## Professor Plasma (Kyle Matthews)

Val	Characteristic	Roll	Skill, Talent, or Perk	Power E	END	Disadvantages
13 / 18	Strength	12- / 13-	+3 with Plasma Attacks Multipower	Enhanced Characteristics, all slots OIHID		Accidental Change: High radiation areas 8-
14 / 23	Dexterity	12- / 14-	·	1) +5 STR	1	(Uncommon)
15 / 23	Constitution	12- / 14-	Bureaucratics 8-	<ol><li>+9 DEX; No Figured Characteristics</li></ol>		Distinctive Features: Slightly radioactive (Not
11	Body	11-	Computer Programming 8-	3) +8 CON		Concealable; Noticed and Recognizable; Detectable By
13	Intelligence	12-	Electronics 12-	4) +2 SPD		Uncommonly-Used Senses)
10	Ego	11-	Instructor 12-			DNPC: Biology professor Dr. Andrea Charles 8-
15	Presence	12-	Inventor 12-	Plasma Powers: Elemental Control; all slots		(Normal; Useful Noncombat Position or Skills;
12 6 / 20	Comeliness	11-	Mechanics 12-	OIHID		Unaware)
	Physical Defense		Power: Plasma Energy Tricks 11-	1) Riding on Heated Air: Flight 17", 0 END		Hunted: SuperSquad America rogues gallery 8- (Mo
6/24 3/5	Energy Defense Speed		Rapid Attack (Ranged) Research 12-	2) Plasma Force Field: Force Field (13 PD / 16 ED) (Protect Carried Items), 0 END		Pow, NCI, Harshly Punish)  Hunted: S.H.A.D.E. (Supreme Hierarchy for the
6/9	Recovery		Systems Operation 8-	3) Radiation Emissions: Energy Blast 2½d6,		Absolute Domination of Earth) 8- (As Pow, NCI,
30 / 46	Endurance		Teamwork 12- / 14-	½ END, Damage Shield, Area Of Effect (One		Harshly Punish)
26 / 33	Stun		I Calliwork 12-7 14-	Hex), No Normal Defense (Defense:		Hunted: The EMiR 8- (As Pow, NCI, Harshly Punish)
20733	Jun		TF: Small Motorized Ground Vehicles	Radiation Protection), Continuous	2	Psych Lim: Code vs. Killing (Common, Total)
			11. Ontail Motorized Ground Veriloids	radiation rotection), continuous		Psych Lim: Has tendency to be long-winded and use
			PS: Professor 11-	Plasma Attacks: Multipower, all slots OIHID		big words (Common, Moderate)
Notes			PS: Scientist 11-	u1) Plasma Blast: Energy Blast 14d6, ½ END	3	Psych Lim: Has little to no interest in politics
HtH Damage: 21/2	5d6 / 31/5d6			u2) Plasma Explosion: Energy Blast 10d6, 1/2		(Common, Moderate)
Lift: 151.6kg / 303.1kg			CK: New York 12-	END, Explosion	3	Psych Lim: Gets wrapped up in intellectual problems
3	3		AK: United States of America 12-	u3) Focused Plasma Blast: RKA 4½d6, ½ END	3	and ignores what's going on around him (Uncommon,
Base OCV: 5 / 8	Base DCV:	5/8		u4) Irradiated Plasma Blast: Energy Blast 9d6		Moderate)
Base ECV: 3			Scientist	plus Energy Blast 4d6, ½ END, No Normal		Rivalry: Professional and Romantic (Fellow physics
			1) SS: Chemistry 13-	Defense (Defense: Radiation Protection);	,	professor Dr. Edmond Wright), Less Powerful, Seek to
Perception Roll:	12-		2) SS: Mathematics 11-	Linked (Energy Blast)	6	Outdo / Embarrass Rival, Aware
			3) SS: Nuclear Physics 13-	u5) Plasma Energy Cage: RKA 1½d6, Area Of		Social Lim: Secret Identity (Frequently, Major)
Basic Presence Attack: 3d6			4) SS: Physics 13-	Effect (One Hex), 0 END, Uncontrolled, Continuous; Targets only take damage if they		Vulnerability: 1½ x STUN from Magnetic Attacks (Uncommon)
Desistant DD 0	/12 Tatal DD /	/ 20	Linguist	touch cage or move into / out of the affected		Vulnerability: 1½ x BODY from Magnetic Attacks
Resistant PD: 0			1) Language: English (idiomatic)	hex, No KB, Physical Manifestation (Cage)		(Uncommon)
Resistant ED: 0	/ 16 Total ED: 6	1 24	2) Language: German (fluent conversation)	u6) Absorb Radiation from Area: Major		(Onsommon)
Does not include Combat Luck or extra Radiation			3) Language: Latin (fluent conversation)	Transform 3d6 (Irradiated area into		
Resistance ED			4) Language: Russian (completely fluent)	non-irradiated area), Area Of Effect (5"		
				Radius); Side Effects, Side Effect (Takes 3d6		
Phases: 4, 8, 12 / 3, 5, 8, 10, 12			Combat Luck (3 PD / 3 ED)	Damage when Power is used)	9	
., ., .=				u7) Absorb Radiation from Individual: Major		Maneuver Phase OCV DCV Effects
Run: 6" (12" NC)			Reputation: Member of SuperSquad America (A large	Transform 5d6 (Irradiated individual into		Block ½ +0 +0 Block, Abort
Swim: 2" (4" NC)	Fly: 17" (34	" NC)	group) 11-, +2 / +2d6	non-irradiated individual); Side Effects (Takes		Brace 0 +2 ½ +2 vs. Range Modifiers Disarm ½ +0 Can disarm
			Fringe Benefit: Passport	4d6 Damage when Power is used)	7	Dodge ½ +3 Abort, affects all attacks
			Perk: SuperSquad America HQ & Vehicles	Human Geiger Counter: Detect Radiation 12-		Grab 1/2 -1 -2 Grab two limbs Grab By 1/2 -3 -4 Move and Grab
Personal Data				(Unusual Group), Discriminatory, Analyze, Range		Haymaker ½ +0 -5 +4 DC
Hair: Blonde	Eyes: Blue			(Onusuai Gioup), Discriminatory, Analyze, Range		Move By ½ -2 -2 STR/2+v/5, take 1/3 damage Move Through ½ -v/5 -3 STR +v/3, take ½ damage
Height: 5' 10"	Weight: 172	2 lbs		Radiation Resistance: Life Support (Safe in		Set 1 +1 +0 Ranged attacks only
Pirth Date: June				Tadiation Nosistanoc, Elic Support (Sale III		Strike ½ +0 +0 STR or weapon

