

Everyman (Jim Caswell)

Male; Age: 36; Height: 5' 10"; Weight: 180 lb.

Eyes: Brown; Hair: Strawberry Blond

Power Level 8, 128 PP; Abilities 58 + Powers 8 + Advantages 40 + Skills 19 (38 ranks) + Defenses 3

Abilities

Strength	3	Agility	3	Fighting	6	Awareness	3
Stamina	5	Dexterity	5	Intellect	3	Presence	1

Offense

Initiative: +7

Attack Name	Attack Bonus & Resistance DC	Notes
Damage: Strength-based Damage 1	+10, DC 19 Crit 20
Throw	+5, DC 18 Bludgeon, Crit 20
Trained Fighter: Strength-based Damage 2+1	+10, DC 21 Crit 20
Unarmed	+10, DC 18 Bludgeon, Crit 20

Powers

Damage: Strength-based Damage 1 (1 EP)
DC 19; Stacks with: Trained Fighter: Strength-based Damage 2+1 (Standard - Close - Instant)

Disguise Kit: Morph 2 (6 PP)
Removable, +20 Deception checks to disguise; Narrow group; Limited: Slow (Free - Personal - Sustained)

Trained Fighter: Strength-based Damage 2+1 (2 PP)
[Stacking ranks: +1], DC 21 (Standard - Close - Instant)

Advantages

All-out Attack Trade active defense for attack bonus.

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

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

Benefit, Status: SAG-AFTRA member Gain a significant perquisite or fringe benefit.

Chokehold Suffocate an opponent you have successfully grabbed.

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 5 +1 active defense bonus to Toughness per rank.

Diehard Automatically stabilize when dying.

Equipment 4 5 points of equipment per rank.

Fascinate (Deception) Use an interaction skill to entrance others.

Fast Grab Make a free grab check after an unarmed attack.

Grabbing Finesse Substitute Dex for Str when making grab attacks.

Hide in Plain Sight Hide while observed without need for a diversion.

Improved Disarm No penalty for the disarm action.

Improved Grab Make grab attacks with one arm. Not vulnerable while grabbing.

Improved Hold -5 circumstance penalty to escape from your holds.

Improved Initiative +4 bonus to initiative checks per rank.

Improved Trip No penalty for the trip action.

Instant Up Stand from prone as a free action.

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

Luck Re-roll a die roll once per rank.

Power Attack Trade attack bonus for effect bonus.



Defenses

Dodge	6
Parry	6
Fortitude	5
Toughness	10/5
Will	3

Hero Points: 1

Damage

<input type="checkbox"/>	Bruises
<input type="checkbox"/>	Dazed
<input type="checkbox"/>	Staggered
<input type="checkbox"/>	Incapacitated

Fatigue

<input type="checkbox"/>	Fatigued
<input type="checkbox"/>	Exhausted

Richard Shaw
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Advantages

- Prone Fighting** No penalties for fighting while prone.
- Seize Initiative** Spend a hero point to go first in the initiative order.
- Takedown** Free extra attack when you incapacitate a minion.
- Tracking** Use Perception to follow tracks.
- Weapon Bind** Free disarm attempt when you actively defend.
- 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 1600 lbs. 6 feet; throw 400 lbs. 30 feet; throw 100 lbs. 120 feet

Equipment

Audio Recorder, Binoculars, Brass Knuckles [Damage: Strength-based Damage 1, DC 19; Stacks with: Trained Fighter: Strength-based Damage 2+1], Camera, Cell Phone (Smartphone), Lock Release Gun, Motorcycle

Complications

- Identity** Richard Shaw goes to great lengths to keep his real life separate from his vigilante activities. The Everyman doesn't wear a costume, but will always be seen in whatever disguise he has deemed useful in his investigation.
- Objectivist** Richard believes that man is a heroic being whose productive achievement is his noblest activity and that reason is the only absolute. He also tends to only believe the truths that he witnesses for himself, but is willing to investigate any theories presented (confusing some into believing that he is a conspiracy theorist).
- Quirk** Richard REALLY dislikes when people call him Rick, or even worse, Rick Shaw. He is not a buggy pulled by an Asian man, he's a human being.
- Vigilante** Shaw believes that those who commit misdeeds must be held accountable for their actions to the Old Testament sense of justice. This may cause him to be willing to take a life when the crime calls for it, but he also understands that there is a fine line between vigilante and criminal.

Motorcycle (Vehicle)

Strength 1, Defense 0, Toughness 8, Size Medium

Powers

Speed: Speed 6 (Speed: 120 miles/hour, 1800 feet/round)

Power Points

Abilities 1 + Powers 6 + Advantages 0 + Features 0 + Skills 0 (0 ranks) + Defenses 3 + Equipment 0 (0 ep) + Weapons & Armor 0 (0 ep) = 10

Skills

	Total	Ranks	Ability	Other
Acrobatics	+5	2	3	
Athletics	+4	1	3	
Deception	+8	7	1	
Expertise: Mimicry	+7	4	3	
Expertise: Theater Craft	+8	5	3	
Insight	+6	3	3	
Intimidation	+5	4	1	
Investigation	+6	3	3	
Perception	+4	1	3	
Persuasion	+6	5	1	
Sleight of Hand	+5	-	5	
Stealth	+6	3	3	
Technology	+3	-	3	
Treatment	+3	-	3	
Vehicles	+5	-	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: Native Language

Richard Shaw (who hates the derivative "Rick" due to being teased mercilessly as a child) , is the all-to-common creature known as "the struggling actor." While he is an extremely gifted actor, his appearance isn't what is considered "Hollywood" attractive and therefore has struggled finding his big break. He has gone to great lengths to hone his craft, including studying boxing, becoming an expert makeup artist and mastering the art of human observation, but no matter how much he expands his resume, he can't seem to get people to look beyond the physicalities. As such, his primary income is from temp work.

It was through his people watching that he started realizing that the evil among us is ourselves; that everyday people committing everyday crimes were just as harmful to society as the supervillains that heroes like Morning Star battled. As such, he began to use his skills of observation, disguise and investigation to learn the truth that others wanted to keep hidden and bring their sins to light.