

DEX: 18 SPD: 4 ECV: 6  
 Phases - - 3 - - 6 - - 9 - - 12  
 PD/rPD 43/ 30 ED/rED 71/ 60  
 END: 34 STUN: 37 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: Jetstrike  
 Motto: "The power choose me, what I do with it is my business."  
 Team: Lost Protectors  
 Partner: R-Ject  
 Species: Human  
 Gender: Male  
 Age: 41



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