

Skyhawk

Ronald Aptor¹ is a high-flying, solar-powered mutant in his mid-twenties. His powers emerged during his early twenties, and he floundered around for a while trying to decide which side of the law he wanted to be on. He developed a huge crush on the Shrew, and thus fell under Mocker's sway and became an adjunct member of the Crushers until the heroic Paladin convinced Shrew to give up her evil ways and Skyhawk followed her like a lost puppy. Eventually, Paladin convinced Skyhawk to grow-up a bit, and Ronald seems to have settled in as a "hero for hire" taking money to do ethically reasonable deeds.

Living Legends

PHYS 8 (STR 13), REFL 11, DEFT 16, INTL 7, COOL 11, VITL 11

Power Blast: 2d8-1 effect (37), 24" range (+1) [42 CP]

Flight: Acceleration 22", Top Speed 128" [17 CP]

Telescopic Sense (Vision): x128 distance (offset 7 levels of penalty) [7 CP]

Skill (Weapon): Power Blast (DEFT/G), +1 level, d10 effect [2 CP]

Skill (Science): Aerospace Engineer (INTL/S), +1 level, d4 effect [2 CP]

Weakness (Physical Handicap): Needs exposure to stellar radiation to regain Hit Points or NRG [+10 CP]

Weakness (Persecuted): Monitored by police, harassed by Crushers [+10 CP]

Weakness (Bad Reputation): "Mercenary", "Crusher" [+5 CP]

Villains & Vigilantes

Str 14, End 16, Int 12, Agl 18, Cha 12, level 2, 170 lbs, 22 years old²

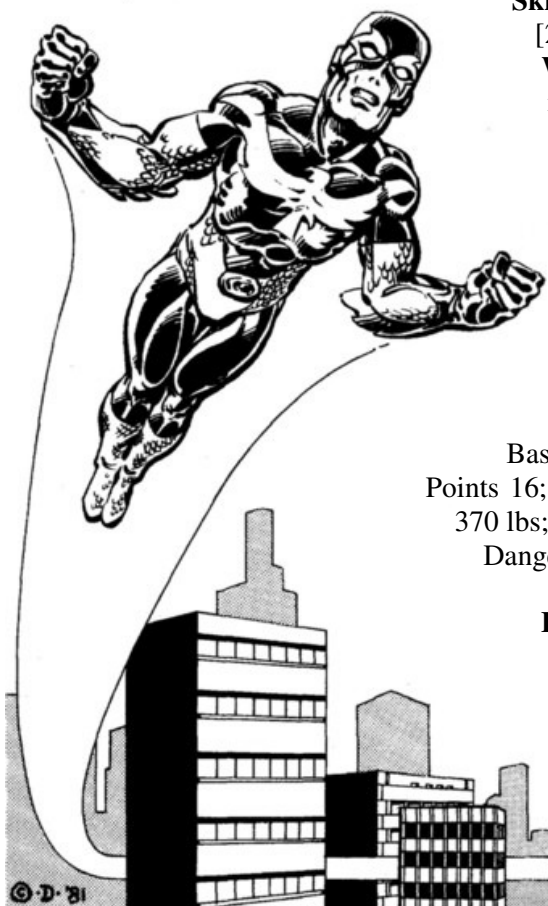
Basic Hits 4; Damage Mod (1.3)(1.8)(1.1)(1.6) = 4.1184; Hit Points 16; Power 60; Move 48" ground, 986" flying; Carrying Capacity 370 lbs; Basic HTH 1d6; Healing Rate 1.6; Detect Hidden 10%; Detect Danger 14%; Damage Modifier +2; Accuracy +3

Flight: Maximum speed = 224 mph, PR = 1 per hour

Power Blast: Range = 30", PR = 1 per shot, 1d20 damage

Heightened Senses: Vision magnifies up to x100

Weakness (Special Requirement): Needs exposure to stellar radiation to regain Hit or Power points.



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¹ "raptor" – I love it ☺

² He was 22 in the original *Dragon Magazine* ad. The revised history and conversion age him a few years.