

Rod

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

Power Level 6, 96 PP; Abilities 52 + Powers 1 + Advantages 14 + Skills 19 (38 ranks) + Defenses 10

Abilities

Strength	4	Agility	1	Fighting	5	Awareness	4
Stamina	4	Dexterity	4	Intellect	2	Presence	2

Offense

Initiative: +5

Attack Name	Attack Bonus & Resistance DC	Notes
Assault Rifle	+7, DC 20	Ballistic / Multiattack, Crit 20
Heavy Pistol	+8, DC 19	Ballistic, Crit 20
Shotgun	+7, DC 20	<< Ballistic, Crit 20
Throw	+6, DC 19	Bludgeon, Crit 20
Unarmed	+8, DC 19	Bludgeon, Crit 20

Powers

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

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

Ü **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.

Move-by Action Move both before and after your standard action.

Power Attack Trade attack bonus for effect bonus.

Ranged Attack 2 +1 bonus to ranged attack checks per rank.

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: 16 ft.; standing: 8 ft.; vertical: 3.2 ft.; standing vert.: 1.6 ft.

Throwing Distance - Throw 3200 lbs. 6 feet; throw 800 lbs. 30 feet; throw 200 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 6

Parry 6

Fortitude 6

Toughness 6/4

Will 6

Hero Points: 1

Rodney Johnson

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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 penis

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

Skills

	Total	Ranks	Ability	Other
Acrobatics	+5	4	1	
Athletics	+6	2	4	
Close Combat: Unarmed	+8	3	5	
Deception	+4	2	2	
Expertise: Aviator	+4	2	2	
Expertise: Enemies of Freedom	+4	2	2	
Insight	+4	-	4	
Intimidation	+8	2	2	+4
Investigation	-	-	2	
Perception	+8	4	4	
Persuasion	+4	2	2	
Ranged Combat: Firearms	+5	1	4	
Ranged Combat: Pistol	+5	1	4	
Sleight of Hand	-	-	4	
Stealth	+5	4	1	
Technology	+5	3	2	
Treatment	+4	2	2	
Vehicles	+12	4	4	+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