COL. FLAG

Book or reference: Kevin Maddox

Level: 3

STR 100

END 18

AGL 21

INT 15

CHR 21

POWER: 154 **HIT POINTS:** 224

Weight: 252 **Basic Hits:** 6 **Agility mod.:** -2

Heal Rate: 3 **Dam.mod.:** 3 **Acc. mod.:** 4

Hit Mod: 6.4 | 2.2 | 1.2 | 2.2 = 37.1712

Reactions from Good/Evil: +4/-4

Carrying Cap: 378,681 **HTH Damage:** 7d10

Detect Hidden %: 12 **Detect Danger %:** 16

Movement Rates: 139 ipt ground

Inventing Pts.: 4.5 **Inventing %:** 45

Powers:

1) Heightened Strength B (x2) +37
2) Flight 1800 mph, Pr 1 per hour
3) Body Power (x2)
   a) Final Strength Score x2
   b) Final Carry Capacity x3 only
   c) Heightened Agility +6
   d) Dense Body (reduce all Physical Damage by 8 Points)
4) Special Weapons (Bracers) draws charges from FLAG
   a) Power Blast Range 59" Damage 1d20 Pr 1 per use
   b) Life Support

Skills:

Equipment:

1) Cell phone system in Cape Clasp (*Armory)

Background

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