

## Midnight Cross

Male; Age: 30; Height: 6' 2"; Weight: 175 lb.

Hair: Black w/dyed Purple bits

Power Level 11, 196 PP; Abilities 80 + Powers 29 + Advantages 48 + Skills 15 (30 ranks) + Defenses 24

### Abilities

Strength	<b>3</b>	Agility	<b>7</b>	Fighting	<b>7</b>	Awareness	<b>4</b>
Stamina	<b>4</b>	Dexterity	<b>6</b>	Intellect	<b>6</b>	Presence	<b>3</b>

### Offense

Initiative: +11

Attack Name	Attack Bonus & Resistance DC	Notes
Boot to the Head: Strength-based Damage 3	+16, DC 21	..... Crit 20
Staff o' Death: Strength-based Damage 3	+14, DC 21	..... 5ft., Crit 20
Throw .....	+14, DC 18	..... Bludgeon, Crit 20
Unarmed .....	+14, DC 18	..... Bludgeon, Crit 20

### Powers

ü **Collapsible Bo Staff** (2 PP)

Easily Removable

**Staff o' Death: Strength-based Damage 3** (4 PP)

DC 21; Reach (melee): 5 ft. (Standard - Close, 5ft. - Instant)

ü **Experimental Jet-Pack** (4 PP)

Removable

ü **Rocket Belt: Flight 5** (5 PP)

Speed: 60 miles/hour, 900 feet/round; Unreliable (5 uses) (Free - Personal - Sustained)

ü **Force Field Belt** (5 PP)

Removable

ü **Force Field: Impervious Toughness 8** (4 PP)

Sustained; Unreliable (roll) (Free - Personal - Sustained)

ü **Force Field: Protection 2** (2 PP)

+2 Toughness (Personal - Permanent)

ü **Reflex Memory: Variable 3** (18 PP)

Limited: Physical skill-based abilities that Kevin has observed (Standard - Personal - Sustained)

### Advantages

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

**Agile Feint** Feint using Acrobatics skill or Speed rank.

**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, Athletics Based on Agility** Gain a significant perk or fringe benefit.

**Close Attack 7** +1 bonus to close attack checks per rank.

**Connected** Call in assistance or favors with a Persuasion check.

**Contacts** Make an initial Investigation check in one minute.

**Defensive Attack** Trade attack bonus for active defense bonus.

**Defensive Roll 2** +1 active defense bonus to Toughness per rank.

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

**Equipment 7** 5 points of equipment per rank.

**Improved Defense** +2 bonus to active defense when you take the defend action.

**Improved Initiative** +4 bonus to initiative checks per rank.

**Inspire 3** Spend a hero point to grant allies a +1 circumstance bonus per rank.

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



### Defenses

Dodge 14

Parry 14

Fortitude 8

Toughness 8/6

Impervious: +8

Will 10

Hero Points: 1



Kevin Alister

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## Advantages

**Leadership** Spend a hero point to remove a condition from an ally.

**Move-by Action** Move both before and after your standard action.

**Power Attack** Trade attack bonus for effect bonus.

**Quick Draw** Draw a weapon as a free action.

**Ranged Attack 8** +1 bonus to ranged attack checks per rank.

**Takedown 2** 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.

## Power Settings

### Bo-Fighting - Reflex Memory: Variable 3

Traits: Close Combat +2 ( +9)

### Mano-a-Mano - Reflex Memory: Variable 3

Powers: Strength Effect, Close Combat +5 ( +12), Intimidation +3 ( +11),  
Advantages: Improved Critical 4

### Tae Kwon Do - Reflex Memory: Variable 3

Powers: Boot to the Head: Strength-based Damage 3

## 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)

**Rocket Belt: Flight 5** - Speed: 60 miles/hour, 900 feet/round

**Routine Jump Distance** - Running jump: 17 ft.; standing: 8.5 ft.; vertical: 3.4 ft.; standing vert.: 1.7 ft.

**Throwing Distance** - Throw 1600 lbs. 6 feet; throw 400 lbs. 30 feet; throw 100 lbs. 120 feet

## Equipment

CoJ Honorary Communicator COJ-120 2, Commlink, Midnight Ride 12, Utility Belt 19

## Complications

**Enemies** Besides the street gangs of the Tri-City area, Midnight Cross still has a few other enemies out there, such as Heartbreak.

**Thrillseeker** Kevin is addicted to epinephrine and enjoys dangerous activities for the adrenaline "rush".

## Background Information

**Languages:** English

## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	<b>+7</b>	-	7	
<b>Athletics</b>	<b>+7</b>	-	3	+4
<b>Close Combat: Bo Fighting</b>	<b>+7</b>	-	7	
<b>Close Combat: Unarmed</b>	<b>+7</b>	-	7	
<b>Deception</b>	<b>+8</b>	5	3	
<b>Expertise: Special Effects</b>	<b>+10</b>	4	6	
<b>Insight</b>	<b>+8</b>	4	4	
<b>Intimidation</b>	<b>+8</b>	5	3	
<b>Investigation</b>	<b>+6</b>	-	6	
<b>Perception</b>	<b>+4</b>	-	4	
<b>Persuasion</b>	<b>+8</b>	5	3	
<b>Sleight of Hand</b>	<b>+6</b>	-	6	
<b>Stealth</b>	<b>+10</b>	3	7	
<b>Technology</b>	<b>+6</b>	-	6	
<b>Treatment</b>	<b>+6</b>	-	6	
<b>Vehicles</b>	<b>+10</b>	4	6	

## 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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