

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-	
15 / 20	CON	12- / 13-	
13	INT	12-	PER Roll: 12- / 16-
11	EGO	11-	
15 / 20	PRE	12- / 13-	PRE Attack: 3d6 / 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: 25 (13r)
6 / 24	ED		Total: 25 (13r)
6 / 10	REC		
30 / 45	END		
12	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 Diabello, 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; +5 CON; +5 PRE; +4 OCV; +4 DCV; 1
+6 PD; +6 ED; +3 SPD; +4 REC; +15 END; +12 STUN

Battlesuit Protection, all slots OIF

- 1) **Battlesuit Armor:** Resistant Protection (13 PD / 13 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: Hand-to-Hand Attack +2d6, 0 END; Only vs. opponents successfully analyzed with ½ phase Analyze Combat Techniques roll

Find More Weakness: Hand-to-Hand Attack +1d6, 0 END; 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, OIF [8]

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

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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/10, 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	