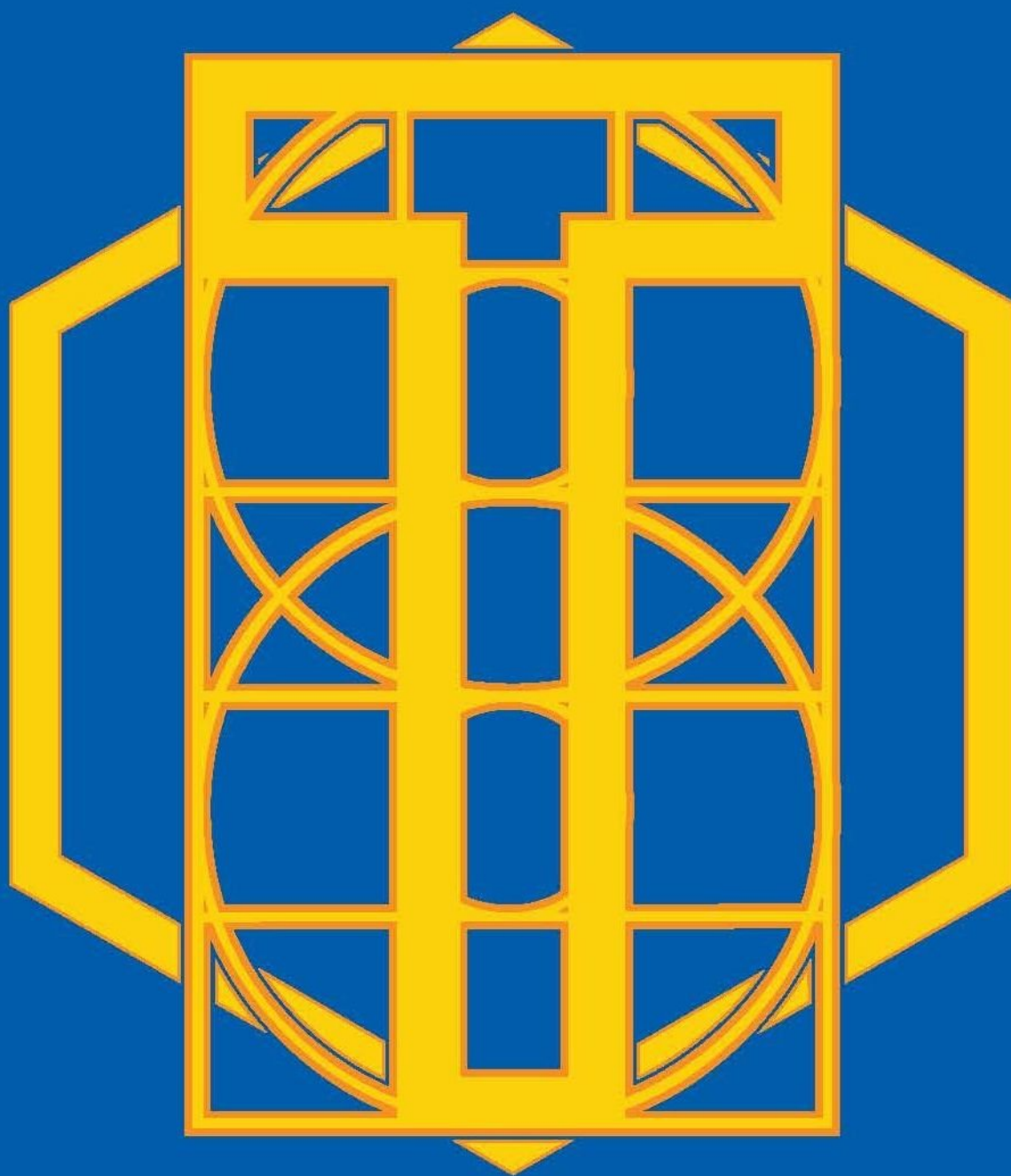


HERO SYSTEM BOOK OF TEMPLATES



**HERO
SYSTEM**
SIXTH EDITION



CHRISTOPHER HACKLER

The Book Of Templates

By Christopher Hackler

For Champions 6th Edition



The Book Of Templates

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**Thanks to Jason Walters for the
opportunity and the help.**

**Special thanks to Holland, you put up
with me and my quirks.**

This book is for Connor and Grayson.
You have given me LS: Immortality.

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INTRODUCTION

For years I stayed away from universal systems, scared off by the complexity, or at least what I thought was the level of complexity. All the while, I memorized system after system to play this game or that game, without regard to how complex I was making my gaming preparation. So, I rolled up my sleeves, put forth the intellectual investment that was necessary, and learned how to play the Hero System, more specifically Champions.

It took a bit of time, and honestly a lot more patience to have all the ins and outs of the system snap into place inside my brain. I often fumbled over the rules, forgetting this, unaware of that, and piece by piece the system fell into place. More importantly, I had a game that I could craft my own comic book heroes.

This book is my attempt to increase the base of people who use the Hero System, therefore allowing me the opportunity to play the game more. If I'd had a guide to the system when I first began playing, I would have been playing Champions and other settings long before I did. Hopefully this will help guide the inexperienced player and GM into a smooth transition by using some basic comic book ideas and explaining them in Hero System terms.

There are several guidelines that I adhere to when building a character in Champions and suggest to my players to consider when they are building their PCs. The first is the 3/8 rule. In the Hero System increases in skill checks and characteristic checks happen at numbers that end in 3 and 8, 13 and 28 for example. So, when you are first crafting your character and attempting to get the most from your points, it is point efficient to have your characteristics adhere to the 3/8 rule.

When building all these characters I used the Character Ability Guidelines Table on pg. 35 of 6E1. I allow for Strength up to 70 in 400 point builds because even though Strength is an ability, it is kind of an exception to the maximums allowed. A 70 Strength allows for 14 Damage Classes (DCs) which is the maximum number of DCs allowed for the Standard Superheroic Campaign.

Speed is an ability that lots of games will benefit from if both the Gamemaster and the players are on the same page as far as what speed a character should have.

These are the guidelines I tend to build characters with and have used when building the templates in the book.

Speed 4: Heavy Bricks and Extreme Damage Sponges

Speed 5: Light Bricks, Heavy Blasters

Speed 6: Martial Artists, Light Blasters, Light Speedster

Speed 7: Fast Martial Artists, Speedster

None of the characters in this book are built with points dedicated to vehicles or bases. Unless it is integral to the character, I will not devote the build points to those things in any template builds. You can do that as you gain experience or adjust the build to allow for that.

ACROBATIC APE MAN

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6400.0kg; 8d6 [4]
28	DEX	36	15-	OCV: 8/DCV: 9
25	CON	15	14-	
14	BODY	4		
20	INT	10	13-	PER Roll 13-/17-
13	EGO	3	12-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
9	DCV	30		
3	OMCV	0		
3	DMCV	0		
12/20	PD	10		Total: 12/20 PD (0/8 rPD)
12/20	ED	10		Total: 12/20 ED (0/8 rED)
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
14	REC	10		
60	END	8		
48	STUN	14		Total Characteristic Cost: 267

Movement: Running: 20m/40m
Leaping: 12m/24m
Swimming: 4m/8m

Cost	Powers	END
8	<i>Climbing Claws:</i> Clinging (normal STR) (10 Active Points); Not to fragile surfaces (-1/4)	0
4	<i>Animalistic Senses</i> +4 PER with Normal Smell	0
5	<i>Tracking Scent:</i> Tracking with Normal Smell	0
5	<i>Feet Like Hands:</i> Extra Limbs (2)	0
2	<i>Claws:</i> Killing Attack - Hand-To-Hand 1 point (3d6 w/STR) (5 Active Points); Restrained (-1/2), Reduced Penetration (-1/4), No Knockback (-1/4)	5
12	<i>Mutate Team Uniform:</i> Resistant Protection (6 PD/6 ED) (18 Active Points); OIF (-1/2)	0
10	<i>Earpiece Radio:</i> High Range Radio Hearing (Radio Group) (12 Active Points); IIF (-1/4)	0
6	<i>Thick Build:</i> Resistant Protection (2 PD/2 ED)	0

Animalistic Fighting Style

Maneuver	OCV	DCV	Notes
4 Charge	+0	-2	10d6 +v/10
Strike, FMove			
5 Flipping Strike	+1	+0	8d6 +v/10; FMove
5 Flying Grab	-2	-1	Grab Two Limbs, 50 STR for holding on; FMove

Talents

3	<i>All Four Limbs Equal:</i> Ambidexterity (no Off-Hand penalty)
4	<i>Flexibility :</i> Double Jointed
12	<i>Trained in the Hazard Center:</i> Combat Luck (6 PD/6 ED)

Skills

3	Acrobatics 15-
3	Breakfall 15-
3	Paramedics 13-
3	Scientist
2	1) <i>Biology:</i> Science Skill 13- (3 Active Points)
2	2) <i>Biology:</i> Science Skill 13- (3 Active Points)
2	3) <i>Biophysics:</i> Science Skill 13- (3 Active Points)
2	4) <i>Medicine:</i> Science Skill 13- (3 Active Points)
3	Scholar
2	1) KS: History (3 Active Points) 13-
2	2) KS: Literature (3 Active Points) 13-
2	3) KS: Philosophy (3 Active Points) 13-
2	4) KS: Psychology (3 Active Points) 13-
3	Stealth 15-
3	Teamwork 15-
8	+1 with HTH Combat
3	+1 with Animalistic Fighting Style

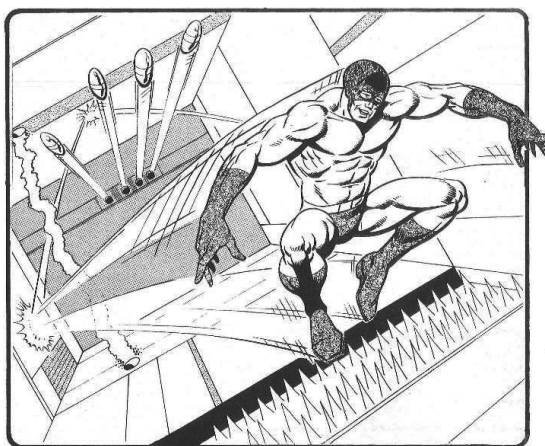
Total Powers & Skill Cost: 133

Total Cost: 400

400+ Disadvantages

15	<i>Distinctive Features:</i> Oversized Hands and Feet (Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)
10	<i>Distinctive Features:</i> Mutate (Concealable; Extreme Reaction; Detectable Only By Technology Or Major Effort)
10	<i>Enraged:</i> When Acrobatic Ape Man takes body (Uncommon), go 11-, recover 14-
20	<i>Psychological Complication:</i> Code Against Killing (Common; Total)
20	<i>Psychological Complication:</i> Man of Science (Common; Total)

Total Disadvantage Points: 400



This is a light brick style character that uses his physical attributes, martial arts, and speed to pinball from enemy to enemy. Acrobatic Ape Man can suck up a shot, which makes him a good choice for newer players. Lots of skills allow for a great role outside of combat, super scientist.

ARACHNID GUY (ROOKIE 400 POINTS)

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3200.0kg; 7d6 [3]
30	DEX	40	15-	OCV: 8/DCV: 12
20	CON	10	13-	
13	BODY	3		
15	INT	5	12-	PER Roll 12-
12	EGO	2	11-	
18	PRE	8	13-	PRE Attack: 3 1/2d6
8	OCV	25		
12	DCV	45		
3	OMCV	0		
3	DMCV	0		
9	PD	7		Total: 9 PD (0 rPD)
9	ED	7		Total: 9 ED (0 rED)
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12
10	REC	6		
50	END	6		
40	STUN	10		Total Characteristic Cost: 255

Movement:	Running:	12m/24m
	Leaping:	15m/30m
	Swimming:	4m/8m
	Swinging:	16m/64m

Cost	Powers	END
10	<i>Crawl on Walls:</i> Clinging (normal STR)	0
10	<i>Webline:</i> Swinging 16m, x4 Noncombat (13 Active Points); IIF (Web Blasters; -1/4)	1
48	Web Blasters: Multipower, 60-point reserve, all slots 2 clips of 12 Charges (-0) (60 Active Points); all slots IIF (-1/4)	
2f	1) <i>Pull in my Web:</i> Telekinesis (35 STR) (54 Active Points); Only to Pull/Grab (-1), IIF (-1/4)	
4f	2) <i>Web Casing:</i> Entangle 6d6, 6 PD/6 ED (60 Active Points); Susceptible Uncommon (Fire; -1/4), IIF (-1/4)	
3f	3) <i>Web Serum in Your Eyes:</i> Sight Group Flash 8d6 (40 Active Points); IIF (-1/4)	
5f	4) <i>Auto Web Blast:</i> Blast 9 1/2d6, Autofire (2 shots; +1/4) (60 Active Points); IIF (-1/4)	

Perks

1	Fringe Benefit: Press Pass
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Talents

12	Combat Luck (6 PD/6 ED)
27	<i>Arachnid Awareness:</i> Danger Sense (immediate vicinity, out of combat, Function as a Sense) 12-

Skills

3	Acrobatics 15-
3	Breakfall 15-
3	CK: Campaign City 12-
3	PS: Photographer 12-
3	Science Skill: Chemistry 12-

3	Stealth 15-
5	+1 with Web Blasters

Total Powers & Skill Cost: 146

Total Cost: 400

400+ Disadvantages

15	Psychological Complication: Dead Uncle's Wisdom (Common; Strong)
15	Social Complication: Secret ID: An Alliterative Frequently, Major
20	Dependent NPC: Aunty June Frequently (Incompetent)
10	Hunted: Super Goon of the Week Infrequently (As Pow; Harshly Punish)
15	Psychological Complication: Some girl that may or may not be dead (Common; Strong)

Total Disadvantage Points: 400



Rookie Arachnid Guy is a type of speedster, with a great DCV for avoiding attacks, and enough SPD to sacrifice a phase to Dodge, becoming almost impossible to hit. Make sure you actively defend, or you will get flattened. Web Blasters are built as a multipower with charges on the whole thing. Swinging is bought through the Web Blaster focus, but not as part of the multipower Swinging uses too many charges. You can add a Side Effect to Swinging, it occasionally runs out at inconvenient times (a Minor side effect since he has 2 clips and the GM should only occasionally use it (-1/4)).

