

Martial Arts

Martial Arts: Jujitsu

+2 HTH Damage Classes (already included)

Maneuver	Phase	OCV	DCV	Effects
Atemi Strike	½	-1	+1	3d6 NND
Block	½	+1	+3	Block, Abort
Disarm	½	-1	+1	Disarm; 35 STR to Disarm roll
Escape	½	+0	+0	40 STR vs. Grabs
Joint Lock	½	+0	-1	Grab One Limb; 20 STR for holding on
Legsweep	½	+2	-1	6d6 Strike, Target Falls
Sacrifice Throw	½	+2	+1	5d6 Strike; You Fall, Target Falls
Slam	½	+0	+1	5d6 +v/10, Target Falls
Strike	½	+0	+2	7d6 Strike

Power

END

Strong Mind: +10 EGO; Not versus PRE Attacks

Mind Shield: Mental Defense (15 points total)

Future Flashes: Precognitive Clairsentience (Sight And Hearing Groups); No Conscious Control, Precog Only, Blackout, Vague & Unclear 5

Crimson Shield of Thulyandra: Resistant Protection (12 PD / 12 ED) (Protect Carried Items); Nonpersistent, Perceivable

Padded Costume: Armor (5 PD / 5 ED); OIF

Mental Magics: Multipower

- f1) **The All-Knowing Eye:** Telepathy 14d6, ½ END; Eye Contact Required, Perceivable 3
- f2) **Pulling the Puppet's Strings:** Mind Control 12d6, Telepathic, ½ END 3
- f3) **Webbing the Helpless Mind:** Entangle 3½d6, 3 Mental Defense, Works against EGO, not STR, ACV (OMCV against DMCV), Takes no damage from physical attacks, ½ END; Mental Defense adds to EGO 3
- f4) **Seeking the Distant Mind:** Mind Scan 14d6, ½ END; Neither side can attack through link 3
- f5) **Mapping the Mental Landscape:** Detect Minds 27- (Mental Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees); Costs Endurance 4
- f6) **Melding the Senses:** Clairsentience (Sight, Mental And Hearing Groups), Mobile Perception Point (up to 48m / Phase), ½ END; Only through senses of others, Blackout 2
- f7) **Sensing Where Angels Fear To Tread:** Danger Sense (immediate vicinity, out of combat, Discriminatory) 11-
- f8) **Understanding the Foreign Tongue:** Universal Translator 18-; Spoken only
- f9) **Restoring the Ravaged Mind:** Major Transform 5d6, ACV (OMCV against DMCV), AVAD (Mental Defense), Works against EGO mot BODY; Limited Target (mental damage in sentient minds) 3

EAGLES Blaster: Multipower, all slots OAF

- f1) **Normal:** Blast 10d6, 16 Charges [16]

f2) **Destroy:** RKA 3d6+1; 8 Charges [8]

f3) **Strobe:** Sight Group Flash 10d6; 4 Charges [4]

Strong Swimmer: Swimming +2m (6m total) 1

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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	