

HERO: _____

PLAYER: _____ IDENTITY: _____ SECRET PUBLIC

GENDER: _____ AGE: _____ HEIGHT: _____ WEIGHT: _____ EYES: _____ HAIR: _____

GROUP AFFILIATION: _____ BASE OF OPERATIONS: _____ POWER LEVEL: 10

POWER POINT TOTALS: ABILITIES 36 • POWERS 67 • ADVANTAGES 5 • SKILLS 25 • DEFENSES 17 = 150

STRENGTH 2 AGILITY 4 FIGHTING 4 AWARENESS 1

STAMINA 2 DEXTERITY 3 INTELLECT 0 PRESENCE 2

OFFENSE

INITIATIVE +16

Throw +9 Ranged, Damage 2 (Toughness Resistance check DC 17)

Fast Attack +10 Close, Damage 5, Multiattack 5, Selective (Toughness Resistance check DC 20)

DEFENSE

DODGE (AGL) 15

PARRY (FGT) 15

FORTITUDE (STA) 10

TOUGHNESS (STA) 5/2*

WILL (AWE) 10

HERO POINTS

POWER POINTS EARNED

POWER POINTS SPENT

NOTES & CONDITIONS

POWERS & DEVICES

*Fast Attack: Damage 3, Strength-based, Multiattack and Selective on 5 Damage. Multiattack allows:

**Single Attack: Increase the Toughness Resistance check DC by 2 (22) for two degrees of success. 5 (DC 25) for three degrees of success.

**Multiple Targets: Roll one attack check per target in an arc. Each attack check takes a penalty equal to the number of targets you attack. You can pick who to attack in the arc.

*Fast Attack Burst: Damage 3, Strength-based, Burst Area and Selective on 5 Damage. All targets within 30 feet make a DC 15 Dodge Resistance check. Failure make a DC 20 Toughness Resistance check vs Damage, Success make a DC 17 Toughness Resistance check vs Damage.

*Fast Defense: Enhanced Dodge 11, Enhanced Parry 11

*Super Speed

**Enhanced Initiative 3: You gain three ranks of Improved Initiative

**Quickness 10: You can perform routine checks at -10 their time rank.

**Speed 15: 64,000 MPH

*Run On Water: Movement 1 (Water Walking), Limited to While Moving

*Run Up Walls: Movement 1 (Wall-crawling), Limited to While Moving

CHARACTER ILLUSTRATION

MUTANTS & MASTERMINDS

ADVANTAGES

*Defensive Roll 3: +3 to Toughness as an active defense

*Improved Initiative 3: +12 to Initiative

*Instant Up: You can stand from prone as a free action without making an acrobatics check

*Move-by Action: You can move before and after your standard action provided all your movement on a turn doesn't exceed your speed.

COMPLICATIONS

*Recognition: You want recognition or attention, and dressing up in a bright costume and fighting crime is one surefire way to get people to notice you.

*Fame: You're a public figure, known almost everywhere you go, hounded by the media, swamped by fans and well-wishers, and similar problems.

EQUIPMENT, VEHICLES, AND HEADQUARTERS

SKILLS

ACROBATICS

| TOTAL | ABILITY | RANKS | OTHER |
|-------|---------|-------|-------|
| 8 | 4 | 4 | |

ATHLETICS

| | | | |
|----|---|---|--|
| 10 | 2 | 8 | |
|----|---|---|--|

CLOSE COMBAT

Unarmed

| | | | |
|----|---|---|--|
| 10 | 4 | 6 | |
|----|---|---|--|

DECEPTION

| | | | |
|---|---|---|--|
| 8 | 2 | 6 | |
|---|---|---|--|

EXPERTISE

Streetwise

| | | | |
|---|---|---|--|
| 6 | 0 | 6 | |
|---|---|---|--|

INSIGHT

INTIMIDATION

INVESTIGATION

PERCEPTION

| | | | |
|---|---|---|--|
| 9 | 1 | 8 | |
|---|---|---|--|

PERSUASION

RANGED COMBAT

Thrown

| | | | |
|---|---|---|--|
| 9 | 3 | 6 | |
|---|---|---|--|

SLEIGHT OF HAND

STEALTH

TECHNOLOGY

| | | | |
|---|---|---|--|
| 6 | 0 | 6 | |
|---|---|---|--|

TREATMENT

VEHICLES

SERIES: _____ GAMEMASTER: _____

INFORMATION

NOTES: Speedster