



Kosmonaut

CHARACTER NAME:

HTH DAMAGE:

4d10

INITIATIVE:

18
+1d10

HIT POINTS:

664

POWER:

109

IDENTITY: Ravil R. Starostinov

SIDE: Evil AGE: Unknown

LEVEL: 8 EXP: 35,000

TRAINING: +1 to Hit with Special Weapon

CARRYING CAPACITY: 40,902 lbs.

Unarmed HTH Combat (5)

To Hit:
+11

Damage:
4d10+8

Special Weapon (Power Blast) (16)

To Hit:
+8

Damage:
2d20+3

Special Weapon (Magnetic Powers) (13)

To Hit:
+8

Damage:
72% short-out

Special Weapon (Paralysis Ray) (12)

To Hit:
+8

Damage:
n/a

SECURITY CLEARANCE:

HIT MOD.:

STR: 41 3.0

END: 36 4.6

AGL: 20 1.9

INT: 12 1.1

CHA: 21 (15) = 28.842

WEIGHT: 1,128 lbs.

BASIC HITS: 23

AGILITY MOD.: -8

HEAL: 25.3

ACCURACY: +3

DAMAGE: +2

CHA BONUS: +6

REACTION FROM: GOOD: -4 (-2) EVIL: +4 (+2)

MOVEMENT: 97" ground, 19804" flight

DET HIDDEN: 20% INVENTING POINTS: 9.6

DET DANGER: 28% INVENTING: (36%)

POWERS: 1. **Armour Type B:** Kosmonaut Space Armour Mk IV. ADR 200. The armour has the following abilities (all PR costs drain directly from the user's own Power):

a. **Flight Device:** *Plasma Jetpack*. Max speed within an atmosphere: 15x the speed of sound (1476 mph), Maximum Combat Speed: 450 mph (1980" air), Hyperflight (15x the speed of light). PR 1 per hour of flight

b. **Heightened Agility A Device:** *Kosmonaut Exoskeleton*. +14

c. **Heightened Endurance B Device:** *Kosmonaut Exoskeleton*. +18

d. **Heightened Senses Device:** *Sensor Systems*. 360° Awareness (can't be flanked). Can detect the whole electromagnetic spectrum. As a result, he can see perfectly in darkness, and can attempt to track residual radiation trails. An Int roll per hour (on d20, -1 per hour of trail) will allow him to track his target's trail.

e. **Heightened Strength B Device:** *Kosmonaut Exoskeleton*. +26

f. **Life Support:** *Kosmonaut Exoskeleton*.

g. **Natural Weaponry Device:** *Kosmonaut Exoskeleton*. +2 to hit, +4 damage.

2. **Heightened Defense:** 'Military Training' Cyber-Datachip. -4 to be hit. This power only works when the armour is worn.

3. **Heightened Expertise:** 'Weapon Systems' Cyber-Datachip. +4 to hit with the armour's weapon systems. This power only works when the armour is worn.

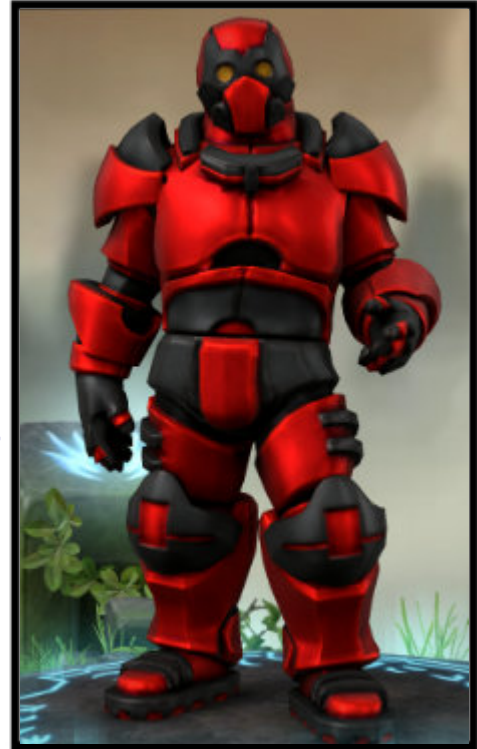
See Page 2 for the rest of his powers.

ORIGIN AND BACKGROUND: (Russian) Ravil R. Starostinov was born in the Georgian Soviet Socialist Republic, but grew up at an elite military school in Russia. All throughout his childhood, he heard stories of the glorious revolution and the USSR's place as a world leader in technological and socio-economic reforms. Like his peers, he was taught that the State was right in all matters, and it is the individual's duty to be a good citizen and follow the orders of the State.

He was accepted into the USSR Space Program and became a kosmonaut. He logged many manned hours in orbit and on the MIR space station. He became a national hero with his exploits in space. He was soon approached by a secretive cabal organization, from within the Soviet Union's KGB, known as the Counter Intelligence Unit (*Kontr-Razvedka*, or KR). He agreed with their goals of keeping the Soviet Union safe from her enemies (both outside and inside of the State) and he readily accepted their offer to join them.

Through intensive drilling, training, and indoctrination, Starostinov was accepted into the government's super-soldier program. His KR masters were happy that they had a mole within the program. They were suspect of the program's goals and with the growing dissension within the USSR itself, they were well aware that they would need someone of great power if they were to keep the status quo. Kosmonaut's secret masters waited in the shadows as they watched him join *The People's Liberators* (the Soviet Union's super-team). Their pawn had infiltrated metahuman society perfectly.

Then in 1989, the Soviet Union fell and many of its states declared independence from the once great country. Civil war was avoided by the intervention of the Russian super-team, but Kosmonaut walked away from the team saying that his Soviet Union was dead and he couldn't continue on in good conscience. The Kosmonaut swore his loyalty and services to the KR-7. He now works to restore Russia and her "independent" states back to their previous glory. He does not care what he must do as long as his goals are achieved.



CHARACTER PORTRAIT

POWERS: (cont'd)

4. Special Weapon: *Ionic Plasma Gauntlets*. Each gauntlet contains a powerful ionic plasma blaster. There are three known settings for the gauntlets (all PR costs are paid by the user):

- a. **Plasma Pulse** (attacks as Power Blast): Range 77", 2d20 Damage, PR 2/shot.
- b. **EM Burst** (attacks as Magnetic Powers): Range 72", 72% chance of shorting out electrical equipment, PR 4/shot.
- c. **Ionic Pulse** (attacks as Paralysis Ray): Range 72", causes paralysis as per the Paralysis Ray power, PR 6/shot.

LEGAL STATUS: Kosmonaut is a citizen of the Russian Federation without a criminal record..

KNOWLEDGE AREAS: Crime, Linguist (English & French), Scholar (Japanese Folklore), and Scholar (Japanese History)

TRAINING BONUSES: (2) +1 to Hit with HTH Combat, (3) +1 Damage with HTH Combat, (4) +1 to Hit with HTH Combat, (5) +1 Damage with HTH Combat, (6) +1 to Hit with Special Weapon, (7) +1 Damage with Special Weapon, (8) +1 Strength, (9) +1 Strength, (10) +1 Endurance.

NOTES: **Group Affiliation:** KR-7 (Kontr-razvedka-7), formerly a member of *The People's Liberators* (now a pariah from the group)

Base of Operations: Hidden base somewhere in Siberia

Height: 8' 3" (armour) or 5' 11" (without armour)

Hair: Unknown

Eyes: Unknown

CASH:

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