

IRONCLAD

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
18	DEX	16	13-	
30	CON	20	15-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		Phases: 3, 5, 8, 10, 12
25	PD	23		Total: 25 PD (20 rPD)
25	ED	23		Total: 25 ED (20 rED)
20	REC	16		
60	END	8		
15	BODY	5		
60	STUN	20		
Total Characteristics Cost: 259				

Movement: Running: 12m
Leaping: 40m

Cost	Powers	END
15	Dorvalan Gladiatorial Sword: HKA 2d6 (4d6 with STR) 3 OAF (-1)	
20	Ironclad Perseid Physiology: Resistant (+½) for 20 PD/20 ED	0
9	Iron Body: Life Support (Safe Environment: Low Pressure/Vacuum, High Pressure, High Radiation, Intense Cold, Intense Heat)	0
5	Perseid Eyes: Sight Group Flash Defense (5 points)	0
14	Iron Body: Knockback Resistance -14m	0
18	Super-Strong Legs: Leaping +36m (40m forward, 20m upward)	1
6	Bracer Communicator: Radio Perception/Transmission 0 OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)	0

Skills	
32	+4 HTH
3	Climbing 13-
3	Combat Piloting 13-
1	AK: Malva 8-
2	CK: Millennium City 11-
1	KS: The Superhuman World 8-
2	Language: English (fluent conversation; Perseid is native)
1	Language: Malvan (basic conversation)
1	Tactics 8-
3	Teamwork 13-
3	TF: Science Fiction And Space Vehicles, V-Jet
2	WF: Perseid Small Arms

Total Powers & Skills Cost: 136
Total Cost: 400

400	Matching Complications (75)
15	Hunted: Firewing (Infrequently, Mo Pow, Kill)
20	Hunted: VIPER (Infrequently, Mo Pow, NCI, Capture/Kill)
15	Psychological Complication: Code Versus Killing (Common, Strong)
15	Psychological Complication: Overconfidence (Very Common, Moderate)
10	Vulnerability: 2 x STUN from Magnetic Attacks (Uncommon)

Total Complications Points: 75
Experience Points: 0



IRONCLAD

Background/History: Far from Earth, orbiting the star Phi Cassiopeia, is the planet Dorvala. Similar to Earth in many ways, it is the homeworld of the Dorvalan, or Perseid, Empire, a government encompassing numerous star systems. The Dorvalans, though not possessing powerful faster-than-light drives, had by the Earth year 2000 AD developed primitive FTL capability — enough to settle nearby systems and begin interacting with the greater Galaxy.

Drogen Lar dreamed of might and glory as one of the feared Dorvalan Space Marines. But after he finished training, Lar found life in the military rather mundane. Instead of storming citadels in distant worlds, he spent his days cleaning test tubes and sweeping floors in a starship engineering lab.

One day Lar was adjusting some smelting equipment when it exploded, showering his body with an experimental alloy. Instead of being killed by the wave of molten metal, Lar was transformed as the alloy melded with his cellular structure, transforming him into a being of living metal!

While he was recovering in a military hospital, Lar was visited by a group of admirals. They explained to him that his transformation hadn't exactly been an accident. His physical profile indicated that his body might be able to “bond” to the experimental metal, so they arranged the “accident” in an attempt to create a Dorvalan super-soldier. They expected him to be grateful for this “opportunity.”

Instead, Lar was furious and repulsed at his superiors' underhanded and dishonorable conduct. Using his new-found powers to smash his way out of the base, he stole a small starship. He headed for a strange world called Malva, where he'd heard that super-powerful beings were pitted against each other in gladiatorial contests for rich rewards.

When he finally arrived at Malva years later, he learned the rumors were true. His great strength and armored body made him one of the most powerful gladiators, but by no means *the* most powerful. For the first time since his transformation, he found himself challenged, sometimes even bested. Among the greatest of his rivals in the arena were two other beings of great power: a Malvan named Ariax Thone; and a being from the far side of the galaxy who called himself Tren Tarrec Dazeur.

As time went on, the duels in the arena became bloodier and bloodier, all to satisfy the whims of the Malvans and their Phazor, or High King. Lar soon became disgusted with it all, the moreso because he despised his rivals — Thone pretended to be honorable, but found subtle methods

to cheat his way to victory when necessary; Dazeur was arrogant and condescending, lording over all whom he defeated. But Lar was trapped; the Phazor would not let any of his gladiators depart Malva.

At long last, an opportunity to escape arose, and he took it. Stealing a small starship, he made his way off Malva — only to find that his understanding of the Malvan tongue wasn't enough for him to use their advanced navigational equipment properly. Flying out of control across the Galaxy, he crash-landed on a primitive blue world its inhabitants called Earth.

Lar's approach didn't go unnoticed. His ship was detected shortly after it entered Earth's solar system. Although no superhumans were able to stop him from crashing into Lake St. Clair not far from Millennium City (Defender and Sapphire could only make sure it hit the lake, rather than the city proper), film of him wading ashore was widely broadcast, and newsmen's frequent comment that he looked like “an ironclad cutting through the waves” soon earned him his *nom de guerre*. Before long, he was fighting crime alongside the heroes who'd tried to stop his crash. He found this new pursuit not only exciting, but morally beneficial (unlike gladiatorial fighting). Eager for a permanent group of friends and teammates to work and live with, he accepted to Defender's invitation and became the fourth member of the Champions.

Personality/Motivation: Although not Human, Ironclad possesses in large measure a strong dose of what's called “humanity.” He's kindhearted and noble, always sympathetic to those in need or who require the assistance of one such as himself. When not fighting alongside his teammates, he often uses his awesome strength to help build clinics and shelters for the poor.

