

Larry Carter, the Golden Eagle

Male; Age: 46; Height: 5' 9"; Weight: 185 lb.
Eyes: Dark Brown; Hair: Dark Brown, graying

Power Level 11, 178 PP, **3 PP left to spend** ; Abilities 50 + Powers 57 + Advantages 25 + Skills 30 (60 ranks) + Defenses 16

Abilities

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

Offense

Initiative: +7

Attack Name Attack Bonus & Resistance DC Notes

Blaster: Damage 8 +6, DC 23 200/400/800 ft., Crit 20

Talons: Strength-based Damage 3 +11, DC 19 Crit 20

Throw +6, DC 16 Bludgeon, Crit 20

Unarmed +11, DC 16 Bludgeon, Crit 20

Powers

Back in the Day: Enhanced Trait 21 (21 PP)

Traits: Strength +1 (+2), Stamina +1 (+4), Fighting +3 (+6), Dodge +3 (+12), Dexterity +3 (+8), Vehicles +2 (+10), Ranged Attack +1 (+2) (Free - Personal - Sustained)

Top Notch Pilot: Enhanced Trait 4 (2 PP)

Traits: Vehicles +8 (+16); Limited: Only in Aircraft (Free - Personal - Sustained)

Armoured Suit (8 PP)

Removable

Helmet and Tabards: Immunity 2 (2 PP)

Critical Hits (Personal - Permanent)

Protective Suit: Protection 4 (8 PP)

+4 Toughness; Impervious (Personal - Permanent)

Eagle Blaster (16 PP)

Easily Removable

Blaster: Damage 8 (26 PP)

DC 23; Increased Range: ranged, Multiattack, Penetrating 2 (Standard - Ranged, 200/400/800 ft. - Instant)

Glider Wings: Flight 4 (2 PP)

Removable, Speed: 30 miles/hour, 500 feet/round; Gliding, Wings (Free - Personal - Sustained)

Talon Gauntlets (2 PP)

Removable

Talons: Strength-based Damage 3 (3 PP)

DC 19 (Standard - Close - Instant)

Targeting Visor (6 PP)

Removable

Senses: Senses 4 (8 PP)

Extended: Vision 2: x100, Low-light Vision, Ultravision, Advantages: Ranged Attack 4 (Personal - Permanent)

Advantages

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

Benefit: Champion of Justice Administrator Gain a significant requisite or fringe benefit.

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

Equipment 12 5 points of equipment per rank.

Improved Initiative +4 bonus to initiative checks per rank.



Defenses

Dodge **9**

Parry **9**

Fortitude **5**

Toughness **5/3**

Will **5**

Hero Points: 1

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted



Larry Carter

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Advantages

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

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)

Glider Wings: Flight 4 - Speed: 30 miles/hour, 500 feet/round

Routine Jump Distance - Running jump: 15 ft.; standing: 7.5 ft.; vertical: 3 ft.; standing vert.: 1.5 ft.

Throwing Distance - Throw 400 lbs. 6 feet; throw 100 lbs. 30 feet; throw 25 lbs. 120 feet

Equipment

CoJ Communicator COJ-204 2, Contribution to CoJ Bases 1, Contribution to CoJ Vehicles 3, Golden Eagle Helicopter II

Complications

Motivation: Responsibility Larry Carter carries the burden of upholding / repairing his friend's legacy, in spite of his occasional desire to give up.

Way Off Peak Larry Carter has not been an active adventurer in over a decade. As such he is not as in shape as he was, and his perishable skills aren't as sharp as they were Back in the Day.

Golden Eagle Helicopter II (Vehicle)

Strength 10, Defense -4, Toughness 12, Size Gargantuan

Features:

Alarm 2, Hidden Compartments 2, Navigation System 2, Remote Control

Powers

Rockets: Burst Area Damage 9 (DC 24; Burst Area: 30 feet radius sphere, DC 19, Increased Range: ranged)

Machine Guns: Damage 6 (Alternate; DC 21; Accurate: +2, Extended Range 2, Increased Range: ranged, Multiattack)

Rotors: Flight 7 (Speed: 250 miles/hour, 0.5 miles/round)

Fixed Rotor, Lifting Body and Afterburners: Flight 10 (Alternate; Speed: 2000 miles/hour, 4 miles/round; Concentration)

Offense

Machine Guns: Damage 6, +8 (DC 21)

Rockets: Burst Area Damage 9 (DC 24)

Power Points

Abilities 1 + Powers 43 + Advantages 0 + Features 7 + Skills 0 (0 ranks) + Defenses 3 + Equipment 0 (0 ep) + Weapons & Armor 0 (0 ep) = 54

Skills

	Total	Ranks	Ability	Other
Acrobatics	+5	2	3	
Athletics	+5	4	1	
Close Combat: Talons	+7	4	3	
Close Combat: Unarmed	+7	4	3	
Deception	+8	5	3	
Expertise: Aeronautics	+10	6	4	
Expertise: Business	+10	6	4	
Insight	+5	2	3	
Intimidation	+7	4	3	
Investigation	+5	1	4	
Perception	+7	4	3	
Persuasion	+9	6	3	
Sleight of Hand	+6	1	5	
Stealth	+7	4	3	
Technology	+8	4	4	
Treatment	-	-	4	
Vehicles	+8	3	5	

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

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Background Information

Languages: English

Larry Carter enlisted in the Air Force directly out of high school hoping to find some direction for his life and earn some money for college. What he learned was the thrill of being a helicopter pilot. So when his time was up, he decided to work part-time as a helicopter courier and go to business school with hopes of opening his own company. His plans were sidelined, however, the day he was assigned to transport millionaire Ronald Lexington from JFK to a business meeting in Empire City. What he didn't know was: a) kidnappers knew his flight plan and intended to capture his passenger, and b) Ronald Lexington was the mentalist superhero Mindmeld. In an attempt to protect his passenger, Carter pulled off truly impressive aerial stunts while Lexington did his part by taking out the attackers. Through the adversity, the two men struck up a friendship, leading Lexington to hire Carter as his personal pilot and helping him establish a superhero identity of his own: The Golden Eagle.

This partnership led to Carter relocating to Chicago, joining the Warriors, and eventually led to him meeting his wife Darlene, better known to the public as Bombshell. He was quite happy with his life until the team's final battle with the Outcasts. Larry doesn't remember much of what happened after Darlene was killed, but Ron told him that he had saved the day. It didn't help, though, as Larry withdrew into himself and began just going through the motions. He followed Lexington to D.C. and agreed to be the new team's pilot, but did little else. It took his friend's very public outing to snap him out of his internal turmoil. As Lexington decided to remove himself from the public eye, he appointed Larry the new CEO of his multimillion-dollar corporation in spite of his lack of experience, forcing Carter to step up.

Once in charge, Larry once again relocated back to Chicago, finishing construction on the headquarters that had been intended for the Warriors atop Lexington Tower and recruiting a new group of heroes to become The Hawk, as well as continuing funding for the D.C. team. He also pushed the computer science division to complete work on the AI project while also increasing expectations on the aviation division, scoring governmental contracts that gave LI the boost it needed after the controversy. Larry used these boosts to accomplish a personal goal by constructing a new Golden Eagle helicopter, complete with its own AI system. Junior quickly adapted its programming to both serve as a pseudo-member of the team and as a son for the lonely Carter. The team went through its ups and downs, and eventually was absorbed into the larger Champions of Justice. As part of the merge, Larry assumed the role of business administrator for the CoJ.