

Bar Ben

Male; Age: 25; Height: 5' 8"; Weight: 175 lb.

Power Level 11, 176 PP; Abilities 44 + Powers 65 + Advantages 32 + Skills 25 (50 ranks) + Defenses 10

Abilities

Strength	2	Agility	2	Fighting	4	Awareness	4
Stamina	2	Dexterity	2	Intellect	4	Presence	2

Offense

Initiative: +6

Attack Name	Attack Bonus & Resistance DC	Notes
Machine Pistol	+13, DC 18	Ballistic / Multiattack, Crit 20
Silver Dagger	+10, DC 18	Piercing, Crit 19-20
Sniper Rifle	+11, DC 20	Ballistic, Crit 19-20
Stake	+8, DC 15	-5 circumstance penalty, or finishing attack.
Throw	+6, DC 17	Bludgeon, Crit 20
Unarmed	+8, DC 17	Bludgeon, Crit 20

Powers

Ü **Rockface: Summon 11** (65 PP)

Active, Controlled, Heroic; Quirk: Rockface and Bar Ben use the same initiative roll (Standard - Close - Sustained)

Advantages

Accurate Attack Trade effect DC for attack bonus.

Artificer Use Expertise (Magic) to create temporary magical devices.

Assessment Use Insight to learn an opponent's combat capabilities.

Benefit, Alternate Identity: Joshua Ben-Ahijah Gain a significant perquisite or fringe benefit.

Close Attack 4 +1 bonus to close attack checks per rank.

Defensive Attack Trade attack bonus for active defense bonus.

Defensive Roll 3 +1 active defense bonus to Toughness per rank.

Equipment 9 5 points of equipment per rank.

Evasion Circumstance bonus to avoid area effects.

Improved Initiative +4 bonus to initiative checks per rank.

Languages 2 Speak and understand additional languages.

Quick Draw Draw a weapon as a free action.

Ranged Attack 4 +1 bonus to ranged attack checks per rank.

Tracking Use Perception to follow tracks.

Well-informed Immediate Investigation or Persuasion check to know something.

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



Defenses

Dodge 7

Parry 7

Fortitude 4

Toughness 9/2

Will 4

Hero Points: 1

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted

Joshua Benson
Copyright 2016 - James E.
Caswell
Updated 10/27/16

Equipment

Binoculars, Brown Panel Van, Bulletproof Vest, Cell Phone (Smartphone), Concealable Microphone, Holy Book, Holy Symbol, Machine Pistol, Mini-Computer 1, Silver Bullet, Silver Dagger, Sniper Rifle, Stake, Suppressor, Targeting Scope

Complications

Code Against Killing Joshua has a very complicated view on the sixth commandment. While innocents and pure humans are of course protected, his views on part humans like werewolves walk the line. Typically, if they are in monster mode, they are fair game, but otherwise, his is forced to face the dilemma of "to kill or not to kill."

Prejudice As a devout Jew, Joshua adheres to the dress code of his religion: Hasidic men most commonly wear dark overclothes. On weekdays they wear a long, black, cloth jacket called a rekel, and on Jewish Holy Days a similarly long, black jacket but of satin fabric traditionally silk. Following a Biblical commandment not to shave the sides of one's face, male members of most Hasidic groups wear long, uncut sidelocks called payot, and a long beard. With such distinctive features, Joshua is easily spotted and discriminated against by certain people.

Religious Joshua Benson is a devout Hasidic Jew, and therefore strongly believes in God's immanence in the universe, the need to cleave and be one with Him at all times, the devotional aspect of religious practice, and the spiritual dimension of corporeality and mundane acts.

Sabbath Joshua and Rockface are unavailable during the Holy Day (Saturdays) and on Jewish Holidays.

