

DEFENDER

Val	Char Cost	Roll	Notes
15+25	STR	22*	12- (17-) Lift 200 kg (6,400 kg); 3d6 (8d6) HTH damage [1 (4)]
15+10	DEX	23*	12- (14-)
15+15	CON	15*	12- (15-)
20	INT	10	13- PER Roll 13-
15	EGO	5	12-
20	PRE	10	13- PRE Attack: 4d6
5+3	OCV	20*	
5+3	DCV	20*	
4	OMCV	3	
5	DMCV	6	
3+2	SPD	23*	Phases: 4, 8, 12 (3, 5, 8, 10, 12)
5	PD	3	Total: 20 PD (15 rPD)
5	ED	3	Total: 20 ED (15 rED)
7	REC	3	
20	END	0	
10	BODY	0	
32	STUN	6	Total Characteristics Cost: 172 *: OIF (Powered Armor; -½)

Movement: Running: 12m
Flight: 40m

Cost	Powers	END
40	Power Pack: Endurance Reserve (160 END, 30 REC) OIF (-½)	0
40	Weapons Array: Multipower, 60-point reserve; all OIF (Powered Armor; -½)	
4f	1) Electric Bolt: Blast 12d6 OIF (-½)	6
4f	2) Wrist Bolt Gun: Blast 8d6, OIF (-½) Autofire (5 shots; +½); OIF (-½)	6
1f	3) Overload Blast: RKA 3d6 OIF (-½), Increased Endurance Cost (x4 END; -1½), Required Roll 14-, Burnout (-¼)	16
4f	4) Focused EMP Pulse: Dispel 13d6 Variable Effect (any Electricity power one at a time; +½); OIF (-½)	6
3f	5) Electro-Bolos: Entangle 6d6, 6 PD/6 ED OIF (-½), 12 Charges (-¼)	[12]
1f	6) Force Gauntlets: HA +4d6 OIF (-½), Hand-To-Hand Attack (-¼)	2
30	Powered Armor: Resistant Protection (15 PD/15 ED) OIF (-½)	0
27	Jet-Boots: Flight 40m OIF (-½)	4
6	Communications Suite: HRRP (Radio Group) OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
3	Heat Sensors: Infrared Perception (Sight Group) OIF (-½)	0

Perks

10 Money: Wealthy

Skills

10 +2 with Weapons Array
8 +1 HTH
6 +2 with Electronics Skills (Computer Programming, Electronics, Systems Operation)
3 Computer Programming 13-
3 Electronics 13-
3 High Society 13-
3 Inventor 13-
1 Language: French (basic conversation; English is Native)
2 CK: Millennium City 11-
2 KS: The Superhuman World 11-
3 Mechanics 13-
2 SS: Chemistry 11-
2 SS: Physics 11-
3 Systems Operation 13-
3 Teamwork 12- (14-)
1 TF: V-Jet

Total Powers & Skills Cost: 228

Total Cost: 400

400 Matching Complications (75)

20 **Hunted:** Mechanon (Infrequently, Mo Pow, NCI, Capture/Kill)
20 **Hunted:** VIPER (Infrequently, Mo Pow, NCI, Capture/Kill)
20 **Psychological Complication:** Code Versus Killing
(Common, Total)
15 **Social Complication:** Secret Identity (James Harmon IV)
(Frequently, Major)

Total Complications Points: 75

Experience Points: 0



DEFENDER

Background/History: James Harmon IV, scion of the wealthy Harmon family of New York City, grew up surrounded by the portraits and memoirs of his famous ancestors. His great-grandfather, the first James Harmon, explored the wilds of Africa and began the family fortune in the mid-nineteenth century. James II was a fearless member of Eliot Ness's "Untouchables" during Prohibition, and a solo crimefighter in the Thirties. James III, his father, earned the Congressional Medal of Honor for his service in World War II and later quintupled the family fortune by turning Harmon Industries into a top-notch defense contractor. His father made it quite clear that he expected James to establish a similar record of accomplishment — "to give back to others of what you've so richly received — intelligence, money, and strength."

