



Character Name: **Vanguard**

AKA: Jeffrey Sinclair

Genre: Superheroic

Campaign: **Justice Squadron**

CHARACTERISTICS

Val	Char	Base	Cost	Roll
120	STR	10	110	33-
23	DEX	10	26	14-
60	CON	10	50	21-
13	INT	10	3	12-
23	EGO	10	13	14-
60	PRE	10	50	21-
10	OCV	3	35	
10	DCV	3	35	
3	OMCV	3	0	
8	DMCV	3	15	
24/54	PD	2	22	
12/42	ED	2	10	
6	SPD	2.0	40	
40	REC	4	36	
120	END	20	20	
30	BODY	10	20	
180	STUN	20	80	
15m	Run	12	3	
4m	Swim	4	0	
4m	Leap	4	0	

Total 568

Summary
 Lift: 419.4ktons
 Initiative: 33
 Stun Threshold: 60
 Perception Roll: 15-

 PRE Attack: 12d6
 STR Dmg: 24d6
 STR END: 12

24/54 PD • 0/30 Res. PD
 12/42 ED • 0/30 Res. ED
 Phases: 2, 4, 6, 8, 10, 12

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	1255
Spent:	1255
Unspent:	0
Base Points:	500
Complication Points:	35

Characteristic Points:	568
Power Points:	948
Talent Points:	13
Martial Art Points:	35
Skill Points:	87
Perk Points:	104

Total Points: 1755

MOVEMENT

Type	Top Speed
Run	15m [30m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Flight	360m [11520m NC]
Teleport	100m [100m NC]

INFORMATION

Eye Color: Blue
Hair Color: Black

Height: 1.94 m
Weight: 120.00 kg

Appearance

He looked like Elvis with impossibly hypertrophic musculature.

Background

In September of 1959 a soldier named Jeffrey Sinclair, assigned to protect an American anthropological expedition in Nepal, accidentally became separated from his companions during a freak snowstorm. Stumbling half-blinded through the wilderness in search of shelter, he unknowingly made his way through a hidden mountain pass into the Valley of the Lotus, site of the mysterious Nyingpa Temple ("Temple of the Ancient Ones"). The monks there found him when he collapsed on the Temple's steps near death.

The monks rescued Sinclair and nursed him back to health over the next several weeks. Since the only way out of the Valley was now impassable due to winter storms, Sinclair stayed and learned something of the Temple's lore. When he found out that the Temple was the repository of an ancient, supposedly mystical artifact called the Bell of the Chosen, curiosity drove him to find out where it was kept. Even though no one but the lama was supposed to enter that room, Sinclair couldn't resist seeing the Bell. Once he was inside, a strange compulsion to ring the Bell entered his mind. Though he knew he'd be discovered, he gave in and rang the Bell.

The next thing he remembered was waking up three hours later in another

room, surrounded by every monk in the Temple. He expected them to be angry, but instead they seemed... happy, even worshipful of him. Stranger still, he felt better; he was definitely more muscular, possibly a little taller, and felt filled with strength and vigor.

Sinclair soon discovered that the mystic powers of the Bell were only for a Chosen One born once a millennium... and apparently he was that person! The Bell's energies had infused his body, granting him tremendous superpowers. He was strong enough to juggle house-sized boulders without strain, withstood every weapon the monks hit him with or fired at him, could fly and move at incredible velocity, and more. Seemingly every cell, organ, and system within his body had been hyper-powered by the Bell. Knowing he could now survive the rigors of the Tibetan winter, Sinclair thanked the monks profusely and flew back to rejoin the expedition, pretending to have survived with the help of a peasant family.

Upon returning to the States, Sinclair decided to put his powers to good use as a superhero, chose the name Vanguard, and soon helped to reform the old NYC-area superteam 'The Justice Squadron'. From that day until his death at the hands of Dr. Destroyer in 1992, he was widely regarded as the single most powerful superhuman on Earth... and according to most experts still holds that title today over twenty years after his death.

