

Brainwave

Male; Age: 42; Height: 5' 8"; Weight: 175 lb.

Power Level 11, 188 PP, **5 PP left to spend** ; Abilities 60 + Powers 71 + Advantages 22 + Skills 13 (26 ranks) + Defenses 22

Abilities

Strength	3	Agility	6	Fighting	8/6	Awareness	5
Stamina	3	Dexterity	2	Intellect	3	Presence	2

Offense

Initiative: +6

Attack Name Attack Bonus & Resistance DC Notes

3-Section Staff	+14, DC 21 Bludgeon, Crit 20
Throw	+2, DC 18 Bludgeon, Crit 20
Unarmed	+12, DC 18 Bludgeon, Crit 20

Powers

ü **Kevlex Uniform** (6 PP)

 ü **Protection 1** (5 PP)

 +1 Toughness; Impervious [3 extra ranks] (Personal - Permanent)

 ü **Senses 1** (1 PP)

 Low-light Vision (Personal - Permanent)

ü **Mental Edge in Combat: Enhanced Trait 8** (4 PP)

Traits: Fighting +2 (+8), Advantages: Defensive Roll 4; Resistible: Will (Free - Personal - Sustained)

ü **Mental Influence Array** (28 PP)

Fooling the Mind: Illusion 8 (1 PP)

 Affects: All Sense Types, Area: 250 cft., DC 18; Limited to One Subject, Resistible: Will (Standard - Perception - Sustained)

Mental Blast: Damage 6 (1 PP)

 DC 21; Alternate Resistance: Will, Increased Range 2: perception, Linked: Will Sapper: Weaken 11 (Standard - Perception - Instant)

Mental Blinding: Cumulative Affliction 8 (1 PP)

 1st degree: Impaired, 2nd degree: Disabled, 3rd degree: Unaware, Resisted by: Will, DC 18; Cumulative, Increased Range 2: perception; Limited: One sense (Standard - Perception - Instant)

Mental Control (24 PP)

Mental Communication 1 (4 PP)

 (Free - Rank, 100 feet - Sustained)

Mind Control: Cumulative Affliction 5 (20 PP)

 1st degree: Dazed, 2nd degree: Compelled, 3rd degree: Controlled, Resisted by: Will, DC 15; Cumulative, Increased Range 2: perception (Standard - Perception - Instant)

Telepathy: Mind Reading 11 (1 PP)

 DC 21; Linked: Will Sapper: Weaken 11 (Standard - Perception - Sustained)

Will Sapper: Weaken 11 (33 PP)

Affects: Will, Resisted by: Will, DC 21; Increased Range 2: perception, Linked: Mental Influence Array (Standard - Perception - Instant)

Advantages

Accurate Attack Trade effect DC for attack bonus.

Agile Feint Feint using Acrobatics skill or Speed rank.

All-out Attack Trade active defense for attack bonus.

Close Attack 4 +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 2 +1 active defense bonus to Toughness per rank.

Defensive Roll 4 +1 active defense bonus to Toughness per rank.

Equipment 4 5 points of equipment per rank.

Power Attack Trade attack bonus for effect bonus.



Defenses

Dodge 12

Parry 12

Fortitude 5

Toughness 10/4

Impervious: +4

Will 15

Hero Points: 1



Brian Davidson

Copyright 1988 - Eric Mc Donald

Updated 4/1/16

Advantages

- Quick Draw** Draw a weapon as a free action.
- Redirect** Use Deception to redirect a missed attack at another target.
- Set-up** Transfer the benefit of an interaction skill to an ally.
- Takedown** Free extra attack when you incapacitate a minion.
- Teamwork** +5 bonus to support team checks.
- 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)
- Routine Jump Distance** - Running jump: 13 ft.; standing: 6.5 ft.; vertical: 2.6 ft.; standing vert.: 1.3 ft.
- Throwing Distance** - Throw 1600 lbs. 6 feet; throw 400 lbs. 30 feet; throw 100 lbs. 120 feet

Equipment

3-Section Staff (Warhammer), Brain Bike, CoJ Honorary Communicator COJ-117 2, Commlink

Complications

- Acrophobia** Brian is afraid of heights.
- Power Loss** If Brainwave loses the Circlet in his mask, his Mental Influence powers are halved and he loses his Mental Edge in Combat.
- Relationship** After helping his former Hawk teammate Elastawoman keep her resurrection on the QT, and spending the next several months helping her rebuild her life, their relationship is starting to move beyond simple friendship.

Brain Bike (Vehicle)

Strength 1, Defense 0, Toughness 8, Size Medium

Features:

Alarm 1, Navigation System 1

Powers

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

Power Points

Abilities 1 + Powers 6 + Advantages 0 + Features 2 + Skills 0 (0 ranks) + Defenses 3 + Equipment 0 (0 ep) + Weapons & Armor 0 (0 ep) = 12

Background Information

Languages: English

Skills

	Total	Ranks	Ability	Other
Acrobatics	+10	4	6	
Athletics	+3	-	3	
Close Combat: 3-Section Staff	+10	2	8	
Deception	+8	6	2	
Expertise: Accounting	+9	6	3	
Expertise: Psychology	+5	2	3	
Insight	+5	-	5	
Intimidation	+2	-	2	
Investigation	-	-	3	
Perception	+5	-	5	
Persuasion	+4	2	2	
Sleight of Hand	-	-	2	
Stealth	+6	-	6	
Technology	+5	2	3	
Treatment	-	-	3	
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; Optional Rules: Hide Default Power
 Name; Output Options: No Damage / Fatigue Trackers