ARACHNID GUY (EXPERIENCED 500 POINTS)

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6400.0kg; 8d6 [4]
33	DEX	46	16-	OCV: 9/DCV: 13
23	CON	13	14-	
13	BODY	3		
15	INT	5	12-	PER Roll 12-
12	EGO	2	11-	
23	PRE	13	14-	PRE Attack: 4 1/2d6
9	OCV	30		
13	DCV	50		
3	OMCV	0		
4	DMCV	3		
12	PD	10		Total: 12 PD (0 rPD)
12	ED	10		Total: 12 ED (0 rED)
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12
10	REC	6		
50	END	6		
45	STUN	13		Total Characteristic Cost: 295

Movement:	Running:	12m/24m
	Leaping:	15m/30m
	Swimming:	4m/8m
	Swinging:	20m/80m

Cost	Powers	END
56	<i>Web Blasters:</i> Multipower, 70-point reserve, all slots 2 clips of 12 Charges (-0) (70 Active Points); all slots IIF (-1/4)	[12]
3f	1) <i>Pull in my Web:</i> Telekinesis (40 STR) (60 Active Points); Only to Pull/Grab (-1), IIF (-1/4)	
5f	2) <i>Web Casing:</i> Entangle 7d6, 7 PD/7 ED (70 Active Points); Vulnerable (Uncommon; Fire; -1/4), IIF (-1/4)	
3f	3) <i>Web Serum in Your Eyes:</i> Sight Group Flash 8d6 (40 Active Points); IIF (-1/4)	
5f	4) <i>Auto Web Blast:</i> Blast 11d6, Autofire (2 shots; +1/4) (69 Active Points); IIF (-1/4)	
5f	5) <i>Web Serum Wall:</i> Barrier 12 PD/12 ED/10 Power Defense, 8 BODY (up to 4m long, 3m tall, and 11/2m thick) (69 Active Points); IIF (-1/4)	
5f	6) <i>Web Serum Explosion:</i> Blast 8d6, Area Of Effect (4m Radius; +1/4), Hole In The Middle (fixed size; +1/4) (60 Active Points); IIF (-1/4)	
10	<i>Crawl on Walls:</i> Clinging (normal STR)	
12	<i>Weblines:</i> Swinging 20m, x4 Noncombat (15 Active Points); IIF (Web Blasters; -1/4)	1
8	<i>Arachnid GPS:</i> Detect Arachnid Awareness 15- (Unusual Group), Range, Sense, Tele-scopic: +14, Tracking (25 Active Points); 1 Recoverable Charge (-1 1/4), Must Plant Arachnid Tracer on Target (-1/2), IIF (-1/4) [1 rc]	

Perks

1	Fringe Benefit: Press Pass
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Talents

18	Combat Luck (9 PD/9 ED)
29	<i>Arachnid Awareness:</i> Danger Sense (immediate vicinity, out of combat, Function as a Sense) 14-

Skills

3	Acrobatics 16-
3	Breakfall 16-
3	CK: Campaign City 12-
3	Electronics 12-
3	Inventor 12-
3	Power: Web Blasters 11-
3	PS: Photographer 12-
3	Science Skill: Chemistry 12-
3	Stealth 16-
3	Teamwork 16-
15	+3 with Web Blasters

Total Powers & Skill Cost: 205

Total Cost: 500

500+ Disadvantages

15	Psychological Complication: Dead Uncle's Wisdom (Common; Strong)
15	Social Complication: Secret ID: An Alliterative Frequently, Major
20	Dependent NPC: Aunt June Frequently (Incom-petent)
10	Hunted: Super Goon of the Week Infrequently (As Pow; Harshly Punish)
15	Psychological Complication: Some girl that may or may not be dead (Common; Strong)

Total Disadvantage Points: 500

Arachnid Guy on this level is a potent combatant, with a lot of tricks up his sleeve. He has even more SPD and DCV than the standard superheroic (400 point) and the Web Blaster multipower is more powerful and has even more tricks. The Web Serum Wall will allow Arachnid Guy to control the battlefield more, and the Web Serum Explosion is a more efficient way to deal with a group of weaker opponents than punching them all into unconsciousness.

Arachnid Awareness is a very potent defense that Arachnid Guy needs to avoid taking surprise shots. His defenses do not allow for those to just be shrugged off. Combat Luck is useless if surprised and there is no other resistant defense to rely on. Clinging can be a decent defense from some opponents, like martial artists or other opponents that lack range.

The Arachnid GPS represents a tracker that Arachnid Guy can place on someone or something and is attuned to his Arachnid Awareness. The attunement allows Arachnid Guy to follow it from some distance. This allows for the ability to retreat sometimes, possibly to take a few recoveries before getting back into the fight.

BLIND STREET AVENGER

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400.0kg; 4d6 [2]
20	DEX	20	13-	OCV: 8/DCV: 8
18	CON	8	13-	
13	BODY	3		
13	INT	3	12-	PER Roll 17-
13	EGO	3	12-	
18	PRE	8	13-	PRE Attack: 3 1/2d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
3	DMCV	0		
5	PD	3		Total: 5 PD (0 rPD)
5	ED	3		Total: 5 ED (0 rED)
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
8	REC	4		
50	END	6		
40	STUN	10		Total Characteristic Cost: 179

Movement:	Running:	18m/36m
	Leaping:	6m/12m
	Swimming:	6m/12m
	Swinging:	18m/72m

Cost	Powers	END
20	<i>Radar Sense:</i> Radar (Radio Group), creased Arc Of Perception (360 Degrees)	In-
20	<i>Tracking Smell:</i> Tracking with Smell/Taste Group and Hearing Group	
4	<i>Lie Detector:</i> Detect A Single Thing 18-/13- (Hearing Group)	
10	<i>Enhanced Tactile Function:</i> Discriminatory with Touch Group	
20	<i>Off the Charts Senses:</i> Discriminatory with Hearing Group and Smell/Taste Group	
3	<i>Enhanced Hearing:</i> Ultrasonic Perception (Hearing Group)	
12	<i>Amazing Senses:</i> +5 PER with all Sense Groups (15 Active Points); Not sight (-1/4)	
3	<i>Read by Touch:</i> Microscopic (x10) with Normal Touch	Normal Touch
15	<i>Baton:</i> Multipower, 30-point reserve, (30 Active Points); all slots OAF (-1)	
1f	1) <i>Baton Strike:</i> Hand-To-Hand Attack +3d6, Reduced Endurance (0 END; +1/2) (22 Active Points); OAF (-1), Hand-To-Hand Attack (-1/4)	
1f	2) <i>Returning Thrown Baton:</i> Blast 6d6 (30 Active Points); OAF (-1), Range Based On Strength (-1/4)	3
1f	3) <i>Swingline:</i> Swinging 18m, x4 Noncombat (14 Active Points); OAF (-1)	1

Boxing/Street Fighting/Kung Fu Mix

Maneuver	OCV	DCV	Notes
5	Uppercut	-2 +1	11d6 Strike
3	Flying Tackle	+0 -1	7d6 +v/10 Strike; You Fall, Target Falls; FMove



Cost	Maneuver	OCV	DCV	Notes
4	Hook	+0	+2	9d6 Strike
4	Mummy Block	+2	+2	Block, Abort
4	Jab	+2	+0	9d6 Strike
4	Boxing Dodge	--	+5	Dodge, Affects All Attacks, Abort
4	Nerve Strike	-1	+1	3 1/2d6 NND
3	Legsweep	+2	-1	8d6Strike,Target Falls
12	+3 HTH Damage Class(es)			
1	Weapon Element: Clubs			

Perks

1	Fringe Benefit: License to practice law
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Talents

1	Ambidexterity (-2 Off Hand penalty)
12	Combat Luck (6 PD/6 ED)
3	Lightsleep
3	+1/+1d6 Striking Appearance (vs. all characters)

Skills

3	Acrobatics 13-
3	Breakfall 13-
3	KS: Law 12-
3	CK: Campaign Neighborhood 12-
3	Oratory 13-
3	Stealth 13-
3	Streetwise 13-
16	+2 with HTH Combat
10	+2 with Martial Arts

Total Powers & Skill Cost: 221

Total Cost: 400

400+ Disadvantages

15	Social Complication: Alliteration Lawyer Infrequently, Severe
20	Psychological Complication: Code Against Killing (Common; Total)
20	Physical Complication: Blind (All the Time; Barely Impairing)
5	Vulnerability: 1 1/2 x STUN Sonics (Uncommon)
5	Vulnerability: 1 1/2 x STUN Gasses (Uncommon)
20	Psychological Complication: Believes in Justice (Common; Total)

Total Disadvantage Points: 400

The Blind Street Avenger is a martial artist, that is fast and has high combat abilities up close. Being blind is less of a disadvantage to this character due to the Radar Sense and the rest of the senses being enhanced that allows for the Blind Street Avenger to minimize the disability. This character will have problems at range because the Returning Baton Throw might stun an agent but isn't taken down a tough opponent.

This character has a fair amount of their power investiture in the suit of enhanced senses. A clever player with a flexible GM will get the most out of this build.

DRAGON FAMILIAR

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75.8kg; 1 1/2d6
20	DEX	20	13-	OCV: 6/DCV: 10
15	CON	5	12-	
11	BODY	1		
10	INT	0	11-	PER Roll 11-
13	EGO	3	12-	
13	PRE	3	12-	PRE Attack: 2 1/2d6
6	OCV	15		
8	DCV	25		
3	OMCV	0		
5	DMCV	6		
5/10	PD	3		Total: 5/10 PD (0/5 rPD)
5/10	ED	3		Total: 5/10 ED (0/5 rED)
4	SPD	20		Phases: 3, 6, 9, 12
6	REC	2		
40	END	4		
35	STUN	8		Total Characteristic Cost: 110

Movement:	Running:	6m/12m
	Flight:	20m/40m
	Leaping:	4m/8m
	Swimming:	4m/8m

Cost	Powers	END
20	<i>Wings:</i> Flight 20m, Reduced Endurance (0 END; +1/2) (30 Active Points); strainable (-1/2)	0 Re-
21	<i>Tough Hide:</i> Resistant Protection (5 PD/5 ED/3 Power Defense)	
50	<i>Fire Breath:</i> Blast 12d6, Area Of Effect (8m Cone; +1/4) (75 Active Points); No Range (-1/2)	7
10	<i>Alien Mind:</i> Mental Defense (10 points total)	
10	<i>Hard to Hit :</i> +2 DCV	
4	<i>Hard to Perceive:</i> +2 with Stealth	

Talents

22	Universal Translator 13-
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Skills

3	Stealth 13-
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Total Powers & Skill Cost: 141

Total Cost: 250

250+ Disadvantages

- 15 Distinctive Features: Small fire breathing winged creature (Easily Concealed; Extreme Reaction; Detectable By Commonly-Used Senses)
- 10 Psychological Complication: Protective of Intangible Teenager (Uncommon; Strong)
- 10 Physical Complication: Small (Infrequently; Slightly Impairing)

Total Disadvantage Points: 250



For 50 points this tiny familiar can enhance a lot of different builds from an alien pet for a teenage mutate, to a familiar for a wizard from the cool part of town. As the character is built now, it can speak but you could choose to add a Physical Complication to change that. The Dragon Familiar can use Universal Translator to communicate to most anybody. This is a potent ability that gives a lot of out of combat value to the build.

In combat by providing an effective extra attacker. The Fire Breath is an area of effect that might require a bit of maneuvering to use but requires very little skill because it does attack an area.

