

KESTREL



CREATED BY: DOMINIQUE SUMNER
ART BY: JOE SINGLETON

KESTREL

Identity: David Estridge

Side: Evil

Sex: Male

Age: 36

Level: 11

Training: Agility

STR	END	AGL	INT	CHR
23	14	19	25	12

Powers:

1. Heightened Intelligence A: +11.
2. Armor B: ADR=105
 - a) Life Support: 18 hours.
 - b) Heightened Senses: Enhanced Parabolic & Ultra Sonic Hearing: 3x Detect Hidden.
 - c) Exoskeleton (Heightened Strength): +12
 - d) Heat-Seeking Micro-Missiles: +4 to hit, 1d10 damage; 2" burst, R=25". 10 missiles (5 per wing), may be fired in pairs, each with a separate roll to hit.
 - e) Invention: Targeting Array: +4 to hit with his armor's weapons systems.
 - f) Invention: Radar: 5 mile range; 2x Detect Danger.
3. Animal/Plant Powers Device:
 - a) Wings: +3 Agility; 1,102" max flight speed.
 - b) Natural Weaponry (Razor edged wings & Talons): +3 to hit, +6 HTH damage.
 - c) Enhanced Telescopic Vision: 10x max magnification; 3x detect hidden.
4. Training: +2 to hit with his armor's weapon
5. Invention: Force Screen Belt: Acts as 12 points Invulnerability; If the screen takes more than 12 points of damage in a turn, the screen shuts off, and must reboot. 12 charges. 1 charge per hour; each reboot expends 1 charge.
6. Invention: Wrist Mounted Laser: Attacks as Light Control, 2d8 damage, R=18"; 16 charges.
7. Hemophiliac: 2x % chance to be knocked unconscious (due to blood loss), from any attack that would cause him to bleed. Heals damage at ½ normal rate.

Note: Kestrel likes tech and has developed several other inventions. In addition to the weapons listed here, GMs should feel free to add to his arsenal. A few examples are listed below:

- a) Explosive Javelins: +1 to hit, 1d10 damage, 1" blast radius. R=A.
- b) Electro Snare: Carrier for Lightning Control attack.
- c) High-Density Bolas: +3 to hit, HTH+1d6 damage, R=A/2. Requires STR 13 to use effectively.



Weight: 170 lbs.	Basic Hits: 4	Agility Mod: -
Hit Mod: 7.182	Hit Points: 29	Healing Rate: 1.2
Power: 81	Damage Mod.: +3	Accuracy: +2
Carrying Capacity: 1,153lbs.	Basic HTH Damage: 1d10	
Movement Rates: 56" ground speed; 1,102" Flight		
Reactions from Good: -1	Evil: +1	
Detect Hidden: 90%	Detect Danger: 66%	
Inventing Points: 23.5	Inventing: 75%	
Origin: American, engineering, science.		
Legal Status: US Citizen with extensive criminal record.		

Origin and Background: David Estridge was an up and coming aeronautical engineer, and weapons designer, for Avery Aerospace Engineering, one of the world's largest defense contractors. That is until he got caught selling sensitive information to one of Avery's leading competitors, and longtime rival, Harding Industries. But before he could be reported to the authorities, David made a break for it, stealing designs for several experimental weapons systems, including a specially designed suit of avian themed armor (a little project he'd been working on in secret). Sense then, he's made his living selling his services as the villain Kestrel, as well as developing several new weapons for a number of questionable organizations, as he's really not too picky about who's buying the weapons he designs.

Combat Tactics/M.O.: Kestrel prefers to fight from the air, using his weapons at the maxim standoff distance. He'll normally lead off by firing a few missiles to soften up his targets, and use his laser for more precision work. When on the defensive, he'll evade, until he can maneuver himself into a more advantageous position, such as above, and behind a target, before striking. While he prefers not to get up close and personal, he will make use of his claws and razor edged wings, if an opportunity presents itself, diving in, and striking for maximum effect.

Personality and Character Traits: David is conniving, self-centered, and all about looking out for number one. He's willing to work with others as long as there's something in it for him. He also has a taste for technology, and is constantly on the lookout for new tech, especially anything that will allow him to make improvements to his armor.