

SAPPHIRE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
23	DEX	26	14-	
23	CON	13	14-	
12	INT	2	11-	PER Roll 11-
14	EGO	4	12-	
25	PRE	15	14-	PRE Attack: 5d6
8	OCV	25		
8	DCV	25		
4	OMCV	3		
4	DMCV	3		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
9	PD	7		Total: 21 (12 rPD)
12	ED	10		Total: 24 (12 rED)
8	REC	4		
60	END	8		
10	BODY	0		
36	STUN	8		Total Characteristics Cost: 198

Movement: Running: 12m
Flight: 30m

Cost	Powers	END
60	Sapphire Energy Powers: Multipower, 60-point powers	
6u	1) Power Bolt I: Blast 12d6	6
6f	2) Power Bolt II: Blast 8d6 Reduced Endurance (0 END; +½)	0
6f	3) Sapphire Bolt: Sight Group Flash 12d6	6
5f	4) Bright Bolt: Blast 8d6 <i>plus</i> Sight Group Flash 4d6 Linked (-½)	6
6u	5) Stun-Bolt: Blast 6d6 NND (defense is Resistant Protection (ED) defined as a force-field; +1)	6
36	Force-Field: Resistant Protection (12 PD/12 ED)	0
45	Power-Riding: Flight 30m Reduced Endurance (0 END; +½)	0

Perks

5 Money: Well Off

Talents

6 Striking Appearance: +2/+2d6

Skills

3 Conversation 14-
3 High Society 14-
2 Language: English (fluent conversation; Spanish is Native)
3 PS: Singer 14-
3 PS: Singing 14-
3 Charm 14-
3 Teamwork 14-
1 TF: V-Jet

Total Powers & Skills Cost: 202

Total Cost: 400

400 Matching Complications (75)

10 **Distinctive Features:** Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20 **Hunted:** VIPER (Infrequently, Mo Pow, NCI, Capture/Kill)
20 **Psychological Complication:** Code Versus Killing (Common, Total)
15 **Social Complication:** Public Identity (Corazon Eldora "Corrie" Valenzuela) (Frequently, Major)
10 **Vulnerability:** 2 x STUN from Light-Based Attacks (Uncommon)

Total Complications Points: 75

Experience Points: 0

Appearance: Sapphire's beautiful face, with deep brown eyes and framed by her straight brown hair (usually worn long and tied back), is known to people all over the world from her concerts, music videos, television and movie appearances, and charity work. In public as a celebrity, she dresses provocatively, but always at the height of fashion, often setting trends for others to follow. As a superheroine, she sometimes tries different costumes depending on her mood, but usually wears blue short-shorts and a midriff-baring top, accessorized with a blue-white short leather jacket, thigh-high blue high-heeled boots, and blue gloves. Around her neck she often wears a choker (sometimes set with one of her namesake gems; it may sparkle and glow when she uses her powers, leading some to consider it their source).

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.

Personality/Motivation: Of all the Champions, Sapphire is the most outgoing, and the one who seems the least serious. She's been a major media star for years (and still is), and she enjoys living the rock 'n' roll high life. She spends a lot of time being squired around to the most fashionable places in the world by the most handsome bachelors in the world, appearing in movies, performing at concerts, and recording new albums.

Sapphire's used to showing herself off, and she does so as a superheroine as well as a performer. Early in her career she was prone to pulling flashy stunts in battle that looked great on camera but didn't accomplish much — or even put her in danger. As she became more confident and secure, she toned down the flash and focused more on developing her abilities... but even today sometimes she can't resist giving the onlookers a thrill or making some villain look stupid.

While Corrie loves the spotlight and doesn't want to be anywhere else, there's a small part of her that would be happy just to settle down and live a quiet, normal life. That's not likely to happen anytime soon, but it does sometimes manifest in her spending an ordinary Sunday at home reading, or going for long walks by herself.

Despite having her pick of famous and handsome men from around the world, Sapphire had sort of a crush on Defender for awhile, which sometimes put her at odds with Witchcraft. But over the years she outgrew those feelings and has become the closest of friends with her fellow superheroine. She's delighted that her teammates have found love with each other, although she's somewhat envious. She'd like to find her Mr. Right... or at least her Mr. Cuddly.

Quote: "It's not everyone who can fight crime and look this good!"

Powers/Tactics: Sapphire is a mutant with abilities of energy generation and projection. Physiological studies indicate that her cells seem to function as "biological batteries," absorbing energy from sunlight, motion, and other sources which Sapphire instinctively converts and releases to cause various effects. She can fire bolts of energy, protect herself with a force-field, and even use her powers to fly. Unfortunately, her mutant physiology is unusually sensitive to radiation (which can cause her severe harm) and vulnerable to attacks based on light (they somehow "polarize" her cellular structure, causing her powers to feed back on themselves and hurt her). Her powers manifest with a sapphire-blue color, hence her name.

In combat, Sapphire usually opens up with her Sapphire Bolt or Bright Bolt, finding it's easier to fight most supervillains when they can't see. Then she follows up with a Power Bolt. That's about the extent of her tactical thinking, though Defender and Ironclad are both trying to teach her other ways to fight.

Ironically, the same superstar status that makes people question Sapphire's abilities as a superhero has actually provided her with more experience than any other Champion. Everywhere she goes bad guys attack her either for the notoriety of being able to say they've fought her... or in Foxbat's case, for the chance to get an autograph.

