

## Captain Miracle (V)

Male; Age: 14; Height: 6' 5"; Weight: 300 lb.

Eyes: Gray; Hair: White

Power Level 12, 213 PP, **3 PP left to spend**; Abilities 14 + Powers 188  
+ Advantages 2 + Skills 6 (12 ranks) + Defenses 3

### Abilities

Strength	<b>14</b>	Agility	<b>2/1</b>	Fighting	<b>7/2</b>	Awareness	<b>7/2</b>
Stamina	<b>14/0</b>	Dexterity	<b>2</b>	Intellect	<b>2/0</b>	Presence	<b>4/0</b>

### Offense

**Initiative: +10**

Attack Name	Attack Bonus & Resistance DC	Notes
<b>Faster Haymaker: Strength-based Damage 6</b>	<b>+3, DC 35</b>	<b>Crit 20</b>
<b>Haymaker: Strength-based Damage 4</b>	<b>+5, DC 33</b>	<b>Crit 20</b>
<b>Throw</b>	<b>+8, DC 29</b>	<b>Bludgeon, Crit 20</b>
<b>Unarmed</b>	<b>+9, DC 29</b>	<b>Bludgeon, Crit 20</b>

### Powers

#### Ü Aged to Adulthood: Growth 1 (3 PP)

+1 STR, +1 STA, -1 Stealth, -1 active defenses, +1 mass rank; Increased Duration: continuous;  
Quirk: "Permanent" while Captain M (Free - Personal - Continuous)

#### Just a kid: Enhanced Trait 2 (alternate)

Advantages: Disarming 2 (Free - Personal - Sustained)

#### Ü I need a Miracle!: Feature 1 (1 PP)

instant transformation between Christian and Captain Miracle (Personal - Permanent)

#### Ü I'm Captain Miracle!: Enhanced Trait 92 (92 PP)

Traits: Stamina +13 ( +14), Fighting +5 ( +7), Awareness +5 ( +7), Intellect +2 ( +2), Presence +4 ( +4), Dodge +4 ( +7), Toughness +2 ( +16), Will +1 ( +8), Expertise +2 ( +4), Perception +2 ( +10), Treatment +2 ( +4), Agility +1 ( +2), Close Combat +1 ( +8), Ranged Combat +3 ( +6), Advantages: Accurate Attack, All-out Attack, Attractive, Benefit, Status 2: he's Captain Miracle, Close Attack, Diehard, Extraordinary Effort, Great Endurance, Holding Back, Improved Initiative 2, Interpose, Move-by Action, Power Attack, Ranged Attack 2, Startle, Takedown 2 (Free - Personal - Sustained)

#### Ü Miracle of Invulnerability (29 PP)

##### Ü Immunity 11 (11 PP)

Aging, Life Support (Personal - Permanent)

##### Ü Impervious Toughness 13 (13 PP)

(Free - Personal - Continuous)

##### Ü Regeneration 5 (5 PP)

Every 2 rounds (Personal - Permanent)

#### Ü Miracle of Motion (19 PP)

##### Ü Miracle of Flight: Flight 9 (1 PP)

Speed: 1000 miles/hour, 2 miles/round (Free - Personal - Sustained)

##### Miracle of Speed (18 PP)

###### Quickness 9 (9 PP)

Perform routine tasks in -9 time ranks (Free - Personal - Sustained)

###### Speed 9 (9 PP)

Speed: 1000 miles/hour, 2 miles/round (Free - Personal - Sustained)

#### Ü Miracle of Strength: Enhanced Strength 14 (27 PP)

+14 STR; Limited to Lifting [1 rank only] (Free - Personal - Sustained)

#### Ü Miracle of the Mind: Comprehend 1 (8 PP)

Languages - Understand All, Advantages: Assessment, Beginner's Luck, Connected, Eidetic Memory, Fearless, Jack-of-all-trades; Sustained (Free - Personal - Sustained)

#### Ü We Need a Miracle: Variable 1 (9 PP)

Action 2: free (Free - Personal - Sustained)

### Advantages

**Accurate Attack** Trade effect DC for attack bonus.

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### Defenses

Dodge **7/4**

Parry **7**

Fortitude **14**

Toughness **16/14**

Impervious: +13

Will **8/7**

Hero Points: 1



Christian Cameron

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## Advantages

- All-out Attack** Trade active defense for attack bonus.
- Assessment** Use Insight to learn an opponent's combat capabilities.
- Attractive** Circumstance bonus to interaction based on your looks.
- Beginner's Luck** Spend a hero point to gain 5 temporary ranks in a skill.
- Benefit, Status 2: he's Captain Miracle** Gain a significant perquisite or fringe benefit.
- Close Attack** +1 bonus to close attack checks per rank.
- Connected** Call in assistance or favors with a Persuasion check.
- Diehard** Automatically stabilize when dying.
- Eidetic Memory** Total recall, +5 circumstance bonus to remember things.
- Equipment 1** 5 points of equipment per rank.
- Extraordinary Effort** Gain two benefits when using extra effort.
- Fearless** Immune to fear effects.
- Great Endurance** +5 on checks involving endurance.

## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	<b>+4</b>	2	2	
<b>Athletics</b>	<b>+14</b>	-	14	
<b>Close Combat: Grab</b>	<b>+8</b>	1	7	
<b>Close Combat: Unarmed</b>	<b>+8</b>	-	7	+1
<b>Deception</b>	<b>+4</b>	-	4	
<b>Expertise: American History</b>	<b>+4</b>	-	2	+2
<b>Insight</b>	<b>+10</b>	3	7	
<b>Intimidation</b>	<b>+4</b>	-	4	
<b>Investigation</b>	<b>+3</b>	1	2	
<b>Perception</b>	<b>+10</b>	1	7	+2
<b>Persuasion</b>	<b>+4</b>	-	4	
<b>Ranged Combat: Throw</b>	<b>+6</b>	1	2	+3
<b>Sleight of Hand</b>	<b>+3</b>	1	2	
<b>Stealth</b>	<b>+1</b>	-	2	-1
<b>Technology</b>	<b>+4</b>	2	2	
<b>Treatment</b>	<b>+4</b>	-	2	+2
<b>Vehicles</b>	<b>+2</b>	-	2	

## Advantages

**Holding Back** Holding Back means you possess a lot more power than you're letting on, but you won't use it out of a legitimate fear. Can you shatter buildings with a thoughtless word? Can you tap into an endless pit of darkness to fuel yourself? Can you surrender to an indiscriminate battle-fury that turns you into a lethal tornado of death? You can tap into and wield abilities above and beyond the series' power levels. In fact, the current power levels are holding you back from going full-bore. This is a dangerous ploy, however, and a slip could prove worse than the threat facing you now.

With Holding Back, you must spend a hero point and two conditions must be met before you can access this untapped reserve. Over half the team must be incapacitated for you to consider making this sacrifice, or many innocent lives should be at stake (possibly including your own), and you must make a Will resistance check with a DC of 10 + your Will defense to overcome your own years of self-deprivation training. You get a +1 bonus to the roll for each rank in this advantage after the first (to a maximum of +5 with 6 ranks). If both conditions are met, you have access to greater powers for that encounter.

When you overcome your mental blocks and become more powerful, your power level increases by 4 and you gain 60 points to spend on your traits (during teen hero creation, make two character sheets for the normal hero and the tricked-out, really dangerous hero; this prevents you from slowing the flow of combat).

The bad in all this is that once you unleash your full potential, there's a price to pay. You suffer a complication chosen by the GM for unleashing your full power, for which you *do not* receive a hero point award. See the following section for some possibilities.

### SAMPLE COMPLICATIONS

Note that in any of these instances, you can spend a hero point to prevent your powers or actions from killing anyone.

- **Berserk:** You lose self-control and enter a feral state. Intellect drops to -4 and until subdued, you're enraged, as if you have the Temper complication. This may even happen at the beginning of combat, with your principle target being the threat that started the combat.
- **Host:** Your powers exist because you're host to some terrible, evil entity. It might be extraterrestrial, extradimensional, or magical, but unleashing its power means it temporarily surfaces and assumes control of your body. It may be hell-bent on destruction, or perhaps it quietly goes about some secret agenda while your conscious is unconscious. You wake up, not knowing what it's done or who it's killed, but dreading the impending truth nonetheless. Regardless, regaining control of your body may happen automatically after a few hours, it may happen at dawn or dusk, or it may happen once your body needs rest and falls asleep. It's up to you and the Gamemaster to decide.
- **Hunted:** Somebody out there is looking for you, whether it's the corporation that gave you powers, the mad scientist who built you, or your demon daddy looking to open a gateway through you. Either way, it's bad news. By unleashing your powers at full bore, you have given your hunters a way to locate you. They'll find you and attack you to get you back. If you're lucky, you have a couple of hours to prepare. If you're unlucky, they're already on your back. Gamemasters should create this nemesis in advance and keep them ready for use.
- **Inert:** You reach great heights in your power, only to crash even harder. With this complication, you shut down, lose cohesion, become a statue, or fall into a coma. Essentially, you are out of commission. You recover after an hour.
- **Monstrosity:** Your power turns you into a monster for several hours. And no, it isn't some cute and fuzzy G-Rated critter, but something exceedingly gross or horrifying, something that would raise an eyebrow on H.P. Lovecraft. It's so bad, cops will shoot at you, and the armed forces will be called in to deal with you as a threat

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## Advantages

- Improved Initiative 2** +4 bonus to initiative checks per rank.
- Interpose** Take an attack meant for an ally.
- Jack-of-all-trades** Use any skill untrained.
- 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.
- Startle** Use Intimidation to feint in combat.
- Takedown 2** Free extra attack when you incapacitate a minion.
- Teamwork** +5 bonus to support team checks.

