

Challenger (David Kennedy)

| Val | Char | Roll | Notes |
|---------|-------------|-----------|---|
| 15 / 30 | STR | 12- / 15- | HtH Damage: 3d6 / 6d6 Lift: 200 kg / 1600 kg END: 1/ 2 |
| 18 / 29 | DEX | 13- / 15- | |
| 13 / 20 | CON | 12- / 13- | |
| 13 | INT | 12- | PER Roll: 12- |
| 11 | EGO | 11- | |
| 13 / 20 | PRE | 12- / 13- | PRE Attack: 2½d6 / 4d6 |
| 6 / 10 | OCV | | |
| 6 / 10 | DCV | | |
| 3 | OMCV | | |
| 4 | DMCV | | |
| 4 / 7 | SPD | | Phases: 3, 6, 9, 12 / 2, 4, 6, 7, 9, 11, 12 |
| 6 / 24 | PD | | Total: 24 (12r) |
| 6 / 24 | ED | | Total: 24 (12r) |
| 6 / 10 | REC | | |
| 30 / 45 | END | | |
| 10 | BODY | | |
| 26 / 38 | STUN | | |

Personal Data

Hair: Brown **Eyes:** Hazel
Height: 6' 0" **Weight:** 194 lbs

Birth Date: February 18, 1971
Place of Birth: New York, NY

Non-Hero Occupation: Industrialist

Complications

Enraged: when he feels his father's memory is being insulted (Uncommon), go 8-, recover 14-

Psych Complication: Patriotic (Common, Strong)

Psych Complication: Overly serious (Common, Moderate)

Psych Complication: Tries hard to live up to his father's legacy (Common, Moderate)

Rivalry: Professional (Impact; As Powerful; PC; Seek to Outdo / Embarrass Rival; Aware)

Social Complication: Public Identity (Frequently, Major)

Vulnerability: 1½x STUN from Sonic Attacks (Uncommon [only in battlesuit])

Vulnerability: 1½ x BODY from Sonic Powers (Uncommon [only in battlesuit])

Movement

| | END |
|------------------------------------|-----|
| Run: 18m (36m NC) | 2 |
| Swim: 4m (8m NC) | 1 |
| Leap: 6m (12m NC) | 1 |
| Fly: 0m / 30m (0m / 60m NC) | 3 |

Skills

+3 with HTH Combat

Acrobatics 13- / 15-
Analyze: Combat Techniques 12-
Breakfall 13- / 15-
Bureaucratics 12- / 13-
Climbing 13- / 15-
Combat Driving 13- / 15-
Combat Piloting 13- / 15-
Computer Programming 12-
Concealment 12-
Criminology 12-
Defense Maneuver I-IV
Electronics 12-
High Society 12- / 13-
Oratory 12- / 13-
Paramedics 12-
Persuasion 12- / 13-
Rapid Attack (HtH Only)
Security Systems 12-
Stealth 13- / 15-
Systems Operation 12-
Tactics 12-
Teamwork 13- / 15-

KS: Electronics Industry 12-
KS: Superheroes 12-
KS: Supervillains 12-

PS: Business 11-

AK: United States of America 11-
CK: New York City 12-
CuK: The Superhuman World 11-

TF: Small Motorized Ground Vehicles
TF: Large Motorized Ground Vehicles
TF: Small Planes

Language: English (idiomatic; literate)

Talents

Handsome: +2 / +2d6 Striking Appearance

Blind Fighting: Combat Sense 12-

Perks

Positive Reputation: Patriotic son of original Challenger and SuperSquad America member (Large group) , 14-, +2 / +2d6

Positive Reputation: Businessman, President of Kennedy Industries (A large group) , 11-, +1 / +1d6

Follower: Joey Diabelllo, inventor and maintainer of battlesuit

Money: Wealthy

Fringe Benefit: International Driver's License

Fringe Benefit: International Pilot's License

Fringe Benefit: Passport

Fringe Benefit: Sanctioned Superhero

Perk: SuperSquad America HQ and Vehicles

Power **END**

Battlesuit Characteristics, all OIF
 +15 STR; +11 DEX; +7 CON; +7 PRE; +6 PD; +6 ED; 1
 +3 SPD; +4 REC; +15 END; +12 STUN

- Battlesuit Protection**, all slots OIF
- 1) **Battlesuit Armor:** Resistant Protection (12 PD / 12 ED)
 - 2) **Electromagnetic Shielding:** Power Defense (20 points)
 - 3) **Psionic Shielding:** Mental Defense (10 points)
 - 4) **Eye Protection:** Sight Group Flash Defense (5 points)

