

# Fast Track (Bernie Armstrong)

Val	Char	Base	Cost	Roll
20	STR	10	10	13-
29	DEX	10	57	15-
15	CON	10	10	12-
10	BODY	10	0	11-
33	INT	10	23	16-
10	EGO	10	0	11-
15	PRE	10	5	12-
16	COM	10	3	12-
7	PD	4	3	
7	ED	3	4	
8	SPD	3.9	41	
7	REC	7	0	
30	END	30	0	
28	STUN	28	0	

Characteristics Total: 156

## Notes

HTH Damage: 4d6 Lift: 200 kg

Base OCV: 10 Base DCV: 10  
Base ECV: 3

Perception Roll: 16-

Base Presence Attack: 3d6

Resistant PD: 5 / 17\* Total PD: 12 / 24\*  
Resistant ED: 5 / 17\* Total ED: 12 / 24\*

\* With Force Field

Phases: 2, 3, 5, 6, 8, 9, 11, 12

Run: 25" Leap: 4"  
Swim: 20"

## Personal Data

Hair: Brown Eyes: Blue  
Height: 5'8" Weight: 140 lbs  
Birth Date: March 27, 1983  
Place of Birth: Providence, RI

## Totals

Characteristics	156	Disadvantage Base	200
Skills, Talents, Perks	110	Disadvantages	150
Powers	209	Experience	125
<b>Total</b>	<b>475</b>	<b>Total</b>	<b>475</b>

Pts.	Skill, Talent, or Perk	Roll
10	+2 with Hand-to-Hand Combat	
3	Breakfall	15-
3	Computer Programming	16-
5	Cramming	
3	Cryptography	16-
3	Deduction	16-
1	Demolitions	8-
3	Electronics	16-
3	Inventor	16-
3	Mechanics	16-
3	Power (Speed Tricks)	15-
5	Rapid Attack (Hand-to-Hand)	
3	Security Systems	16-
3	Sleight of Hand	15-
3	Systems Operation	16-
3	Teamwork	15-

0	PS: Scientist	11-
2	AK: United States of America	11-
0	CK: Providence	8-
3	CK: New York City	12-
3	<b>Scientist</b>	
2	SS: Astronomy	16-
2	SS: Mathematics	16-
1	SS: Nanotechnology	11-
2	SS: Nuclear Physics	16-
2	SS: Physics	16-
2	SS: Robotics	16-
1	SS: Temporal Physics	11-

0 TF: Small Motorized Ground Vehicles

0	Language: English (Native)	
1	Language: German (Fluent Conversation)	
2	Language: Russian (Fluent Conversation)	
1	Language: Spanish (Basic Conversation)	

3	Lightning Calculator	
6	Speed Reading (x 100)	

6 Reputation (Genius and Super Speedster) 14-  
+2/+2d6

1	Passport	
3	Sanctioned Superhero	
10	SuperSquad America HQ and Vehicles	

110 Skill, Talent, and Perk Total

Pts.	Power	END
25	<b>Martial Arts:</b> Speedster Martial Arts ( <i>See Maneuver Chart</i> )	
	<b>Speed Powers</b>	
78	Multipower – 78 Point Reserve	
8	1u. <b>Agile Super Running:</b> +19" Running (25" 0 Total) (200" Non-Combat) (0 END)	
6	2u. <b>Running On Any Surface:</b> 20" Flight (160" Non-Combat), Only in contact with surface (0 END)	
4	3u. <b>Super Swimming:</b> +18" Swimming (20" Total) (160" Non-Combat) (0 END)	0
3	4u. <b>Various Superspeed Effects:</b> Change Environment, 8" Radius, Varying Effects (Superspeed effects), No Range, Must be able to run through area; Behaves like running through area (½ END)	3
21	<b>Lightning Fast Fists:</b> +5d6 HA (½ END)	1
29	<b>Personal Force Field Belt:</b> Force Field (12 PD, 12 ED), IIF - Belt (Personal) (0 END)	0
10	<b>Padded Costume:</b> Armor (5 PD, 5 ED) OIF - Costume	0

25 **SuperSquad America Communicard**

208 Power Total

Pts.	Disadvantages
10	<b>DNPC:</b> Dianne Armstrong Kennedy; Mother, Useful Skills, 11-
25	<b>Hunted:</b> DeathGrip; More Powerful, NCI, Harshly Punish, 8-
20	<b>Hunted:</b> Brainchild; As Powerful, NCI, Harshly Punish, 8-
20	<b>Psych Lim:</b> Code against killing (Common, Total)
20	<b>Psych Lim:</b> Always likes to keep busy; Hates doing nothing (Very Common, Strong)
10	<b>Psych Lim:</b> Can't resist an intellectual challenge (Uncommon, Strong)
5	<b>Psych Lim:</b> Worries about potentially becoming Time Twister (Uncommon, Moderate)
10	<b>Reputation:</b> Impulsive Hero, 11-
15	<b>Social Limitation:</b> Public Identity
10	<b>Vulnerability:</b> 1½ x STUN and BODY from Metabolism or aging based attacks; Uncommon
5	<b>Vulnerability:</b> 1½ x Effect from Metabolism or aging based attacks; Uncommon
150	<b>Disadvantage Total</b>

## 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	x/½	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/½	Make multiple HTH attacks

## Speedster Martial Arts Maneuvers

Flying Dodge	½	--	+4	Dodge all attacks, Abort: FMove
Passing Disarm	½	-1	-1	Disarm, 30 STR for Disarm roll; FMove
Passing Strike	½	+1	+0	9d6 + v/5; FMove
Passing Throw	½	+0	+0	9d6 + v/5; Target Falls; FMove
Rapid Punch	½	+1	-2	13d6 Strike

Maneuvers have Lightning Fast Fists already included