

Raider Three (Zeta class SPB for Brian Wong's Watch Tower) (7/98)

Val	Char	Cost	100 + Disadvantages
20	Strength	10	15 Secret ID
17	Dexterity	21	20 Psych. Lim. (Street Loyal) (com., total)
17	Constitution	14	20 Hunted (Various)
12	Body	4	20 Normal Characteristic Maxima
10	Intelligence	0	
14	Ego	8	
15	Presence	5	
12	Comliness	1	
8	Physical Defense	4	
8	Energy Defense	5	
4	Speed	13	
8	Recovery	2	
50	Endurance	8	experience spent
40	Stun	9	175 disadvantage total
Characteristic Total			104
Power Total			250
Total Cost			354

OCV 0 6	INT Roll	11
DCV 0 6	DEX Roll	12
ECV 0 5	EGO Roll	12
	PER Roll	11

Total Active Cost 273

Cost	Powers	Active	End
27	Steel Hard Skin Armor +10 rPD, +8 rED	27	
32	Inertialess Flight Flight 11", x8 NCM	32	2
5	UV Sight	5	
2	LS: retarded aging	3	
"Amplisonic Shatterblasts"			
87	EB 7d6, Armor Piercing, Double Knockback, 1/2 END	87	4
33	Flash 2d6 v. Normal Hearing, Ultrasonic Hearing, 0 END, Explosion, linked to EB (-1/2)	50	0
Oxygen Bottle, OAF			
5	LS: self-contained	10	
Skills/Talents/Perks			
16	+2 levels all combat	16	
4	+2 OCV primary attack	4	
2	PS: Jewel Thief 11-	2	
2	KS: Hiking 11-	2	
1	Fam.: Tactics 8-	1	
1	Fam.: Sleight of Hand 8-	1	
3	Security Systems 11-	3	
3	Electronics 11-	3	
3	Mechanic 11-	3	
5	Stealth 13-	5	
5	Concealment 12-	5	
3	+1 Electronics, Mechanic, Concealment	3	
8	Running +4"	8	1/5"
3	TF: Helicopters, Cars	3	