

KINETIK

| Val | Char | Cost | Roll | Notes |
|-----|------|------|------|--------------------------------|
| 15 | STR | 5 | 12- | Lift 200kg; 3d6 HTH damage [1] |
| 26 | DEX | 32 | 14- | |
| 23 | CON | 13 | 14- | |
| 18 | INT | 8 | 13- | PER Roll 13- |
| 14 | EGO | 4 | 12- | |
| 12 | PRE | 2 | 11- | PRE Attack: 2d6 |

| | | | | |
|---|------|----|--|-------------------------------|
| 9 | OCV | 30 | | |
| 9 | DCV | 30 | | |
| 4 | OMCV | 3 | | |
| 4 | DMCV | 3 | | |
| 7 | SPD | 50 | | Phases: 2, 4, 6, 7, 9, 11, 12 |

| | | | | |
|----|------|---|--|---------------------------------|
| 9 | PD | 7 | | Total: 15 PD (6 rPD) |
| 8 | ED | 6 | | Total: 14 ED (6 rED) |
| 8 | REC | 4 | | |
| 50 | END | 6 | | |
| 10 | BODY | 0 | | |
| 30 | STUN | 5 | | Total Characteristics Cost: 208 |

Movement: Running: 12m
Flight: 40m/40 km

Cost Powers

| | | | |
|----|--|-----|---|
| 72 | Super-Running: Flight 40m | END | 4 |
| | MegaScale (1m = 1 km; +1), Reduced Endurance (½ END; +¼); Only In Contact With A Surface (-¼) | | |
| 30 | Speedster Tricks: Multipower, 30-point reserve | | |
| 3f | 1) Vibro-grip: HKA 1d6 (1d6+1 with STR) | END | 0 |
| | Reduced Endurance (0 END; +½), Penetrating (+½) | | |
| 2f | 2) Supersonic Finger-Snap: Blast 3d6 | END | 3 |
| | NND (defense is Life Support [Safe Environment: High Pressure] or armored head-covering; +1); No Range (-½), Gestures (must hold hand near target's ear; -¼) | | |
| 1f | 3) Dizzying Spin: Drain DEX 3d6 | END | 3 |
| | No Range (-½), Requires A DEX Roll (-½) | | |

Martial Arts: Speedster Martial Arts

| | Maneuver | OCV | DCV | Notes | |
|----|--|-----|-----|---------------------------------|---|
| 5 | Passing Strike | +1 | 0 | 5d6 + v/10, FMove | |
| 5 | Passing Throw | 0 | 0 | 5d6 + v/10, Target Falls, FMove | |
| 5 | Rapid Punch | +1 | -2 | 9d6 Strike | |
| 8 | +2 Damage Classes (already added in) | | | | |
| 24 | Protective Aura: Resistant Protection (10 PD/10 ED) | | | Only When Moving (-¼) | 0 |
| 12 | Protective Suit: Resistant Protection (6 PD/6 ED) | | | OIF (-½) | 0 |

Talents

| | |
|---|----------------------|
| 3 | Lightning Calculator |
| 4 | Speed Reading (x10) |

Skills

| | |
|---|-------------------------|
| 3 | Breakfall 14- |
| 2 | CK: Millennium City 11- |
| 2 | PS: Scientist 11- |
| 3 | Sleight Of Hand 14- |
| 3 | Scientist |
| 2 | 1) SS: Biochemistry 13- |
| 1 | 2) SS: Microbiology 11- |
| 2 | 3) SS: Physics 13- |

Total Powers & Skills Cost: 192

Total Cost: 400

400 Matching Complications (75)

| | |
|----|--|
| 30 | DNPC: Joyce, Ronnie, and Phillip (three younger siblings) (Frequently; Incompetents; Unaware of character's Social Limitation: Secret Identity) |
| 10 | Hunted: The New Purple Gang (Frequently, Less Pow, Capture/Kill) |
| 15 | Social Limitation: Secret Identity (Brendan Grant) (Frequently, Major) |
| 20 | Vulnerability: 2 x STUN from Chemical Attacks (Common) |

Total Complications Points: 75

Experience Points: 0



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.

