

Mr. Average

Male; Age: 20; Height: 6' 1"; Weight: 185 lb.
Eyes: hazel; Hair: brown

Power Level 9, 135 PP; Abilities 68 + Powers 32 + Advantages 12 +
Skills 20 (40 ranks) + Defenses 3

Abilities

Strength	4	Agility	5	Fighting	5	Awareness	3
Stamina	6	Dexterity	5	Intellect	1	Presence	5

Offense

Initiative: +9

<small>Attack Name</small>	<small>Attack Bonus & Resistance DC</small>	<small>Notes</small>
Damage: Strength-based Damage 1	+13, DC 20 Crit 16-20

Throw +5, DC 19 Bludgeon, Crit 20

Unarmed +7, DC 19 Bludgeon, Crit 20

Powers

ü MMA Fighter (32 PP)

Damage: Strength-based Damage 1 (1 PP)
DC 20 (Standard - Close - Instant)

ü Enhanced Trait: Enhanced Trait 28 (28 PP)
Traits: Dodge +4 (+9), Parry +4 (+9), Advantages: All-out Attack, Chokehold, Close Attack 2, Defensive Attack, Defensive Roll 3, Fast Grab, Improved Critical 4, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Instant Up, Power Attack, Prone Fighting (Free - Personal - Sustained)

ü Speed: Speed 2 (3 PP)
Speed: 8 miles/hour, 120 feet/round (Move - Personal - Sustained)

Leaping: Leaping 2 (alternate)
Leap 30 feet at 8 miles/hour (Move - Personal - Instant)

ü Movement: Movement 2 (4 EP)
Safe Fall, Swinging (Free - Personal - Sustained)

Advantages

- All-out Attack** Trade active defense for attack bonus.
- Chokehold** Suffocate an opponent you have successfully grabbed.
- Close Attack 2** +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 3** +1 active defense bonus to Toughness per rank.
- Equipment 4** 5 points of equipment per rank.
- Fascinate (Expertise: MMA Fighting)** Use an interaction skill to entrance others.
- Fast Grab** Make a free grab check after an unarmed attack.
- Favored Environment: The Octagon** Circumstance bonus to attack or defense in an environment.
- Improved Critical 4: Damage: Strength-based Damage 1** +1 to critical threat range with an attack per rank.
- 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.
- Improvised Weapon** Use Close Combat: Unarmed skill with improvised weapons, +1 damage bonus.
- Instant Up** Stand from prone as a free action.
- Lionheart** Custom advantage.



Defenses

Dodge 9/5

Parry 9/5

Fortitude 7

Toughness 9/6

Will 5

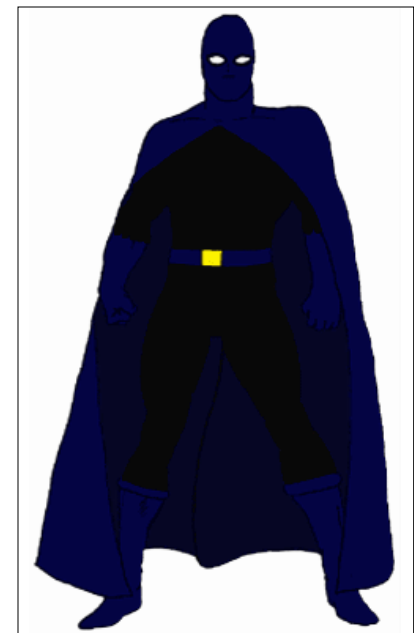
Hero Points: 1

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 |



Bryan "Traction" Travis
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Advantages

- Power Attack** Trade attack bonus for effect bonus.
- Prone Fighting** No penalties for fighting while prone.
- Uncanny Dodge** Not vulnerable when surprised or caught off-guard.
- Weapon Bind** Free disarm attempt when you actively defend.
- Well-informed** Immediate Investigation or Persuasion check to know something.

Movement

Base Movement Speed - 8 miles/hour, 120 feet/round (run 16 miles/hour, 250 feet/round; swim 2 miles/hour, 30 feet/round)

Leaping: Leaping 2 - Leap 30 feet at 8 miles/hour

Movement: Movement 2 - Safe Fall, Swinging

Routine Jump Distance - Running jump: 20 ft.; standing: 10 ft.; vertical: 4 ft.; standing vert.: 2 ft.

Speed: Speed 2 - Speed: 8 miles/hour, 120 feet/round

Throwing Distance - Throw 3200 lbs. 6 feet; throw 800 lbs. 30 feet; throw 200 lbs. 120 feet

Equipment

Commlink, Swingline [Movement: Movement 2, Safe Fall, Swinging], The Average Car

Complications

Motivation: Doing Little Harm Mr. Average doesn't want to hurt anyone in his efforts and will avoid violence on innocent victims, limiting their activities to "victimless crimes."

Obsession Mr. Average is obsessed with Fantastic Man, idolizing his heroics to dangerous levels. It is because of this fascination that he is committing crimes to force his hero out of retirement.

Respect In spite of their "villianous" activities, the Superfans respect their heroes and won't attack their loved-ones, homes or places of business.

The Average Car (Vehicle)

Strength 5, Defense -2, Toughness 8, Size Large

Features:

Alarm 1, Navigation System 1

Powers

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

Power Points

Abilities 2 + Powers 6 + Advantages 0 + Features 2 + Skills 0 (0 ranks) + Defenses 1 + Equipment 0 (0 ep) + Weapons & Armor 0 (0 ep) = 11

Background Information

Languages: English

Additional Details

PP earned so far: 0

Skills

	Total	Ranks	Ability	Other
Acrobatics	+6	1	5	
Athletics	+10	6	4	
Close Combat: Damage: Strength-based Damage 1	+11	6	5	
Deception	+6	1	5	
Expertise (FGT): MMA Fighting	+8	3	5	
Expertise: Crusader History	+8	7	1	
Insight	+4	1	3	
Intimidation	+8	3	5	
Investigation	+4	3	1	
Perception	+6	3	3	
Persuasion	+5	-	5	
Ranged Combat: Throw	+5	-	5	
Sleight of Hand	-	-	5	
Stealth	+8	3	5	
Technology	-	-	1	
Treatment	+3	2	1	
Vehicles	+6	1	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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