**Jetpack Flight**

**Highlights:**

* Fast travel in combat and overland

**Super Stats:**

* Agility

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Afterburners | Mov+ | N | -- | -- | -- | Self | 5r | * +10” flight | 10 |
| Back Blast | Def | X | Touch | Touch | +2 | 1 target | 3u | * You may take an immediate attack against anyone who approaches you from behind * This attack does 3d8 energy damage | 10 |
| Cruising Speed | Mov+ | N | -- | -- | -- | Self | -- | * Increases non-combat multiplier by x2 | 10 |
| Flight\* | Mov | M | -- | -- | -- | Self | 1r | * 20” flight | 10 |
| Flight Helmet | Arm | -- | -- | -- | -- | Self | -- | * 2/0/2 armor * +2 perception checks/saves | 10 |
| Oil Fire | Utl | M | Area | 0” | -- | 5” diameter | 6u | * Creates an opaque smoke screen for 4 rounds * Any attacks that go through the cloud do so as though the attacker were blinded | 10 |
| Pilot’s Jacket | Arm | -- | -- | -- | -- | Self | -- | * 4/2/0 armor | 10 |
| Rocket Punch | Att | A | Bolt | 4/ | 0 | 1 target | 6u | * 3d8 physical damage | 10 |
| Rocket Slam\* | Att | A | Bolt | 3/ | -2 | 1 target | 6u | * 4d8 physical damage * +2d6 knockback (STR, AGI 24) * Must be on ground * Cannot use Jetpack powers for the remainder of this round, and the next round | 10 |

**Additional Information**

**Afterburners**

* This power increases the flight speed of the character by 10 hexes/rd.

**Cruising Speed**

* This power increases the total non-combat multiplier of any flight power by x2.

**Flight**

* You fly at a speed of about 200 kph.