Personality/Motivation: Kinetik, despite his name and powers, is a fairly laid-back and relaxed guy. He enjoys helping people and using his powers to stop crime, but he doesn't get too hung up with angst over whether he could be doing more or why he, of all people, was gifted with superpowers. He's a well-adjusted individual who takes it all in stride. Becoming a member of the Champions only made him more self-confident about himself and his place in the world.

As one of the most popular superheroes in Millennium City, Kinetik is regarded as a role model in the black community, a fact of which he is well aware (sometimes painfully so). He goes out of his way to pay special attention to black neighborhoods, and always tries to conduct himself as befits someone who inspires others. He has nothing but scorn for famous people who only care about money and act like jerks.

Kinetik is a font of useless information, and enjoys offering up tidbits of data about any given subject in a sort of geeky way. For fun he puts his hard-won knowledge to work filling in crossword puzzles.

Quote: "When will you dimwits learn you can't run away from me?"

Powers/Tactics: Kinetik's powers derive from exposure to the strange gasses generated by the Dew Chemicals fire, which somehow altered his body to make it capable of attaining much faster running speeds than normal humans can. At his ordinary combat speeds he runs faster than 50 miles an hour, and when he "kicks into overdrive," he can travel many times the speed of sound. His body automatically generates a protective energy field that shields him from the friction and other harmful effects of moving so quickly. (In game terms, he gets the extra defense only if he makes at least a Half Move using his Super-Running power; the extra defense lasts until his next Phase, though he can maintain it uninterrupted by making a Half Move in that Phase.) Unfortunately, his accelerated metabolism makes him vulnerable to chemical attacks (including drugs, gasses, and poisons).

Kinetik has learned how to use his hyper-accelerated body to create many combat effects. Besides simply moving past people at high speeds and striking them (most of his Martial Maneuvers), he can deliver dozens of punches in the blink of an eye (his Rapid Punch), snap his fingers quickly enough to create a mini-sonic boom right next to someone's head and stun him, vibrate his hand into objects or people to create painful wounds, and spin someone so quickly they become extremely dizzy and lose their balance. He can also perform many tasks, from reading to cleaning house, much more quickly than normal people can.

Compared to many starting superhumans, Kinetik's powers are fairly weak, and he knows it (though his high SPD gives him something of a compensating edge). He's most effective against large numbers of thugs or gangsters, and much less use against powerful supervillains. So he usually focuses his efforts on clearing out henchmen and minions, supporting his more powerful teammates, distracting powerful foes, and keeping innocent bystanders safe. When direct action's needed, he usually relies on his Passing Strike and other attacks that let him remain mobile.

Appearance: Kinetik is a black man in his mid-thirties. He wears a skintight costume, red with a white "lightning bolt" motif, plus heavy black boots and shoulderpads and a half-face helmet with white lightning bolts on the sides. He's lean, not heavily-muscled, and his hair is cut short (or sometimes shaved off entirely).

SAPPHIRE

Background/History: Corazon Valenzuela — "Corrie" to her friends — has never known what it was like to be ordinary. She began singing as a child, becoming a major music star in her mid-teens. She never believed she'd ever find anything she loved more than making music... but when she was 17, one of her concerts was attacked by a supergroup of villains who hoped to hold her for ransom.

Unfortunately for the villains, Valenzuela had more than just a spectacular singing voice. The stress of the attack caused her dormant mutant powers of energy manipulation to suddenly manifest. Before she'd even had a chance to think, she'd blasted the bad guys into unconsciousness with flares of glowing blue energy.

The media was ecstatic: a rock star superhero! At first, Valenzuela was dubious about this new development. Her life was already hectic enough with concert tours and appearances. But the more she thought about it during those first few months, she began to see that she could do more than just entertain — she could help people in life-changing ways using her superpowers.

She named herself *Sapphire* after the blue color of her energy powers and began fighting crime. It turned out to be tremendously exciting and rewarding. When she learned Defender was looking to start up a new supergroup in Millennium City, she immediately signed on to become one of the Champions... and she's been with the team ever since. Sometimes even she's not certain how she juggles singing, personal appearances, acting, and crimefighting, but somehow she's always available when the Champions — and the world — need her.