

## Pedro

Male; Age: 25; Height: 5' 8"; Weight: 175 lb.

Power Level 6, 96 PP; Abilities 52 + Powers 1 + Advantages 13 + Skills 21 (42 ranks) + Defenses 9

### Abilities

Strength	2	Agility	2	Fighting	7	Awareness	3
Stamina	3	Dexterity	6	Intellect	2	Presence	1

### Offense

Initiative: +6

Attack Name	Attack Bonus & Resistance DC	Notes
Assault Rifle	+6, DC 20	Ballistic / Multiattack, Crit 20
Heavy Pistol	+6, DC 19	Ballistic, Crit 20
Shotgun	+6, DC 20	Ballistic, Crit 20
Throw	+6, DC 17	Bludgeon, Crit 20
Unarmed	+10, DC 17	Bludgeon, Crit 20

### Powers

Û Use their dress sense against them: Enhanced Trait 2 (2 EP)

Traits: Intimidation +4 (+8) (Free - Personal - Sustained)

Û Top Aviator: Enhanced Trait 2 (1 PP)

Traits: Vehicles +4 (+12); Limited: Only with Aircraft (Free - Personal - Sustained)

### Advantages

- Benefit, Cipher** Gain a significant perquisite or fringe benefit.
- Defensive Roll 2** +1 active defense bonus to Toughness per rank.
- Equipment 6** 5 points of equipment per rank.
- Improved Initiative** +4 bonus to initiative checks per rank.
- Languages 1** Speak and understand additional languages.
- Move-by Action** Move both before and after your standard action.
- Power Attack** Trade attack bonus for effect bonus.

### Movement

**Base Movement Speed** - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)

**Routine Jump Distance** - Running jump: 15 ft.; standing: 7.5 ft.; vertical: 3 ft.; standing vert.: 1.5 ft.

**Throwing Distance** - Throw 800 lbs. 6 feet; throw 200 lbs. 30 feet; throw 50 lbs. 120 feet

### Fighter Jet (Vehicle)

Strength 8, Defense 1, Toughness 11, Size Huge

#### Features:

Alarm 1, Caltrops, Hidden Compartments 1, Navigation System 1, Oil Slick

#### Powers

**Air-To-Air Missiles: Burst Area Damage 6** (DC 21; Burst Area: 30 feet radius sphere, DC 16 [3 ranks only], Extended Range 4, Homing 8: 8 extra attempts, Increased Range: ranged, Secondary Effect)

**Machine Guns: Damage 6** (Alternate; DC 21; Extended Range, Increased Range: ranged, Multiattack)

**Flight: Flight 11** (Speed: 4000 miles/hour, 8 miles/round)

#### Offense

Air-To-Air Missiles: Burst Area Damage 6 (DC 21)

Machine Guns: Damage 6, +6 (DC 21)

#### Power Points

Abilities 2 + Powers 56 + Advantages 0 + Features 5 + Skills 0 (0 ranks) + Defenses 7 + Equipment 0 (0 ep) + Weapons & Armor 0 (0 ep) = 10



### Defenses

Dodge 7

Parry 7

Fortitude 5

Toughness 5/3

Will 5

Hero Points: 1

Pedro Ramirez

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## Equipment

**Fighter Jet, Snazzy Uniform** [Use their dress sense against them: **Enhanced Trait 2, Traits: Intimidation +4 (+8 )**], Weapons Pool (Assault Rifle, Heavy Pistol, Shotgun)

## Complications

**Hatred** Nazis, communists, small penises

**We're the Blackcocks** All members of the Blackcocks have taken an oath to defend humanity against the forces of tyranny.

## Background Information

**Languages:** English, Mexican Spanish

## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	<b>+5</b>	3	2	
<b>Athletics</b>	<b>+5</b>	3	2	
<b>Close Combat: Unarmed</b>	<b>+10</b>	3	7	
<b>Deception</b>	<b>+4</b>	3	1	
<b>Expertise: Aviator</b>	<b>+4</b>	2	2	
<b>Expertise: Enemies of Freedom</b>	<b>+4</b>	2	2	
<b>Insight</b>	<b>+4</b>	1	3	
<b>Intimidation</b>	<b>+8</b>	3	1	+4
<b>Investigation</b>	<b>-</b>	-	2	
<b>Perception</b>	<b>+9</b>	6	3	
<b>Persuasion</b>	<b>+3</b>	2	1	
<b>Sleight of Hand</b>	<b>+10</b>	4	6	
<b>Stealth</b>	<b>+5</b>	3	2	
<b>Technology</b>	<b>+5</b>	3	2	
<b>Treatment</b>	<b>+4</b>	2	2	
<b>Vehicles</b>	<b>+12</b>	2	6	+4

## Validation Report

**Validation Report (0 issues):** Nothing identified

**Settings:** Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Hero High: Hero High; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment; Output Options: No Damage / Fatigue Trackers