

Gauntlet (Roger Crane)

Val	Characteristic	Roll
15 / 50	Strength	12- / 19-
14 / 23	Dexterity	12- / 14-
15 / 28	Constitution	12- / 15-
10 / 12	Body	11-
18	Intelligence	13-
10	Ego	11-
13 / 18	Presence	12- / 13-
12	Comeliness	11-
3 / 32	Physical Defense	
3 / 32	Energy Defense	
3 / 5	Speed	
6 / 13	Recovery	
30	Endurance	
24 / 44	Stun	

Notes

HTH Damage: 3d6 / 10d6 Lift: 200 kg / 25.6tons

Base OCV: 5 / 8 Base DCV: 5 / 8
Base ECV: 3

Perception Roll: 16-

Basic Presence Attack: 2½d6 / 3½d6

Resistant PD: 3 / 32 Total PD: 3 / 32
Resistant ED: 3 / 32 Total ED: 3 / 32

Does not include Combat Luck

Phases: 4, 8, 12 / 3, 5, 8, 10, 12

Run: 6" (12" NC) Leap: 3" (6" NC)
Swim: 2" (4" NC) Fly: 15" (30" NC)

Personal Data

Hair: Black Eyes: Brown
Height: 6' 2" Weight: 203 lbs
Birth Date: August 13, 1940
Place of Birth: Baltimore, MD
Non-Hero Occupation: Contractor

Skill, Talent, or Perk
+2 with Powered Armor Attacks
Breakfall 12- / 14-
Bugging 8-
Bureaucratics 12- / 13-
Computer Programming 8-
Electronics 13-
Inventor 13-
Lockpicking 8-
Mechanics 13-
Power: Power Armor Tricks 12- / 14-
Security Systems 13-
Systems Operation 13-
Teamwork 12- / 14-

TF: Small Motorized Ground Vehicles
TF: Large Motorized Ground Vehicles

AK: United States of America 11-
CK: New York 12-

KS: The Superhuman World 11-

Scientist

- 1) SS: Aeronautical Engineering 11-
- 2) SS: Electrical Engineering 11-
- 3) SS: Mathematics 11-
- 4) SS: Mechanical Engineering 11-
- 5) SS: Physics 11-

Jack of All Trades

- 1) PS: Contractor 11-
- 2) PS: Electrician 11-
- 3) PS: Plumber 11-
- 4) PS: Welder 11-

Language: English (Idiomatic)

Combat Luck (3 PD / 3 ED)
Compass: Bump Of Direction; OIF (Power Armor)
Built-In Clock: Absolute Time Sense; OIF (Power Armor)

Contact: Dr. Heinrich Kreitzer, NASA Scientist (Contact has access to major institutions, Contact has extremely useful Skills or resources, Contact has significant Contacts of his own, Contact limited by identity (Gauntlet Only), Good relationship with Contact) 8-
Reputation: Member of SuperSquad America (A large group) 11-, +2 / +2d6
Fringe Benefit: Passport
Perk: SuperSquad America HQ & Vehicles

Power	END
Powered Armor Characteristics , all slots OIF (Power Armor)	
1) +35 STR, ½ END (Modifiers affect Base Characteristic)	1
2) +9 DEX; No Figured Characteristics	
3) +13 CON; No Figured Characteristics	
4) +2 BODY	
5) +5 PRE	
6) +22 PD, Hardened (Modifiers affect Base Characteristic)	
7) +29 ED, Hardened (Modifiers affect Base Characteristic)	
8) +2 SPD	

Boot Jets: Flight 15", ½ END; OIF (Power Armor) 1

Powered Armor Defenses, all slots OIF (Power Armor)

- 1) **Hardened Outer Shell:** Damage Resistance (30 PD / 30 ED), Hardened
- 2) **Special Tinted Face Plating:** Sight Group Flash Defense (5 points)
- 3) **Psionic Shielding:** Mental Defense (10 points total)
- 4) **Overall Protection:** Power Defense (10 points)
- 5) **Weakness Proofing:** Lack Of Weakness (-5) for Resistant Defenses

Powered Armor Attacks, all slots OIF (Power Armor)

- 1) **Right Gauntlet:** Hand-To-Hand Attack +5d6, 16 Charges [16]
- 2) **Left Gauntlet:** Energy Blast 14d6, 16 Charges [16]

Powered Armor Sensors, all slots OIF (Power Armor)

- 1) High Range Radio Perception (Radio Group)
- 2) Radar (Radio Group)
- 3) Ultrasonic Perception (Hearing Group)
- 4) +3 PER with all Sense Groups

Life Support Systems: Life Support (Immunity All terrestrial diseases and biowarfare agents; Immunity: All terrestrial poisons and chemical warfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure / Vacuum; Self-Contained Breathing); OIF (Power Armor)

SuperSquad Radio Link

Disadvantages

DNPC: Mother Dorothy Crane 8- (Normal; Unaware)
DNPC: Lab assistant Jennifer Haines 8- (Normal; Useful Noncombat Position or Skills)
Hunted: SuperSquad America rogues gallery 8- (Mo Pow, NCI, Harshly Punish)
Hunted: S.H.A.D.E. (Supreme Hierarchy for the Absolute Domination of Earth) 8- (As Pow, NCI, Harshly Punish)
Hunted: Doombringer 8- (Less Pow, NCI, Harshly Punish)
Psych Lim: Code vs. Killing (Common, Total)
Psych Lim: Takes his responsibilities seriously (Very Common, Strong)
Psych Lim: Wants to make a difference in the world; advocate for social change (Common, Strong)
Reputation: Champion for the underdog, 8-
Social Lim: Public Identity (Frequently, Major)
Vulnerability: 1½ x STUN from Magnetics (Uncommon)
Vulnerability: 1½ x BODY from Magnetics (Uncommon)

Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block, Abort
Brace	0	+2	½	+2 vs. Range Modifiers
Disarm	½	--	+0	Can disarm
Dodge	½	--	+3	Abort, affects all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½	+0	-5	+4 DC
Move By	½	-2	-2	STR/2+½/5, take 1/3 damage
Move Through	½	-½/5	-3	STR +½/3, take ½ damage
Set	1	+1	+0	Ranged attacks only
Strike	½	+0	+0	STR or weapon
Blazing Away	½	+0	+0	Max attacks, only hit on 3
Club Weapon	½	+0	+0	Killing wpn. does Normal damage
Cover	½	-2	+0	Target held at gunpoint
Dive for Cover	½	+0	+0	Abort, avoids damage
Hipshot	½	-1	+0	+1 DEX only for initiative
Hurry	½	-2	-2	+1d6 DEX only for initiative
Pulling A Punch	½	-1/5d6	+0	Normal STUN, ½ BODY
Rapid Fire	1	-2/x	x½	Multiple Ranged attacks
Roll with Punch	½	-2	-2	Abort, Block after hit, ½ damage.
Snap Shot	1	-1	+0	Can duck behind cover
Suppression Fire	1	-2	+0	Sustain fire with Autofire
Sweep	1	-2/x	x½	Make multiple HTH attacks