

El Portador (Ramon Acosta)

Val	Char	Roll	Notes
15 / 30	STR	12- / 15-	HtH Damage: 3d6 / 6d6 Lift: 200 kg / 1600 kg END: 1 / 2
11 / 23	DEX	11- / 14-	
13 / 20	CON	12- / 13-	
18	INT	13-	PER Roll: 13- / 16-
11	EGO	11-	
15 / 20	PRE	12- / 13-	PRE Attack: 3d6 / 4d6
4 / 8	OCV		
4 / 8	DCV		
3	OMCV		
3	DMCV		
3 / 6	SPD		Phases: 4, 8, 12 / 2, 4, 6, 8, 10, 12
6 / 24	PD		Total: 6 / 24 (Or / 13r)
5 / 24	ED		Total: 5 / 24 (Or / 13r)
7 / 11	REC		
30 / 40	END		
10	BODY		
26 / 36	STUN		

Personal Data

Hair: Black **Eyes:** Brown
Height: 5' 11" **Weight:** 189 lbs

Birth Date: April 2, 1988
Place of Birth: San Juan, Puerto Rico

Non-Hero Occupation: Electronics Technician

Complications

DNPC: Hector Acosta (15 year-old paraplegic brother),
Infrequently, Incompetent

Enraged: when family or close friends are in serious danger
(Uncommon), go 8-, recover 14-

Hunted: Bronx Puerto Rican street gang Los Buitres:
(Infrequently, Less Pow, NCI, Limited Area, Harshly Punish)

Psych Complication: Code against killing (Common, Strong)

Psych Complication: Impulsive; sometimes acts without thinking
(Common, Moderate)

Psych Complication: Blames himself for his brother's paralysis
(Uncommon, Moderate)

Psych Complication: Proud of his Puerto Rican heritage
(Uncommon, Moderate)

Social Complication: Secret Identity (Frequently, Major)

Movement

END

Run: 18m (36m NC) 1
Swim: 4m (8m NC) 1
Leap: 4m (8m NC) 1
Teleport: 0m / 50m (0m / 100m NC) 4

Skills

+3 with Teleportation-based Attacks

Breakfall 11- / 14-
Computer Programming 13-
Cryptography 13-
Electronics 13-
Inventor 13-
Mechanics 13-
Persuasion 12- / 13-
Power (Teleportation Tricks) 11- / 14 -
Security Systems 13-
Streetwise 12- / 13-
Survival (Urban) 13-
Systems Operation 13-
Teamwork 11- /14 -

PS: Electronics Technician 11-

KS: Baseball 11-
KS: New York Street Gangs 11-

CuK: Puerto Rican Culture 8-
CK: New York City 12-
AK: United States of America 11-

TF: Small Motorized Ground Vehicles

Language: Spanish (idiomatic, native)
Language: English (idiomatic)

Scientist

- 1) **SS:** Electrical Engineering 13-
- 2) **SS:** Physics 13-
- 3) **SS:** Teleportation Physics 13-

Perks

Positive Reputation: New Member of SuperSquad America (A
large group) 14-, +1 / +1d6

Fringe Benefit: Passport
Fringe Benefit: Sanctioned Superhero

Perk: SuperSquad America HQ and Vehicles

Talents

Attractive: +1 / +1d6 Striking Appearance

Power **END**

Battlesuit Powers, all slots Only in Alternate Identity

- 1) **Characteristics:** +15 STR; +12 DEX; +7 CON; +5 PRE; +4 OCV; +4 DCV; +3 SPD; +5 PD; +6 ED; +4 REC; +10 END; +10 STUN 1
- 2) **Armor:** Resistant Protection (13 PD / 13 ED)
- 3) **Shielding:** Power Defense (15 points)
- 4) **Shielding:** Mental Defense (10 points)
- 5) **Goggles:** Sight Group Flash Defense (5 pts)
- 6) **Goggles:** Ultraviolet Perception (Sight)
- 7) **Goggles:** Infrared Perception (Sight)
- 8) **Goggles:** Nightvision
- 9) **Enhanced Hearing:** Ultrasonic Perception (Hearing Group)
- 10) **Enhanced Perception:** +3 PER with All Sense Groups
- 11) **Range Finder:** Absolute Range Sense
- 12) **Chronometer:** Absolute Time Sense
- 13) **Compass:** Bump Of Direction

Teleportation Tricks: Multipower, all slots Only in Alternate Identity

- f1) **Teleport:** Teleportation 50m, Position Shift, No Relative Velocity, Safe Blind Teleport, ½ END 4
- f2) **Team Teleport:** Teleportation 1m, x16 Increased Mass, Safe Blind Teleport, Megascale (1m=10,000 km); x4 END, Extra Time (Extra Phase), Concentration (½ DCV) 40
- f3) **All Shook Up:** Blast 9d6, No Normal Defense (Teleportation or Extra-Dimensional Movement), ½ END 4
- f4) **Teleport Others:** Teleportation 30m, Position Shift, ½ END, Limited Range 50m, Usable As Attack (Teleportation or Extra-Dimensional Movement) 4
- f5) **Teleport Missiles:** RKA 3d6, Penetrating x2, ½ END; OIF (small objects of opportunity), Limited Range 50m 4
- f6) **Teleport Target Into Punch:** Teleportation 20m, Limited Range 20m, ½ END, Usable As Attack **plus** HtH Attack +7d6, ½ END, Linked 3
- f7) **Teleportation Boxing:** Blast 8d6, Area of Effect (25m Radius, Selective), ½ END; Extra Time (Full Phase), Limited Range (center of Area must be within Teleport half move) 4
- f8) **Float Like a Teleporter, Sting Like a Bee:** Stretching 30m, ½ END, Does not cross intervening space; Instant, no Noncombat Stretching **plus** HtH Attack +9d6, ½ END, Linked 4
- f9) **Trading Places:** Teleportation 25m, Limited Range 26m, Usable As Attack (Teleportation or Extra-Dimensional Movement); Only To Trade Places **plus** Teleportation 25m; Only To Trade Places, Linked 4
- f10) **Teleport Dodge:** +8 DCV, Costs END 4

Teleporting Sense Globes: Clairsentience (Sight and Hearing Group), Megascale (1m=100 km, Range=20,000 km); 4 Continuing Charges lasting 1 Turn each, Only in Alternate Identity, Physical Manifestation (Teleport Globe) [4]

Battlesuit Memory, all slots Only in Alternate Identity

- 1) Teleportation: Fixed Location (2 Locations --SuperSquad America HQ and El Portador's home)
- 2) Teleportation: Floating Fixed Location (2 Locations)

Good Runner: Running +6m (18m Total) 1

SuperSquad America Communicard

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	