

## Fredome

Male; Age: 33; Height: 5' 8"; Weight: 165 lb.

Power Level 7, 85 PP; Abilities 22 + Powers 14 + Advantages 14 + Skills 14 (28 ranks) + Defenses 21

## Abilities

Strength	3	Agility	1	Fighting	2	Awareness	0
Stamina	2	Dexterity	2	Intellect	0	Presence	1

## Offense

Initiative: +5

Attack Name	Attack Bonus & Resistance DC	Notes
Air Burst: Cone Area Move Object 6	DC 21	Crit 20
Air Hammer: Damage 7	+7, DC 22	175/350/700 ft., Crit 20
Throw	+2, DC 18	Bludgeon, Crit 20
Unarmed	+6, DC 18	Bludgeon, Crit 20

## Powers

ü Line Gun: Movement 3 (4 PP)

Removable, Safe Fall, Swinging, Wall-crawling 1: -1 speed rank; Check Required: DC 10 - Agility (Free - Personal - Sustained)

ü Strobe/Airgun Array (10 PP)

Easily Removable

ü Air Burst: Cone Area Move Object 6 (1 PP)

3200 lbs., DC 21; Cone Area: 60 feet cone, DC 16, Damaging; Limited Direction: Straight Away, Reduced Range: close (Standard - Close - Sustained)

Air Hammer: Damage 7 (1 PP)

DC 22; Increased Range: ranged (Standard - Ranged, 175/350/700 ft. - Instant)

Blinding Strobe: Cumulative Cone Area Affliction 7 (14 PP)

1st degree: Impaired, 2nd degree: Disabled, 3rd degree: Unaware, Resisted by: Fortitude, DC 17; Cone Area: 60 feet cone, DC 17, Cumulative; Limited: One sense (Standard - Close - Instant)

## Advantages

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

Diehard Automatically stabilize when dying.

Equipment 2 5 points of equipment per rank.

Improved Defense +2 bonus to active defense when you take the defend action.

Improved Initiative +4 bonus to initiative checks per rank.

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

Lionheart Custom advantage.

Luck 3 Re-roll a die roll once per rank.

Power Attack Trade attack bonus for effect bonus.

Quick Draw Draw a weapon as a free action.

## 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)

Line Gun: Movement 3 - Safe Fall, Swinging, Wall-crawling 1: -1 speed rank

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



## Defenses

Dodge 10

Parry 10

Fortitude 4

Toughness 4/2

Will 2

Hero Points: 1

Larry Cramden  
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Caswell  
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## Equipment

**Bald Vespa, Cell Phone (Smartphone)**

## Complications

**Delusional** Larry doesn't know about parallel dimensions or the fact that Baldman is from one and is not "retired."

**Do Little Harm** Freedom doesn't want to hurt anyone in his efforts and will avoid violence on innocent victims, limiting their activities to "victimless crimes."

**Obsession** Freedom is obsessed with Baldman, idolizing his "heroics" to dangerous levels. It is because of this fascination that he is committing crimes to force his hero out of retirement.

**Patriotic** Larry Cramden is an uber-Merican, and shows it by wearing an American Flag bath towel.

**Power Envy** No matter how much wax he uses, Larry cannot achieve Baldman's "relective" head. Instead, he carries the Strobe Gun. But that still doesn't stop him from trying.

**Respect** In spite of their "villianous" activities, the Superfans respect their heroes and won't attack their loved-ones, homes or places of business (even if Freedom knew how to find them).

**Silly is Always Funny, Right?** Freedom emulates Baldman's "unique" behavior, trying to get laughs, even if it proves to be dangerous for himself or others.

## Bald Vespa (Vehicle)

**Strength 1, Defense 0, Toughness 5, Size Medium**

**Powers**

**Speed: Speed 4** (Speed: 30 miles/hour, 500 feet/round)

**Power Points**

Abilities 1 + Powers 4 + Advantages 0 + Features 0 + Skills 0 (0 ranks) + Defenses 0 + Equipment 0 (0 ep) + Weapons & Armor 0 (0 ep) = 5

## Background Information

**Languages:** English

## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	-	-	1	
<b>Athletics</b>	+4	1	3	
<b>Close Combat: Unarmed</b>	+6	4	2	
<b>Deception</b>	+1	-	1	
<b>Expertise: Baldman Sightings</b>	+7	7		
<b>Insight</b>	+0	-		
<b>Intimidation</b>	+1	-	1	
<b>Investigation</b>	+4	4		
<b>Perception</b>	+3	3		
<b>Persuasion</b>	+2	1	1	
<b>Ranged Combat: Air Gun</b>	+7	5	2	
<b>Sleight of Hand</b>	-	-	2	
<b>Stealth</b>	+3	2	1	
<b>Technology</b>	-	-		
<b>Treatment</b>	-	-		
<b>Vehicles</b>	+3	1	2	

## Validation Report

**Validation Report (0 issues):** Nothing identified

**Settings:** Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Hero High: Hero High; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment;

Output Options: No Damage / Fatigue Trackers