

Hawkmaster

Male; Age: 32; Height: 6'; Weight: 175 lb.

Eyes: Hazel; Hair: Brown

Power Level 8, 128 PP; Abilities 64 + Powers 14 + Advantages 24 +

Skills 14 (28 ranks) + Defenses 12

Abilities

Strength	3	Agility	6	Fighting	6	Awareness	2
Stamina	4	Dexterity	4	Intellect	4	Presence	3

Offense

Initiative: +6

Attack Name Attack Bonus & Resistance DC Notes

Talon Claws: Strength-based Damage 2 +11, DC 20 Piercing / Slashing, Crit 20

Throw +4, DC 18 Bludgeon, Crit 20

Unarmed +13, DC 18 Bludgeon, Crit 20

Powers

Ü **Hawk Mastery: Comprehend 2** (2 PP)

Animals - Speak To, Animals - Understand; Broad Type: Birds (Personal - Permanent)

Ü **Hawk Mastery: Mind Reading 7** (7 PP)

DC 17; Sensory Link; Limited: Only with birds, Limited to Sensory Link (Standard - Perception - Sustained)

Ü **Hawk Talons** (3 PP)

Removable

Talon Claws: Strength-based Damage 2 (4 PP)

Piercing, Slashing, DC 20; Accurate: +2 (Standard - Close - Instant)

Wall Climbing: Movement 1 (alternate)

Wall-crawling 1: -1 speed rank (Free - Personal - Sustained)

Ü **Uniform: Feature 1** (1 PP)

Notes: Converts Lethal Ballistic damage into non-lethal Bludgeoning damage (Personal - Permanent)

Ü **Zip Lines: Flight 4** (1 PP)

Removable, Speed: 30 miles/hour, 500 feet/round; Activation: move action, Limited: Has to be below building level, Limited: Foulable, like Wings, but not wings (Free - Personal - Sustained)

Advantages

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

Close Attack 3 +1 bonus to close attack checks per rank.

Connected Call in assistance or favors with a Persuasion check.

Defensive Attack Trade attack bonus for active defense bonus.

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

Equipment 1 5 points of equipment per rank.

Sidekick 12 Gain a sidekick with (5 x rank) power points.

Taunt Use Deception to demoralize in combat.

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: 15 ft.; standing: 7.5 ft.; vertical: 3 ft.; standing vert.: 1.5 ft.

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

Wall Climbing: Movement 1 - Wall-crawling 1: -1 speed rank

Zip Lines: Flight 4 - Speed: 30 miles/hour, 500 feet/round



Defenses

Dodge 10

Parry 10

Fortitude 5

Toughness 6/4

Will 5

Hero Points: 1

Bob Williams

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Equipment

As Needed 2, Cell Phone (Smartphone), Falconer's Glove 1

Complications

- Custom Complication -
- Custom Complication -

Pat, the Hawk

Strength -2, Stamina 0, Agility 3, Dexterity 0, Fighting 3, Intellect -2, Awareness 2, Presence 0

Advantages

Close Attack 4, Defensive Roll 2, Move-by Action, Precise Attack (Close, Cover)

Skills

Acrobatics 2 (+5), Athletics 6 (+4), Perception 6 (+8)

Powers

Hawk Eyes: Senses 2 (Extended: Vision 1: x10, Low-light Vision)

Hawk Size: Shrinking 8 (-2 STR, -4 Intimidate, +8 Stealth, +4 active defenses, -2 size ranks, -1 speed ranks; Innate; Permanent)

Hawk Wings: Flight 4 (Speed: 30 miles/hour, 500 feet/round; Wings)

Natural Weapons (beak and talons): Damage 2 (DC 17)

Squawk!: Enhanced Trait 3 (Traits: Intimidation +6 (+2))

Offense

Initiative +3

Grab, +7 (DC Spec 8)

Natural Weapons (beak and talons): Damage 2, +7 (DC 17)

Throw, +0 (DC 13)

Unarmed, +7 (DC 13)

Complications

Loyalty: Pat is very loyal to Bob.

Prejudice: Pat is a hawk, and is not allowed into many public buildings.

Languages

Hawk

Defense

Dodge 7, Parry 7, Fortitude 2, Toughness 2/0, Will 5

Power Points

Abilities 12 + Powers 28 + Advantages 8 + Skills 7 (14 ranks) +

Defenses 5 = 60

Bruises

Dazed

Staggered

Incapacitated

Skills

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

Background Information

Languages: English

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