

Champions Vehicle Sheet

Type : Voidshark Class Fighter

Stat	Value	Points
Size	100 tons	50
Str	60	-
KNB	-20"	20
Body	25	5
Def	18, Hardened	61
Dex	20	30
Spd	4	10
Total		176

OCV : 7

DCV : 17 (11 without Combat Pilot)

Phases : 3 6 9 12

Shape : Cone on Cylinder

Size : Cone 6.6m long, 4.4m diameter
Cylinder 4.4m long, 4.4m Diameter

Current Body :

Laboratories	Pts
Electronics 11-	3
Mechanical 11-	3
Paramedic 11-	3
Systems Operations 11-	3
Total	12

Powers	Pts
300" Flight, x 4 non-cbt, Bulky IIF (20G combat, 160G non-cbt acceleration)	349
-6" Running	-12
+25 with Flight, Bulky IIF	26
+10 DCV	50
Full Life Support	30
1 Body/hour Regeneration	6
-5 Lack of Weakness	5
12 points Visual Flash Defence	12
12 points Radio Flash Defence	12
10 points Mental Defence, Bulky IIF	6
Desolidification, 0 End, Bulky IIF	34
Invisible to Hound Spatial Awareness, All Sight, All Radio, Mind Scan, 0 End, Bulky IIF	39
IR and UV Vision	5,5
Sense Hard Radiation, Ranged, Discrim.	15
Radar Sense, Invisible to Radio	22
HR Radio Hearing, Invisible to Radio	15
Spatial Awareness, Bulky IIF	14
Discriminatory Smell (chemical analysis)	5
Sense Living Things, Ranged, Discriminatory, Bulky IIF	9
Mental Awareness, Discriminatory	8
360° with All Senses	25
+40 Telescopic Vision and Radio	120
+40 Telescopic Spatial Awareness, Bulky IIF	34
4 x Railgun	45+10
1 x X-ray Laser, 1 Turn Delay, Can only fire Forward on Same Level	152
Str 20 TK with Fine Manipulation, 0 End, Selective AE (8" radius), Invisible to Sight, No Range, Bulky IIF (visible to Touch and Gravity Detectors)	58
Images to Normal Hearing, All Sight, -4 to Perception, 0 End, 8 x Radius (8"), No Range, Bulky IIF	32
Stealth 15-	7
Total	1138

Disadvantages	Pts
Watched (The UN, more, NCI, 14-)	15
Hunted (The Hounds, more, 8-)	15
Distinctive Features (not concealable, major reaction) - UN Warship	20
Total	50

Total Points = 1326