FABULOUS GAL

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6
15	DEX	10	12-	OCV: 6/DCV: 7
18	CON	8	13-	
10	BODY	0		
13	INT	3	12-	PER Roll 12-
21	EGO	11	13-	
15	PRE	5	12-	PRE Attack: 3d6
6	OCV	15		
7	DCV	25		
7	OMCV	12		
8	DMCV	15		
5/21	PD	3	Total: 5/21 PD (0/16 rPD)	
5/21	ED	3	Total: 5/21 ED (0/16 rED)	
5	SPD	30	Phases: 3, 5, 8, 10, 12	
11	REC	7		
50	END	6		
40	STUN	10	Total Characteristic Cost: 160	

Movement:	Running:	14m/28m
	Flight:	20m/40m
	Leaping:	4m/8m
	Swimming:	4m/8m

Cost	Powers	END
80	<i>Telekinesis Phenomenon:</i> Multipower, 80-point reserve	
8f	1) <i>Powerful Telekinetic:</i> Telekinesis (45 STR), Fine Manipulation (79 Active Points)	8
5f	2) <i>Telekinetic Shields:</i> Resistant Protection (10 PD/10 ED/5 Power Defense), Usable Nearby (+1) (78 Active Points); Costs duration (Only Costs END to Activate; -1/4), Unified Power (-1/4)	En-8
4f	3) <i>Move Things Around:</i> Flight 20m, Usable Nearby (+1 1/4), Grantor pays the END whenever the power is used, Grantor controls the power totally (45 Active Points)	Us-4
60	<i>Telepathic Phenomenon:</i> Multipower, 60-point reserve	
6f	1) <i>Powerful Telepath:</i> Telepathy 12d6 (60 Active Points)	6
3f	2) <i>Psychic Link:</i> Mind Link, Any Willing Target, No LOS Needed, Number of Minds (x8) (40 Active Points); Unified Power (-1/4)	
16	<i>Protect My Team's Minds:</i> Mental Defense (20 points total), Usable Nearby (+1) (20 Active Points); Unified Power (-1/4)	
12	<i>Mutate Team Uniform:</i> Resistant Protection (6 PD/6 ED) (18 Active Points); OIF (-1/2)	
10	<i>Psychic Shields:</i> +10 Mental Defense (20 points total)	

Talents

6	<i>Hazard Center Training:</i> Combat Luck (3 PD/3
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ED)

3 *Teammates Like Her:* +1/+1d6 Striking Appearance (vs. all characters)

Skills

3	Computer Programming 12-
5	Power: Telepathy 12-
5	Power: Telekinesis 12-
3	Science Skill: Psychiatry 12-
3	Teamwork 12-
8	+4 with Telekinesis

Total Powers & Skill Cost: 240

Total Cost: 400

400+ Disadvantages

10	<i>Distinctive Features:</i> Mutate (Concealable; Extreme Reaction; Detectable Only By Technology Or Major Effort)
15	<i>Psychological Complication:</i> Afraid of Losing Control (Common; Strong)
10	<i>Psychological Complication:</i> In Love With Teammate (Uncommon; Strong)
15	<i>Hunted:</i> Mentor Very Frequently (Mo Pow; Watching)
10	<i>Enraged:</i> Teammate She Is In Love With Injured (Uncommon), go 11-, recover 14-
15	<i>Negative Reputation:</i> Powerful Telekinetic Barely In Control, Very Frequently (Extreme; Known Only To A Small Group)

Total Disadvantage Points: 400



Some builds are best lending a hand, and Fabulous Gal proves that. Her Telekinetic Shield not only protect her but can project that shield to protect her nearby allies. That's gold. All your pals can rely on Fabulous Gal to bolster their defenses and enhance their movement. She can move a less mobile hand to hand combatant right up to an opponent, using her telekinesis or her flight that her nearby allies can take advantage of as well. The build is limited by not being capable of doing multiple things at one time.

Her Mind Link and Mental Defense allows her to team silent communication and strong mental protection.

FERAL FIGHTER (ROOKIE 400 POINTS)

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200.0kg; 3d6 [1]
15	DEX	10	12-	OCV: 8/DCV: 8
23	CON	13	14-	
18	BODY	8		
10	INT	0	11-	PER Roll 11-/16-
13	EGO	3	12-	
33	PRE	13	16-	PRE Attack: 6 1/2d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
3	DMCV	0		
9	PD	7		Total: 9 PD (0 rPD)
9	ED	7		Total: 9 ED (0 rED)
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
15	REC	11		
55	END	7		
45	STUN	13		Total Characteristic Cost: 189

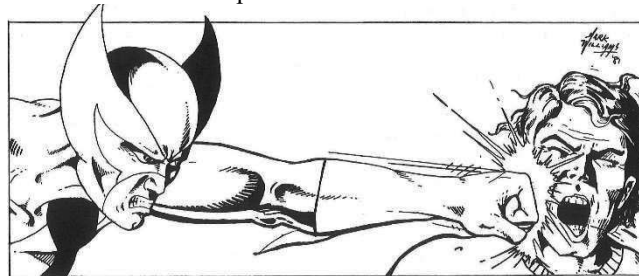
Movement:	Running:	14m/28m
	Leaping:	4m/8m
	Swimming:	4m/8m

Cost	Powers	END
5	<i>Enhanced Scent:</i> +5 PER with Normal Smell	
5	<i>Tracking Scent:</i> Tracking with Normal Smell	
5	<i>Unearthly Olfactory:</i> Discriminatory with Normal Smell	
10	<i>Unearthly Olfactory:</i> Targeting with Normal Smell	
21	<i>Healing Ability:</i> Regeneration (1 BODY per Turn), Can Heal Limbs	
15	<i>Unobtainium Skeleton:</i> Energy Damage Reduction, Resistant, 25%	
30	<i>Unobtainium Skeleton:</i> Physical Damage Reduction, Resistant, 50%	
50	<i>Unobtainium Claw:</i> Multipower, 75-point reserve, (75 Active Points); all slots Restrainable (-1/2)	
5f	1) <i>Unobtainium Claws:</i> Killing Attack - Hand-To-Hand 3d6+1 (4d6 w/STR), Armor Piercing (x2; +1/2) (75 Active Points); Restrainable (-1/2)	7
2f	2) <i>Unobtainium Knuckles:</i> Hand-To-Hand Attack +5d6, Reduced Endurance (0 END; +1/2) (37 Active Points); Restrainable (-1/2), Hand-To-Hand Attack (-1/4)	
1f	3) <i>Sound of Claws Popping:</i> +10 PRE (10 Active Points); Offensive Only (-1/2), Restrainable (-1/2), Nonpersistent (-1/4)	
2	<i>Unobtainium Skeleton</i> Knockback Resistance -2m	

Ninjitsu

	Maneuver	OCV	DCV	Notes
3	Martial Throw	+0	+1	3d6 +v/10, Target Falls

4 Martial Escape +0 +0 30 STR vs. Grabs



Cost	Maneuver	OCV	DCV	Notes
4	Martial Dodge	--	+5	Dodge, Affects All Attacks, Abort
4	Martial Strike	+0	+2	5d6 Strike
1	Weapon Element: Claws			
Talents				
6	Combat Luck (3 PD/3 ED)			
3	Lightning Reflexes (+3 DEX to act first with All Actions)			
Skills				
3	Acrobatics	12-		
3	Breakfall	12-		
3	Stealth	12-		
3	Language: Japanese (completely fluent)			
3	Streetwise	16-		
2	Survival (Temperate/Subtropical Forests)	11-		
4	WF: Common Martial Arts Melee Weapons, Common Missile Weapons			
8	+1 with HTH Combat			
6	+2 with Unobtainium Claws			

Total Powers & Skill Cost: 212

Total Cost: 400

400+ Disadvantages

5	Distinctive Features: Unobtainium Skeleton (Concealable; Always Noticed and Causes Major Reaction; Detectable Only By Technology Or Major Effort)
5	Distinctive Features: Mutate (Easily Concealed; Extreme Reaction; Detectable Only By Technology Or Major Effort)
20	Enraged: Feral Creature In Combat (Common), go 11-, recover 11-
5	Rivalry: Romantic (For affections of teammate with another teammate), Rival is As Powerful, Seek to Outdo, Embarrass, or Humiliate Rival, Rival Aware of Rivalry
10	Psychological Complication: Tortured by dark past (Uncommon; Strong)
10	Vulnerability: 2 x STUN Magnetics (Uncommon)
10	Vulnerability: 2 x BODY Magnetics (Uncommon)
10	Vulnerability: 2 x Effect Magnetics (Uncommon)

Total Disadvantage Points: 400

This is just a tough build, hand to hand combatant that regenerates and is easy to play and feel brave.

FERAL FIGHTER (EXPERIENCED 500 POINTS)

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200.0kg; 3d6 [1]
18	DEX	16	13-	OCV: 9/DCV: 9
23	CON	13	14-	
18	BODY	8		
10	INT	0	11-	PER Roll 11-/16-
15	EGO	5	12-	
33	PRE	13	16-	PRE Attack: 6 1/2d6
9	OCV	30		
9	DCV	30		
3	OMCV	0		
5	DMCV	6		
9	PD	7		Total: 9 PD (0 rPD)
9	ED	7		Total: 9 ED (0 rED)
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
18	REC	14		
60	END	8		
45	STUN	13		Total Characteristic Cost: 221

Movement: Running: 18m/36m
Leaping: 4m/8m
Swimming: 4m/8m

Cost	Powers	END
5	<i>Enhanced Scent:</i> +5 PER with Normal Smell	
5	<i>Tracking Scent:</i> Tracking with Normal Smell	
5	<i>Unearthly Scent:</i> Discriminatory with Normal Smell	
5	<i>Unearthly Scent:</i> Analyze with Normal Smell	
10	<i>Unearthly Scent:</i> Targeting with Normal Smell	
37	<i>I Can Heal That Back:</i> Regeneration (2 BODY per Turn), Can Heal Limbs	
1	<i>That Regeneration Does That:</i> Life Support (Longevity: 200 Years)	
10	<i>I Regenerate That Much:</i> Life Support (Immunity All terrestrial diseases; Immunity: All terrestrial poisons)	
15	<i>Unobtainium Skeleton:</i> Energy Damage Reduction, Resistant, 25%	
30	<i>Unobtainium Skeleton:</i> Physical Damage Reduction, Resistant, 50%	
60	<i>Unobtainium Claw:</i> Multipower, 90-point reserve, (90 Active Points); all slots Restrainable (-1/2)	
6f	1) <i>Unobtainium Claws:</i> Killing Attack - Hand-To-Hand 4d6 (4 1/2d6 w/STR), Armor Piercing (x2; +1/2) (90 Active Points); Restrainable (-1/2) 9	
3f	2) <i>Unobtainium Knuckles:</i> Hand-To-Hand Attack +6d6, Reduced Endurance (0 END; +1/2) (45 Active Points); Restrainable (-1/2), Hand-To-Hand Attack (-1/4)	
1f	3) <i>Sound of claws popping:</i> +10 PRE (10 Active Points); Offensive Only (-1/2), Restrainable (-1/2), Nonpersistent (-1/4)	
1f	4) <i>Put your claws in it:</i> Clinging (normal STR) (10 Active Points); Restrainable (-1/2), Cannot Resist Knockback (-1/4), Not to fragile surfaces	

				(-1/4)
2				<i>Unobtainium Skeleton:</i> Knockback Resistance - 2m
				<i>Ninjitsu</i>
	Maneuver	OCV	DCV	Notes
3	Martial Throw	+0	+1	3d6 +v/10, Target Falls
4	Martial Escape	+0	+0	30 STR vs.Grabs
4	Martial Dodge	--	+5	Dodge, Affects All Attacks, Abort 5d6 Strike
4	Martial Strike	+0	+2	
1	Weapon Element:			Claws
	Talents			
12	Combat Luck			(6 PD/6 ED)
3	Lightning Reflexes			(+3 DEX to act first with All Actions)
	Skills			
3	Acrobatics			13-
3	Breakfall			13-
10	Defense Maneuver			I-IV
3	Stealth			13-
3	Language:			Japanese (completely fluent)
1	Language:			Russian (basic conversation)
3	Streetwise			16-
2	Survival			(Temperate/Subtropical Forests) 11-
3	Teamwork			13-
4	WF:			Common Martial Arts Melee Weapons, Common Missile Weapons
8				+1 with HTH Combat
9				+3 with Unobtainium Claws

Total Powers & Skill Cost: 280

Total Cost: 500

500+	Disadvantages
5	Distinctive Features: Unobtainium Skeleton (Concealable; Always Noticed and Causes Major Reaction; Detectable Only By Technology Or Major Effort)
5	Distinctive Features: Marvelous Mutate (Easily Concealed; Extreme Reaction; Detectable Only By Technology Or Major Effort)
20	Enraged: Feral Creature In Combat (Common), go 11-, recover 11-
5	Rivalry: Romantic (For affections of teammate with another teammate), Rival is As Powerful, Seek to Outdo, Embarrass, or Humiliate Rival, Rival Aware of Rivalry
10	Psychological Complication: Tortured by dark past (Uncommon; Strong)
10	Vulnerability: 2 x STUN Magnetism (Uncommon)
10	Vulnerability: 2 x BODY Magnetism (Uncommon)
10	Vulnerability: 2 x Effect Magnetism (Uncommon)

Total Disadvantage Points: 500

On this level the Feral Fighter is a force of nature, capable of taking wicked beatings all the while dishing them out. Mobility is the biggest drawback of this build.

