**Super Soldier**

**Highlights:**

* Good armor, including mental
* Great melee set
* Boost to healing and energy recovery

**Super Stats:**

* Agility
* Dexterity

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Adrenal Rush | Utl | -- | -- | -- | -- | Self | -- | * When character is reduced to ½ his hit points he gets * +2 to hit * +4 damage * +2 initiative * -2 defense | 10 |
| Armored Helmet | Arm | -- | -- | -- | -- | Self | -- | * 2/0/0 armor | 6 |
| Armored Vest | Arm | -- | -- | -- | -- | Self | -- | * 6/6/0 armor | 10 |
| Athletic Feats | Utl | -- | -- | -- | -- | Self | -- | * +2 running * +2 leaping * +1 swim speed * +4 all physical skills (climb, acrobatics, swim) * +4 hit points | 6 |
| Breather Mask | Utl | -- | -- | -- | -- | Self | -- | * Can breathe underwater * 100% immunity to inhaled attacks | 6 |
| Melee Weapon | Att+ | A | Touch | -- | 0 | 1 target | 3u | * +1d8 damage | 10 |
| Missile Weapon | Att | A | Bolt | 4/ | 0 | 1 target | 5u | * 3d8 physical damage | 10 |
| Nerve Strike | Att | A | Touch | -- | 0 | 1 target | 6u | * STR or 2d6 (whichever is higher) penetrating damage * Crippled (TOU 18) | 10 |
| Power Strike | Att | A | Touch | -- | 0 | 1 target | 4u | * STR + 1d10 physical damage | 10 |
| Quick Healer | Utl | -- | -- | -- | -- | Self | -- | * +1d4 to all recovery rolls | 10 |
| Zealotry | Arm | -- | -- | -- | -- | Self | -- | * 0/0/6 armor * +2 mental defense | 6 |

**Additional Information**

**Adrenal Rush**

* You gain a set of bonuses when reduced to less than ½ of your hit points.
* You take a penalty to your defenses.
* These effects end if you gain enough hit points to take you above ½ your total.

**Armored Helmet and Vest**

* You wear sturdy armor that protects you against physical and energy damage.