

Vehicle Name: RAVEN

Additional Info:

Owners Name:



### CHARACTERISTICS

Val Char	Base Points Total			Roll Notes
7 SIZE	0	35	7	Length 5.04", Width 2.52", Area 12.70" Mass 12.8 ton KB -7
45 STR	45	0	45	18- HTH Damage 9d6 END [4]
16 DEX	10	18	16	12- OCV 5 DCV 1
3 SPD	2.6	4	3	Phases: 4, 8, 12
14 DEF	2	36	14/18	
25 BODY	17	8	25	14-
6" Ground Movement	6	0	30"	
2" Water Movement	2	0	10"	
0" Leaping	0	0	0"	<b>101 Total Characteristics Points</b>

### COMBAT INFORMATION

OCV: 5

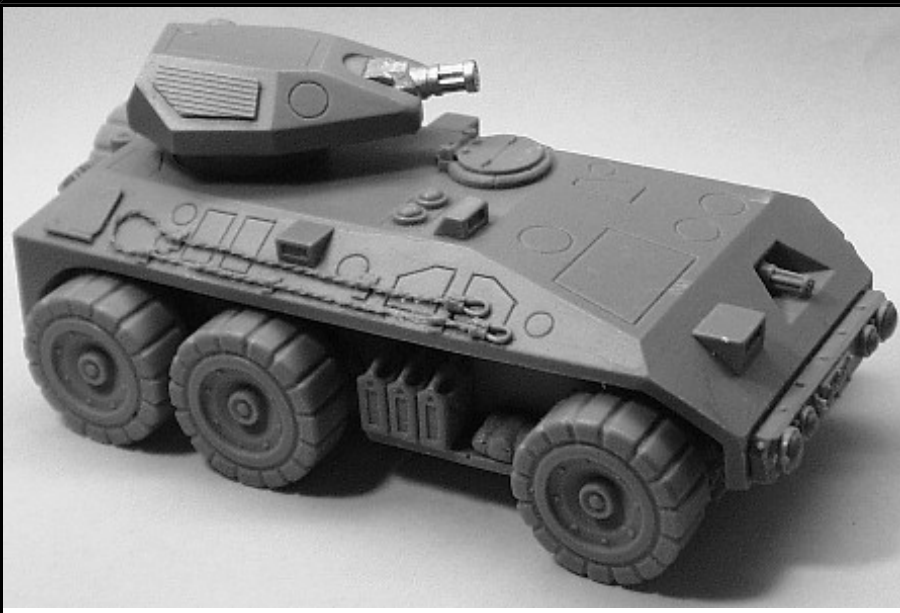
DCV: 1

Combat Skill Levels:

### COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	--	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4 DC attack damage
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged Attacks only
Strike	1/2	+0	+0	STR or weapon

### CHARACTER IMAGE



### EXPERIENCE POINTS

Total earned:	0
Spent:	0
Unspent:	0
Base Points:	220
Disad Points:	30
Total Points:	250

### MOVEMENT

Type	Total
Run (6)	30"
Swim (2)	10"
H. Leap (0")	0"
V. Leap (0")	0"

### COMBAT MODIFIERS

Range	0-4	5-8	9-16	17-32	33-64	65-128
<b>RMOD</b>	0	-2	-4	-6	-8	-10

**Character Name:** RAVEN  
Alternate Identities:  
Player Name:



## DISADVANTAGES

### Cost Disadvantage

- 20 Distinctive Features: Expensive Vault Equipment always draws attention (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)
- 10 Hunted: Wasteland Warriors 11- (Less Pow; Capture and Scavenge)

### 30 Total Disadvantages Cost

## POWERS

### Cost Power

END

- 17 *High-Mobility Wheels*: +24" Ground Movement (30" total), 1 Continuing Fuel Charges lasting 1 Week each (+1/2), Fuel is Very Difficult to obtain (-1/2) (48 Active Points); OAF Bulky (-1 1/2), Only On Appropriate Terrain (-1/4)  
**Notes:** The vehicle has a back up Solar System. The engine will run for one hour after one day of solar charge. A single system on board can be kept running continuously so long as the weather is good and the panels have good exposure. It takes 30 minutes to erect the panels.
- 2 *amphibious gear*: Swimming +8" (10" total) (8 Active Points); Surface Only (-1), OIF Bulky (-1), Limited Maneuverability (-1/4), No Noncombat Movement (-1/4), Limited Power Only on liquid water (-1/4)
- 54 *25mm AC*: Killing Attack - Ranged 4d6 (vs. PD), Autofire (5 shots; +1/2), 250 Charges (+1) (150 Active Points); OIF Bulky (-1), Limited Power Charges are Very Hard to Obtain (-1/2), Real Weapon (-1/4)
- 7 *Hardened Front Armor*: +4 DEF, Hardened (+1/4) (15 Active Points); Limited Power Only Front 60 degree arc (-1)
- 8 *Communications Console*: Radio Perception/Transmission (Telescopic (+7)) (17 Active Points); OIF Bulky (-1)
- 2 *Thermal Optics*: Nightvision (5 Active Points); OAF (-1)
- 11 *Local Comm System*: Mind Link (RAVEN Team), Number of Minds (x8) (25 Active Points); OIF Bulky (-1), Normal Range (-1/4)
- 3 *Laser Rangefinder*: Absolute Range Sense
- 13 *NBC Protection*: Life Support , Immunity: All terrestrial diseases and biowarfare agents, Immunity: All terrestrial poisons and chemical warfare agents, Safe in High Pressure, Safe in High Radiation, Safe in Intense Cold, Safe in Intense Heat (27 Active Points); OIF Bulky (-1)
- 1 *Cryotube*: Life Support , Longevity: 200 Years
- 25 *MedLab*: (Total: 137 Active Cost, 25 Real Cost) Healing 8 BODY (Can Heal Limbs), Reduced Endurance 0 END (+1/2) (127 Active Points); Extra Time (Regeneration-Only) 1 Hour (-2 1/4), OIF Bulky Expendable (Extremely Difficult to obtain new Focus; -2), Others Only (-1/2) (Real Cost: 22) **plus Diagnostic Eqp.**: +2 with all medical skills (10 Active Points); OIF Bulky Expendable (Extremely Difficult to obtain new Focus; -2) (Real Cost: 3)
- 4 *Call Support*: Summon 50-point Support from Vault, Expanded Class of Beings Any Type of Being (+1) (20 Active Points); 3 Charges which Recover every 1 Season (-2 3/4), Arrives Under Own Power (-1/2), Summoned Being Must Inhabit Locale (-1/2)
- 2 *Auto-Tint glass*: Flash Defense (4 points) (Sight Group), Hardened (+1/4) (5 Active Points); OIF Bulky (-1)

### 149 Total Powers Cost

Character created with [Hero Designer](#) (version 1.47)