FIERY TEENAGER

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6
18	DEX	16	13-	OCV: 7/DCV: 7
20	CON	10	13-	
11	BODY	1		
10	INT	0	11-	PER Roll 11-
11	EGO	1	11-	
15	PRE	5	12-	PRE Attack: 3d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
4/20	PD	2		Total: 4/20 PD (0/16 rPD)
4/22	ED	2		Total: 4/22 ED (0/18 rED)
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
9	REC	5		
60	END	8		
40	STUN	10		Total Characteristic Cost: 140

Movement: Running: 12m/24m
 Flight: 40m/160m
 Leaping: 4m/8m
 Swimming: 4m/8m

Cost	Powers	END
4	<i>Too Hot To Handle:</i> Life Support (Safe in Intense Cold; Safe in Intense Heat)	
10	<i>Made of Flame:</i> Damage Negation (-3 DCs Energy) (15 Active Points); Only vs. Fire/Heat (-1/2)	
30	<i>Flame Body:</i> Killing Attack - Ranged 2d6, Area Of Effect (1m Surface; Personal; +1/4), Reduced Endurance (0 END; +1/2) (52 Active Points); No Range (-1/2), Requires Oxygen (-1/4)	
25	<i>Protective Flame Body:</i> Resistant Protection (16 PD/18 ED) (51 Active Points); Linked (Flame Body; -1/2), Unified Power (Flame Body; -1/4), Requires Oxygen (-1/4)	
28	<i>Too Hot to Touch:</i> Deflection, Constant (+1/2), Reduced Endurance (0 END; +1/2), Uncontrolled (+1/2) (50 Active Points); Only Works Against Physical Projectiles (-1/4), Requires Oxygen (-1/4), Unified Power (-1/4)	
30	Flight 40m, x4 Noncombat (45 Active Points); Unified Power (Flame Body; -1/4), Requires Oxygen (-1/4)	4
22	<i>Extinguish Flames:</i> Dispel Fire 6d6, Area Of Effect (4m Radius; +1/4) (22 Active Points)	2
64	<i>Flame Projection:</i> Multipower, 80-point reserve, (80 Active Points); all slots Requires Oxygen (-1/4)	
6f	1) <i>Flame Blast:</i> Blast 12d6, Reduced Endurance (1/2 END; +1/4) (75 Active Points); Requires Oxygen (-1/4)	3
6f	2) <i>Fire Cage:</i> Killing Attack - Ranged 2d6+1, Constant (+1/2), Area Of Effect (8 2m Areas; +3/4) (79 Active Points); Requires Oxygen (-1/4)8	

Talents

3 +1/+1d6 Striking Appearance (vs. all characters)

Skills

3 Combat Driving 13-
 9 Mechanics 14-
 5 Power 12-
 3 Teamwork 13-
 12 +4 with Flame Projection

Total Powers & Skill Cost: 260

Total Cost: 400

400+ Disadvantages

20 Psychological Complication: Overconfidence (Very Common; Strong)
 15 Psychological Complication: Code Against Killing (Common; Strong)
 20 Social Complication: Public ID Very Frequently, Major
 20 Hunted: Major Campaign Villain Infrequently (Mo Pow; PC has a Public ID or is otherwise very easy to find; Harshly Punish)

Total Disadvantage Points: 400



The Fiery Teenager is a fast blaster that can take advantage of Flight and the Too Hot to Touch Deflection ability to produce a bit of defense by staying at range and nullifying some ranged combatants. The Fiery Teenager has solid damage output with both a Blast and a Killing Attack, which is great for objects and robots. The Flame Body might provide some protection from a martial artist or other grappling character but is not enough damage to slow down an average brick, so beware the resistant grappler.

Some characters are very easy to play, and even though there seems to be a lot of options, the Fiery Teenager is easy for a novice player. Most of the defenses, which are considerable are just constantly on, this provides some foolproof passive defense. Not the greatest offense force, the Fiery Teenager will find opponents with high DCVs problematic. Buy an Area of Effect attack as soon as you get some experience in the multipower. MULTIPOWER!

FIRE CONTROLLER (300 POINTS)

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6
13	DEX	6	12-	OCV: 6/DCV: 7
18	CON	8	13-	
11	BODY	1		
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	
13	PRE	3	12-	PRE Attack: 2 1/2d6
6	OCV	15		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
7	PD	5		Total: 7 PD (0 rPD)
7/27	ED	5		Total: 7/27 ED (0/20 rED)
5	SPD	30		Phases: 3, 5, 8, 10, 12
7	REC	3		
60	END	8		
40	STUN	10		Total Characteristic Cost: 117

Movement: Running: 12m/24m
Leaping: 4m/8m
Swimming: 4m/8m

Cost	Powers	END
80	<i>Pyrokinesis:</i> Multipower, 80-point reserve	
8f	1) <i>Flame Suppression:</i> Dispel 17d6, any one fire power (+1/2) (76 Active Points)	8
4f	2) <i>Fire Sculpting:</i> Telekinesis (35 STR), Fine Manipulation, Personal Immunity (+1/4) (80 Active Points); Only works of fire (-1)	8
5f	3) <i>Fire Control:</i> Aid Fire 8d6 (48 Active Points)	5
37	<i>Flamethrower:</i> Killing Attack - Ranged 3d6, 16 Charges (-0), Area Of Effect (8m Line; +1/4) (56 Active Points); OIF (Flamethrower; -1/2)	[16]
12	Resistant Protection (20 ED) (30 Active Points); Only Works Against Fire (-1), OIF (-1/2)	
4	Sight Group Flash Defense (6 points) (6 Active Points); OIF (-1/2)	

Talents
12 Combat Luck (6 PD/6 ED)

Skills
3 Conversation 12-
3 Power 12-
3 PS: Journalist 12-
3 Streetwise 12-
9 +3 with Pyrokinesis

Total Powers & Skill Cost: 183

Total Cost: 300

300+ Disadvantages

10 Distinctive Features: Mutate (Concealable; Extreme Reaction; Detectable Only By Technology Or Major Effort)

- 15 Hunted: Law Enforcement Infrequently (As Pow; NCI; Harshly Punish)
- 10 Negative Reputation: Mutate Super Villain, Infrequently (Extreme)
- 5 Unluck: 1d6
- 10 Psychological Complication: Pyromania (Uncommon; Strong)
- 10 Hunted: Mutate Super Team Infrequently (As Pow; Harshly Punish)

Total Disadvantage Points: 300



Fire Controller is a Low-Powered Superheroic power level character. The character isn't capable of projecting his own fire, so he has a flamethrower to provide him access to flame. Once he has some flame to control, he can use his Fire Control to intensify that fire, becoming extremely dangerous.

This character is very light on defenses and lacks mobility. If you keep your opponents at range though, use Fire Sculpting to set your friends up, moving opponents to a disadvantageous position for them. Against a fire opponent, this build is capable of shutting a power down completely, like flight. Ouch!!

Using this build teamed up with several other characters is best. If being used as a villain, a couple of teamed up villains becomes a handful for more powerful characters, because the more opponents the more actions, typically.

IMMOVABLE MAN

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6400.0kg; 8d6 [4]
15	DEX	10	12-	OCV: 8/DCV: 6
29	CON	19	15-	
22	BODY	12		
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
5/15	PD	3		Total: 5/15 PD (0/10 rPD)
5/15	ED	3		Total: 5/15 ED (0/10 rED)
4	SPD	20		Phases: 3, 6, 9, 12
12	REC	8		
50	END	6		
45	STUN	13		Total Characteristic Cost: 172

Movement: Running: 12m/24m
Leaping: 4m/8m
Swimming: 4m/8m

Cost	Powers	END
16	Clinging (80 STR) (24 Active Points); imited Power Only to resist being moved (-1/2)	Lim-
48	Energy Damage Reduction, Resistant, 75% (60 Active Points); Unified Power (Reflec- tion; -1/4)	
48	Physical Damage Reduction, Resistant, 75% (60 Active Points); Unified Power (Reflec- tion; -1/4)	
16	Knockback Resistance -20m (20 Active Points); Unified Power (Reflection; -1/4)	
16	<i>Meat Hooks:</i> Hand-To-Hand Attack +4d6 (20 Active Points); Hand-To-Hand Attack (-1/4)	2
40	Reflection (60 Active Points' worth), Any Target (+1/2) (60 Active Points); Reduced Penetration (-1/4), Only vs physical projectiles (-1/4) 6	
30	Resistant Protection (10 PD/10 ED), Hardened (+1/4) (37 Active Points); Unified Power (Reflection; -1/4)	Hard- ened
Talents		
2	Lightning Reflexes (+2 DEX to act first with All Actions)	
Skills		
3	Streetwise 13-	
3	KS: Circus 11-	
6	+3 with Punch	

Total Powers & Skill Cost: 229

Total Cost: 400



400+	Disadvantages
10	Distinctive Features: Mutate (Concealable; Ex- treme Reaction; Detectable Only By Technology Or Major Effort)
15	Distinctive Features: Large, Obese Man (Not Concealable; Noticed and Recognizable; De- tectable By Commonly-Used Senses)
10	Enraged: When threatened (Uncommon), go 11-, recover 14-
10	Psychological Complication: Loyalty to Mag- netism Controller (Uncommon; Strong)
10	Hunted: Various Law Enforcement Infrequently (As Pow; Harshly Punish)
10	Negative Reputation: Mutate Outlaw, Frequently
10	Psychological Complication: Bully (Uncommon; Strong)

Total Disadvantage Points: 400

This build is a brick in the mold of damage sponge. Easy to play but not much mobility. Knockback Resistance provided by the clinging and the power make this character's gimmick dependable.

INTANGIBLE TEENAGER

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6
15	DEX	10	12-	OCV: 7/DCV: 12
18	CON	8	13-	
10	BODY	0		
18	INT	8	13-	PER Roll 13-
11	EGO	1	11-	
13	PRE	3	12-	PRE Attack: 2 1/2d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
5	PD	3		Total: 5 PD (0 rPD)
5	ED	3		Total: 5 ED (0 rED)
5	SPD	30		Phases: 3, 5, 8, 10, 12
6	REC	2		
40	END	4		
38	STUN	9		Total Characteristic Cost: 116

Movement:	Running:	12m/24m
	Flight:	12m/24m
	Leaping:	4m/8m
	Swimming:	4m/8m

Cost	Powers	END
80	<i>Intangibility:</i> Desolidification (affected by Magic), Reduced Endurance (0 END; +1/2), Usable Simultaneously (up to 4 people at once; +1/2), Grantor pays the END whenever the power is used, Grantor controls the power totally, Recipient must remain close to Grantor (80 Active Points)	
8	<i>Air Walk:</i> Flight 12m (12 Active Points); Linked (Intangibility; -1/2)	1
37	<i>Electronic Malfunction:</i> Killing Attack - Ranged 1d6, Attack Versus Alternate Defense (Force Field, Hardened Resistant ED; +1), Does BODY (+1), Affects Physical World (+2) (75 Active Points); Linked (Intangibility; -1/2), Limited Power Only vs electronic devices (-1/2)	7
39	<i>Electronic Disruption:</i> Dispel 7 1/2d6, any one Electronic Device power at a time (+1/2), Affects Physical World (+2) (79 Active Points); Linked (Intangibility; -1/2), No Range (-1/2)	8
12	<i>Reflexive Intangibility:</i> +6 DCV (30 Active Points); Limited Power Does Not Work While Desolidification Is Active (-1), Costs Endurance (Only Costs END to Activate; -1/4), Limited Power Does Not Work Against Desolidified Attacks (-1/4)	3
7	<i>Mental Training:</i> Mental Defense (10 points total) (10 Active Points); Linked (Intangibility; -1/2)	

Perks

50	<i>Dragon Familiar:</i> Follower
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Talents

6	<i>Trained in the Hazard Center:</i> Combat Luck (3 PD/3 ED)
4	<i>Hazard Center Training:</i> Lightning Reflexes (+4 DEX to act first with All Actions)

Skills

3	Acrobatics 12-
3	Breakfall 12-
3	Computer Programming 13-
2	Language (fluent conversation)
3	Science Skill: Computer Science 13-
3	Stealth 12-
3	Teamwork 12-
9	+3 with Computer Programming, SS: Computer Science, and Teamwork
12	+1 Overall

Total Powers & Skill Cost: 284

Total Cost: 400

400+ Disadvantages

10	Distinctive Features: Mutate (Concealable; Extreme Reaction; Detectable Only By Technology Or Major Effort)
10	Psychological Complication: Afraid of Team not treating her as an equal (Uncommon; Strong)
20	Hunted: Operation Alert Infrequently (Mo Pow; NCI; Harshly Punish)
10	Psychological Complication: Protective of Dragon Familiar (Uncommon; Strong)
5	Social Complication: Teenager Infrequently, Minor
5	Hunted: Telepathic Mentor Infrequently (Mo Pow; Watching)
10	Psychological Complication: Crush on Steel Man (Uncommon; Strong)
5	Rivalry: Professional, With member of young mutate team, Rival is As Powerful, Seek to Outdo, Embarrass, or Humiliate Rival, Rival Aware

Total Disadvantage Points: 400

This build is a good infiltrator, and in the hands of a clever player can be a very effective team player. She can move herself and her team through walls, and when she walks through electronic devices, she can disrupt them. That can be surveillance gear or weapons. So, the offense is a bit limited with the Intangible Teenager herself, but her dragon familiar brings a little bit of heat. As a player you will get to control two sets of actions. This is a huge bonus.