Radiation Resistance: Power Defense (15 points); Only Works Against Radiation

Radiation Resistance: Armor (0 PD / 15 ED); Only Works Against Very Limited Type of Attack

High Radiation)

(Radiation)

SuperSquad Radio Link

Birth Date: June 2, 1944

Place of Birth: Indianapolis, IN Non-Hero Occupation: Scientist / Professor

Diacc	U	T Z	12	TZ V3. INDIGUINO
Disarm	1/2		+0	Can disarm
Dodge	1/2		+3	Abort, affects all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2	+0	-5	+4 DC
Move By	1/2	-2	-2	STR/2+v/5, take 1/3 damage
Move Through	1/2	-v/5	-3	STR +v/3, take ½ damage
Set	1	+1	+0	Ranged attacks only
Strike	1/2	+0	+0	STR or weapon
Blazing Away	1/2	+0	+0	Max attacks, only hit on 3
Club Weapon	1/2	+0	+0	Killing wpn. does Normal damage
Cover	1/2	-2	+0	Target held at gunpoint
Dive for Cover	1/2	+0	+0	Abort, avoids damage
Hipshot	1/2	-1	+0	+1 DEX only for initiative
Hurry	1/2	-2	-2	+1d6 DEX only for initiative
Pulling A Punch	1/2	-1/5d6	+0	Normal STUN, 1/2 BODY
Rapid Fire	1	-2/x	X⅓2	Multiple Ranged attacks
Roll with Punch	1/2	-2	-2	Abort, Block after hit, ½ damage.

+0 Can duck behind cover

1 -2/x x½ Make multiple HtH attacks

-1

Suppression Fire 1 -2 +0 Sustain fire with Autofire

Snap Shot