

F.I.S.T.

Origin & Background: Frank Streeter was a self-employed inventor of electronic components; but when Newtronics stole the patent from him for several devices incorporated into their Flying Infantry Shock Troop (F.I.S.T.) powered armor which they had been developing for the U.S. military, he sabotaged their project, stole the wreckage of the prototype suit, and secretly rebuilt it himself. Now, as F.I.S.T., he standardly carries out vendetta missions against the U.S. government, the military and big businesses whenever he feels that their actions are unjust or immoral. The terrorist nature of his activities have not made him a hero of the public, yet most villains he meets distrust his motives. The primary exception is Mocker, who shares FIST's attitude to



some degree. Their major ambition is to destroy the current American regime and establish their own social order.

Combat Tactics: FIST prefers aerial battle – against targets on the ground. He flies just within range of the ground and blasts merrily away until engaged in brawling combat or until his

energy charges run out. If forced to fight hand-to-hand, he enjoys demonstrating the improvements he made of Newtronics' original design; he picks up the biggest chunks of matter he can find and hits people with them. FIST checks for morale each time he is hit in combat after his armor's ADR drops below 50%, but is a very loyal follower of Mocker (always

makes morale rolls when Mocker is present). If he flees, it is likely for fear of further damage to his suit as for fear of physical harm to himself.

Living Legends

PHYS 7 (STR 27 with armor), REFL 7, DEFT 7, INTL 16, COOL 11, VITL 11

Skill (Science): Electrical engineer, INTL/S, +3 levels, d12 effect [9 CP]

Skill (Mechanic): Hydraulics, chemical rocket motors, aircraft control systems (collectively “battlesuit mechanic”) (+5), INTL/S, +1 level, d8 effect [4 CP]

Skill (Weapon): Power Blast device, DEFT/G, +2 levels, d8 effect [5 CP]

F.I.S.T. Powered Armor: Equipment: Power Armor (external, visible, large) (-3). Armor 10, 19 hit points [6 CP]

a) **Armor:** 10 vs. All Physical (79), Ablative (-3), Full Coverage (+0), Equipment: power armor (-3) [35 CP]

b) **Jet Boots:** Flight 23” acceleration, 160” top speed (18), Equipment: power armor (-3), 3 charges, activation (-3), incremental time limit 1 hour (+0) (i.e. one charge is good for 60 minutes of non-contiguous flight time), fatigues (-1), components, reload of 3 charges is \$50 of fuel (-2) [5 CP]

c) **Adaptation:** All Physical damage types, plus asphyxiation (3) (+9), Equipment: power armor (-3) [7 CP]

d) **Heightened PHYS:** +20, STR only (-3), Equipment: power armor (-3), Misc limit max STR 40 (-1) [8 CP]

Blaster Cannon: Armor 6 vs. All Physical, brittle [0 CP], 7 Hit Points [2 CP]

* **Power Blast:** 2d8-1 Energy [ion] (37), 12” range, Equipment: visible, external (mounted on left arm and back) (-2),

Fatigues (-1), Small (0.6m) (+1), 22 charges (-1), components, reload of 22 charges costs \$25 in fuel cell materials (-3) [16 CP]

Weakness (Bad Reputation): No one trusts his motives, -1 COOL [+5 CP]

Weakness (Persecuted): Hunted by law enforcement [+15 CP]

Weakness (Compulsion): To fight government, destroy corporate property, and enact civil justice (uncommon, recover 4+) [+10 CP]

Weakness (Distinctive): Well-recognized power armor (Spot 2+, Hide 8+, removable) [+10 CP]

Experience Spent [+16 CP]

Designer Notes: I made a conscious effort to point balance this character conversion from V&V. Largely, this meant adding power restrictions to reduce cost. I tried to view the choice of restrictions as if I were building the character from scratch, and choosing restrictions that seemed to fit the theme of the character.

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