

Challenger (Stephen Kennedy)

Val	Characteristic	Roll
30	Strength	15-
26	Dexterity	14-
20	Constitution	13-
10	Body	11-
18	Intelligence	13-
14	Ego	12-
20	Presence	13-
16	Comeliness	12-
24 / 30	Physical Defense	
24 / 30	Energy Defense	
6	Speed	
9	Recovery	
40	Endurance	
35	Stun	

Notes

HTH Damage: 6d6 Lift: 1600 kg

Base OCV: 9 Base DCV: 9
Base ECV: 5

Perception Roll: 13-

Basic Presence Attack: 4d6

Resistant PD: 14 / 20 Total PD: 24 / 30
Resistant ED: 14 / 20 Total ED: 24 / 30

Phases: 2, 4, 6, 8, 10, 12

Run: 11" (22" NC) Leap: 6" (12" NC)
Swim: 4" (8" NC)

Personal Data

Hair: Blonde Eyes: Blue
Height: 6' 1" Weight: 203 lbs
Birth Date: January 10, 1932
Place of Birth: New York, NY
Non-Hero Occupation: Industrialist

Skill, Talent, or Perk

+2 Overall
+3 with HTH Combat

Acrobatics 14-
Breakfall 14-
Bureaucratics 13-
Climbing 14-
Combat Driving 14-
Combat Piloting 14-
Concealment 13-
Conversation 13-
Criminology 13-
Defense Maneuver I-IV
Electronics 8-
High Society 13-
Oratory 13-
Paramedics 13-
Persuasion 13-
Rapid Attack (HTH)
Shadowing 13-
Stealth 14-
Tactics 13-
Teamwork 14-

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

PS: Business 11-

CK: New York 12-
AK: United States of America 11-

KS: Defense Industry 11-
KS: Superhuman World 11-

Linguist

- 1) Language: English (idiomatic)
- 2) Language: German (fluent conversation)
- 3) Language: Korean (fluent conversation)
- 4) Language: Mandarin (fluent conversation)
- 5) Language: Russian (completely fluent)

Contact: FBI Liaison Donovan Pierce (Contact has access to major institutions, Contact has significant Contacts of his own, Contact has useful Skills or resources, Very Good relationship with Contact) 11-
Contact: Marine Corps General Noah Burke (Contact has access to major institutions, Contact has significant Contacts of his own, Contact has useful Skills or resources, Good relationship with Contact) 8-

Money: Wealthy

Reputation: Patriotic first superhero, leader of SuperSquad America (A large group), 14-, +3 / +3d6
Reputation: Businessman, President of Kennedy Industries (A large group), 11-, +1 / +1d6

Fringe Benefit: International Driver's License
Fringe Benefit: International Pilot's License
Fringe Benefit: Passport

Perk: SuperSquad America HQ & Vehicles

Power END

Martial Arts: Generic Martial Arts (See Maneuvers Chart)
+2 HTH Damage Classes (already included)

Billy Club: Hand-To-Hand Attack +2d6: OAF (Billy Club) 1

Well-Placed Attacks: Find Weakness 11- with Related Group of Attacks (Martial Arts)

Tough Skin: Damage Resistance (14 PD / 14 ED)

Protect Weak Spots: Lack Of Weakness (-5) for Resistant Defenses

Protect Weak Spots: Lack Of Weakness (-5) for Normal Defense

Overall Toughness: Power Defense (10 points)

Padded Costume: Armor (6 PD / 6 ED): OIF (Padded Costume)

Fast Runner: Running +5" (11" total) 1

Fast Swimmer: Swimming +2" (4" total) 1

SuperSquad Radio Link

Disadvantages

DNPC: Wife Maria Kennedy 8- (Normal)
Hunted: SuperSquad America rogues gallery 8- (Mo Pow, NCI, PC has Public ID or is easy to find, Harshly Punish)
Hunted: S.H.A.D.E. (Supreme Hierarchy for the Absolute Domination of Earth) 8- (As Pow, NCI, PC has Public ID or is easy to find, Harshly Punish)
Hunted: Champion and the People's Protectorate 8- (As Pow, NCI, Limited Area, PC has Public ID or is easy to find, Mildly Punish)
Psych Lim: Code vs. Killing (Common, Total)
Psych Lim: Patriotic (Common, Strong)
Psych Lim: Feels he must set the example for other superheroes to follow (Common, Moderate)
Reputation: Patriotic superhero -- symbol of America, 14-
Social Lim: Public Identity (Frequently, Major)
Social Lim: Famous (Very Frequently, Minor, Not Limiting In Some Cultures)

Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block, Abort
Brace	0	+2	½	+2 vs. Range Modifiers
Disarm	½	--	+0	Can disarm
Dodge	½	--	+3	Abort, affects all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½	+0	-5	+4 DC
Move By	½	-2	-2	STR/2+v/5, take 1/3 damage
Move Through	½	-v/5	-3	STR +v/3, take ½ damage
Set	1	+1	+0	Ranged attacks only
Strike	½	+0	+0	STR or weapon
Blazing Away	½	+0	+0	Max attacks, only hit on 3
Club Weapon	½	+0	+0	Killing wpn. does Normal damage
Cover	½	-2	+0	Target held at gunpoint
Dive for Cover	½	+0	+0	Abort, avoids damage
Hipshot	½	-1	+0	+1 DEX only for initiative
Hurry	½	-2	-2	+1d6 DEX only for initiative
Pulling A Punch	½	-1/5d6	+0	Normal STUN, ½ BODY
Rapid Fire	1	-2/x	x½	Multiple Ranged attacks
Roll with Punch	½	-2	-2	Abort, Block after hit, ½ damage.
Snap Shot	1	-1	+0	Can duck behind cover
Suppression Fire	1	-2	+0	Sustain fire with Autofire
Sweep	1	-2/x	x½	Make multiple HTH attacks

Generic Martial Arts

Martial Punch	½	+0	+2	10d6 Strike
Martial Kick	½	-2	+1	12d6 Strike
Martial Throw	½	+0	+1	8d6 +v/5, Target Falls
Martial Block	½	+2	+2	Block, Abort
Martial Escape	½	+0	+0	55 STR vs. Grabs
Martial Disarm	½	-1	+1	Disarm; 50 STR to Disarm roll
Martial Dodge	½	--	+5	Dodge, Affects All Attacks, Abort