

Advantages

Takedown Free extra attack when you incapacitate a minion.

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: 23 ft.; standing: 11.5 ft.; vertical: 4.6 ft.; standing vert.: 2.3 ft.

Throwing Distance - Throw 12 ktons 6 feet; throw 3.2 ktons 30 feet; throw 800 tons 120 feet

Complications

Distinctive Features Due to the implants, Titan Project soldiers have noticeable scarring and cybernetics around their left eyes, as well as their prisoner number tattooed above their left cheek.

Drone Orville Jones is under the control of The General thanks to the cybernetic implants in his brain. When dealing with him, Jones' will is effectively zero.

Background Information

Languages: Native Language

Prisoner 2509 is the Earth-W version of the Thunder Twins.

Additional Details

PP earned so far: 1

Skills

	Total	Ranks	Ability	Other
Acrobatics	+4	2	2	
Athletics	+13	-	13	
Close Combat: Unarmed	+10	1	9	
Deception	+8	5	3	
Expertise: Streetwise	+7	5	2	
Insight	+4	-	4	
Intimidation	+12	9	3	
Investigation	+2	-	2	
Perception	+4	-	4	
Persuasion	+5	2	3	
Ranged Combat: Throw	+2	-	2	
Sleight of Hand	+2	-	2	
Stealth	+2	-	2	
Technology	+4	2	2	
Treatment	+2	-	2	
Vehicles	+4	2	2	

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

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