The Intangible Teenager has serious computer skills, this gives her a role on the team outside of getting them into and out of buildings. The Overall level can be applied to DCV when necessary and combined with Reflexive Intangibility puts her DCV in the nearly impossible to hit range.

JADE FURY BRUTE (ROOKIE 400 POINTS)

Val	Char	Cost	Roll	Notes
50	STR	40	23-	Lift 409.6tons; 14d6 [9]
14	DEX	8	12-	OCV: 8/DCV: 8
25	CON	15	14-	
20	BODY	10		
10	INT	0	11-	PER Roll 11-
15	EGO	5	12-	
28	PRE	18	15-	PRE Attack: 5 1/2d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
5	DMCV	6		
10/20	PD	8		Total: 10/20 PD (0/10 rPD)
10/20	ED	8		Total: 10/20 ED (0/10 rED)
4	SPD	20		Phases: 3, 6, 9, 12
12	REC	8		
50	END	6		
50	STUN	15		Total Characteristic Cost: 221

Movement: Running: 18m/36m
Leaping: 16m/128m
Swimming: 4m/8m

Cost	Powers	END
10	<i>Professor Alliterative:</i> Multiform (50 Character Points in the most expensive form)	
16	Regeneration (1 BODY per Turn)	
45	Resistant Protection (10 PD/10 ED/5 Mental Defense/5 Power Defense)	
4	Knockback Resistance -4m	
23	Leaping +16m (16m forward, 8m upward) (x16 Noncombat)	2
16	Life Support (Extended Breathing: 1 END per Minute; Immunity: All terrestrial diseases; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum)	
3	<i>Strength Fury I:</i> +5 STR (5 Active Points); Only when Enraged (-1/2), Extra Time (Extra Segment, Only to Activate, -1/4)	1
3	<i>Strength Fury II:</i> +5 STR (5 Active Points); Only when Enraged (-1/2), Extra Time (Full Phase, Only to Activate, -1/4)	1
2	<i>Strength Fury III:</i> +5 STR (5 Active Points); Only when Enraged (-1/2), Extra Time (Extra Phase, Only to Activate, -1/2)	1
2	<i>Strength Fury IV:</i> +5 STR (5 Active Points); Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4), Only when Enraged (-1/2)	1
10	<i>Never Tire:</i> Reduced Endurance 1/2 END for up to 70 STR, Only When Enraged (-1/2), Extra Time (Extra Segment, Only to Activate (-1/4) (10 Active Points)	
8	<i>Unstoppable Energy I:</i> Energy Damage Reduction, Resistant, 25% (15 Active Points); Only when Enraged (-1/2), Extra Time (Extra Segment, Only to Activate, -1/4)	
8	<i>Unstoppable Physical I:</i> Physical Damage	



Reduction, Resistant, 25% (15 Active Points); Only when Enraged (-1/2), Extra Time (Extra Segment, Only to Activate, -1/4)

8 *Unstoppable Mental I:* Mental Damage Reduction, Resistant, 25% (15 Active Points); Only when Enraged (-1/2), Extra Time (Extra Segment, Only to Activate, -1/4)

6 *Furious Combatant I:* +1 with All Attacks (10 Active Points); Only when Enraged (-1/2), Extra Time (Extra Segment, Only to Activate, -1/4)

6 *Furious Combatant II:* +1 with All Attacks (10 Active Points); Only when Enraged (-1/2), Extra Time (Full Phase, Only to Activate, -1/4)

5 *Furious Combatant III:* +1 with All Attacks (10 Active Points); Extra Time (Extra Phase, Only to Activate, -1/2), Only when Enraged (-1/2)

4 *Furious Combatant IV:* +1 with All Attacks (10 Active Points); Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4), Only when Enraged (-1/2)

Total Powers & Skill Cost: 179

Total Cost: 400

400+ Disadvantages

20 Enraged: Combat, Insult, Threat (Very Common), go 8-, recover 11-

20 Distinctive Features: 7' Tall Jade Fury Monster (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)

15 Hunted: A Big Army Infrequently (As Pow; NCI; PC has a Public ID or is otherwise very easy to find; Mildly Punish)

20 Accidental Change: Unconscious Always (Uncommon)

Total Disadvantage Points: 400

DOCTOR ALLITERATIVE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6
11	DEX	2	11-	OCV: 3/DCV: 3
13	CON	3	12-	
10	BODY	0		
18	INT	8	13-	PER Roll 13-
13	EGO	3	12-	ECV: 3 - 3
13	PRE	3	12-	PRE Attack: 2 1/2d6
3	OCV	0		
3	DCV	0		
3	OMCV	0		
3	DMCV	0		
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
2	SPD	0		Phases: 6, 12
5	REC	1		
25	END	1		
26	STUN	3		Total Characteristic Cost: 24

Movement: Running: 12m/24m
Leaping: 4m/8m
Swimming: 4m/8m

Skills

3	Computer Programming 13-
3	Inventor 13-
3	Paramedics 13-
3	Scientist
2	1) Science Skill: Biology 13- (3 Active Points)
2	2) Science Skill: Chemistry 13- (3 Active Points)
2	3) Science Skill: Medicine 13- (3 Active Points)
2	4) Science Skill: Radiology 13- (3 Active Points)
6	+2 with Science Skills

Total Powers & Skill Cost: 26

Total Cost: 50

200+ Disadvantages

5	Psychological Complication: Afraid of turning into Jade Fury Brute (Uncommon; Moderate)
20	Accidental Change: Strong Emotional Triggers 14- (Common)

Total Disadvantage Points: 50

This is a very powerful combat machine build. Jade Fury Brute on 400 points has no skills. The multiform of Dr. Alliterative has quite a lot of skills, although when you play the character you can easily switch that to any 50 point character, of course. The 500 point version of Jade Fury Brute merges the two forms into one. If you enjoy role-playing, this character definitely is packed with potential.

The basic character for Jade Fury Brute is a decent brick, but very quickly the character will begin to build in power through a suite of powers all bought with a Extra Time element. This may seem like a huge disadvantage if you are

unfamiliar with the Hero System. It isn't. The amount of time that it takes Jade Fury Brute to build to full potential is 12 seconds. Even in the time between start and twelve seconds, the build still wields considerable power

This is a good build to learn about several different mechanics of the Hero System. If you want a character that has many things to do, then this might not be the character for you. The Accidental Change from Dr. Alliterative to Jade Fury Brute is going to happen and then this character will just beat on whatever set it off. Also remember you are probably playing the game with several players, and this build can be problematic to some storytelling.

JADE FURY BRUTE (EXPERIENCED 500 POINTS)

Val	Char	Cost	Roll	Notes
60	STR	50	25-	Lift 1.6ktons; 16d6 [10]
13	DEX	6	12-	OCV: 9/DCV: 9
28	CON	18	15-	
20	BODY	10		
23	INT	13	14-	PER Roll 14-
15	EGO	5	12-	
28	PRE	18	15-	PRE Attack: 5 1/2d6
9	OCV	30		
9	DCV	30		
3	OMCV	0		
5	DMCV	6		
10/20	PD	8		Total: 10/20 PD (0/10 rPD)
10/20	ED	8		Total: 10/20 ED (0/10 rED)
5	SPD	30		Phases: 3, 5, 8, 10, 12
14	REC	10		
50	END	6		
54	STUN	17		Total Characteristic Cost: 269

Movement: Running: 18m/36m
Leaping: 18m/288m
Swimming: 4m/8m

Cost	Powers	END
16	Regeneration (1 BODY per Turn)	
57	Resistant Protection (10 PD/10 ED/9 Mental Defense/9 Power Defense)	
4	Knockback Resistance -4m	
24	Leaping +18m (18m forward, 9m upward) (x16 Noncombat)	2
17	Life Support (Extended Breathing: 1 END per 5 Minutes; Immunity: All terrestrial diseases; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum)	
3	<i>Strength Fury I:</i> +5 STR (5 Active Points); Only when Enraged (-1/2), Extra Time (Extra Segment, Only to Activate, -1/4)	1
3	<i>Strength Fury II:</i> +5 STR (5 Active Points); Only when Enraged (-1/2), Extra Time (Full Phase, Only to Activate, -1/4)	1
2	<i>Strength Fury III:</i> +5 STR (5 Active Points); Only when Enraged (-1/2), Extra Time (Extra	

- Phase, Only to Activate, -1/2) 1
- 2 *Strength Fury IV*: +5 STR (5 Active Points); Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4), Only when Enraged (-1/2) 1
- 11 *Never Tire*: Reduced Endurance 1/2 END for up to 75 STR, Only When Enraged (-1/2), Extra Time (Extra Segment, Only to Activate (-1/4) (11 Active Points)
- 8 *Unstoppable Energy I*: Energy Damage Reduction, Resistant, 25% (15 Active Points); Only when Enraged (-1/2), Extra Time (Extra Segment, Only to Activate, -1/4)
- 7 *Unstoppable Energy II*: Energy Damage Reduction, Resistant, 25% (15 Active Points); Only when Enraged (-1/2), Extra Time (Extra Phase, Only to Activate, -1/2)
- 8 *Unstoppable Physical I*: Physical Damage Reduction, Resistant, 25% (15 Active Points); Only when Enraged (-1/2), Extra Time (Extra Segment, Only to Activate, -1/4)
- 7 *Unstoppable Physical II*: Physical Damage Reduction, Resistant, 25% (15 Active Points); Only when Enraged (-1/2), Extra Time (Extra Phase, Only to Activate, -1/2)
- 8 *Unstoppable Mental I*: Mental Damage Reduction, Resistant, 25% (15 Active Points); Only when Enraged (-1/2), Extra Time (Extra Segment, Only to Activate, -1/4)
- 7 *Unstoppable Mental II*: Mental Damage Reduction, Resistant, 25% (15 Active Points); Only when Enraged (-1/2), Extra Time (Extra Phase, Only to Activate, -1/2)
- 6 *Furious Combatant I*: +1 with All Attacks (10 Active Points); Only when Enraged (-1/2), Extra Time (Extra Segment, Only to Activate, -1/4)
- 6 *Furious Combatant II*: +1 with All Attacks (10 Active Points); Only when Enraged (-1/2), Extra Time (Full Phase, Only to Activate, -1/4)
- 5 *Furious Combatant III*: +1 with All Attacks (10 Active Points); Extra Time (Extra Phase, Only to Activate, -1/2), Only when Enraged (-1/2)
- 4 *Furious Combatant IV*: +1 with All Attacks (10 Active Points); Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4), Only when Enraged (-1/2)

Skills

- 3 Computer Programming 14-
- 3 Inventor 14-
- 3 Paramedics 14-
- 3 Power 11-
- 3 Scientist
- 2 1) Science Skill: Biology 14- (3 Active Points)
- 2 2) Science Skill: Medicine 14- (3 Active Points)
- 2 3) Science Skill: Physics 14- (3 Active Points)
- 2 4) Science Skill: Radiology 14- (3 Active Points)
- 3 Teamwork 12-

Total Powers & Skill Cost: 231

Total Cost: 500

500+ Disadvantages

- 20 Enraged: Combat, Insult, Threat (Very Common), go 8-, recover 11-
- 20 Distinctive Features: 7' Tall Jade Fury Monster (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)
- 15 Hunted: A Big Army Infrequently (As Pow; NCI; PC has a Public ID or is otherwise very easy to find; Mildly Punish)
- 20 Psychological Complication: Does Not Like to Become Enraged (Very Common; Strong)

Total Disadvantage Points: 500



MAGNETISM CONTROLLER

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6
15	DEX	10	12-	OCV: 8/DCV: 7
18	CON	8	13-	
12	BODY	2		
18	INT	8	13-	PER Roll 13-
20	EGO	10	13-	
23	PRE	13	14-	PRE Attack: 4 1/2d6
8	OCV	25		
7	DCV	20		
4	OMCV	3		
6	DMCV	9		
5/35	PD	3		Total: 5/35 PD (0/30 rPD)
5/35	ED	3		Total: 5/35 ED (0/30 rED)

