

FREEDOM SQUADRON

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

STATISTICS	AGILITY: d8	PARRY: 5	FOCUSES	Ground Vehicle Mechanics
	STRENGTH: d6	PACE: 6		Digital Data
	SMARTS: d8	CHARISMA:		
	SPIRIT: d6	TOUGHNESS: 12 (6)		
	VIGOR: d6	STRAIN:		

SKILLS	ATHLETICS: d6	COMPUTERS: d8	EDGES	Ace
	DRIVING: d8	FIGHTING: d6		Rock and Roll!
	HEALING: d4	INVESTIGATION: d6		Squadron Branch Training (x1)
	NOTICE: d8	REPAIR: d8		Steady Hands
	SHOOTING: d8	STEALTH: d6		
	STREETWISE: d4			

SPECIALIZATIONS	Infantry (Machine Gunner)
	Mechanized (Motive Systems)
	Mechanized (Protective Driving)
	Tech & Engineering (Data Acquisition)

VOCATION FRAMEWORK	
Exceptional Reflexes	Fast and Furious
Firing on the Move	Gearhead
One with the Wheel	



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



FREEDOM SQUADRON

HISTORY

NARRATIVE HOOK: Spy Versus Spy

BACKSTORY:

LANGUAGES

HINDERANCES

Heroic
Loyal
Quirk (Vehicles are practically living things to you)

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
Scorpion Mk 2 Assault Jeep	4	20/40	23 (10)	1+5	3x Heavy Armor, 4 Wheel Drive, 2x Reinforced Chasis, 2x Speed, Targeting System, 2 Remaining Mods
WEAPONS: Dual Linked 40mm Autocannons (Range 75/150/300, Damage 4d8, RoF 3, AP 8, HW)					

CYBERNETICS	STRAIN	EFFECT