But James didn't feel very heroic. All he really liked to do was putter around with electronics and computers. He'd built his first computer when he was 13, and for a time he thought he could satisfy his father with some sort of astounding technological breakthrough that would make the world a better place.

The Battle of Detroit changed all of his plans.

Something about that horrific event awakened his slumbering bravery and determination. Someone had to fight fiends like Doctor Destroyer. Someone had to hold the line against the darkness creeping across the world. *That* was how to be a hero today — you had to stand up to the forces of evil threatening the world. So that's what he would do.

Inspired by the brave heroes he'd seen fighting in Detroit, he spent the next year of his life building a suit of powered armor equipped with the best systems his genius could design and his father's money could pay for. Christening himself *Defender*, he began a one-man battle against the supervillains of New York, scoring several notable victories. But a terrible defeat at the hands of a group of VIPER villains badly shook his confidence and convinced him he needed allies.

Deciding he needed a change, Harmon packed up his armor and moved to Millennium City. The "City of the Future" was already a hotbed of superhuman activity, but it still lacked a superteam of its own. He announced that he was forming a team of heroes to protect the city... and the world. A few weeks later, his new team, the Champions, made its debut, and he's been the team's leader ever since.

Personality/Motivation: James Harmon IV — or Defender, as he's better known to the world at large — is the living, breathing embodiment of the word "hero." He gives of himself unstintingly, taking on any mission to combat evil or save the helpless. He's absolutely fearless, caring nothing for the dangerousness of a situation if only he can do something helpful.

Although his former teammate Nighthawk sometimes described him as "naive," in truth Defender knows well what evils the world holds, and because of that he takes his role as a superhero, and as leader of the Champions, very seriously. He considers himself a role model and conducts himself accordingly. His attitude and achievements have inspired respect and admiration among millions of people, and he takes advantage of that to lead charity drives and help other causes... when he's not saving the world from alien invaders or Mechanon.

Despite his accomplishments, James continues to feel the burden of living up to his famous ancestors. It doesn't help that his need to maintain a secret identity (to protect his family) prevents him from claiming credit for what he's done. As a result, his father and mother think of him as a playboy and disappointment, even though he's already put all of his ancestors to shame.

Although his girlfriend is a powerful mystic, Defender is skeptical about the existence of magic. He's convinced there's a rational, scientific explanation for the abilities of people like Witchcraft and Dark Seraph.

Quote: "All right, team, let's hit 'em hard! If they make it past us, millions of lives are in danger!"

Powers/Tactics: Although Defender is smarter, tougher, and faster than the average person (not to mention a gifted inventor), his "superpowers" all come from his suit of powered battlearmor. A marvel of modern technology, it provides far more than just protection. His weapon array, including several different types of electric blasters, allows him to dish out more damage than your average platoon, and his boot-jets give him air combat capability with a high degree of maneuverability. He's constantly tinkering with the suit, finding ways to improve its performance or adapt it for specific situations.

In battle, Defender usually prefers his Electrobolos, which can restrain many opponents without harming them. If they don't work, his Electric Blast is his first option for single foes, or his Pulse-Blast for groups — unless his opponent has electrical powers, in which case he'll try his EMP Pulse. Only in the most desperate situations does he use his Overload Blast; he has a deep respect for all life (even that of supervillains), and risks his full power only when it's absolutely necessary.

Appearance: Defender's powered armor has a white framework "etched" with high-tech light-lines, plus blue boots, gauntlets, hip-pads, shoulders, and collar. His helmet is white and blue; it leaves the lower half of his face visible (but protected by an invisible force-field) so he looks human and not like a robot. Out of his armor, James Harmon is a tall, dark-haired man in his late 30s, with a sort of simple handsomeness many women find irresistible. He favors "dressy casual" clothes.

THE CHAMPIONS THEN AND NOW

Although the history of the Champions goes up to 2009, when they're among the most powerful and respected heroes on Earth, the character sheets presented here represent them at the beginning of their careers, in 2001. You can find character sheets for what they're like in 2009 in *Champions Universe*.

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