

Aeroflat

Artwork by Jeff Dee

Origin & Background: Michael

Horne is the son of a wealthy aerospace executive. He considers himself the de facto leader of the Crime Students, though any authority he seems to have is due to Sable letting him have it. He has been trained to zero in on flying heroes with ranged attacks, in order to neutralize them.

Living Legends

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

Protected Senses: 8 vs Sight (10), equipment (accessory) (-2), small (0.3m) (+2), fatigues (-1) [9 CP]

Flight: Accel 29", top speed 384" (22) [22 CP]

Combat Maneuvers: Strike, +2 damage (7) [7 CP]

Skill (Unarmed): (DEFT/G) Strike, +1 level (2), d8 effect [2 CP]

Villains & Vigilantes

Str 16, End 15, Int 12, Agl 18, Cha 22, 170 lbs., level 1

Basic Hits 4; Hit Modifier (1.6) (1.8) (1.1) (1.6) = 5.0688; Hit Points 20; Power 61; Damage Modifier +2; Accuracy +3; Heal Rate 1.6; Carrying Capacity 476 lbs.; Basic HTH 1d6; Move 49" ground, 990" flying; Detect Hidden 10%; Detect Danger 14%

Flight: 990" per turn (225 mph), PR=1 per hour.

Natural Weaponry: Martial arts training, +3 attack, +6 damage

Anti-Glare Goggles: Immune to blinding attacks and glare defense penalties.



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