5	SPD	30	Phases: 3, 5, 8, 10, 12
7	REC	3	
80	END	12	
40	STUN	10	Total Characteristic Cost: 169

Movement:	Running:	12m/24m
	Flight:	30m/60m
	Leaping:	4m/8m
	Swimming:	4m/8m

Cost	Powers	END
90	Multipower, 90-point reserve	
7f	1) <i>Magnetokinesis</i> : Telekinesis (52 STR), Fine Manipulation (88 Active Points); Only vs metal (-1/4)	9
6f	2) Entangle 8d6, 8 PD/8 ED (Stops A Given Sense Group Sight Group) (90 Active Points); OIF-sufficient amount of metal within 20m of target (-1/2)	9
7f	3) Reflection (90 Active Points' worth), Any Target (+1/2) (90 Active Points); Only vs metal (-1/4)	9
6f	4) <i>Gauss Blast Blunt</i> : Blast 10d6, Armor Piercing (+1/4), Autofire (5 shots; +1/2) (87 Active Points); OIF-small metal objects of opportunity (-1/2)	9
6f	5) Killing Attack - Ranged 3d6+1, Armor Piercing (+1/4), Autofire (5 shots; +1/2) (87 Active Points); OIF-small metal objects of opportunity (-1/2)	9
3f	6) Mental Blast 6d6, NND: Defense is not having blood, a Magnetism based Resistant defense, or Barrier, or Power Defense (ED; +0) (60 Active Points); Based on CON (-1)	6
6f	7) Change Environment (-6 to Radio Group PER Rolls), Reduced Endurance (0 END; +1/2), Area Of Effect (255m Radius; +1 3/4) (58 Active Points)	
114	Resistant Protection (30 PD/30 ED/15 Power Defense)	
30	Flight 30m	3
10	Mental Defense (15 points total) (15 Active Points); OIF-Headband (-1/2)	

Talents

3	Bump Of Direction
3	Lightning Reflexes (+3 DEX to act first with All Actions)

Skills

3	Computer Programming 13-
3	Inventor 13-
3	Oratory 14-
3	Persuasion 14-
2	Language (fluent conversation)
5	Power 12-
12	+4 with Magnetic Control
3	Scientist

2	1) Science Skill: Engineering 13- (3 Active Points)
2	2) Science Skill: Genetics 13- (3 Active Points)
2	3) Science Skill: Particle Physics 13- (3 Active Points)

Total Powers & Skill Cost: 331

Total Cost: 500

500+ Disadvantages

10	Distinctive Features: Mutate (Concealable; Extreme Reaction; Detectable Only By Technology Or Major Effort)
15	Psychological Complication: Protective of Mutates (Common; Strong)
5	Rivalry: Professional (Mentor of Mutate Super Team; Rival is As Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)
15	Hunted: Law Enforcement Frequently (As Pow; Harshly Punish)
20	Psychological Complication: Sees Humans As A Lesser Species (Very Common; Strong)
10	Hunted: Mutate Super Team Frequently (As Pow; Mildly Punish)

Total Disadvantage Points: 500



QUEEN OF WEATHER

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6
18	DEX	16	13-	OCV: 7/DCV: 8
20	CON	10	13-	
11	BODY	1		
13	INT	3	12-	PER Roll 12-
13	EGO	3	12-	
20	PRE	10	13-	
7	OCV	20		
8	DCV	25		
3	OMCV	0		
3	DMCV	0		

8/20	PD	6	Total: 8/20 PD (0/12 rPD)
8/20	ED	6	Total: 8/20 ED (0/12 rED)
5	SPD	30	Phases: 3, 5, 8, 10, 12
10	REC	6	
60	END	8	
40	STUN	10	Total Characteristic Cost: 154

Movement:

Running:	12m/24m
Flight:	30m/60m
Leaping:	4m/8m
Swimming:	4m/8m

Cost	Powers	END
60	Flight 30m, Reduced Endurance (0 END; +1/2), Usable Nearby (+1) (75 Active Points); Unified Power (-1/4)	
24	Resistant Protection (12 PD/12 ED) (36 Active Points); Costs Endurance (Only Costs END to Activate; -1/4), Unified Power (-1/4)	4
80	<i>Weather Control:</i> Multipower, 80-pt. reserve	
7f	1) <i>Static Lightning Blast:</i> Blast 12d6, Armor Piercing (+1/4) (75 Active Points)	7
5f	2) <i>Blinding Weather:</i> Change Environment (-4 to Sight Group PER Rolls), Personal Immunity (+1/4), Varying Effect Any type of weather that could limit vision (+1/2), Reduced Endurance (0 END; +1/2), Area Of Effect (16m Radius; +3/4), MegaScale (1m = 1 km; +1) (48 Active Points)	4f
5f	3) <i>Focused Blizzard:</i> Blast 4d6, Area Of Effect (1m Radius; +1/4), Constant (+1/2), NND (LS: Intense Cold, fire powers, some other source of personal heat; +1) (55 Active Points)	5
7f	4) <i>Lightning:</i> Killing Attack - Ranged 4d6, Armor Piercing (+1/4) (75 Active Points)	7
7f	5) <i>Thunderclap:</i> (Total: 80 Active Cost, 70 Real Cost) Hearing Group Flash 10d6 (Real Cost: 30) plus Blast 5d6, NND (Flash Defense Hearing Group; +1) (50 Active Points); Linked (Flash; -1/4) (Real Cost: 40)	8
8f	6) <i>Weather Control:</i> Change Environment (+4, Varying Combat Effects), Reduced Endurance (0	



END; +1/2), Varying Effect any weather effect (+1), Area Of Effect (32m Radius; +1) (77 Active Points)

7) *Strong Winds:* Telekinesis (30 STR) (45 Active Points); Affects Whole Object (-1/4)

Talents

+1/+1d6 Striking Appearance (vs. all characters)

Hazard Center Training: Combat Luck (3 PD/3 ED)

Skills

Breakfall 13-

Concealment 12-

Defense Maneuver I

Shadowing 12-

Stealth 13-

WF: Blades

Language :English (choose native)(fluent)

+4 with Weather Control

Total Powers & Skill Cost: 246

Total Cost: 400

400+ Disadvantages

10 Distinctive Features: Mutate (Concealable; Extreme Reaction; Detectable Only By Technology Or Major Effort)

10 Psy Complication: A phobia (Uncommon; Strong)

5 Distinctive Features: White Hair (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)

15 Psychological Complication: Code Against Killing (Common; Strong)

15 Psychological Complication: Keeps Emotions in Check (Common; Strong)

10 Psychological Complication: Sense of Duty to Teammates (Uncommon; Strong)

10 Enraged: When Takes Body (Uncommon), go 11-recover 14-

Total Disadvantage Points: 400

SHIFTING BEAUTY

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 151.6kg; 2 1/2d6 [1]
20	DEX	20	13-	OCV: 8/DCV: 8
18	CON	8	13-	
10	BODY	0		
13	INT	3	12-	PER Roll 12-
13	EGO	3	12-	
23	PRE	13	14-	PRE Attack: 4 1/2d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
5	DMCV	6		
5	PD	3		Total: 5 PD (0 rPD)
5	ED	3		Total: 5 ED (0 rED)
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
7	REC	3		
45	END	5		
40	STUN	10		Total Characteristic Cost: 172

Movement: Running: 14m/28m
Leaping: 4m/8m
Swimming: 4m/8m

Cost	Powers	END
11	<i>Body Control:</i> Life Support (Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Longevity: 200 Years)	
49	<i>Shape Shift</i> (Sight, Hearing and Touch Groups, any humanoid), Cellular, except DNA, Instant Change, Reduced Endurance (0 END; +1/2) (49 Active Points)	
12	<i>Blending:</i> Invisibility to Sight Group, Reduced Endurance (0 END; +1/2) (30 Active Points); Chameleon (-1/2), Normal Sight Only (-1/2), Linked (Shape Shift; -1/2)	
50	<i>Weapons for the Job:</i> Variable Power Pool, 40 base + 40 control cost, (60 Active Points); all slots OAF (-1)	

Mysterious Martial Arts Style

	Maneuver	OCV	DCV	Notes
4	Choke Hold	-2	+0	Grab One
	Limb; 4d6 NND			
4	Fast Strike	+2	+0	8 1/2d6 Strike
3	Legsweep	+2	-1	7 1/2d6 Strike, Target Falls
5	Defensive Block	+1	+3	Block, Abort
5	Offensive Strike	-2	+1	10 1/2d6 Strike
16	+4 HTH Damage Class(es)			

Talents

6	+2/+2d6 Striking Appearance (vs. all characters)
12	Combat Luck (6 PD/6 ED)

Skills

3	Acrobatics 13-
3	Acting 14-
3	Breakfall 13-

3	Charm 14-
3	Contortionist 13-
3	Conversation 14-
10	Defense Maneuver I-IV
3	High Society 14-
3	Persuasion 14-
3	Stealth 13-
4	WF: Common Melee Weapons, Small Arms
10	+1 with All Attacks

Total Powers & Skill Cost: 228

Total Cost: 400

400+ Disadvantages

10	<i>Distinctive Features:</i> Mutate (Concealable; Extreme Reaction; Detectable Only By Technology Or Major Effort)
10	<i>Psychological Complication:</i> Loyal to Magnetism Controller (Uncommon; Strong)
15	<i>Distinctive Features:</i> Blue Skin (Easily Concealed; Extreme Reaction; Detectable By Commonly-Used Senses)
20	<i>Hunted:</i> Law-Enforcement Infrequently (Mo Pow; NCI; Harshly Punish)
10	<i>Psychological Complication:</i> Feels Responsibility for Power Drain Girl (Uncommon; Strong)
10	<i>Psychological Complication:</i> Unstable Personality (Common; Moderate)

Total Disadvantage Points: 400



SNOWMAN

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6
13	DEX	6	12-	OCV: 7/DCV: 7
20	CON	10	13-	
11	BODY	1		
13	INT	3	12-	PER Roll 12-
13	EGO	3	12-	
15	PRE	5	12-	PRE Attack: 3d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
4	DMCV	3		
4/22	PD	2		Total: 4/22 PD (0/18 rPD)
4/22	ED	2		Total: 4/22 ED (0/18 rED)
5	SPD	30		Phases: 3, 5, 8, 10, 12
13	REC	9		
70	END	10		
40	STUN	10		Total Characteristic Cost: 134

Movement:	Running:	29m/58m
	Flight:	30m/60m
	Leaping:	4m/8m
	Swimming:	4m/8m

Cost	Powers	END
12	<i>Marvelous Mutate Costume:</i> Resistant Protection (6 PD/6 ED) (18 Active Points); (-1/2)	Pro-OIF
2	<i>I'm Snowman:</i> Life Support (Safe in Intense Cold)	
80	<i>Cold Powers:</i> Multipower, 80-point reserve	
7f	1) <i>Ice Wall:</i> Barrier 16 PD/12 ED, 14 BODY (up to 10m long, 3m tall, and 1m thick) (71 Active Points)	7
8f	2) <i>Snowball Attack:</i> Blast 12 1/2d6, Area Of Effect (1m Radius; +1/4) (79 Active Points)	8
4f	3) <i>Encased You In Ice:</i> Entangle 5 1/2d6, 6 PD/6 ED, Area Of Effect (1m Radius; +1/4) (75 Active Points); Vulnerable (Very Common; Fire/Heat ; -1)	7
8f	4) <i>Intense Cold Blast:</i> Blast 7d6, Area Of Effect (1m Radius; +1/4), NND (LS: Safe Environment Extreme Cold; +1) (79 Active Points)	8
8f	5) <i>Ice Column:</i> Blast 8d6, Indirect (Source Point is always below target; +1/2), Double Knockback (+1/2) (80 Active Points)	8
8f	6) <i>Icicles:</i> Killing Attack - Ranged 2 1/2d6, Armor Piercing (+1/4), Autofire (3 shots; +1/4), Reduced Endurance (1/2 END; +1/2) (80 Active Points)	3
3f	7) <i>Ice is Slippery:</i> Change Environment (-4 to DEX Roll to move on), Personal Immunity (+1/4), Reduced Endurance (0 END; +1/2), Area Of Effect (16m Radius; +3/4) (30 Active Points)	
6f	8) <i>Ice Sculpts:</i> Major Transform 6d6 (Air	

48	Into Ice Sculpture, Melting)(60 Active Points) 6 <i>Iced Myself Up:</i> Resistant Protection (12 PD/12 ED/8 Power Defense), Hardened (+1/4) (60 Active Points); Nonpersistent (-1/4)
24	<i>Ice Slides:</i> Multipower, 30-point reserve, all slots Side Effects (Leaves big chunks of ice around environment; +0) (30 Active Points); all slots Physical Manifestation (-1/4)
2f	1) <i>Sliding Along the Ground:</i> Running +17m (29m total), Usable Simultaneously (up to 2 people at once; +1/4), Grantor pays the END whenever the power is used, Recipient must remain close to Grantor, Grantor controls the power totally, Reduced Endurance (0 END; +1/2) (30 Active Points); Physical Manifestation (-1/4)
1f	2) <i>Sliding Off The Ground:</i> Flight 30m, Usable Simultaneously (up to 2 people at once; +0), Grantor pays the END whenever the power is used, Recipient must remain within Line of Sight of Grantor, Grantor can take back power at any time, Grantor must grant power one Recipient at a time. (30 Active Points); Gliding (-1), Physical Manifestation (-1/4)

Skills

3	Breakfall 12-
3	Computer Programming 12-
5	<i>Hazard Center Trained:</i> Skipover Sprayfire
5	<i>Hazard Center Trained:</i> Accurate Sprayfire
5	<i>Hazard Center Trained:</i> Concentrated Sprayfire
5	<i>Hazard Center Trained:</i> Rapid Autofire
7	Power 13-
3	Teamwork 12-
9	+3 with Ice Powers