## Power Settings

- Champions-Style Haymaker - We Need a Miracle: Variable 1**  
Powers: Haymaker: Strength-based Damage 4
- Faster Haymaker - We Need a Miracle: Variable 1**  
Powers: Faster Haymaker: Strength-based Damage 6
- Faster Recovery - We Need a Miracle: Variable 1**  
Powers: Regeneration 5
- Here's Your Miracle - We Need a Miracle: Variable 1**  
Powers: Here's Your Miracle: Perception Area Enhanced Trait 1
- Hyper Flight - We Need a Miracle: Variable 1**  
Powers: Hyper Flight: Flight 5
- Man Was Not Meant To Know - We Need a Miracle: Variable 1**  
Powers: Man Was Not Meant to Know: Movement 1
- Miracle of Lifting - We Need a Miracle: Variable 1**  
Powers: Miracle of Lifting: Enhanced Strength 5
- Miracle of the Mind, Part 2 - We Need a Miracle: Variable 1**  
Powers: Translation Complete: Comprehend 2
- Withstanding Damage - We Need a Miracle: Variable 1**  
Powers: Impervious Toughness 2, Dodge -2 ( +5), Parry -2 ( +5), Toughness +2 ( +18)

## Movement

- Base Movement Speed** - 1000 miles/hour, 2 miles/round (run 2000 miles/hour, 4 miles/round; swim 250 miles/hour, 0.5 miles/r
- (Inactive) Hyper Flight: Flight 5** - Speed: 60 miles/hour, 900 feet/round
- (Inactive) Man Was Not Meant to Know: Movement 1** - Dimensional: Defined by Variable 1: one dimension, 50 lbs.
- Miracle of Flight: Flight 9** - Speed: 1000 miles/hour, 2 miles/round
- Routine Jump Distance** - Running jump: 24 ft.; standing: 12 ft.; vertical: 4.8 ft.; standing vert.: 2.4 ft.
- (Inactive) Speed 9** - Speed: 1000 miles/hour, 2 miles/round
- Throwing Distance** - Throw 3.2 ktons 6 feet; throw 800 tons 30 feet; throw 200 tons 120 feet

## Equipment

**CoJ Communicator COJ-107 2, Contributions to CoJ stuff 2, Hawk Communicator (Commlink)**

## Complications

**Age** Christian is a 14 year old boy with all of the physical, social and emotional limitations that accompany it.

**Enemy** Christian is hunted by his uncle, Mr. Omega.

**Responsibility** Christian inherited the Captain Miracle entity and responsibilities to do good from his father and other ancestors.

**Secret Identity / Power Loss** Christian Cameron has no powers, few advantages, STR 0, STA 0, FGT 1, INT 0, AWE 2, and PRE 0 in normal form.

**The Legion Pact** While definitely the more experienced member of the team (while in hero form), former Legion of Champions heroes have taken an unspoken pact to allow the next generation to step up rather than take leadership upon themselves.

## Background Information

**Languages:** English

Captain Miracle first appeared on the morning of 7 December, 1941 at Pearl Harbor, Hawai'i. It is believed that the damage wrought by the Japanese fleet would have been far worse if not for his arrival. He continued to fight for America and the Allies throughout the war. Having issues with bombing civilians, he was believed to be killed by the atomic bomb in Hiroshima. He reappeared nearly five years later, and was a charter member of the Legion of Champions. There were two times, during the Cuban Missile Crisis and Nixon's trip to China, when, again, he was believed to be killed, only to reappear a few years later.

He is rumored to be one of the instigators in the break-up of the Legion of Champions, and he was apparently retired for several years. However, when the modern age of heroes was beginning, Captain Miracle was once again active, this time acting as the elder statesman for the Windy City Warriors in Chicago. This was ended when Professor Mercury attempted nuclear blackmail on the city of Chicago. While removing the nuclear device into space, Captain Miracle was apparently lost again.

But, shortly after the Hawk formed, Captain Miracle once again returned, and joined the Chicago superteam, declining joining the Champions of Justice, who by then had become the definitive heirs to the Legion of Champions. Captain Miracle remained with the Hawk, acting as the bulwark for the team throughout many incarnations. When the Hawk was annexed into the Champions of Justice, the Captain still declined full membership. He has been seen less often recently, most often in the company of his old Legion teammates Doctor Radio and Amazon Grace.