

SUPERMAN

"It's really very simple. In this world, there is right and there is wrong ... and that distinction is not difficult to make"



Power Level: 37 **Concept:** The Man of Steel **Occupation:** Journalist, Novelist

| Str | Dex | Con | Int | Wis | Cha | Melee |
|-----|-----|-----|-----|-----|-----|-----------|
| 15 | 13 | 18 | 15 | 16 | 16 | +10 |
| +2 | +1 | +4 | +2 | +3 | +3 | Atk Bonus |

| DMG | FORT | REF | WILL | Speed | Ranged |
|------|------|------|------|---------|-----------|
| +16 | +14 | +19 | +3 | 120 | +9 |
| Save | Save | Save | Save | Walking | Atk Bonus |

SKILLS

Bluff (Cha) +8, Diplomacy (Cha) +9, Disable Device (Int) +5, Disguise (Cha) +8, Gather Information (Cha) +8, Language 4, Knowledge - Geography (Int) +7, Profession - Journalist (Wis) +9, Sense Motive (Wis) +9, Listen (Wis) +7, Spot (Wis) +8;

Initiative

+19

DEX

Dma Bonus

+15/+16 s/L

Fists and Eyes

DEFENSE

34/15

Flat Footed

CHARACTERISTICS

Real Name: Clark Kent (real name is Kal-El)
Height: 6' 3"
Weight: 225 lb.
Eyes: Blue
Hair: Black
Birthplace: Krypton (though grew up in Smallville)
Group Affiliation: Justice League of America (J.L.A)
Headquarters: Metropolis
Relatives: Jonathan and Martha Kent (adopted parents), Jor-El (father, deceased), Lara (Mother, deceased), Lois Lane (wife)
Other Aliases: None
Marital Status: Married
First Appeared: ACTION COMICS #1

HISTORY

Conceived on the doomed planet Krypton, scientist Jor-El had his unborn son Kal-El, still within his birthing matrix, placed on a hyperlight drive rocket. Then with his wife Lara, Jor-El watched the ship's launch as a simmering nuclear chain reaction tore the planet apart. Jor-El targeted his son's rocket to reach the planet Earth through hyperspace, where Jor-El hoped his son would find a good life.

The tiny rocket was found by a Kansas farming couple, Jonathan and Martha Kent. They found the infant within the rocket and, being childless, Martha persuaded Jonathan that they should adopt him. Named Clark Kent, the child grew up in Smallville, Kansas never knowing how his parents found him.

The Kents began realizing Clark's special abilities at age 8 when he was unhurt after being trampled by a bull. Clark demonstrated more abilities as he grew, even being able to fly at age 17.

The following year, after using his abilities to excel in a football game, Jonathan Kent revealed the remains of the rocket and how his adoptive parents had found him. Clark now understood his special powers came with responsibilities.

FEATS

Aerial combat, Accurate Attack, Connected, Darkvision, Detect (electromagnetic energy), Durability, Endurance, Fame, Heroic Surge, Identity Change (clothes to Clark Kent), Inspire, Indomitable Will, Leadership, Move by Attack, Penetrating vision (ineffective against lead), Penetrating Attack (Super Strength), Power Attack, Take the Fall, Toughness

POWERS

Super Strength +13: Superman has tremendous strength, adding his rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity, he currently has 4,096 times his normal carrying capacity (around 400 tons!), he can through the use of a hero point lift even greater amounts up to x32,768 his normal carrying capacity.

Superman is also incredibly resilient; allowing him to reduce any damage taken before he makes a Damage save is made by his Super Strength's power rank.

