

Colonel Caporetta

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

Power Level 12, 196 PP; Abilities 42 + Powers 105 + Advantages 9 + Skills 25 (50 ranks) + Defenses 15



Abilities

Strength	3	Agility	1	Fighting	5	Awareness	2
Stamina	3	Dexterity	2	Intellect	2	Presence	3

Offense

Initiative: +5

Attack Name Attack Bonus & Resistance DC Notes

Forearm-Mounted Rifle Blaster: +10, DC 29 350/700/1400 ft., Crit 20
Damage 14

Throw +2, DC 18 Bludgeon, Crit 20

Unarmed +7, DC 18 Bludgeon, Crit 20

Defenses

Dodge 7

Parry 7

Fortitude 4

Toughness 17

Impervious: +14

Will **Immur**

Hero Points: 1

Powers

ü **Cybernetic Enhancements** (61 PP)

ü **Comprehend 1** (1 PP)

Languages - Understand All; Limited: not necessarily speak, all languages that are programmed into his Universal Translator (Personal - Permanent)

ü **Cumulative Affliction 10** (20 PP)

3rd degree: Controlled, Resisted by: Will, DC 20; Cumulative, Increased Range 2: perception; Limited: Only usable on those with his cybernetic implants, Limited Degree (third only) (Standard - Perception - Instant)

ü **Enhanced Trait 3** (3 PP)

Advantages: Eidetic Memory, Improved Initiative, Jack-of-all-trades (Free - Personal - Sustained)

ü **Immunity 33** (33 PP)

Aging, Disease, Poison, Will Effects (Personal - Permanent)

ü **Regeneration 2** (2 PP)

Every 5 rounds (Personal - Permanent)

ü **Senses 2** (2 PP)

Direction Sense, Distance Sense (Personal - Permanent)

Forearm-Mounted Rifle Blaster: Damage 14 (22 PP)

Removable, DC 29; Increased Range: ranged (Standard - Ranged, 350/700/1400 ft. - Instant)

ü **Personal Defense Projection System: Protection 14** (22 PP)

Removable, +14 Toughness; Impervious, Sustained (Free - Personal - Sustained)

Advantages

Benefit, Status 3: US Security Clearance Gain a significant perquisite or fringe benefit.

Eidetic Memory Total recall, +5 circumstance bonus to remember things.

Equipment 4 5 points of equipment per rank.

Fascinate (Intimidation) Use an interaction skill to entrance others.

Improved Initiative +4 bonus to initiative checks per rank.

Jack-of-all-trades Use any skill untrained.

Languages 1 Speak and understand additional languages.

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 1600 lbs. 6 feet; throw 400 lbs. 30 feet; throw 100 lbs. 120 feet

Anthony Caporetta
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Equipment

Various equipment as needed 20

Complications

Loyalty Anthony was extremely loyal to General Shayman, his vision of the future and Caporetta's part in bringing it into existence. Just because the General is gone doesn't mean the mission has ended.

Prejudice Caporetta believes that all parahumans, but especially mentalists, are abominations that should either be destroyed. He stands in opposition of the recent edicts passed down by Washington.

Background Information

Languages: English, Italian

Skills

	Total	Ranks	Ability	Other
Acrobatics	+3	2	1	
Athletics	+5	2	3	
Close Combat: Unarmed	+7	2	5	
Deception	+10	7	3	
Expertise: US Military	+8	6	2	
Insight	+5	3	2	
Intimidation	+10	7	3	
Investigation	+2	-	2	
Perception	+2	-	2	
Persuasion	+8	5	3	
Ranged Combat: Blaster	+10	8	2	
Sleight of Hand	+2	-	2	
Stealth	+5	4	1	
Technology	+3	1	2	
Treatment	+2	-	2	
Vehicles	+5	3	2	

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; Optional Rules: Hide Default Power Name; Output Options: No Damage / Fatigue Trackers