

Rook

Male; Age: 20; Height: 5' 8"; Weight: 160 lb.

Eyes: brown; Hair: black

Power Level 9, 179 PP; Abilities 20 + Powers 135 + Advantages 5 +

Skills 13 (26 ranks) + Defenses 6

Abilities

Strength	10	Agility	1	Fighting	2	Awareness	1
Stamina	2	Dexterity	2	Intellect	1	Presence	0

Offense

Initiative: +9

Attack Name

Attack Bonus & Resistance DC

Notes

Chest Cannon: Damage 14 +4, DC 29 350/700/1400 ft., Crit 20

Hand Blasters: Damage 12 +6, DC 27 300/600/1200 ft., Crit 20

Pulsed Hand Blasters: Damage 8 +10, DC 23 200/400/800 ft., Crit 20

Throw +6, DC 25 Bludgeon, Crit 20

Unarmed +8, DC 25 Bludgeon, Crit 20

Powers

ü Combat Computer: Enhanced Trait 25 (25 PP)

Traits: Dodge +4 (+5), Parry +4 (+5), Advantages: Accurate Attack, Assessment, Close Attack 4, Eidetic Memory, Evasion, Improved Aim, Improved Initiative 2, Power Attack, Ranged Attack 4, Wifi Internet Access (Free - Personal - Sustained)

ü Computer Sensors: Senses 10 (10 PP)

Darkvision, Direction Sense, Distance Sense, Extended: vision 3: x1k, Radio, Time Sense, Ultra-hearing (Personal - Permanent)

ü Cybernetic Exoskeleton (43 PP)

ü Enhanced Ability: Enhanced Strength 9 (18 PP)

+9 STR (Free - Personal - Sustained)

ü Enhanced Trait: Enhanced Trait 3 (3 PP)

Traits: Intimidation +6 (+6) (Free - Personal - Sustained)

ü Growth: Density Growth 2 (1 PP)

Density; Limited to Increasing Size Only (Free - Personal - Sustained)

ü Growth: Growth 1 (1 PP)

-1 Stealth, -1 active defenses; Limited to Increasing Size Only (Free - Personal - Sustained)

ü Protection: Protection 10 (20 PP)

+10 Toughness; Impervious (Personal - Permanent)

ü Environmental Seals: Immunity 15 (15 PP)

Life Support, Sensory Affliction Effects (Personal - Permanent)

ü Rocket Boots: Flight 6 (13 PP)

Speed: 120 miles/hour, 1800 feet/round (Free - Personal - Sustained)

Pneumatic Boot Anchors (alternate)

Enhanced Trait: Enhanced Trait 1 (1 PP)

Traits: Strength +2 (+12), Close Combat -2 (+2), Toughness +2 (+14), Dodge -2 (+3), Parry -2 (+3) (Free - Personal - Sustained)

Growth: Density Growth 4 (2 PP)

-1 speed ranks; Density; Limited to Increasing Size Only (Free - Personal - Sustained)

ü Weapon System (29 PP)

Chest Cannon: Damage 14 (27 PP)

DC 29; Increased Range: ranged; Inaccurate: -2 (Standard - Ranged, 350/700/1400 ft. - Instant)

Hand Blasters: Damage 12 (1 PP)

DC 27; Increased Range: ranged (Standard - Ranged, 300/600/1200 ft. - Instant)

Pulsed Hand Blasters: Damage 8 (1 PP)

DC 23; Accurate 2: +4, Increased Range: ranged, Multiattack (Standard - Ranged, 200/400/800 ft. - Instant)



Defenses

Dodge 5/2

Parry 5/2

Fortitude 3

Toughness 12

Impervious: +10

Will 5

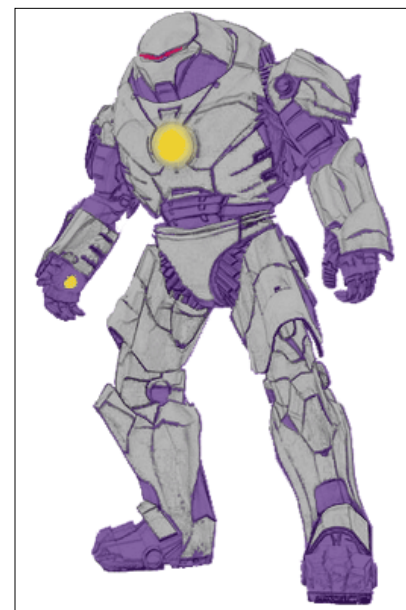
Hero Points: 1

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted



Daniel Crow

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Advantages

Accurate Attack Trade effect DC 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.

Close Attack 4 +1 bonus to close attack checks per rank.

Eidetic Memory Total recall, +5 circumstance bonus to remember things.

Evasion Circumstance bonus to avoid area effects.

Fascinate (Expertise: Video Games) Use an interaction skill to entrance others.

Improved Aim Double circumstance bonuses for aiming.

Improved Initiative 2 +4 bonus to initiative checks per rank.

Languages 1 Speak and understand additional languages.

Power Attack Trade attack bonus for effect bonus.

Ranged Attack 4 +1 bonus to ranged attack checks per rank.

Teamwork +5 bonus to support team checks.

Well-informed Immediate Investigation or Persuasion check to know something.

Wifi Internet Access Custom advantage.

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)

Rocket Boots: Flight 6 - Speed: 120 miles/hour, 1800 feet/round

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

Throwing Distance - Throw 100 tons 6 feet; throw 25 tons 30 feet; throw 6 tons 120 feet

Complications

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

Obsession The Rook is obsessed with The Knight, 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.

Vulnerability With all of the technology within the Rook battle armor, EMPs and Electricity can disrupt the systems. Electrical attacks get a +2 Effect.

Background Information

Languages: English, Unami

Additional Details

PP earned so far: 1

Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-	1	
Athletics	+10	-	10	
Close Combat: Unarmed	+4	2	2	
Deception	+2	2		
Expertise: Crusader History	+7	6	1	
Expertise: Video Games	+6	5	1	
Insight	+2	1	1	
Intimidation	+6	-		+6
Investigation	+4	3	1	
Perception	+4	3	1	
Persuasion	+1	1		
Ranged Combat: Weapon System	+2	-	2	
Sleight of Hand	-	-	2	
Stealth	+0	-	1	-1
Technology	+4	3	1	
Treatment	-	-	1	
Vehicles	-	-	2	

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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