

FREEDOM SQUADRON

ID

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

STATISTICS

AGILITY:	d6	PARRY:	5
STRENGTH:	d6	PACE:	6
SMARTS:	d8	CHARISMA:	
SPIRIT:	d6	TOUGHNESS:	13 (6)
VIGOR:	d8	STRAIN:	

FOCUSES

Swimming	
(Mastery) Navigation	

SKILLS

ATHLETICS:	d6	BATTLE:	d8
BOATING:	d8	DRIVING:	d4
FIGHTING:	d6	HEALING:	d4
LOGISTICS:	d8	NOTICE:	d8
SHOOTING:	d6	STEALTH:	d4
STREETWISE:	d8	SURVIVAL:	d6

EDGES

Command
Operational Planning
Scrounger
Squadron Branch Training (x1)

SPECIALIZATIONS

Command (Operational Expertise)
Logistics (Adaptive Procurement)
Naval Operations (Offensive Boating)
Naval Operations ("Sea Dog")

VOCATION FRAMEWORK

Duck to Water	Helmsman
Navigator	Salty



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



FREEDOM SQUADRON

HISTORY

NARRATIVE HOOK: World War III TAC Veteran

BACKSTORY:

LANGUAGES

HINDERANCES

Heroic
Loyal
Stubborn

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



NAME

PP

RANGE

DURATION

NOTES

POWERS

VEHICLE

SIZE

ACC/TS

TOUGHNESS CREW

NOTES

Sawfish Stealth Assault Hydrofoil

6

12/23

26 (11)

1+7

Amphibious, x3 Heavy Armor, Sensor Suite, x3 Speed, Stealth System, Watercraft, 0 Remaining Mods

WEAPONS: Dual Linked Batstone 23mm Autocannons (Range 50/100/200, Damage 2d12, RoF 4, AP 4, HW)

4x Batstone 7.62 Miniguns (Range 24/48/96, Damage 2d8+4, RoF 4, AP 3, HW)

16x Sawtooth Torpedoes (Range 50/100/200, Damage 6d6, AP 20, HW, MBT)

CYBERNETICS

STRAIN

EFFECT