

SABOT (EVIL) FRENCH - CRIME background

Sex: M WEIGHT: 260 lbs. Basic Hits: 6

XP Lvl: 11 AGE: 32

HP: 41^{38 21}_{32 0} Power: 81^{73 53}_{66 26}^{58 20} To Hit: +3 Damage: +1⁻¹⁺²

STR: ~~18~~ 44 Carry Cap: 11,256 lbs. HTH Dam: 2d10

END: 14 Heal: 2 HP/day

AGILE: 20 Move: 78"

INT: ~~3~~ 3 DET. HID./DANGER: 4/10 INV. POINTS: ~~3.3~~ 3.3

CHR: 11 ±0/0

POWERS

FLIGHT 616 mph → 61.6 MACH → 616 C PR=1/hr

HEIGHTENED STR-B (+12)

INVULNERABILITY (13 pnts) PHYSICAL ATTACKS ONLY

~~DEATH TOUGH~~

~~ABSORPTION~~

ADAPTATION (usable as defense PR=1) see 3.2

SKILLS

HEIGHTENED STR-A (+14)

WEAKNESS

LOWERED INTELLIGENCE (-12)

INVENTION:

SPECIAL ATTACK - Body Ram. ^(Flight) (Usable only at Normal Speed < 616 mph)
(260 lbs) + (2710.4"/Turn) = [5d10 + 1d6 Dam; +2 to Hit]

Needs at Least 100" to accelerate to Max Speed

DESCRIBE: SABOT flies Headfirst into his target (Explains Low I.Q.) SABOT takes

1/2 damage from attack.
(VAR: 6m desruption)