Like many superhumans with great strength and resilience, Ironclad has a sense of confidence sometimes bordering on braggadocio. He doesn't think anything can really hurt him, and that sometimes leads him to stick his neck out a little further than he should. Even hard lessons learned at the hands of Mechanon and his old nemesis Thone (now the supervillain Firewing) haven't cured him of this tendency.

Believing himself stranded on Earth for the rest of his life, Ironclad is extremely curious about his new homeworld. His initial unfamiliarity with Earth culture was often a source of unintentional humor for his teammates, but over the years he's learned a lot from living here (though some of the things he's picked up from television still lead to amusing mistakes at times). If it weren't for his appearance, he could just about pass as a Human if not questioned too closely.

Quote: “You can't intimidate me — I've fought for my life in the arena against far worse than you.”



Powers/Tactics: Ironclad is a Dorvalan, or “Perseid” in Human parlance. He comes from the fourth planet orbiting Phi Cassiopeia, a star 200,000 times brighter than Sol. Perseids are far more resistant to energy and radiation than Humans, and have a special ocular membrane that protects their eyes from bright light.

In addition to his natural gifts, Ironclad possesses great powers as a result of the “accident” that melded his flesh with an unusual experimental alloy. Strong enough to lift a hundred tons and able to resist most forms of attack without suffering harm, he’s a classic “brick.” Like most bricks he excels at hand-to-hand combat, but he has a few additional skills, like the ability to pilot spacecraft, that most superhumans lack.

Unfortunately, having a quasi-metallic body also causes him some problems. First, it renders him unusually vulnerable to attacks based on magnetic force — a weakness Mechanon, among others, has exploited. Second, it makes him unusually heavy. He weighs 2,000 kilograms, which makes it difficult or impossible for him to go onto the upper floors of buildings, ride in normal vehicles, or even walk down the street without leaving “footprints” in asphalt and concrete. He’s learned how to work around this in most situations, but still has a well-deserved reputation as the most destructive member of the Champions.

In combat, Ironclad is a little cannier than most bricks, thanks to his years in the Malvan arena. He often Holds his Action, allowing his opponent to attack first (maybe several times) so he can assess their technique and weaknesses before he strikes. When he does hit, he hits hard and accurately, though he often Pulls his Punch until he knows an opponent can tolerate a full-strength blow.

Ironclad sometimes carries a sword that was made for him on Malva. Although designed to resemble traditional Dorvalan blades, the weapon’s reinforced so he can use it at full strength without breaking it. He’d never wield it against a living person, but it’s perfect for hacking robots, demons, golems, and inanimate objects to bits.

In his spare time, Ironclad enjoys watching television and movies, attending cultural events, and otherwise learning about Earth and her peoples. He also indulges in a Perseid artform called “etch-sculpting,” in which the artist uses his hands to mold, and etch designs in, various soft materials. For Ironclad, “soft” materials include things like granite and steel, resulting in some unusual pieces of art (often highly sought after by collectors; he sometimes auctions them for charity).

Appearance: Standing nearly seven feet tall and with a build to match, Ironclad would dominate nearly any situation even if he weren’t obviously (a) from another planet and (b) made of metal. His metallic body preserves his Perseid features, including the small, symmetrical rows and knobs on top of his head and shoulders. He wears garments made for him on Malva in the style of ancient Dorvalan warriors: golden boots, thigh-plates, left gauntlet and pauldron, and helmet, plus a broad leather belt.

KINETIK

Background/History: Brendan Grant was born to a working class Detroit family in 1974. His parents encouraged him to study hard so he could go to a good college and make a better life for himself. All seemed to be going according to plan. He won a merit scholarship to attend the University of Michigan and planned to study chemistry. But before he could head off to Ann Arbor the Battle of Detroit happened.

Both of Grant’s parents died during the Battle of Detroit getting their three younger children to safety. But without a parent in the house, Grant’s younger brothers and sister would have to go into foster care. Grant wasn’t about to let that happen, so he gave up his dream of college and took a job working for Dew Chemicals. He kept the family together, supporting them on his salary.

At Dew Grant was fortunate enough to be assigned to work for the brilliant scientist Luther Beckett, a researcher working on the cutting edge of bio-technology and chemistry. Beckett recognized Grant’s innate talent and took the young man under his wing, giving him an education that rivaled anything he could have learned at university. Soon Grant was Beckett’s top aide.

One fateful night in 1999, Grant was working late when a fire broke out in a neighboring lab, releasing a potent cocktail of gasses from several different experiments. By the time Grant realized what was happening, he’d already been exposed to the fumes.

When Grant awoke in the hospital several days later, he quickly discovered that the chemicals he’d been exposed to in the fire had changed his body — he now thought, reacted, and moved at superhuman speed. He could run faster than the speed of sound, and his body generated an “aura” that protected him from the harmful effects of friction. Remembering how his parents had died saving their children’s lives, and the heroic actions of the superheroes who’d defeated Dr. Destroyer, Grant decided he could do the same. He adopted the costumed identity of *Kinetik* so he could help defend the citizens of Millennium City.

In his first few years as a crimefighter, Kinetik spent a lot of time fighting the schemes of organized crime and groups like VIPER. He worked with the Champions on several occasions, earning the team’s admiration and trust. When they offered him a spot on the team in 2006 he jumped at the chance, and since then his infectious good nature and speed-based combat tactics have made him a key member of the group. He and Sapphire get along particularly well. But there’s absolutely no truth to the gossip magazine rumors that the two of them are dating; he’s simply gone with her to a few functions so she didn’t have to show up unaccompanied.