Brown Panel Van (Vehicle)

Strength 9, Defense -4, Toughness 9, Size Huge

Powers

Speed: Speed 5 (Speed: 60 miles/hour, 900 feet/round)

Power Points

Abilities 3 + Powers 5 + Advantages 0 + Features 0 + Skills 0 (0 ranks) + Defenses 0 + Equipment 0 (0 ep) + Weapons & Armor 0 (0 ep) = 8

Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-	2	
Athletics	+4	2	2	
Close Combat: Stakes & Daggers	+6	2	4	
Deception	+2	-	2	
Expertise: Hasidic Judaism	+10	6	4	
Expertise: Jewish Mythology	+8	4	4	
Expertise: Supernatural Creatures	+5	1	4	
Expertise: Torah	+10	6	4	
Insight	+5	1	4	
Intimidation	+2	-	2	
Investigation	+6	2	4	
Perception	+6	2	4	
Persuasion	+4	2	2	
Ranged Combat: Machine Pistol	+9	7	2	
Ranged Combat: Sniper Rifle	+7	5	2	
Sleight of Hand	-	-	2	
Stealth	+4	2	2	
Technology	+8	4	4	
Treatment	-	-	4	
Vehicles	+6	4	2	

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

Hero Lab and the Hero Lab logo are Registered Trademarks of LWD Technology, Inc. Free download at <http://www.wolflair.com>
Mutants & Masterminds, Third Edition is ©2010-2015 Green Ronin Publishing, LLC. All rights reserved.

Rockface

Strength 10, Stamina -, Agility 2, Dexterity 2, Fighting 8, Intellect -5, Awareness -5, Presence -5

Advantages

Chokehold, Close Attack 2, Equipment 1, Fast Grab, Fearless, Improved Critical 2: Hard Fists: Strength-based Damage 2, Improved Grab, Improved Hold, Improved Initiative, Move-by Action, Power Attack, Prone Fighting, Takedown

Skills

Close Combat: Unarmed 2 (+10), Intimidation 15 (+12), Perception 5 (+0)

Powers

Big: Growth 4 (+4 STR, +4 Tough, +2 Intimidate, -4 Stealth, -2 active defenses, +1 size rank, +4 mass ranks)

Faster Than It Looks: Speed 3 (Speed: 16 miles/hour, 250 feet/round)

Hard Clay: Protection 12 (+12 Toughness; Impervious [5 ranks only])

Hard Fists: Strength-based Damage 2 (DC 27)

Not Really Alive: Immunity 60 (Fortitude Effects, Will Effects)

Equipment

Mini-Printer w/ Wifi Receiver 2

Offense

Initiative +6

Grab, +10 (DC Spec 20)

Hard Fists: Strength-based Damage 2, +10 (DC 27)

Throw, +2 (DC 25)

Unarmed, +12 (DC 25)

Complications

Not Alive: Golems aren't truly alive; they cannot speak, only growl, and are incapable of thinking on their own.

Printer Controlled: Rockface can only do what he is told. He receives orders from Bar Ben via the miniature printer inside its "stomach." If needed, he can determine the best way to follow those orders, but independent thought is beyond his abilities.

Languages

Hebrew

Defense

Dodge 6, Parry 6, Fortitude Immune, Toughness 16, Will Immune

Power Points

Abilities -4 + Powers 90 + Advantages 15 + Skills 11 (22 ranks) + Defenses 6 = 118

Bruises

Dazed

Staggered

Incapacitated

Background Information

Languages: English, Hebrew, Yiddish

As a young man, Joshua Ben-Ahijah witnessed the attack of a pack of Lycanthropes on his small town on the outskirts of Jerusalem. When the attack was written off by the government as a Pakistani strike, he packed up his belongings and moved to Portland, where distant cousins lived, and adopted their family's Americanized last name of Benson. Once there, he began to train himself in firearms and studied the old myths about Golems, learning to create Rockface. Now, he and his gift from God go out and try to stop the creatures that had devastated his family, as well as the other supernatural creatures of the night.