

FREEDOM SQUADRON

ID

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

STATISTICS

AGILITY:	d8	PARRY:	5
STRENGTH:	d6	PACE:	6
SMARTS:	d6	CHARISMA:	
SPIRIT:	d6	TOUGHNESS:	12 (6)
VIGOR:	d6	STRAIN:	

FOCUSES

Land Navigation	
Tracking Humans	

SKILLS

ATHLETICS:	d6	DRIVING:	d4
ELECTRONICS:	d6	FIGHTING:	d6
HEALING:	d4	NOTICE:	d8
PILOTING:	d8	REPAIR:	d4
SHOOTING:	d8	STEALTH:	d4
SURVIVAL:	d6	TRACKING:	d6

EDGES

Ace
Combat Ace
Squadron Branch Training (x1)

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



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

