

FREEDOM SQUADRON

ID	CODE NAME:	LEGAL NAME:
	RANK: Recruit	NATIONAL ORIGIN:
	VOC. FRAMEWORK: Pilot	TEAM NAME: XP:

STATISTICS	AGILITY: d8	PARRY: 5	FOCUSES	Land Navigation
	STRENGTH: d6	PACE: 6		Tracking Humans
	SMARTS: d6	CHARISMA:		
	SPIRIT: d6	TOUGHNESS: 12 (6)		
	VIGOR: d6	STRAIN:		

SKILLS	ATHLETICS: d6	DRIVING: d4	EDGES	Ace
	ELECTRONICS: d6	FIGHTING: d6		Combat Ace
	HEALING: d4	NOTICE: d8		Squadron Branch Training (x1)
	PILOTING: d8	REPAIR: d4		
	SHOOTING: d8	STEALTH: d4		
	SURVIVAL: d6	TRACKING: d6		

SPECIALIZATIONS	Aviation (Air Support)
	Aviation (Stealth Flying)
	Search & Rescue (Tracking)
	Tech & Engineering (Sensory Overwatch)

VOCATION FRAMEWORK	
Exceptional Reflexes	Flying Aces
Keep it in the Air	Pulling G's in High Atmosphere
Top Guns	



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



FREEDOM SQUADRON

HISTORY

NARRATIVE HOOK: Post-War National Service

BACKSTORY:

LANGUAGES

HINDERANCES

Big-Mouth
Loyal
Overconfident

CONTACTS

INVENTORY

TOTAL GEAR POINT VALUE:

15

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	NOTES	WEIGHT	GP
FN Five-sevenN 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
Hornet Aerial Assault Transport	6	10/80	30 (15)	2+14	Aircraft (Helicopter, Climb -1), AMCM, 5x Heavy Armor, 1x Crew Space, Targeting System, 0 Remaining Mods
WEAPONS: Dual Linked Miniguns (Range 24/48/96, Damage 2d8+4, RoF 4, AP 3, HW)					
8x AT Missiles (Range 200/400/800, Damage 8d6, RoF 2, AP 15, HW, MBT)					
10x Cluster Bombs (Range Dropped, Damage 6d10, RoF 1, AP 10, HW, LBT)					

CYBERNETICS	STRAIN	EFFECT

