

Perks

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

Fringe Benefit: Passport

Fringe Benefit: Sanctioned Superhero

Perk: SuperSquad America HQ and Vehicles

Power

END

Sense Tricking Powers: Multipower

f1) **I'm Not What You Think I Am:** Shape Shift (Sight, Touch, Hearing, Smell / Taste, Radio and Mental Groups, any shape), Imitation, Makeover, 0 END

f2) **I'm Not Here:** Invisibility to Sight, Radio, Smell / Taste, Hearing, Touch and Mental Groups, No Fringe, 0 END

f3) **Fooling the Senses:** Sight, Radio, Smell / Taste, Touch, Hearing and Mental Groups Images, +/-6 to PER Rolls, Area of Effect (Any Area, 8 x 2m Areas), ½ END 4

f4) **Fooling the Mind:** Mental Illusions 16d6, ACV (OCV against DMCV), ½ END 4

f5) **Break the Illusion:** Dispel 21d6, any Illusionary power one at a time, ½ END 4

f6) **Total Sensory Overload:** Sight, Radio, Smell / Taste, Touch, Hearing and Mental Groups Flash 6d6 plus Blast 6d6, NND (Any Flash Defense); Linked (Flash) 11

f7) **So Real It Hurts:** Blast 11½d6, Personal Immunity, Variable Special Effects (Any SFX), ½ END; Target may avoid damage with appropriate PER Roll at -5, Target must have appropriate senses and brain to fool 5

f8) **Where Did That Piano Come From?:** Blast 7½d6, Personal Immunity, Variable Special Effects (Any SFX), Indirect (Any origin, any direction), ½ END; Target may avoid damage with appropriate PER Roll at -5, Target must have appropriate senses and brain to fool 5

Armored Trench Coat: Resistant Protection (10 PD / 10 ED); OIF (Trench Coat)

Something's Not Right Here: Detect Illusions 13- (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range, Sense

Sense Protection: 5 Points of Flash Defense vs. Sight, Hearing, Smell / Taste, Touch, and Mental Sense Groups

Fast 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	