Personality

Quotes

Vanguard

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	--	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½*	+0	-5	+4 DC attack damage
Move By	½	-2	-2	STR/2 + v/10, you take 1/3
Move Through	½	-v/10	-3	STR + v/6
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged Attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target prone
Flying Dodge	1/2	--	+4	Dodge All Attacks, Abort; FMove
Flying Grab	1/2	-2	-1	Grab Two Limbs, 130 STR for holding on; FMove
Flying Throw	1/2	-1	-2	Grab Two Limbs; 24d6 +v/10; Target Falls; FMove
Passing Disarm	1/2	-1	-1	Disarm, 130 STR to Disarm; FMove
Passing Strike	1/2	+1	+0	24d6 +v/10; FMove
Passing Throw	1/2	+0	+0	24d6 +v/10; Target Falls; FMove
Rapid Punch	1/2	+1	-2	28d6 Strike

ATTACK POWERS

Name	Effect	END
Big Punch	24d6 Hand-To-Hand Attack	12
	STR	12
Coal Into Diamonds	2d6 Transform	0
Extinguish Fire	10d6 Dispel	10
Mist/Gas Dispersion	10d6 Dispel	10
Blast Of Breath	18d6 Blast	9
I'll Take Those!	(40 STR) Telekinesis	13
Quick Change	1d6 Transform	1

DEFENSE POWERS

Name	Effect	Defense	END
Super Tough	Resistant Protection	90	0
	Damage Reduction	0	0
	Damage Reduction	0	0
	Flash Defense	15	0
	Flash Defense	15	0
Nyingpa Mental Discipline	Mental Defense	10	0

COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	60	STUN:
Melee Damage	24d6	
Physical Defense	24/54	/180
Res. Phys. Defense	0/30	END:
Energy Defense	12/42	
Res. Energy Defense	0/30	/120
Mental Defense	10	BODY:
Power Defense	30	/30

COMBAT VALUES

OCV: 10 **DCV: 10**
OMCV: 3 **DMCV: 8**

Combat Skill Levels

+6 with HTH Combat

Initiative and Action Phases

DEX: 33 **Action Phases: 2, 4, 6, 8, 10, 12**

COMBAT MODIFIERS

Range	0-8m	9-16m	17-32m	33-64m	65-125m	129-250m
RMOD	0	-2	-4	-6	-8	-10

SENSORY POWERS

Name	Effect	END
	Infrared Perception	0
	Ultraviolet Perception	0
	Ultrasonic Perception	0
	Enhanced Perception	0
X-Ray Vision	Penetrative	0
	x1,000 Microscopic	0
	Targeting	0
	+12 versus Range	0
	Modifier Telescopic	0

