FREEDOM SQUADRON

ID

CODE NAME:

LEGAL NAME:

RANK: Recruit

NATIONAL ORIGIN:

VOC. FRAMEWORK: Sailor

TEAM NAME:

XP:

STATISTICS

AGILITY:	d6	**PARRY:**	5	
STRENGTH:	d6	**PACE:**	6	
SMARTS:	d8	**CHARISMA:**		
SPIRIT:	d6	**TOUGHNESS:**	13 (6)	
VIGOR:	d8	**STRAIN:**		

SKILLS

ATHLETICS:	d6	**BATTLE:**	d8
BOATING:	d8	**DRIVING:**	d4
FIGHTING:	d6	**HEALING:**	d4
LOGISTICS:	d8	**NOTICE:**	d8
SHOOTING:	d6	**STEALTH:**	d4
STREETWISE:	d8	**SURVIVAL:**	d6

FOCUSES

- Swimming
- (Mastery) Navigation

EDGES

- Command
- Operational Planning
- Scrounger
- Squadron Branch Training (x1)

SPECIALIZATIONS

- Command (Operational Expertise)
- Logistics (Adaptive Procurement)
- Naval Operations (Offensive Boating)
- Naval Operations ("Sea Dog")

VOCATION FRAMEWORK

Duck to Water	Helmsman
Navigator	Salty

SHAKEN	FATIGUE		WOUNDS			INC
	-1	-2	-1	-2	-3	

FREEDOM SQUADRON

LANGUAGES

HINDERANCES

Heroic

Loyal

Stubborn

CONTACTS

INVENTORY							TOTAL GEAR POINT VALUE:		15

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	NOTES	WEIGHT	GP
FN Five-seveN MK5 Pistol	12/24/48	2d6+1	1	2	25	Semi-Auto, 3RB	2 Lb.	2

GEAR	NOTES	WEIGHT	GP	GEAR	NOTES	WEIGHT	GP
Technician Tools		4 Lb.	3	Com Button		0 Lb.	0

ARMOR	VALUE	NOTES	WEIGHT	GP
KevRam Vest	+6 (+1)		6 Lb.	3

FREEDOM SQUADRON

	ARCANE BACKGROUND	MAX PP

POWERS

NAME	PP	RANGE	DURATION	NOTES

VEHICLE	SIZE	ACC/TS	TOUGHNESS	CREW	NOTES
Sawfish Stealth Assault Hydrofoil	6	12/23	26 (11)	1+7	Amphibious, x3 Heavy Armor, Sensor Suite, x3 Speed, Stealth System, Watercraft, 0 Remaining Mods

WEAPONS:

Dual Linked Batstone 23mm Autocannons (Range 50/100/200, Damage 2d12, RoF 4, AP 4, HW)

4x Batstone 7.62 Miniguns (Range 24/48/96, Damage 2d8+4, RoF 4, AP 3, HW)

16x Sawtooth Torpedoes (Range 50/100/200, Damage 6d6, AP 20, HW, MBT)

CYBERNETICS	STRAIN	EFFECT