



## Perks

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

**Fringe Benefit:** International Driver's License

**Fringe Benefit:** Passport

**Fringe Benefit:** Sanctioned Superhero

**Perk:** SuperSquad America HQ and Vehicles

## Power END

**Very Fast Runner:** Running +24m (36m total), x4 Noncombat, 0 END

**Fast Swimmer:** Swimming +20m (24m total) 1

**Anti-Friction Field:** Resistant Protection (10 PD / 10 ED), Nonpersistent, Perceivable, Only when running

**Power Staff Powers:** Multipower, all slots OIF (Power Staff)

- f1) **Right Back at Ya:** Reflection (75 points worth), Any Target, ½ END; Only works against attacks that actually use physical objects 3
- f2) **Hammer Attack:** Hand-To-Hand Attack +10d6, 0 END
- f3) **Energy Sickle Attack:** HKA 3d6 (5d6 w / STR); 4 Charges [4]
- f4) **Power Blast:** Blast 14d6, 16 Charges [16]

**Power Staff Extra Reach:** Stretching 4m, 0 END; Only to Cause Damage, Always Direct, No Noncombat Stretching, OIF (Power Staff)

**Power Staff Pole Vault:** Leaping +16m (20m forward, 10m upward); OIF (Power Staff) 1

**Impact Resistance:** +15 PD; Only protects against damage from Move Throughs / Move Bys performed (*Not Included in PD Totals*)

**Impact Resistance:** Knockback Resistance -6m

**Strength of Will:** Mental Defense (15 points)

**Padded Costume:** Resistant Protection (5 PD / 5 ED); OIF (Costume)

**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	