Total Powers & Skill Cost: 266

Total Cost: 400

400+ Disadvantages

10	Distinctive Features: Mutate (Concealable; Extreme Reaction; Detectable Only By Technology Or Major Effort)
25	Dependence: Moisture In Air Powers Gain 14-Activation Roll (Very Common; 1 Turn)
10	Psychological Complication: Wisecracker (Common; Moderate)
20	Psychological Complication: Code Against Killing (Common; Total)
10	Psychological Complication: Denies full potential of powers (Uncommon; Strong)

Total Disadvantage Points: 400

STEEL MAN

Val	Char	Cost	Roll	Notes
70	STR	10	23-	Lift 409.6tons; 14d6 [7]
13	DEX	6	12-	OCV: 7/DCV: 7
40	CON	10	17-	
25	BODY	5		
13	INT	3	12-	PER Roll 12-
11	EGO	1	11-	
23	PRE	3	14-	PRE Attack: 4 1/2d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
4	DMCV	3		
7/25	PD	5		Total: 7/25 PD (0/18 rPD)
7/25	ED	5		Total: 7/25 ED (0/18 rED)
5	SPD	10		Phases: 3, 5, 8, 10, 12
20	REC	6		
80	END	6		
70	STUN	10		Total Characteristic Cost: 123

Movement: Running: 20m/40m
Leaping: 15m/30m
Swimming: 4m/8m

Cost	Powers	END
78	Resistant Protection (18 PD/18 ED/16 Power Defense), Hardened (+1/4) (97 Active Points); Nonpersistent (-1/4)	
40	+50 STR (50 Active Points); Unified Power (-1/4)	5
16	+20 CON (20 Active Points); Unified Power (-1/4)	
8	+10 PRE (10 Active Points); Unified Power (-1/4)	
16	+2 SPD (20 Active Points); Unified Power (-1/4)	
8	+10 REC (10 Active Points); Unified Power (-1/4)	
5	+30 END (6 Active Points); Unified Power (-1/4)	
8	+10 BODY (10 Active Points); Unified Power (-1/4)	
12	+30 STUN (15 Active Points); Unified Power (-1/4)	
6	Running +8m (20m total) (8 Active Points); Unified Power (-1/4)	1
4	Leaping +11m (15m forward, 7 1/2m upward) (6 Active Points); Unified Power (-1/4)	1
2	Knockback Resistance -3m (3 Active Points); Unified Power (-1/4)	
15	Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (19 Active Points); Unified Power (-1/4)	
14	Reduced Endurance (1/2 END; +1/4) for up to 70 Active Points of STR (17 Active Points); Unified Power (-1/4)	
6	<i>Metal Eyes:</i> Sight Group Flash Defense (8 points) (8 Active Points); Unified Power (-1/4)	
	Talents	
3	Lightning Reflexes (+3 DEX to act first with All Actions)	

Skills

2	Language: English (some former soviet repub nation language) (fluent conversation)
3	KS: Art 12-
3	Riding 12-
3	Teamwork 12-
9	+3 with Punch, Grab, Haymaker
16	+2 with HTH Combat

Total Powers & Skill Cost: 277

Total Cost: 400

400+ Disadvantages

10	Distinctive Features: Mutate (Concealable; Extreme Reaction; Detectable Only By Technology Or Major Effort)
20	Psychological Complication: Protective (Common; Total)
10	Enraged: Innocents harmed (Uncommon), go 11-, recover 14-
15	Dependent NPC: Little Sister Infrequently (Incompetent)
15	Psychological Complication: Code Against Killing (Common; Strong)
5	Vulnerability: 1 1/2 x BODY Unobtainium (Uncommon)

Total Disadvantage Points: 400



This is a brick, that has a little bit of speed. The character can instantly transform into an armored form, that is a good hand to hand combatant, and quick enough to get the jump on opponents. If the character is not in his armored form and is attacked, perhaps in a roleplay scene in your game, he will get smacked. There really is no disadvantage for staying in the armored form as much as you want.

In this example we have used unified power to simulate turning into an armored form that all is the reason for the boosts. It is easier this way than using a Multiform.

STONE GUY

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 102.4tons; 12d6 [6]
18	DEX	16	13-	OCV: 8/DCV: 8
28	CON	18	15-	
21	BODY	11		
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
3	DMCV	0		
7/25	PD	5		Total: 7/25 PD (0/18 rPD)
7/25	ED	5		Total: 7/25 ED (0/18 rED)
5	SPD	30		Phases: 3, 5, 8, 10, 12
12	REC	8		
70	END	10		
54	STUN	17		Total Characteristic Cost: 237

Movement: Running: 14m/28m
Leaping: 16m/64m
Swimming: 4m/8m

Cost	Powers
86	Resistant Protection (18 PD/18 ED/ 10 Power Defense), Hardened (+1/4) (86 Active Points)
4	Life Support (Safe in Intense Cold; Safe in Intense Heat)
5	Life Support (Longevity: Immortal)
1	Life Support (Extended Breathing: 1 END per Turn)
9	Leaping +8m (16m forward, 8m upward) (x4 Noncombat)

END

1

10 Hearing Group Flash Defense (10 points)
2 Knockback Resistance -2m

Talents

3 Lightning Reflexes (+3 DEX to act first with
All Actions)

Skills

3 Combat Piloting 13-
3 Navigation 12-
5 Power 12-
3 Systems Operation 12-
3 Teamwork 13-
4 TF: Science Fiction & Space Vehicles, Combat
Aircraft, Large Planes, Small Planes
16 +2 with HTH Combat
6 +2 with Punch, Grab, Haymaker

Total Powers & Skill Cost: 163

Total Cost: 400

400+ Disadvantages

25 Physical Complication: Super Dense Rock Man
(All the Time; Slightly Impairing)
15 Distinctive Features: Big Rock Guy (Concealable;
Always Noticed and Causes Major Reaction; De-
tectable By Commonly-Used Senses)
10 Physical Complication: Reduced Sense of Touch
(Infrequently; Slightly Impairing)
15 Dependent NPC: Girlfriend Infrequently (Incom-
petent)
10 Social Complication: Public ID Infrequently, Ma-
jor

Total Disadvantage Points: 400



STRETCHING SCIENTIST

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6
13	DEX	6	12-	OCV: 6/DCV: 9
23	CON	13	14-	
18	BODY	8		
28	INT	18	15-	PER Roll 15-
13	EGO	3	12-	
13	PRE	3	12-	PRE Attack: 2 1/2d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
4	DMCV	3		
2/12	PD	0		Total: 2/12 PD (0/10 rPD)
2/12	ED	0		Total: 2/12 ED (0/10 rED)
5	SPD	30		Phases: 3, 5, 8, 10, 12
8	REC	4		
60	END	8		
40	STUN	10		Total Characteristic Cost: 136

Movement:	Running:	22m/44m
	Flight:	12m/24m
	Leaping:	14m/28m
	Swimming:	4m/8m
	Swinging:	20m/40m

Cost	Powers	END
75	<i>Stretching Is What I Do:</i> Stretching 30m, x4 body dimension, x8 Noncombat, reduced Endurance (0 END; +1/2) (75 Active Points)	Re-Active
30	<i>Malleable Body:</i> Resistant Protection (10 PD/10 ED/10 Power Defense) (45 Active Points); Linked (Stretching Is What I Do; -1/2)	
20	<i>Rubbery Body:</i> Physical Damage Reduction, Resistant, 50% (30 Active Points); Linked (Stretching Is What I Do; -1/2)	
10	<i>Rubbery Body:</i> Energy Damage Reduction, Resistant, 25% (15 Active Points); Linked (Stretching Is What I Do; -1/2)	
6	<i>Bendable:</i> Knockback Resistance -10m (10 Active Points); Linked (Stretching Is What I Do; -1/2), Nonpersistent (-1/4)	
8	<i>Stretchy Dodgy:</i> +3 DCV (15 Active Points); Linked (Stretching Is What I Do; -1/2), Costs Endurance (Only Costs END to Activate; -1/4)	1
48	<i>Body Elasticity Abilities:</i> Multipower, 72-point reserve, (72 Active Points); all slots Linked (Stretching Is What I Do; -1/2)	
1f	1) <i>Super Long Legs:</i> Running +10m (22m total) (10 Active Points); Linked (Stretching Is What I Do; -1/2)	1
1f	2) <i>Huge Fist:</i> Hand-To-Hand Attack +4d6 (20 Active Points); Linked (Stretching Is What I Do; -1/2), Hand-To-Hand Attack (-1/4)	2
1f	3) <i>Velocity:</i> Hand-To-Hand Attack +6d6 (30	



Cost	Powers	END
	Active Points); Linked (Stretching Is What I Do; -1/2), Hand-To-Hand Attack (-1/4), Always Direct (the extra HA dice only apply if character can Stretch in a straight line to target; -1/4)	3
1f	4) <i>Semi-Liquid State:</i> Desolidification (affected by Any Attack) (40 Active Points); Does Not Protect Against Damage (-1), Cannot Pass Through Solid Objects (-1/2), Linked (Stretching Is What I Do; -1/2)	4
1f	5) <i>Bouncing Body:</i> Leaping +10m (14m forward, 7m upward) (5 Active Points); Linked (Stretching Is What I Do; -1/2)	1
2f	6) <i>Body Wrap:</i> Entangle 6d6, 6 PD/6 ED (Stops A Given Sense Group Sight Group) (70 Active Points); Feedback (character takes all damage done to break out of Entangle by victim or anyone else) (-1), No Range (-1/2), Linked (Stretching Is What I Do; -1/2)	7
1f	7) <i>Parachute Body:</i> Flight 12m, Usable Simultaneously (up to 2 people at once; character and one other person; +1/2) (18 Active Points); Gliding (-1), Limited Movement (character cannot gain altitude, and must move at least 24" downward for every 2m forward (-1/2), Linked (Stretching Is What I Do; -1/2)	
1f	8) <i>Long Arm Swing:</i> Swinging 20m (10 Active Points); Linked (Stretching Is What I Do; -1/2)	1

- Perks**
- 10 Money: Wealthy
- Talents**
- 5 Eidetic Memory
- Skills**
- 3 Computer Programming 15-
 3 Electronics 15-
 3 Inventor 15-
 3 Mechanics 15-
 3 Scientist
 2 1) Science Skill: Biology 15- (3 Active Points)
 2 2) Science Skill: Chemistry 15- (3 Active Points)
 2 3) Science Skill: Dimensional Theory 15- (3 Active Points)
 2 4) Science Skill: Holography 15- (3 Active Point)
 2 5) Science Skill: Medicine 15- (3 Active Points)
 2 6) Science Skill: Physics 15- (3 Active Points)
 2 7) Science Skill: Robotics 15- (3 Active Points)
 2 TF: Science Fiction & Space Vehicles
 12 +4 with Body Elasticity Abilities

Total Powers & Skill Cost: 264

Total Cost: 400

400+ Disadvantages

- 20 Social Complication: Public ID Very Frequently, Major
 20 Psychological Complication: Code Against Killing (Common; Total)
 20 Hunted: Tough Villain Infrequently (Mo Pow; NCI; Harshly Punish)
 15 Psychological Complication: Magic is Science We Don't Understand Yet (Uncommon; Total)

Total Disadvantage Points: 400



The Stretching Scientist is a really versatile build that can sometimes be a little tricky to play. Fortunately the durability of the character allows a cushion for player error.

Stretching Scientist shouldn't need to abort any actions for Block, Dodge, or Dive for Cover from any physical attacks. Big energy blasts and attacks that require Power Defense or or require an unusual defense will need to be avoided. This is best done by keeping your opponents at range with 30" of Stretching. Those range penalties that your opponent gets are essentially bonus DCV. Lots of martial artists and bricks will have a problem getting close to Stretchng Scientist.

The Semi-Liquid State ability allows Stretching Scientist to scout and escape locations. The Running, Leaping, Swinging, and Parachute Body make this build surprisingly mobile on the battlefield. This will allow you to keep your opponents away from you and to fight them on your terms.

The wealth of science skills is what Stretching Scientist really brings to the table. No other team scientist need apply, this build has it covered. This gives the player a great opportunity to be involved in so many non-combat situations. The Wealth is just another dimension that the character has to explore outside of combat, and a great adventure hook for the GM.