Due to his Strength Superman can also leap 5 times his power rank in feet from a standing jump. Takes no damage from normal jumps or from falls of less than this distance, provided he can take a free action to brace himself. As a full action the Superman can jump 4 times his usual jump distance in a single bound. Superman can also strike the ground, creating a powerful shockwave that radiates out from you in all directions a number of feet equal to five times your Str bonus. Make a Strength check. Anyone within the area of your shockwave must make a Dexterity or Strength check (whichever has the better modifier) against the result of your Strength check, just like a trip attack (see p. 135). A defender fails the check is prone, just as if you'd tripped him. Inanimate objects make Damage saves against the

WEAKNESSES

Transformation (Yellow Sun): When under the prolonged exposure to the radiation of a yellow sun, he is imbued with his Super Powers. When he is denied exposure to a yellow sun for prolonged periods of time he loses all his super powers and is effectively just a normal human.

Vulnerable and Susceptible (Kryptonite): When exposed the the green glowing stone known as

PERSONALITY

Kal-El is a hero in the truest sense of the word, he is brave, resourceful, selfless, honest and willing to go to any lengths to protect those he cares about or has sworn to protect. He is the truest embodiment of Truth, Justice and the American way.

MORE HISTORY

That night, Clark revealed his secret to his closest friend, Lana Lang. He also told her he would be leaving Smallville the following day. Thus at age 18, Clark Kent began to travel around the world to learn about his powers, become better educated, and secretly help people. Places he went to include India, the High Sierras, China, Bangkok, and Sudan.

After about four years Clark enrolled in the University of Metropolis and majored in journalism. Seven years after leaving Smallville, Clark witnessed an experimental NASA space plane about to crash. He saved the plane and there first met *Daily Planet* reporter Lois Lane. It was Lois' newspaper account of the rescue that gave Clark the superhero name of Superman.

Although Clark managed to hide his identity during that incident, he realized he must adopt a superhero identity if he was to continue a public career of superheroics. With his parents' help Clark developed a superhero costume with a distinctive chest emblem. He also practiced mannerisms and began wearing glasses to distinguish Clark Kent's appearance from that of Superman.

Returning to Metropolis, Clark began his superhero career as Superman, and his journalism career at the *Daily Planet* by getting the first exclusive interview with Superman.

Superman's appearance began a new age of heroes, with other heroes like Batman (Bruce Wayne) in Gotham, Green Lantern (Hal Jordan) in Coast City, and Flash (Barry Allen) in Central City appearing.

At age 28, Clark learned about his Kryptonian heritage from an electro-psionic recording created by Jor-El and stored in Clark's birthing matrix (i.e. rocketship). Learning of Krypton's fate, Clark was further determined to protect his adopted home planet, Earth.

WEAKNESS CONTINUED

Kryptonite he must roll a d20 with no bonuses, against a DC15 +1 for each exposure (or minute of exposure). If this check fails, he becomes fatigued, after failing a second time he becomes exhausted, becoming unconscious after another failed check. If he fails again beyond that point he is dying.

Vulnerable (Magic): Superman is particularly vulnerable to magic, and as such against it when making saves to avoid its affects he can only roll a d20, without any bonuses from stats, feats, powers etc..

MORE POWERS

shockwave, just as if you'd struck them, except the damage bonus is -1 per five feet between you and the object. A shockwave can cause considerable cosmetic damage to an area, a shockwave is likely to shatter windows and damage nearby parked vehicles.

Superman can exhale a powerful blast of air in a cone with a length equal to twice his strength bonus in feet and as wide at the far end as long. Make a strength check. Anyone within this area must make a Dexterity or Strength check (whichever is better) against the result of the Strength check, just like a trip attack. Victims gain a +1 to the check for every five feet that separates them from him. His super breath can also blow out fires with a Damage save DC equal to or less than his Strength check total.

Finally by clapping his hands together, superman can create a tremendous blast of air pressure. This is an area attack extending outwards by 5 feet in a radius centred upon him. Targets within the area can make a Reflex save DC 10 + Str bonus to halve the damage bonus of the thunderclap. They then make a normal damage save against the thunderclap, which inflicts stun damage. [*Power Stunt* Lifting (4); *Extras:* Leaping, Protection, Shockwave, Super breath, thunderclap; *Flaws:* Limited - To utilise lifting must expend a hero point; *Source:* Alien; *Cost:* 5 pp].

