

Mercy

Male; Age: 32; Height: 6' 2"; Weight: 200 lb.

Power Level 10, 156 PP, **4 PP left to spend** ; Abilities 64 + Powers 9 + Advantages 49 + Skills 32 (64 ranks) + Defenses 2

Abilities

Strength	3	Agility	5	Fighting	7	Awareness	4
Stamina	4	Dexterity	4	Intellect	3	Presence	2

Offense

Initiative: +9

Attack Name	Attack Bonus & Resistance DC	Notes
.45 Handgun	+16, DC 19	Ballistic, Crit 20
Collapsible Baton	+13, DC 20	Bludgeon, Crit 20
Melee Butterfly Knife: Strength-based Damage 2+2	+13, DC 22	Crit 20
MMA Striking: Strength-based Damage 2	+13, DC 20	Crit 20
T-Bar Knives	+13, DC 19	Piercing, Crit 19-20
Throw	+15, DC 18	Bludgeon, Crit 20
Thrown Butterfly Knife: Strength-based Damage 2	+15, DC 20	50/100/200 ft., Crit 20
Unarmed	+15, DC 18	Bludgeon, Crit 20

Powers

- ü **Aiming for Something Vital: Enhanced Trait 1** (1 PP)
Advantages: Power Attack (Free - Personal - Sustained)
- ü **Hard Target: Enhanced Trait 6** (6 PP)
Traits: Dodge +3 (+10), Parry +3 (+10) (Free - Personal - Sustained)
- ü **Helmet: Immunity 2** (1 EP)
Critical Hits; Unreliable (roll), Notes: 11-20 indicate a head shot. (Personal - Permanent)
- ü **Visor: Immunity 5** (2 EP)
Sensory Affliction Effects; Limited: Sight Only, Limited - Half Effect (Personal - Permanent)
- Melee Butterfly Knife: Strength-based Damage 2+2** (2 EP)
[Stacking ranks: +2], DC 22 (Standard - Close - Instant)
- MMA Striking: Strength-based Damage 2** (2 PP)
DC 20; Stacks with: Melee Butterfly Knife: Strength-based Damage 2+2 (Standard - Close - Instant)
- Thrown Butterfly Knife: Strength-based Damage 2** (7 EP)
DC 20; Increased Range: ranged [3 extra ranks] (Standard - Ranged, 50/100/200 ft. - Instant)

Advantages

- Agile Feint** Feint using Acrobatics skill or Speed rank.
- All-out Attack** Trade active defense for attack bonus.
- Beginner's Luck** Spend a hero point to gain 5 temporary ranks in a skill.
- Benefit, Alternate Identity 2: Various covers** Gain a significant perquisite or fringe benefit.
- Benefit, Cipher** Gain a significant perquisite or fringe benefit.
- Close Attack 6** +1 bonus to close attack checks per rank.
- Defensive Roll 3** +1 active defense bonus to Toughness per rank.
- Diehard** Automatically stabilize when dying.
- Equipment 6** 5 points of equipment per rank.
- Evasion** Circumstance bonus to avoid area effects.
- Fast Grab** Make a free grab check after an unarmed attack.
- Favored Environment: Close Quarters 1-on-1 Fights** Circumstance bonus to attack or defense in an environment.



Defenses

Dodge	10/7
Parry	10/7
Fortitude	4
Toughness	9/4
Will	4

Hero Points: 1

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted

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Updated 3/31/16

Advantages

- Favored Foe: Crooked Cops** Circumstance bonus to certain checks against a type of opponent.
- Favored Foe: Mobsters** Circumstance bonus to certain checks against a type of opponent.
- 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.
- Improvised Weapon 2** Use Close Combat: Unarmed skill with improvised weapons, +1 damage bonus.
- Lionheart** Custom advantage.
- Luck 5** Re-roll a die roll once per rank.
- Power Attack** Trade attack bonus for effect bonus.
- Prone Fighting** No penalties for fighting while prone.
- Quick Draw** Draw a weapon as a free action.
- Ranged Attack 7** +1 bonus to ranged attack checks per rank.
- 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: 20 ft.; standing: 10 ft.; vertical: 4 ft.; standing vert.: 2 ft.
- Throwing Distance** - Throw 1600 lbs. 6 feet; throw 400 lbs. 30 feet; throw 100 lbs. 120 feet

Equipment

Helmet & Visor [Helmet: Immunity 2, Critical Hits; Unreliable (roll), Notes: 11-20 indicate a head shot.; Visor: Immunity 5, Sensory Affliction Effects; Limited: Sight Only, Limited - Half Effect], Melee Weapon Pool (Butterfly Knife [Melee Butterfly Knife: Strength-based Damage 2+2, [Stacking ranks: +2], DC 22], Collapsible Baton, Pepper Spray, T-Bar Knives), Motorcycle, Ranged Weapon Pool (.45 Handgun, Thrown Butterfly Knife [Thrown Butterfly Knife: Strength-based Damage 2, DC 20; Increased Range: ranged [3 extra ranks]]), Undercover Shirt

Complications

- Distinctive Features** Mercy has a large scar across his left shoulder and pectoral in the rough form of an M. The scar is from where the mobsters removed the flesh from his body as they started to skin him.
- Identity** Mercy's real name has been scrubbed from databases due to his time as an undercover cop. Even his fellow officers tended to refer to him by his name at the time, and they all believe him to be dead. On bad days, even Mercy has trouble remembering the name his parents gave him.
- Monstrous** Mercy has tread too close to the dark side. While he is trying to bring himself back to the light, he sometimes has to fight his nature from doing things that most people would consider bad (stealing, torturing, killing).

Skills

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

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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

Background Information

Languages: English

The man now known as Mercy was once a member of the Detroit Police Department; an undercover detective for the Vice Squad. He had deeply infiltrated one of the local mobs and was on the verge of blowing the organization wide open until he was ratted out by a group of dirty cops. Shot several times and started to be skinned, he was spared from death only by the timely arrival of a few honest cops. Buried beneath the skins of other victims, the mobsters fled the scene, leaving him for dead. He didn't die, however, and after nursing himself back to health, he dressed himself in the skins of his fellow victims and began cutting a swath through Detroit's underworld, searching for the monsters responsible and making them beg for "Mercy" before administering their punishment.

By the time he was done, Mercy had sunk into the bitter darkness of vengeance. It wasn't until he faced the last person on his hit list that he realized that he had become no better than those that he had been hunting; wanted by the uncorrupted police and superheroes of the city. Realizing that he had to turn his life back around, he created a legitimate costume for himself and moved to Las Vegas with the intent to join their Strikeforce's group of Consultants, allowing him to once again work on the right side of the law.... unless the wrong side is needed to get the job done.