

Midnight

Male; Age: 37; Height: 5' 8"; Weight: 175 lb.

Eyes: black; Hair: blond

Power Level 11, 196 PP, **4 PP left to spend** ; Abilities 52 + Powers 78 + Advantages 15 + Skills 28 (56 ranks) + Defenses 23

Abilities

Strength	1	Agility	7	Fighting	2	Awareness	3
Stamina	3	Dexterity	5	Intellect	4	Presence	1

Offense

Initiative: +7

Attack Name

Attack Bonus & Resistance DC

Notes

Darkforce Blast: Damage 11 . +11, DC 26 275/550/1100 ft., Crit 20

Darkforce Tendrils: Move Object 8 . +14, DC 23 200/400/800 ft., Crit 20

Throw +5, DC 16 Bludgeon, Crit 20

Unarmed +8, DC 16 Bludgeon, Crit 20

Powers

ü **Darkforce Armour** (12 PP)

ü **Immunity 5** (2 PP)

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

ü **Protection 5** (10 PP)

+5 Toughness; Impervious (Personal - Permanent)

ü **Darkforce Intensification** (26 PP)

Darkforce Blast: Damage 11 (25 PP)

DC 26; Accurate 3: +6, Increased Range: ranged (Standard - Ranged, 275/550/1100 ft. - Instant)

Darkforce Tendrils: Move Object 8 (1 PP)

6 tons, DC 23; Damaging, Precise (Standard - Ranged, 200/400/800 ft. - Sustained)

ü **Darkforce Manipulation** (37 PP)

Darkness Field: Burst Area Concealment Attack 8 (1 PP)

All Visual Senses, Extra Ranks 4, DC 18; Burst Area 2: 60 feet radius sphere, DC 18, Attack: Dodge (Free - Close - Sustained)

Long Walk thru the Underdark: Teleport 14 (1 PP)

Carry 800 lbs.; Change Direction, Easy, Extended: 16000 miles in 2 move actions, Increased Mass 4; Limited: Not into or from well-lit areas, Limited to Extended (Move - Rank - Instant)

Shadow Form (1 PP)

Concealment 4 (8 PP)

All Visual Senses (Free - Personal - Sustained)

Insubstantial 3 (15 PP)

Darkforce, Energy (Free - Personal - Sustained)

Shadow Walls: Create 11 (33 PP)

Volume: 2000 cft., DC 21; Selective (Standard - Ranged, 275/550/1100 ft. - Sustained)

Short Walk thru the Underdark: Teleport 14 (1 PP)

60 miles in a move action, carrying 800 lbs.; Accurate, Change Direction, Increased Mass 4; Limited: Not into or from well-lit areas (Move - Rank - Instant)

ü **Darkvision: Senses 3** (3 PP)

Darkvision, Ultravision (Personal - Permanent)

Advantages

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

Benefit, Athletics Based on Agility Gain a significant perquisite or fringe benefit.

Benefit, Wealth 2 (independently wealthy) Gain a significant perquisite or fringe benefit.

Benefit: CoJ Gain a significant perquisite or fringe benefit.

Connected Call in assistance or favors with a Persuasion check.

Contacts Make an initial Investigation check in one minute.



Defenses

Dodge 11

Parry 11

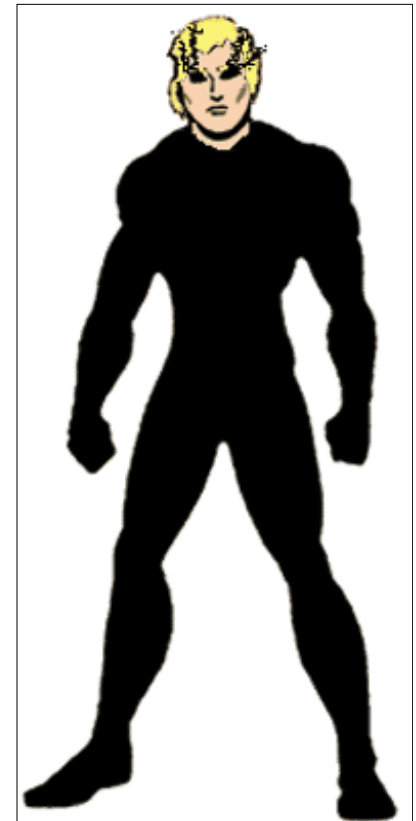
Fortitude 8

Toughness 11/8

Impervious: +5

Will 8

Hero Points: 1



Jason 'Jake' Graystoke

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Advantages

- Defensive Roll 3** +1 active defense bonus to Toughness per rank.
- Equipment 1** 5 points of equipment per rank.
- Favored Environment: Darkness** Circumstance bonus to attack or defense in an environment.
- Languages 3** 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)
- Long Walk thru the Underdark: Teleport 14** - Carry 800 lbs.
- Routine Jump Distance** - Running jump: 18 ft.; standing: 9 ft.; vertical: 3.6 ft.; standing vert.: 1.8 ft.
- Short Walk thru the Underdark: Teleport 14** - 60 miles in a move action, carrying 800 lbs.
- Throwing Distance** - Throw 400 lbs. 6 feet; throw 100 lbs. 30 feet; throw 25 lbs. 120 feet

Equipment

CoJ Communicator COJ-045 2, Contributions to CoJ stuff 3

Complications

- Nemesis** The people who hate him the most are those that are tied to his past, like I.O.G.W.P.
- Relationships** Jake loves his daughter Genevieve Angelica deeply. In spite of his criminal past, Midnight has been embraced by the superhero community, even though he still believes he needs to prove himself.
- Vulnerability** Powers with Light as a descriptor get +5 effect against Midnight.
- What's in a Name?** If your full name was Jason Percival Christopher Graystoke, you'd just want to be called 'Jake' too.

Background Information

Languages: Cantonese, Catalan, English, French, Gaelic

Skills

	Total	Ranks	Ability	Other
Acrobatics	+10	3	7	
Athletics	+8	1	1	+6
Close Combat: Unarmed	+8	6	2	
Deception	+10	9	1	
Expertise: Fine Art	+10	6	4	
Expertise: IOGWP coverstory	+5	1	4	
Expertise: World Geography	+10	6	4	
Insight	+3	-	3	
Intimidation	+4	3	1	
Investigation	+5	1	4	
Perception	+5	2	3	
Persuasion	+3	2	1	
Ranged Combat: Tendrils	+14	9	5	
Sleight of Hand	+8	3	5	
Stealth	+10	3	7	
Technology	+5	1	4	
Treatment	-	-	4	
Vehicles	-	-	5	

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

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