- Battlesuit Perception Powers**, all slots OIF
- 1) **Built-in UV Goggles:** Ultraviolet Perception (Sight Group)
 - 2) **Built-in IR Goggles:** Infrared Perception (Sight Group)
 - 3) **Built-in Night Vision Goggles:** Nightvision
 - 4) **Hearing Enhancements:** Ultrasonic Perception (Hearing Group)
 - 5) **Perception Enhancement:** +4 PER with All Sense Groups
 - 6) **Range Finder:** Absolute Range Sense
 - 7) **Chronometer:** Absolute Time Sense
 - 8) **Compass:** Bump Of Direction

Battlesuit Movement Powers, all slots OIF
 1) **Boot Rockets:** Flight 30m 3

Find Weakness: +2 HTH Damage Classes (Martial Arts) (Only vs. opponents successfully analyzed with ½ phase Analyze Combat Techniques roll)

Find More Weakness: +1 HTH Damage Classes (Martial Arts) (Needs second successful ½ phase Analyze Combat Techniques roll without miss)

Explosive Throwing Stars: Killing Attack - Ranged 2d6, Penetrating; 8 Charges, Range Based On Strength

Strong Runner: Running +6m (18m total) 1

SuperSquad America Communicard

Martial Arts

Martial Arts: Generic Martial Arts
 +4 HTH Damage Classes (already included)

| Maneuver | Phase | OCV | DCV | Effects |
|---------------|-------|-----|-----|-----------------------------------|
| Martial Punch | ½ | +0 | +2 | 9d6 / 12d6 Strike |
| Martial Kick | ½ | -2 | +1 | 11d6 / 14d6 Strike |
| Martial Throw | ½ | +0 | +1 | 7d6 / 10d6 +v/5, Target Falls |
| Martial Block | ½ | +2 | +2 | Block, Abort |
| Martial Dodge | ½ | -- | +5 | Dodge, Affects All Attacks, Abort |

Combat Maneuvers

| Maneuver | Phase | OCV | DCV | Effects |
|-----------------|-------|-------|-----|---|
| Block | ½ | +0 | +0 | Block HTH Attacks; Abort |
| Brace | 0 | +2 | ½ | +2 OCV only to offset Range Modifier |
| Disarm | ½ | -2 | +0 | Disarm target, req.STR vs. STR Roll |
| Dodge | ½ | -- | +3 | Dodge all attacks; Abort |
| Grab | ½ | -1 | -2 | Grab two limbs, can Squeeze, Slam, or Throw |
| Grab By | ½ | -3 | -4 | Move and Grab object, +(v/10) to STR |
| Haymaker | ½ | +0 | -5 | +4 DC |
| Move By | ½ | -2 | -2 | ((STR/2)+(v/10))d6, take 1/3 damage |
| Move Through | ½ | -v/10 | -3 | (STR +(v/6))d6, take ½ damage |
| Multiple Attack | 1 | var | x½ | Attack 1 or more targets multiple times |
| Set | 1 | +1 | +0 | Take extra time to aim a Ranged attack |
| Shove | ½ | -1 | -1 | Push target back 1m per 5 STR used |
| Strike | ½ | +0 | +0 | STR damage or by weapon type |
| Throw | ½ | +0 | +0 | Throw object or character, does STR damage |
| Trip | ½ | -1 | -2 | Knock target to ground |
| Other Attacks | ½ | +0 | +0 | |

| Maneuver | Phase | OCV | DCV | Effect |
|-------------------|-------|--------|-----|---|
| Club Weapon | ½ | +0 | +0 | Killing weapon does Normal damage |
| Choke | ½ | -2 | -2 | NND 1d6, Grab one limb |
| Cover | ½ | -2 | +0 | Target held at "gunpoint" |
| Dive for Cover | ½ | +0 | +0 | Character avoids attack; Abort |
| Hipshot | ½ | -1 | +0 | +1 DEX only for initiative |
| Pulling A Punch | ½ | -1/5d6 | +0 | Strike, normal STUN, ½ BODY |
| Roll With A Punch | ½ | -2 | -2 | "Block" after being hit, ½ damage; Abort |
| Snap Shot | 1 | -1 | +0 | Lets character duck behind cover |
| Strafe | ½ | -v/6 | -2 | Make Ranged attack while moving |
| Suppression Fire | 1 | -2 | +0 | Continuous fire through an area, must be Autofire |

Range Modifiers

| Range | Modifier |
|-------------------|----------|
| Within Reach (1m) | -0 |
| 2 - 8m | -0 |
| 9 - 16m | -2 |
| 17 - 32m | -4 |
| 33 - 64m | -6 |
| 65 - 125m | -8 |
| 126 - 250m | -10 |
| and so forth | |