Vanguard

POWERS

END	Description	Cost
	Brick Tricks: Multipower, 120-point reserve	120
12	1) Big Punch: Hand-To-Hand Attack +24d6 (120 Active Points); Hand-To-Hand Attack (-1/4)	19v
12	2) +120 STR (120 Active Points); Limited Power Power loses about half of its effectiveness (Only for lifting; -1)	12v
0	3) Efficient: Reduced Endurance (0 END; +1/2) for up to 120 Active Points of STR (60 Active Points)	6f
3	4) Armor Piercing (+1/4) for up to 120 Active Points of STR (30 Active Points)	3f
6	5) Penetrating (+1/2) for up to 120 Active Points of STR (60 Active Points)	6f
6	6) Double Knockback (+1/2) for up to 120 Active Points of STR (60 Active Points)	6f
6	7) Shockwave: Area Of Effect (26m Radius Explosion; +1/2) for up to 120 Active Points of STR (60 Active Points)	6f
0	8) Coal Into Diamonds: Severe Transform 2d6 (lump of pure coal into a diamond, exposure to excessive heat), Reduced Endurance (0 END; +1/2) (45 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4), Limited Target (pure coal; -1), No Range (-1/2), All Or Nothing (-1/2)	1f
	Super-Strong Breath: Multipower, 210-point reserve, (210 Active Points); all slots No Range (-1/2), Only in atmosphere (-1/4)	120
10	1) Extinguish Fire: Dispel 10d6, Reduced Endurance (1/2 END; +1/4), Fire/Heat Powers (+1/2), Constant (+1/2), Area Of Effect (32m Cone; +3/4), Thin Cone (-1/4), Cumulative (120 points; +3/4), Expanded Effect (x8 Characteristics or Powers simultaneously) (+3 1/2) (210 Active Points); No Range (-1/2), Only in atmosphere (-1/4)	12f
10	2) Mist/Gas Dispersion: Dispel 10d6, Reduced Endurance (1/2 END; +1/4), Mist/Smoke/Gas powers (+1/2), Constant (+1/2), Area Of Effect (32m Cone; +3/4), Thin Cone (-1/4), Cumulative (120 points; +3/4), Expanded Effect (x8 Characteristics or Powers simultaneously) (+3 1/2) (210 Active Points); No Range (-1/2), Only in atmosphere (-1/4)	12f
9	3) Blast Of Breath: Blast 18d6, Reduced Endurance (1/2 END; +1/4), Double Knockback (+1/2), Area Of Effect (32m Cone; +3/4), Thin Cone (-1/4) (202 Active Points); No Range (-1/2), Only in atmosphere (-1/4)	11f
0	Super Tough: Resistant Protection (30 PD/30 ED/30 Power Defense) (Protect Carried Items), Hardened (+1/4), Impenetrable (+1/4) (217 Active Points); Always On (-1/2)	145
	<i>Notes: The "Protect Carried Items" adder is there solely to keep very large things he may have to pick up from breaking in half at the point he lifts them.</i>	
	<i>Invulnerability, all slots Linked (Super Tough; -1/2)</i>	
0	1) Energy Damage Reduction, Resistant, 75% (60 Active Points); Linked (Super Tough; -1/2)	40
0	2) Physical Damage Reduction, Resistant, 75% (60 Active Points); Linked (Super Tough; -1/2)	40
0	3) Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (32 Active Points); Linked (Super Tough; -1/2)	21
0	4) Hearing Group Flash Defense (15 points), Hardened (+1/4) (19 Active Points); Linked (Super Tough; -1/2)	13
0	5) Sight Group Flash Defense (15 points), Hardened (+1/4) (19 Active Points); Linked (Super Tough; -1/2)	13
0	Nyingpa Mental Discipline: Mental Defense (10 points total)	10
	Super-Flight: Multipower, 150-point reserve	150
6	1) Super-Flight I: Flight 100m, Combat Acceleration/Deceleration (+1/4), Reduced Endurance (1/2 END; +1/4) (150 Active Points)	15f
6	2) Super-Flight II: Flight 100m, Usable as Swimming (+1/4), Reduced Endurance (1/2 END; +1/4) (150 Active Points)	15f
6	3) Super-Flight III: Flight 100m, x32 Noncombat, Reduced Endurance (1/2 END; +1/4) (150 Active Points)	15f
	<i>Notes: WELL over Mach 4</i>	

15	4) Super-Flight IV: Flight 60m, MegaScale (1m = 100 km; +1 1/2) (150 Active Points); Not in atmosphere (-1/4) <i>Notes: When pushed, over 3,000 km/sec (0.01c) -- which should be sufficient to kill the 7/22 asteroid at the Battle of Detroit.</i>	12f
5	5) Flash-Step: Teleportation 100m, No Relative Velocity, Position Shift, Reduced Endurance (1/2 END; +1/4) (144 Active Points); Must Pass Through Intervening Space (-1/4), no Noncombat movement (-1/4)	10f
13	6) I'll Take Those!: Telekinesis (40 STR), Area Of Effect (30m Radius; +1), Selective (+1/4) (135 Active Points); Only to Disarm/Grab Objects (-1), Instant (-1/2), No Range (-1/2)	4f
Super-Senses		
0	1) Infrared Perception (Sight Group)	5
0	2) Ultraviolet Perception (Sight Group)	5
0	3) Ultrasonic Perception (Hearing Group)	3
0	4) +3 PER with all Sense Groups	9
0	5) X-Ray Vision: Penetrative (blocked by lead, gold, or force fields) with Sight Group	15
0	6) Microscopic (x1,000) with Sight Group	15
0	7) Targeting with Hearing Group	20
0	8) +12 versus Range Modifier for Sight Group and Hearing Group	36
1	Quick Change: Cosmetic Transform 1d6 (any set of clothing into one costume), Trigger (Activating the Trigger requires a Zero Phase Action, Trigger resets automatically, immediately after it activates; +3/4) (5 Active Points); Limited Target the clothes currently worn by character (-1/2)	3
Total Powers Cost		948

