

## Jacob Richards

Male; Age: 32; Height: 5' 8"; Weight: 175 lb.

Eyes: brown; Hair: brown

Power Level 4, 64 PP, **2 PP left to spend** ; Abilities 30 + Powers 0 +

Advantages 10 + Skills 13 (26 ranks) + Defenses 11

### Abilities

Strength	<b>2</b>	Agility	<b>0</b>	Fighting	<b>0</b>	Awareness	<b>1</b>
Stamina	<b>2</b>	Dexterity	<b>4</b>	Intellect	<b>5</b>	Presence	<b>1</b>

### Offense

**Initiative: +0**

Attack Name

Attack Bonus & Resistance DC

Notes

**Throw** ..... **+4, DC 17** ..... **Bludgeon, Crit 20**

**Unarmed** ..... **+5, DC 17** ..... **Bludgeon, Crit 20**

### Advantages

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

**Benefit: CoJ Staff** Gain a significant perquisite or fringe benefit.

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

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

**Equipment 1** 5 points of equipment per rank.

**Favored Foe: Vehicles** Circumstance bonus to certain checks against a type of opponent.

**Improvised Weapon** Use Close Combat: Unarmed skill with improvised weapons, +1 damage bonus.

**Inventor** Use Technology to create temporary devices.

**Skill Mastery: Expertise: Engineering** Make routine checks with one skill under any conditions.

### 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: 14 ft.; standing: 7 ft.; vertical: 2.8 ft.; standing vert.: 1.4 ft.

**Throwing Distance** - Throw 800 lbs. 6 feet; throw 200 lbs. 30 feet; throw 50 lbs. 120 feet

**MUTANTS & MASTERMINDS**

**HERO LAB**

### Defenses

**Dodge** **4**

**Parry** **4**

**Fortitude** **3**

**Toughness** **4/2**

**Will** **3**

**Hero Points: 1**



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## Equipment

CoJ Communicator COJ-207 3

## Complications

- Custom Complication -

**Duty** Jacob is loyal to his employers and is willing to tackle pretty much any assignment to help out.

## Background Information

**Languages:** English

## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	-	-		
<b>Athletics</b>	+4	2	2	
<b>Close Combat: Unarmed</b>	+5	5		
<b>Deception</b>	+1	-	1	
<b>Expertise: AI/Computers</b>	+8	3	5	
<b>Expertise: Engineering</b>	+8	3	5	
<b>Expertise: Robotics</b>	+8	3	5	
<b>Insight</b>	+1	-	1	
<b>Intimidation</b>	+1	-	1	
<b>Investigation</b>	-	-	5	
<b>Perception</b>	+3	2	1	
<b>Persuasion</b>	+1	-	1	
<b>Ranged Combat: Firearms</b>	+5	1	4	
<b>Sleight of Hand</b>	-	-	4	
<b>Stealth</b>	+0	-		
<b>Technology</b>	+8	3	5	
<b>Treatment</b>	-	-	5	
<b>Vehicles</b>	+8	4	4	

## 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