Super Speed +18: Superman can move with superhuman speed increasing his base speed by 5 feet per rank, and increasing his sprint speed to 262,144 times his base speed. He also gains an initiative bonus equal to his power rank, and gains a dodge bonus to his Defence, and a bonus to his Reflex saves. He also halves the time it takes to perform routine tasks for each rank.

Superman can strike in such a way that he builds up a shockwave of air in front of his fist, allowing him to add his power rank to his Strength bonus when determining damage in unarmed combat. When zipping past targets at superhuman speed hitting them with a sonic boom that affects all within five feet per power rank with a stun attack at half their power rank unless they make a Reflex save to avoid the attack. If targets fail they must make a damage save as normal.

Superman can also use his speed to spin at superhuman speed giving him a bonus to avoid Snare and grappling attacks equal to power rank. Secondly spinning in this way can give him a bonus to his Damage save equal to power rank. Also while spinning he can drill through materials with a hardness up to his power rank. He moves at five feet per rank as a half action drilling in this way.

Finally Superman can fly at his superhuman speeds moving at five feet per round as a base speed for each power rank, twice that as a full round action of x262,144 his base speed as a full round action (about 2,360,592 mph). [*Power Stunt:* Flight, Super Flight, Immunity (heat, Pressure), Spinning, Tunnelling; *Extras:* Mach One Punch, Sonic Boom; *Source:* Alien; *Cost:* 8 pp]

Super Constitution +10: The Superman has phenomenal endurance and stamina adding its power rank to all Damage and Fortitude saves, resisting physical harm, recovering from damage and Con checks [*Source:* Alien; *Cost:* 4 pp].

Immovability +16: Superman is particularly difficult to move if he doesn't wish to be. He gains a bonus equal to his power rank against all attempts to bull rush, trip, or throw him, and subtract his power rank from an attackers damage bonus before determining how far he is knocked back by an attack. In order to use his immovability he must be reasonably well braced. [*Source:* Alien; *Cost:* 1].

Microscopic Vision +15: Superman is able to use his vision to see extremely small things up close, effectively magnifying objects examined by 2,048 times, allowing him to see things in extremely close detail, though not quite to a molecular or atomic level. While using his microscopic vision he cannot use his normal vision and is effectively blind to things outside the area he is scanning. [*Source:* Alien; *Cost:* 1].

Telescopic Vision (Sight & Hearing) +6: Superman can see and hear things at especially long ranges. As such the normal range increment for Spot and Listen checks for him is 640 feet. This works in conjunction with his Dark vision, Ultra hearing and Penetration vision feats also. [*Extras:* Extras Sense - Hearing; *Source:* Alien; *Cost:* 2].

Energy Blast - Heat (eyes) +16: Superman can emit beam of heat from his eyes that can do either Stun or Lethal damage to attack up to the power rank in damage on a ranged attack roll. These beams have a range of Normal and are not visible to the naked eye, requiring an appropriate device or detect ability in order to see it being used.

Superman's control of these beams is such that he can actually use them to deflect incoming attacks made directly against or anyone else within power rank x 10 feet of him. He must know the attack is coming in order to attempt to deflect it and cannot deflect projectiles heavier than his maximum carrying capacity. To deflect an attack he makes a power check opposed by his opponents attack roll. Add his Dexterity bonus to his power check. If Superman's result is higher, he successfully deflects the attack. He can normally only deflect one attack per round. If he spends the entire round deflecting, taking no other actions however, he can deflect any number of attacks, but is at -2 to his Deflection check per attack beyond the first. [*Power Stunts:* dual Damage; *Extras:* Subtle (not visible to naked eye), Deflection, Deflect Other's; *Source:* Alien; *Cost:* 5].

NOTES

Thanks to his Durability Feat, any lethal damage with a damage bonus equal to or less than Superman's Damage save bonus is considered Stun damage instead.

HERO POINTS

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