TELEPORTING DEMON

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 151.6kg; 2 1/2d6 [1]
30	DEX	40	15-	OCV: 8/DCV: 9
18	CON	8	13-	
10	BODY	0		
10	INT	0	11-	PER Roll 11-
12	EGO	2	11-	ECV: 3 - 4
18	PRE	8	13-	PRE Attack: 3 1/2d6
8	OCV	25		
9	DCV	30		
3	OMCV	0		
4	DMCV	3		
8	PD	6		Total: 8 PD (0 rPD)
8	ED	6		Total: 8 ED (0 rED)
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
9	REC	5		
50	END	6		
36	STUN	8		Total Characteristic Cost: 191

Movement: Running: 12m/24m
Leaping: 6m/12m
Swimming: 4m/8m
Teleportation: 59m/236m

Cost	Powers	END
5	Nightvision	
10	Clinging (normal STR)	
15	<i>Shadowy Essence:</i> Invisibility to Sight Group, Reduced Endurance (0 END; +1/2)(30 Active Points); Only in shadows/dark-ness (-1/2), Requires A Roll (Stealth Skill roll; -1/2)	
5	<i>Prehensile Tail:</i> Extra Limb (1)	
80	<i>Teleporting:</i> Multipower, 80-point reserve	
8f	1) Teleportation 49m, x4 Increased Mass, x4 Noncombat, Reduced Endurance (1/2 END; +1/4) (80 Active Points)	3
7f	2) <i>Teleport Sickness:</i> (Total: 80 Active Cost, 70 Real Cost) Blast 5d6, Attack Versus Alternate Defense (Teleport, Barrier, Extra-Dimensional Movement; +1) (50 Active Points) (Real Cost: 50) plus Drain CON 3d6 (30 Active Points); Linked (Blast; -1/2) (Real Cost: 20)	8
5f	3) <i>Rapid Teleport Strikes:</i> Blast 8d6, Reduced Endurance (1/2 END; +1/4), Area Of Effect (8m Radius; +1/2), Selective (+1/4) (80 Active Points); Extra Time (Full Phase, -1/2)	3
20	Teleportation 10m, Trigger (Activating the Trigger is an Action that takes no time, Trigger resets automatically, immediately after it activates; +1) (20 Active Points)	2
	<i>Fencing</i>	
	Maneuver OCV DCV Notes	
5	Slash -2 +1 6 1/2d6 Strike	
4	Froissement -1 +1 Disarm; 23 STR to Disarm	
4	Parry +2 +2 Block, Abort	
1	Weapon Element: Blades	

Talents

4	Double Jointed
3	Ambidexterity (no Off Hand penalty)
12	Combat Luck (6 PD/6 ED)

Skills

3	Acrobatics 15-
3	Breakfall 15-
2	Language: English (fluent conversation)
3	Paramedics 11-
3	Stealth 15-
1	WF: Blades
6	+2 with Teleportation tricks

Total Powers & Skill Cost: 209

Total Cost: 400

400+ Disadvantages

10	Distinctive Features: Mutate (Concealable; Extreme Reaction; Detectable Only By Technology Or Major Effort)
20	Distinctive Features: Demonic Appearance (Concealable; Extreme Reaction; Detectable By Commonly-Used Senses)
20	Psychological Complication: Code Against Killing (Common; Total)
20	Psych Complication: Faith (Common; Total)
5	Physical Complication: Three large fingers (Infrequently; Barely Impairing)

Total Disadvantage Points: 400



TRANSPARENT LASS

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6
14	DEX	8	12-	OCV: 6/DCV: 7
18	CON	8	13-	
11	BODY	1		
13	INT	3	12-	PER Roll 12-
13	EGO	3	12-	
19	PRE	9	13-	PRE Attack: 3 1/2d6
6	OCV	15		
7	DCV	20		
3	OMCV	0		
4	DMCV	3		
4/32	PD	2		Total: 4/32 PD (0/28 rPD)
4/32	ED	2		Total: 4/32 ED (0/28 rED)
5	SPD	30		Phases: 3, 5, 8, 10, 12
8	REC	4		
70	END	10		
40	STUN	10		Total Characteristic Cost: 130

Movement: Running: 14m/28m
Flight: 10m/20m
Leaping: 4m/8m
Swimming: 4m/8m

Cost	Powers	END
67	Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +1/2), Usable Simultaneously (up to 4 people at once; +3/4), Grantor pays the END whenever the power is used, Grantor controls the power totally, Recipient must remain within Line of Sight of Grantor (67 Active Points)	
5	Power Defense (5 points)	
20	Detect Cosmic Rays 12- (Unusual Group), Range, Sense, Targeting	
80	<i>Force Projections:</i> Multipower, 80-pt reserve	
5f	1) Resistant Protection (10 PD/10 ED), Usable Nearby (+1) (60 Active Points); Costs Endurance (Only Costs END to Activate; -1/4)	6
4f	2) Resistant Protection (18 PD), Usable Nearby (+1) (54 Active Points); Costs Endurance (Only Costs END to Activate; -1/4)	5
4f	3) Resistant Protection (18 ED), Usable Nearby (+1) (54 Active Points); Costs Endurance (Only Costs END to Activate; -1/4)	5
1f	4) Flight 10m, Invisible Power Effects (Invisible to [one Sense Group]; +1/2) (15 Active Points)	1
5f	5) Telekinesis (34 STR), Invisible Power Effects (Invisible to [one Sense Group]; +1/2) (76 Active Points); Affects Whole Object (-1/4), Physical Manifestation (-1/4)	8
8f	6) Blast 10 1/2d6, Invisible Power Effects Invisible to Sight Group; +1/2)(79 Active Points)	8

Perks

3 Positive Reputation: Super Family (A large

group) 14-, +1/+1d6
3 Positive Reputation: Member of super team (A large group) 14-, +1/+1d6

Talents

6 +2/+2d6 Striking Appearance (vs. all characters)
5 Lightning Reflexes (+5 DEX to act first with All Actions)

Skills

3 Acting 13-
3 Persuasion 13-
3 Power 11-
3 Power 11-
3 Stealth 12-
3 Teamwork 12-
12 +4 with Force Projection
24 +2 Overall

Total Powers & Skill Cost: 270

Total Cost: 400

400+ Disadvantages

20 Social Complication: Public ID Very Freq, Major
10 Psychological Complication: In love with Stretching Scientist (Uncommon; Strong)
20 Psychological Complication: Code Against Killing (Common; Total)
5 Psychological Complication: Protective of Brother (Uncommon; Moderate)
20 Hunted: Major Campaign Villain Infrequently (Mo Pow; NCI; PC has a Public ID or is otherwise very easy to find; Mildly Punish)

Total Disadvantage Points: 400

UN-



UNCONTROLLABLE EYE BLAST MAN

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 151.6kg; 2 1/2d6 [1]
18	DEX	16	13-	OCV: 7/DCV: 7
23	CON	13	14-	
12	BODY	2		
15	INT	5	12-	PER Roll 12-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
5	DMCV	6		
8/14	PD	6		Total: 8/14 PD (0/6 rPD)
8/14	ED	6		Total: 8/14 ED (0/6 rED)
5	SPD	30		Phases: 3, 5, 8, 10, 12
8	REC	4		
65	END	9		
42	STUN	11		Total Characteristic Cost: 175

Movement:	Running:	16m/32m
	Leaping:	6m/12m
	Swimming:	5m/10m

Cost Powers END

53	<i>Eye Hole Blasts:</i> Multipower, 80-pt reserve, (80 Active Points); all slots Side Effect (Ego Roll per Phase to keep eyes closed or 14D6 uncontrolled blast at random, side effect only occurs if goggles removed, (-1/2)	
5f	1) <i>Continuous Blast:</i> Blast 8d6, Reduced Endurance (0 END; +1/2), Constant (+1/2) (80 Active Points); Side Effect (Ego Roll per Phase to keep eyes closed or 14D6 uncontrolled blast at random, side effect only occurs if goggles removed, (-1/2)	
5f	2) <i>Pulse:</i> Blast 14d6 (70 Active Points); Side Effect (Ego Roll per Phase to keep eyes closed or 14D6 uncontrolled blast at random, side effect only occurs if goggles removed, (-1/2)	7
5f	3) <i>Rapid Pulse:</i> Blast 8d6, Area Of Effect (16m Radius; +3/4), Selective (+1/4) (80 Active Points); Side Effect (Ego Roll per Phase to keep eyes closed or 14D6 uncontrolled blast at random, side effect only occurs if goggles removed, (-1/2)	8
5f	4) <i>Wide Eye Beam:</i> Blast 8d6, Area Of Effect (16m Cone; +1/2), Constant (+1/2) (80 Active Points); Side Effect (Ego Roll per Phase to keep eyes closed or 14D6 uncontrolled blast at random, side effect only occurs if goggles removed, (-1/2)	8
3f	5) <i>Optic Push:</i> Telekinesis (50 STR) (75 Active Points); Shove Only (-1/2), Side Effect (Ego Roll per Phase to keep eyes closed or 14D6 uncontrolled blast at random, side effect only occurs if goggles removed, (-1/2), Affects Whole Object (-1/4)	7

8 *I Date Telepaths:* Mental Defense (8 points total)

12 *Mutate Team Uniform:* Resistant Protection (6 PD/6 ED) (18 Active Points); OIF (; -1/2)

Cost Powers END

14 *Energy Eye:* Sight Group Flash Defense (14 points)

10 High Range Radio Perception (Radio Group) (12 Active Points); IIF (-1/4)

Hazard Center Combat Training

4	Martial Escape	+0	+0	33 STR vs. Grabs
3	Legsweep	+2	-1	4 1/2d6 Strike, Target Falls
4	Martial Strike	+0	+2	5 1/2d6 Strike
3	Defensive Throw	+1	+1	Block, Target Falls
4	+1 HTH Damage Class(es)			

Talents

3	Absolute Range Sense
12	<i>Hazard Center Trained:</i> Combat Luck (6PD/6 ED)
3	Lightning Reflexes (+3 DEX to act first with All Actions)
3	<i>Handsome:</i> +1/+1d6 Striking Appearance (vs. all characters)

Skills

3	Acrobatics 13-
3	Breakfall 13-
3	Combat Piloting 13-
3	Computer Programming 12-
3	Stealth 13-
3	Tactics 12-
3	Teamwork 13-
2	TF: Science Fiction & Space Vehicles, Combat Aircraft
9	+3 with Eye Hole Blasts
10	+5 vs. range penalties with Eye Hole Blasts
24	+2 Overall

Total Powers & Skill Cost: 226

Total Cost: 400

400+ Disadvantages

10	Distinctive Features: Mutate (Concealable; Extreme Reaction; Detectable Only By Technology Or Major Effort)
20	Psychological Complication: Code Against Killing (Common; Total)
15	Psychological Complication: Protector of Humans (Common; Strong)
20	Enraged: When teammates injured (Common), go 14-, recover 14-
10	Psychological Complication: In Love With Teammate (Uncommon; Strong)

Total Disadvantage Points: 400

WINGED FLIER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200.0kg; 3d6 [1]
20	DEX	20	13-	OCV: 8/DCV: 9
20	CON	10	13-	
12	BODY	2		
13	INT	3	12-	PER Roll 12-/20-
14	EGO	4	12-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
9	DCV	30		
3	OMCV	0		
5	DMCV	6		
10/16	PD	8		Total: 10/16 PD (0/6 rPD)
10/16	ED	8		Total: 10/16 ED (0/6 rED)
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
10	REC	6		
70	END	10		
45	STUN	13		Total Characteristic Cost: 200

Movement:	Running:	12m/24m
	Flight:	59m/236m
	Leaping:	4m/8m
	Swimming:	4m/8m

Cost	Powers	END
53	Flight 59m, x4 Noncombat, Reduced duration (1/2 END; +1/4) (80 Active Points); Restrainable (-1/2)	En-
8	<i>Eagle Eyes:</i> +8 PER with Normal Sight	3
1	<i>Adapted for Flying High:</i> Life Support (Extended Breathing: 1 END per Turn)	(Ex-
2	<i>Adapted for Flying High:</i> Life Support (Safe in Intense Cold)	
5	<i>Trained Mentally to Defend Myself:</i> Mental Defense (5 points total)	
12	<i>Marvelous Mutate Costume:</i> Resistant Protection (6 PD/6 ED) (18 Active Points); OIF (-1/2)	
10	<i>Earpiece Team Radio:</i> High Range Radio Perception(Radio Group)(12 Active Points);IIF(-1/4)	

Hazard Center Aerial Training

5	Flying Dodge	--	+4	Dodge All Attacks, Abort; FMove
5	Flying Grab	-2	-1	Grab Two Limbs, 25 STR for holding on; FMove
5	Flying Sweep	+0	-1	3d6, V/6, FMove, Target Falls
5	Fly By Strike	+0	+0	Strike,Str+V/6, Take Half Damage
4	Martial Block	+2	+2	Block, Abort

Perks

11	Money: Filthy Rich
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Talents

3	Bump Of Direction
12	Combat Luck (6 PD/6 ED)

6 *Incredibly Handsome:* +2/+2d6 Striking Appearance (vs. all characters)

Skills

26	+13 with Flight
9	+3 with Aerial Martial Arts
3	Acrobatics 13-
3	Breakfall 13-
3	Charm 13-
3	High Society 13-
3	KS: Finance 12-
3	Teamwork 13-

Total Powers & Skill Cost: 201

Total Cost: 400

400+ Disadvantages

20	Distinctive Features: Wings (Concealable; Extreme Reaction; Detectable By Commonly-Used Senses)
10	Distinctive Features: Mutate (Concealable; Extreme Reaction; Detectable Only By Technology Or Major Effort)
15	Social Complication: Public ID Infrequently, Severe
5	Physical Complication: Wings (Infrequently; Barely Impairing)
20	Psychological Complication: Code Against Killing (Common; Total)
5	Psychological Complication: Not Comfortable With His Mutation (Uncommon; Moderate)

Total Disadvantage Points: 400

