



BLACK PANTHER

T'Challa

FIGHTING <i>melee</i>	AMAZING (50)	HEALTH <i>F+A+S+E</i>	140
AGILITY <i>ranged · dodge</i>	INCREDIBLE (40)	KARMA <i>R+I+P</i>	80
STRENGTH <i>damage · grapple</i>	EXCELLENT (20)	RESOURCES <i>afford by rank</i>	MONSTROUS (75)
ENDURANCE <i>stamina · resist</i>	REMARKABLE (30)	POPULARITY <i>fame</i>	AMAZING (50)
REASON <i>knowledge · invent</i>	REMARKABLE (30)		
INTUITION <i>senses · initiative</i>	REMARKABLE (30)		
PSYCHE <i>willpower · magic</i>	EXCELLENT (20)		

MOVEMENT

GROUND
1 AREA

TALENTS

ACROBATICS/TUMBLING	PHYSICS	ELECTRONICS
LEADERSHIP	BUSINESS/FINANCE	MASTER TACTICIAN
MULTILINGUAL		

POWERS

SENSE

the number = how sharp this sense is (intensity it detects through)

ENHANCED SENSES	AMAZING (50) SENSE	As a result of the heart-shaped herb and blessings from the goddess Bast, T'Challa has senses beyond those of a mere human at Amazing rank.
INFRAVISION	REMARKABLE (30) SENSE	T'Challa can see in total darkness, up to 5 areas at Remarkable ability.
ENHANCED SIGHT	AMAZING (50)	Amazing ability to see and notice things that are up to 50 areas away as though they were right next to him.
ENHANCED HEARING	AMAZING (50)	Amazing ability to hear sounds (including frequencies that would ordinarily be outside of the human range) over a 50 area range.
ENHANCED TASTE	AMAZING (50)	Amazing ability to tell by taste any ingredient of any food he is eating.
ENHANCED OLFACTORY	AMAZING (50)	Amazing ability to smell and recognize tens of thousands of scents.
→ TRACKING	AMAZING (50) SENSE	T'Challa can track with Amazing ability. Outdoors, he can follow a trail 12 hours after it was made. In a city, the time limit is 6 hours.
→ DETECT FEAR	AMAZING (50)	T'Challa can smell fear at Amazing ability and uses it to his advantage when needed.
→ LIE DETECTOR	AMAZING (50)	T'Challa can tell by someone's scent whether or not they're lying with Amazing ability.
→ POISON DETECTION	AMAZING (50) SENSE	T'Challa can detect poison with Amazing ability despite someone's attempts to hide it.

LIMITATIONS

—	• Despite all of his powers and prowess, T'Challa is still just a normal human.
—	• He's grown less comfortable opening up emotionally, only feeling comfortable doing so with a few people, such as his step-mother or Storm, and even then the aloofness he's trained into himself can be difficult to shake. While he does occasionally have bursts of anger or frustration, it can be difficult to tell which are real and which are for an audience. He does have a hatred of Klaw, but isn't so caught up in it that he would leave others in danger.
—	• T'Challa has a huge ego and is very proud, which some view as cockiness. However, this is usually under his strict control due to his honour and discipline, and ordinary incidents are unlikely to turn his ego into a liability. It can be a tragic flaw in some circumstances, though, and his need to appear to know everything has tripped him up in the past.
—	• His actions, necessary to his mind for the good of his country, have taken a toll on him. As a King, he must often make decisions that personally cost him dearly, sacrificing friends in the chess game of international politics, or rejecting loved ones in favour of his duty. These necessities and this discipline have left him lonely and isolated, often wracked with self-doubt in the privacy of his throne room, and wondering whether he's becoming the kind of monster he's been protecting his country from.

CONTACTS

AVENGERS	BLACK PANTHER II (WHITE TIGER)	CAPTAIN AMERICA	FANTASTIC FOUR	STORM	WAKANDA RULING COUNCIL	FALCON
BLACK GOLIATH	THE U.S. STATE DEPARTMENT (EVERETT K. ROSS)	THE UNITED NATIONS	INTERPOL	S.H.I.E.L.D		