

Points	END	Flight			Move-Thru			STR			Force			Points	
		(m)	(")	½	kph	OCV	Dam.	Blast	Pts	(d6)	RKA	Flash	Field		END
0	0	5m	3"	1"	15	-1	+1d6	0d6	20	4d6	--	--	10	0	0
5	1	10m	5"	3"	30	-1	+2d6	1d6	23	5d6	+1	--	12	0	5
10	1	14m	7"	4"	42	-1	+2d6	1d6	27	5d6	+1	1d6	13	1	10
15	2	19m	10"	5"	57	-2	+3d6	2d6	30	6d6	½d6	1d6	15	1	15
20	2	23m	12"	6"	69	-2	+4d6	3d6	33	7d6	1d6	2d6	17	1	20
25	3	28m	14"	7"	84	-3	+5d6	3d6	37	7d6	1d6	2d6	18	1	25
30	3	32m	16"	8"	96	-3	+5d6	4d6	40	8d6	1d6+1	3d6	20	2	30
35	4	37m	19"	9"	111	-4	+6d6	5d6	43	9d6	1½d6	3d6	22	2	35
40	4	41m	21"	10"	123	-4	+7d6	5d6	47	9d6	1½d6	4d6	23	2	40
45	5	46m	23"	12"	138	-5	+8d6	6d6	50	10d6	2d6	4d6	25	2	45
50	5	47m	24"	12"	141	-5	+8d6	7d6	53	11d6	2d6+1	5d6	27	3	50
55	6	47m	24"	12"	282	-5	+8d6	7d6	57	11d6	2d6+1	5d6	28	3	55
60	6	47m	24"	12"	282	-5	+8d6	8d6	60	12d6	2½d6	6d6	30	3	60
65	7	47m	24"	12"	282	-5	+8d6	9d6			3d6	6d6		3	65
70	7	47m	24"	12"	282	-5	+8d6	9d6			3d6	7d6		4	70
75	8	47m	24"	12"	282	-5	+8d6	10d6			3d6	7d6		4	75

<-- Life Support (10)

<-- Invisibility (20)

<-- add 5 pt Force Field

Non-Combat      ½ adv      ½ adv      ½ adv

	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
0	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
1	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
2	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
3	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
4	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
5	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
6	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
7	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
OCV	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
8	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
9	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
10	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
11	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
12	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
13	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
14	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7
15	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8
	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

**Bold** = Base OCV (No levels)

**Yellow** = Typical levels: +3 OCV, +1 DCV -> OCV 11, DCV 9 (Blast, RKA, Flash only)

Range	Mod	Braced	Blast options (10d6 or 3d6K):	Flash options (7d6):
8m	4"	-0	Armor Piercing	Armor Piercing (once @ +¼ or twice @ +½)
16m	8"	-2	Autofire:3 (21 END!)	Autofire:5 (35 END!) (3 @ +¼: 21 END)
32m	16"	-4	AofE: 4m radius	AofE: 8m radius (4m @ +¼)
64m	32"	-6	AofE: 8m cone	AofE: 16m cone (8m @ +¼)
125m	62"	-8	AofE: 16m line	AofE: 32m line (16m @ +¼)
250m	125"	-10	+1 STUN Modifier (RKA only)	Increase Max Range to 3000m
500m	250"	-12	Increase Max Range to 1500m	Inobvious to two sense groups
1km	500"	-14	Inobvious to one sense group	Personal Immunity (+¼)
			Personal Immunity	0 END
			½ END (3)	Does Knockback (+¼)
			Reduced (½) Range Modifier	Affects Desolidified
			Does Knockback (!)	Constant
				Cumulative (!)
				Line of Sight (!) or Reduced Range Mod.
				Penetrating (!)
				Transdimensional (<stop>)
				Trigger (?)