

## Vindicator

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

Power Level 12, 195 PP, **3 PP left to spend** ; Abilities 72 + Powers 39 + Advantages 41 + Skills 21 (42 ranks) + Defenses 22

### Abilities

Strength	<b>5/3</b>	Agility	<b>5</b>	Fighting	<b>12</b>	Awareness	<b>2</b>
Stamina	<b>3</b>	Dexterity	<b>7</b>	Intellect	<b>2</b>	Presence	<b>2</b>

### Offense

**Initiative: +13**

Attack Name

Attack Bonus & Resistance DC

Notes

**Crossbolts: Damage 5** .. +19, DC 20 ..... 250/500/1000 ft., Crit 20

**Explosive Bolts: Burst Area Damage 8** DC 23 ..... 200/400/800 ft., Crit 20

**Heavy Pistol** ..... +19, DC 19 ..... Ballistic, Crit 20

**Knife** ..... +15, DC 21 ..... Piercing, Crit 19-20

**Nunchaku** ..... +15, DC 22 ..... Bludgeon, Crit 20

**Shuriken** ..... +17, DC 16 ..... Multiattack / Piercing, Crit 20

**Throw** ..... +17, DC 20 ..... Bludgeon, Crit 20

**Unarmed** ..... +15, DC 20 ..... Bludgeon, Crit 20

### Powers

#### ü Cape (5 PP)

Removable

##### ü Glider Cape: Flight 5 (3 PP)

Speed: 60 miles/hour, 900 feet/round; Gliding, Wings (Free - Personal - Sustained)

##### ü Tangle Cape: Snare 6 (3 PP)

DC 16; Custom 2: Unreliable, 1 Use, Recoverable, Diminished Range 3 (Standard - Ranged, 12/30/60 ft. - Instant)

#### ü Crossbow and Bolts (12 PP)

Easily Removable

##### ü Bolts (20 PP)

###### Crossbolts: Damage 5 (17 PP)

DC 20; Accurate: +2, Extended Range, Increased Range: ranged, Penetrating 5 (Standard - Ranged, 250/500/1000 ft. - Instant)

###### Explosive Bolts: Burst Area Damage 8 (1 PP)

DC 23; Burst Area: 30 feet radius sphere, DC 18, Increased Range: ranged; Unreliable (5 uses) (Standard - Ranged, 200/400/800 ft. - Instant)

###### Flare Bolts: Perception Area Affliction 8 (1 PP)

1st degree: Vision Impaired, 2nd degree: Vision Disabled, 3rd degree: Vision Unaware, Resisted by: Fortitude, DC 18; Perception Area: DC 18 - Sight, Increased Range: ranged; Unreliable (5 uses) (Standard - Ranged, 200/400/800 ft. - Instant)

###### Gas Bolts: Cloud Area Affliction 8 (1 PP)

1st degree: Dazed, 2nd degree: Stunned, 3rd degree: Incapacitated, Resisted by: Fortitude, DC 18; Cloud Area: 15 feet radius sphere, DC 18, Increased Range: ranged; Unreliable (5 uses) (Standard - Ranged, 200/400/800 ft. - Instant)

#### ü Helmet (6 PP)

Removable

##### ü Flash Defense: Immunity 5 (2 PP)

Sensory Affliction Effects; Limited: Visual Only, Limited - Half Effect (Personal - Permanent)

##### ü Head Protection: Immunity 2 (1 PP)

Critical Hits; Unreliable (roll), Notes: Head shot = 11-20 (Personal - Permanent)

##### ü Night Visor: Senses 3 (3 PP)

Infra-vision, Low-light Vision, Radio (Personal - Permanent)

##### ü Oxygen Supply: Immunity 2 (2 PP)

Suffocation (All) (Personal - Permanent)

#### ü Jet Boots (3 PP)

Removable



### Defenses

Dodge **13**

Parry **13**

Fortitude **8**

Toughness **11/8**

Impervious: +5

Will **10**

Hero Points: 1



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## Powers

### ü Flight 2 (4 PP)

Speed: 8 miles/hour, 120 feet/round (Free - Personal - Sustained)

### ü Medi-Packs (3 PP)

Easily Removable

### Healing 5 (5 PP)

Unreliable (5 uses) (Standard - Close - Instant)

### ü Turtle Armor (10 PP)

Removable

### ü Exo-Skeleton: Enhanced Trait 4 (4 PP)

Traits: Strength +2 ( +5) (Free - Personal - Sustained)

### ü Plating: Protection 5 (5 PP)

+5 Toughness (Personal - Permanent)

### ü Thicker Plates: Impervious Toughness 5 (3 PP)

Unreliable (roll) (Free - Personal - Continuous)

## Advantages

**All-out Attack** Trade active defense for attack bonus.

**Assessment** Use Insight to learn an opponent's combat capabilities.

**Beginner's Luck** Spend a hero point to gain 5 temporary ranks in a skill.

**Chokehold** Suffocate an opponent you have successfully grabbed.

**Close Attack 3** +1 bonus to close attack checks per rank.

**Connected** Call in assistance or favors with a Persuasion check.

**Defensive Attack** Trade attack bonus for active defense bonus.

**Defensive Roll 3** +1 active defense bonus to Toughness per rank.

**Equipment 5** 5 points of equipment per rank.

**Improved Disarm** No penalty for the disarm action.

**Improved Initiative 2** +4 bonus to initiative checks per rank.

**Improved Trip** No penalty for the trip action.

**Lionheart** Custom advantage.

**Luck 6** Re-roll a die roll once per rank.

**Power Attack** Trade attack bonus for effect bonus.

**Quick Draw** Draw a weapon as a free action.

**Ranged Attack 10** +1 bonus to ranged attack checks per rank.

**Well-informed** Immediate Investigation or Persuasion check to know something.

## 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)

**Flight 2** - Speed: 8 miles/hour, 120 feet/round

**Glider Cape: Flight 5** - Speed: 60 miles/hour, 900 feet/round

**Routine Jump Distance** - Running jump: 20 ft.; standing: 10 ft.; vertical: 4 ft.; standing vert.: 2 ft.

**Throwing Distance** - Throw 3 tons 6 feet; throw 1600 lbs. 30 feet; throw 400 lbs. 120 feet

## Equipment

**Motorcycle, Weapon Collection (Heavy Pistol, Knife, Nunchaku, Shuriken)**

## Skills

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

## Validation Report

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

**Settings:** Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Supernatural Handbook: Supernatural Handbook  
Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment; Optional Rules: Hide Default Power  
Name; Output Options: No Damage / Fatigue Trackers

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## Complications

**Enemies** It's not paranoia if the world really is out to get you. They took his wife and child because they were metas, and it drove him nuts.

**Pardoned** Vindicator has received a presidential pardon for his "criminal" activities.... not that he cares.

**Psycho-F---er** Vindicator is often so strung out on methamphetamines that his brain is fried.

## Motorcycle (Vehicle)

**Strength 1, Defense 0, Toughness 8, Size Medium**

**Powers**

**Speed 6** (Speed: 120 miles/hour, 1800 feet/round)

**Power Points**

Abilities 1 + Powers 6 + Advantages 0 + Features 0 + Skills 0 (0 ranks) + Defenses 3 + Equipment 0 (0 ep) + Weapons & Armor 0 (0 ep) = 10

## Background Information

**Languages:** Native Language