

Hornet

Origin & Background: Henry Barnet was a down on his luck small time hood who was blinded in an explosion attempting to open a grocery store safe.

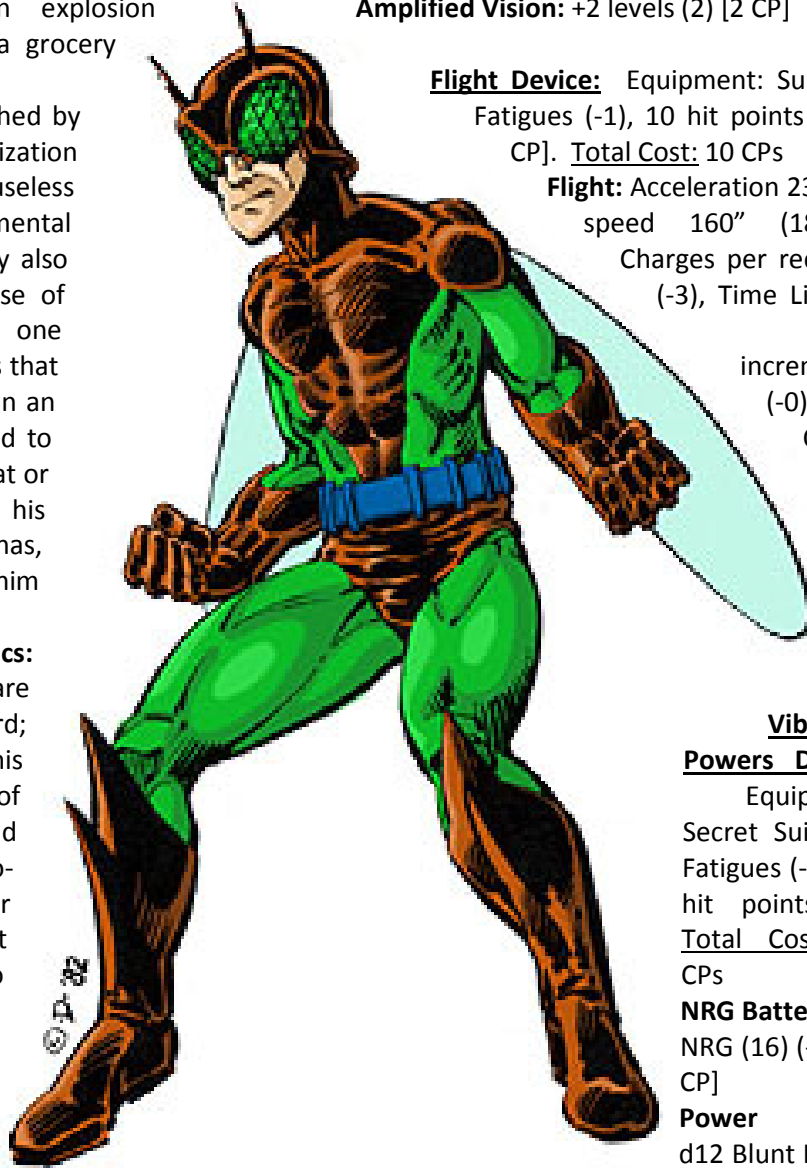
He was then approached by an unknown organization who replaced his useless eyes with the experimental cybernetic eyes. They also trained him in the use of his devices. The one condition they set was that when Barnet was given an order by them, he had to obey it, no matter what or he would again lose his sight. This condition has, at times, brought him against the Crusaders.

Combat Tactics: Hornet's tactics are rather straight-forward; he flies above his enemies, out of brawling range, and fires down his Vibro-blasts. His intense fear of losing his sight again requires him to check morale whenever threatened in that way (e.g. attacks to the head, light bursts, etc.). His first action is always to activate his vibratory defense.

Living Legends

PHYS 11, REFL 16, DEFT 11, INTL 7, COOL 11, VITL 11

Cybernetic Eyes: Equipment: Cybernetics (-1), 4 hit points (1) [1 CP]. Total Cost: 9 CPs



Multi-facet Vision: Full Sense (4), detects visible light at range (+3), Global (+5) [6 CP]
Amplified Vision: +2 levels (2) [2 CP]

Flight Device: Equipment: Suit (-3), Fatigues (-1), 10 hit points (3) [3 CP]. Total Cost: 10 CPs

Flight: Acceleration 23", top speed 160" (18), 7 Charges per recharge (-3), Time Limit: 1 hour, incremental (-0) [7 CP]

Vibratory Powers Device:

Equipment: Secret Suit (-2), Fatigues (-1). 13 hit points (4). Total Cost: 34 CPs

NRG Battery: 32 NRG (16) (-3) [14 CP]

Power Blast: d12 Blunt Kinetic [Vibration] (29),

NRG Cost: 2 per use (-2), No Knockback (-1), Misc: Penetrating, but only vs. devices (+2) [15 CP]

Intangibility: High Vibration [not immune to gas attacks] (16), Misc: can only gain altitude inside solid objects (-2), Misc: movement cost per space travelled through solid objects equals the object's SR (-2),

NRG Cost: 1 to Activate (-1), Time Limit: 1 hour, Incremental (0) [5 CP]

Weakness (Physical Disability): Blind without cybernetic eyes [+0]

Weakness (Persecuted): Beholden to the mysterious agency that gave him his cybernetic eyes and equipment (Rare, Major) [+5 CP]

Weakness (Distinctive): Big cybernetic bug eyes (INTL 3+, Disguise 2+, disconcerting -1 COOL) [+10 CP]

Artwork captured from http://www.paratime.ca/v_and_v/art_jdee_vav.html

color by "yocjlol"

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Villains & Vigilantes

Str 16, End 14, Int 12, Agl 18, Cha 15, 160 lbs., level 2

Basic Hits 4; Hit Modifier (1.6) (1.4) (1.1) (1.6) = 3.9424; Hit Points 16; Power 60; Damage Modifier +2; Accuracy +3; Carrying Capacity 440 lbs.; Basic HTH 1d6; Move 48" ground, 440" flying; Detect Hidden 15%; Detect Danger 21%

Flight Device: Maximum speed is 100 mph, 10 hours of flight per recharge.

Vibratory Powers Device: 22" range, does 2d8 damage, 20% chance to destroy a device on a special attack to do so. 16 charges per recharge; 1 charge used per attack. It takes one action to set as a defense and it costs ½ charge to pass through solids.

Cybernetics: Mutli-prismatic replacement eyes, no minus to attack to the side, no bonus to be hit from the side, +2 "to hit" with all attacks. +5% to Detect Hidden and +7% to Detect Danger.

Designer's Notes: The image on page 1 is the "official" color scheme for Hornet. I included this alternate color scheme image simply for fun because it is very cool.

