ADTENOSTUM

NAIVIE	: <u>AV</u>	RO ARROW		I RUE I.D.	Captain	Tara Mun	ro			V	
SIDE	God	od		BIRTHPLACE	: Canada)	
SPECIES	Hui	man		CULTURE	Modern						
AGE	32			GENDER	: Straight	Cis Fema	le	A			
WEIGHT	150)		lbs MASS	: d4					Park I	
BACKGR				d Forces Pilot, Elec						15	
STORY: When the Canadian military needed a test pilot for their experimental flight-suit project, they selected test pilot, Captain Tara Munro. She flies the skies to protect her country and the people that live in it.											
MO	TIVA	TION: <u>Duty</u>	/ Bound		_ WEA	LTH:	14		X		
OR	IGIN	TYPE: Scien	nce Proj	ect	_ LI	UCK:1	0-			1	
LEGA	L ST	ATUS: <u>Men</u>	nber of t	he Canadian Arme	d Forces				AI		A
CPs:	ABILITIES										•
	//\L	/ENTING:	7 Ur	spent							IPs:
<i>25</i>	ARMOUR: Flight-Suit, 15 Pts. (27.5), Multi-Gear (-2.5)										
10	COMMUNICATORS: Flight-Helmet, 700 mile range (5), Encrypted +6 (+5), Adjusted										
	Range (+5), Pre-Set Channels (0), Gear (-5)										
<i>45</i>	EXPERIENCE LEVELS: +4 Hit Bonus, +5 Defense Bonus, +5 Task Bonus (45)										
<i>25</i>	FLIGHT: Flight-Suit, 64/512 (174 mph / Mach .23), 24 One-hour Charges (25),										
	Multi-Gear (-2.5), Fast Acceleration (+2.5)										
4	HEIGHTENED ENDURANCE: Flight-Suit, +7 (7), Multi-Gear (-2.5)										
10	HEIGHTENED EXPERTISE: Flight-Suit, +3 Hit Bonus with Power Blast (12.5), Multi-										
	Gear (-2.5)										
4	HEIGHTENED STRENGTH: Flight-Suit, +7 (7), Multi-Gear (-2.5)										
17	LIFE SUPPORT: Flight-Suit, 8 one-hour Charges (20), Multi-Gear (-2.5)										
10	POWER BLAST: Power Blasters, 19" Range, 2d8 Energy damage, 24 Charges (15), Gear (-5)										
-10	AGENT: Captain of the Canadian Armed Forces (-10)										
-10	COMPULSION: Protect Canada, Very Common (-10), Character Hook (-2.5)										
CPs	ST	SCORE		CARRYING CAPAC	ITV.		<i>762</i> Ik	DACE I	IITII DM	C.	d8+1
13	-		SAVE			_			HTH DM		
17	-		13-	ATTACKS:	To Hit	Damag	•	Dmg Type			ENSES:
12	AG_		11-	Punch	18-	d8+1		Blunt Kinetio	<i>Y</i> '	Physical	Mental
14	IN _		11-	Kick	16-	1d8+		Energy	Y	6	6
14	CL_	14	11-	Power Blasters	21-	2d8		Energy	Y		
V	_	EXPERIEN	CE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic		Other
V B	BASE	<i>150</i>	ARNED	Armour	4	4	4	3			
V si	PENT	<i>50</i> <	<i>50</i>	Life Support	(2)	(2)	(2)	(2)			
<i>200</i> TO	OTAL	200		-				<u> </u>			
	. -^!⊤!					MOVE	Cmarrait	10			<i>E 00</i>
INITIATIVE: <u>d6</u> MOVE: <u>Ground 19</u> <u>Leaping 5.08</u> POWER (70):											
HIT PTS (<u>23</u>): HEALING: <u>3.9</u>											
CAPS: I	BCs:	<i>50</i> Ab	ility: 4	<i>O</i> Dmg: <i>19</i>	GEAR: Br	reak: 13	Take:	14 Disa	rm: 17	1 GE	3C: <i>19</i>

PLAYER: NPC Hero