

Swift Justice (Brian Turnbull)

Val	Characteristic	Roll
20	Strength	13-
26	Dexterity	14-
20	Constitution	13-
12	Body	11-
18	Intelligence	13-
11	Ego	11-
15	Presence	12-
18	Comeliness	13-
7 / 26	Physical Defense	
7 / 26	Energy Defense	
7	Speed	
8	Recovery	
40	Endurance	
32	Stun	

Notes

HTH Damage: 4d6 Lift: 400 kg

Base OCV: 9 Base DCV: 9
Base ECV: 4

Perception Roll: 13-

Basic Presence Attack: 3d6

Resistant PD: 0 / 19 Total PD: 7 / 26
Resistant ED: 0 / 19 Total ED: 7 / 26

Phases: 2, 4, 6, 7, 9, 11, 12

Run: 6" (12" NC) Leap: 4" (8" NC)
Swim: 2" (4" NC) Fly: 17" (136" NC)

Personal Data

Hair: Black Eyes: Blue
Height: 5' 3" Weight: 115 lbs
Birth Date: June 9, 1942
Place of Birth: Albuquerque, NM
Non-Hero Occupation: Lawyer

Skill, Talent, or Perk

+3 with all Speed and Movement-related attacks

- Acting 12-
- Breakfall 14-
- Bureaucratics 12-
- Conversation 12-
- Criminology 13-
- High Society 12-
- Oratory 12-
- Persuasion 12-
- Power: Speedster Tricks 20-
- Rapid Attack (HTH)
- Research 13-
- Seduction 12-
- Streetwise 12-
- Teamwork 14-

TF: Small Motorized Ground Vehicles

PS: Lawyer 11-

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

KS: The Law 11-
KS: Baseball 11-

Language: English (idiomatic)
Language: Latin (completely fluent)

Speed Reading (x1,000)
Lightning Reflexes: +6 DEX to act first with All Actions

Reputation: Member of SuperSquad America (A large group) 8-, +2 / +2d6
Fringe Benefit: Passport

Perk: SuperSquad America HQ & Vehicles

Power

Super Speed: Elemental Control

- 1) **Super Running:** Flight 17", x8 Noncombat, No Turn Mode, 0 END; Only In Contact With A Surface
- 2) **Anti-Friction Protection:** Force Field (15 PD / 15 ED) (Protect Carried Items), 0 END; Only When Moving

Super Speed Actions: Multipower, all slots
Requires A Speedster Tricks Roll

- u1) **Force of Justice:** Hand-To-Hand Attack +11d6, ½ END 2
Notes: -7 to Speedster Tricks Roll
- u2) **Throw the Book at Them:** Energy Blast 11d6, ½ END; OIF (Objects of opportunity) 2
Notes: -7 to Speedster Tricks Roll
- u3) **Hit Anyone in an Area:** Hand-To-Hand Attack +5d6, Area Of Effect (6" Radius), Selective 6
Notes: -6 to Speedster Tricks Roll
- u4) **I'll Take Those!:** Telekinesis (20 STR), Area Of Effect (6" Radius), Selective Target; Only To Disarm / Grab Objects, No Range 7
Notes: -7 to Speedster Tricks Roll
- u5) **Some Disassembly Required:** Dispel Technological Objects 15d6, One At A Time, ½ END; No Range 3
Notes: -7 to Speedster Tricks Roll
- u6) **Various Super Speed Effects:** Change Environment 8" radius, Long-Lasting (Until counteracted by daily living), ½ END, Varying Effect Limited Group; No Range 3
Notes: -7 to Speedster Tricks Roll

Padded Costume: Armor (4 PD / 4 ED); OIF (Costume)

Quick Change: Cosmetic Transform 2d6 (clothing into costume or vice versa, heals back through another application of this power); Limited Target (character's own clothes) 1

SuperSquad Radio Link

Disadvantages

- DNPC:** Girlfriend of the Week 8- (Normal; Unaware)
- Enraged:** when women are wrongly mistreated (Uncommon), go 11-, recover 14-
- Hunted:** SuperSquad America rogues gallery 8- (Mo Pow, NCI, Harshly Punish)
- Hunted:** S.H.A.D.E. 8- (As Pow, NCI, Harshly Punish)
- Hunted:** Speed Killer 8- (As Pow, Harshly Punish)
- Physical Lim:** Takes 1d6 NND (does BODY) after he stops using his powers for more than 2 phases if he has been using them for more than a turn (Frequently, Slightly Impairing)
- Psych Lim:** Code vs. Killing (Common, Total)
- Psych Lim:** Strong belief in justice; hates criminals who get away with it (Common, Strong)
- Psych Lim:** Loves women, flirtatious (Common, Moderate)
- Social Lim:** Secret Identity (Frequently, Major)
- Vulnerability:** 1½ x Effect from Presence Attacks by attractive women (Common)

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+w/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	x/2	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	x/2	Make multiple HTH attacks