TALENTS

Description	Cost
Quicker Than He Appears: Lightning Reflexes (+10 DEX to act first with All Actions)	10
+1/+1d6 Striking Appearance (vs. all characters)	3
Total Talents Cost	
	13

MARTIAL ARTS

Description	Cost
Hypercombat Hypercombat	
1) Flying Dodge 1/2 Phase, -- OCV, +4 DCV, Dodge All Attacks, Abort; FMove	5
2) Flying Grab 1/2 Phase, -2 OCV, -1 DCV, Grab Two Limbs, 130 STR for holding on; FMove	5
3) Flying Throw 1/2 Phase, -1 OCV, -2 DCV, Grab Two Limbs; 24d6 +v/10; Target Falls; FMove	5
4) Passing Disarm 1/2 Phase, -1 OCV, -1 DCV, Disarm, 130 STR to Disarm; FMove	5
5) Passing Strike 1/2 Phase, +1 OCV, +0 DCV, 24d6 +v/10; FMove	5
6) Passing Throw 1/2 Phase, +0 OCV, +0 DCV, 24d6 +v/10; Target Falls; FMove	5
7) Rapid Punch 1/2 Phase, +1 OCV, -2 DCV, 28d6 Strike	5
Total Martial Arts Cost	
	35

Vanguard**SKILLS**

Roll	Description	Cost
	+6 with HTH Combat	48
	Rapid Attack	10
21-	Oratory	3
21-	Persuasion	3
33-	Power: Brick Tricks	3
14-	Teamwork	3
	Scholar	3
11-	1) KS: Enemies and History of the Justice Squadron (2 Active Points)	1
11-	2) KS: Federal Superhero Law (2 Active Points)	1
11-	3) KS: Nyingpa Temple Lore (2 Active Points)	1
12-	4) KS: The Superhuman World (3 Active Points)	2
12-	5) KS: US History (3 Active Points)	2
11-	6) KS: US Military Procedures and Protocol (2 Active Points)	1
10-	AK: Nepal	2
11-	CK: Washington, DC	2
11-	CK: New York City	2
Total Skills Cost		87

PERKS

Description	Cost	
Justice Squadron: Fringe Benefit: Federal/National Police Powers, Security Clearance	8	
Fringe Benefit: Passport	1	
Contribution to Justice Squadron HQ: 900-point base	36	
Positive Reputation: Most Powerful Superhero Ever (A large group) 14-, +3/+3d6	9	
Well-Connected	3	
1) Contact: PRIMUS (Contact has very useful Skills or resources), Organization Contact (x3) (12 Active Points) 11-	11	
2) Contact: UNTIL (Contact has very useful Skills or resources), Organization Contact (x3) (12 Active Points) 11-	11	
Other contacts as defined by the GM 11-	25	
Total Perks Cost		104

COMPLICATIONS

Description	Points	
Psychological Limitation: Code of the Hero (Common; Total)	20	
Social Limitation: Public Identity (Frequently; Major)	15	
Total Complications Points		35

Vanguard**INFORMATION****Powers/Tactics**

The power set is basically Superman without the heat vision, and was initially derived from a stock 5th edition build of Superman I found on the website "Surbrook's Stuff".

This is roughly as I see him during TASK FORCE ("Reign of the Destroyer", "Heart of Darkness", "Operation Phoenix"). Point-wise, he is a match for Doctor Destroyer in that era.

Campaign Use

THE Big Gun. The Example. The Big Boy Scout. The Cape. A superhero's superhero.