

Crimson Fist (Jackson Kirby)

Val	Char	Roll	Notes
13 / 30	STR	12- / 15-	HtH Damage: 2½d6 / 6d6 Lift: 151.6 kg / 1600 kg END: 1 / 2
14 / 23	DEX	12- / 14-	
13 / 23	CON	12- / 14-	
13	INT	12-	PER Roll: 12-
11	EGO	11-	
13 / 18	PRE	12- / 13-	PRE Attack: 2½d6 / 3½d6
5 / 9	OCV		
4 / 7	DCV		
3	OMCV		
3	DMCV		
3 / 6	SPD		Phases: 4, 8, 12 / 2, 4, 6, 8, 10, 12
5 / 30	PD		Total: 5 / 30 (0r / 15r)
5 / 35	ED		Total: 5 / 35 (0r / 20r)
6 / 11	REC		
25 / 40	END		
12	BODY		
26 / 40	STUN		

Personal Data

Hair: Brown **Eyes:** Blue
Height: 6' 3" **Weight:** 215 lbs

Birth Date: December 18, 1973
Place of Birth: Des Moines, IA

Non-Hero Occupation: Electronics Designer

Notes: 5'9", 180 lbs as Jackson Kirby

Complications

DNPC: Michael & Jerry Kirby (twin sons, age 6), Infrequently, Incompetent, Group (2x)
Enraged: when Karen McCall Kirby (Forethought) or his sons seriously threatened (Uncommon), go 8-, recover 14-
Psych Complication: Code Against Killing (Common, Strong)
Psych Complication: Protective of innocents (Common, Strong)
Psych Complication: Occasionally insecure about his powers and his role as a hero (Uncommon, Moderate)
Social Complication: Secret Identity (Frequently, Major)
Vulnerability: 1½ x STUN from Genetics-Based Attacks (Uncommon)
Vulnerability: 1½ x BODY from Genetics-Based Attacks (Uncommon)
Vulnerability: 1½ x Effect from Genetics-Based Attacks (Uncommon)

Movement

Run: 12m (24m NC) 1
Swim: 4m (8m NC) 1
Leap: 4m (8m NC) 1
Fly: 0m / 35m (0m / 560m NC) 0

Skills

+3 with Crimson Energy Multipower

Bugging 8-
Bureaucratics 8-
Electronics 13-
Inventor 8-
Mechanics 12-
Power (Crimson Energy Powers) 13- / 15-
Security Systems 12-
Systems Operation 8-
Teamwork 12- / 14-

KS: Theatre 12-

PS: Theatre Technician 11-
PS: Electronics Designer 12-
PS: Salesman 8-

AK: United States Of America 11-
AK: Realms of the Dead 8-
CK: Des Moines 8-
CK: New York City 13-

TF: Small Motorized Ground Vehicles

Language: English (idiomatic; native)

Perks

Positive Reputation : Member of SuperSquad America (A large group) 14-, +2 / +2d6

Fringe Benefit: Passport
Fringe Benefit: Sanctioned Superhero

Perk: SuperSquad America HQ and Vehicles

Power

Crimson Energy Form Characteristics, all slots Only In Alternate Identity,
+17 STR; +9 DEX; +10 CON; +5 PRE; +4 OCV; +3 DCV 2
+3 SPD; +10 PD; +10 ED; +5 REC; +15 END; +14 STUN

Crimson Energy Form, all slots Only In Alternate Identity
1) **Crimson Energy Field:** Resistant Protection (15 PD / 20 ED) (Protect Carried Items), Nonpersistent, Perceivable
2) **Flying:** Flight 35m, x16 Noncombat, 0 END

- 3) **Crimson Glow:** Sight Group Images +4 to PER Roll, Area of Effect (8m Radius) , 0 END; Only To Create Crimson Light, No Range

Crimson Attack Powers: Multipower, all slots Only In Alternate Identity

- f1) **Crimson Punch:** Blast 16d6, ½ END 4
- f2) **Crimson Fist:** Telekinesis (55 STR), ½ END 4
- f3) **Crimson Fingers:** Telekinesis (50 STR), Fine Manipulation, ½ END 4
- f4) **Crimson Blasts:** Blast 6½d6, Variable Advantage (+1 Advantages), ½ END 5
- f5) **Crimson Blade:** RKA 5d6, ½ END 3
- f6) **Crimson Globe:** Entangle 6d6, 6 PD / 6 ED, ½ END, Backlash; Cannot Form Barriers 4
- f7) **Crimson Energy Cage:** RKA 2d6+1, Reduced Negation (1), Area Of Effect (4m Radius), Constant, Uncontrolled, 0 END; Targets only take damage if they touch cage or move into / out of the affected hex, No KB, Physical Manifestation 4
- f8) **Crimson Wall:** Barrier 10 PD / 10 ED, 5 BODY (up to 10m long, 4m high, and ½m thick), Non-Anchored, Configurable, Counteracts Indirect, ½ END 4

Crimson Energy Field's Protective Aura, all slots Only In Alternate Identity

- 1) Life Support (Immunity All terrestrial diseases and biowarfare agents; Immunity All terrestrial poisons and chemical warfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure / Vacuum; Self-Contained Breathing)
- 2) Power Defense (13 points)

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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	