

COSTUMED ADVENTURER

Superhuman training and an array of devices



Real Name		Team Name	Height
Identity	Secret ID	Gender	Weight
Origin	Select an origin	Age	Hair
Player		Size	Medium
			Eyes

Power Level	10	Power Points	150
Max Attack	12	Max Defense	12
Max Save DC	8	Max Toughness	8

ABILITIES

	MODIFIER	TOTAL	BASE	ENHANCED
STRENGTH	+3	16	16	0
DEXTERITY	+4	18	18	0
CONSTITUTION	+3	16	16	0
INTELLIGENCE	+3	16	16	0
WISDOM	+4	18	18	0
CHARISMA	+4	18	18	0

SKILLS

Acrobatics	8 (+12)
Bluff	8 (+12)
Climb	7 (+10)
Computers	5 (+8)
Concentration	(+4)
Craft	(+3)
	(+3)
	(+3)
	(+3)
Diplomacy	(+4)
Disable Device	8 (+11)
Disguise	(+4)
Drive	6 (+10)
Escape Artist	6 (+10)
Gather Info	6 (+10)
Handle Animal	(+4)
Intimidate	8 (+12)
Investigate	8 (+11)
Knowledge	
-Streetwise	7 (+10)
	(+3)
	(+3)
	(+3)
	(+3)
	(+3)
	(+3)

POWERS & EQUIPMENT

- 4 Commlink [Communication 4: 1 mi; Limited frequencies (-1 flaw); Fragile (-1 Drawback)]
- 2 Costume [Protection 2]
- 1 Grapple Gun [Super-Movement 1: Swinging]
- 6 Utility Belt [Array 6]
- 3 [a] Flash-bangs [Dazzle 3: visual & auditory; Area: 10 ft Burst (+1 extra)] 13:REF
- 2 [a] Boomerangs [Blast 2; Homing (+1 feat); Ricochet (+1 feat)] 17:TGH
- 4 [a] Smoke Bombs [Obscure 4: visual, 25 ft Burst]
- 3 [a] Stun Grenades [Stun 3; Ranged (+1 extra); Area: 10 ft Burst (+1 extra)] 13:FRT

SAVING THROWS

	TOTAL	BASE	ABILITIES	MISC
TOUGHNESS	+8/+5	+0	+3	+0
FORTITUDE	+6	+3	+3	+0
REFLEX	+10	+6	+4	+0
WILL	+10	+6	+4	+0

Protection: 2
 Defensive Roll: 3
 Knockback: 4 / Flat: 2

COMBAT

	BASE	MELEE	RANGED
ATTACK	+12	+12	+12

Unarmed +3 (Bruise)

	TOTAL	BASE	MISC MODIFIERS	SIZE MODIFIER
DEFENSE	+12/+6	+12	+0	+0

Uncanny Dodge

	TOTAL	DEX	POWER	FEAT
INITIATIVE	+4	+4	+0	+0

HERO POINTS 1

DRAWBACKS

HITS & CONDITIONS

BRUISES	STAGGERED	UNCONSCIOUS
□ □ □ □ □ □ □ □	□	□
□ □ □ □ □ □ □ □	□	□
INJURIES	DISABLED	DYING
ROLL	NORMAL	LETHAL
FAIL 4-	BRUISED	+ INJURED
FAIL 5+	STUNNED + BRUISED	+ INJURED
FAIL 10+	STAGGERED + STUNNED	+ DISABLED
FAIL 15+	UNCONSCIOUS	+ DYING (XP: 1)

Abilities 42 + Skills 30 (120 ranks) + Feats 15 + Powers 0 + Combat 48 + Saves 15 - Drawbacks 0 = 150 / 150

Language	English
Medicine	(+4)
Notice	8 (+12)
Perform	(+4)
	(+4)
	(+4)
Pilot	(+4)
Profession	(+4)
Ride	(+4)
Search	9 (+12)
Sense Motive	8 (+12)
Sleight of Hand	8 (+12)
Stealth	10 (+14)
Survival	(+4)
Swim	(+3)

MOVEMENT

Base Move: 30 ft/60 ft/120 ft
 Leaping: 15 ft/5 ft/5 ft

FEATS

- Defensive Roll (3)
- Equipment (4)
- Evasion (2)
- Jack-Of-All-Trades
- Power Attack
- Skill Mastery (1)
- Startle
- Sneak Attack (1)
- Uncanny Dodge (1)
- +3 Toughness save bonus
- 20 points' worth of equipment
- No damage from attacks allowing a Reflex save
- Use any skill untrained
- Reduce attack bonus to increase damage bonus
- Take 10 with Acrobatics, Disable Device, Escape Artist, Stealth, even under pressure
- Feint using Intimidate rather than Bluff
- +2 damage when you surprise attack an opponent
- Retain your dodge bonus while flat-footed (1 sense type)

LIFTING

Light: 76 lbs
 Med: 153 lbs
 Heavy: 153 lbs
 Max: 460 lbs (1150 lbs)

COSTUMED ADVENTURER POWER LEVEL: 10 POWER POINTS: 150

CONDITIONS

Blinded: 50% miss chance, no dodge bonus, -2 DEF, -4 STR & DEX.
Bruised: -1 cumulative Toughness save against nonlethal damage.
Dazed: can take no actions, keeps dodge bonus.
Deafened: cannot hear, -4 Initiative.
Disabled: single action per round. Strenuous actions = dying.
Dying: Fort save DC 10 or die. +1 DC to save per hour.
Entangled: -2 Attack & Defense, -4 DEX, move half speed.
Exhausted: 1/2 speed, -6 STR & DEX, -3 Attack & Defense.
Fatigued: no run or charge, -2 STR & DEX, -1 Attack & Defense.
Grappled: can only make simple attack or break free of grapple.
Helpless: +4 to be hit in melee, 5 Defense.
Injured: -1 cumulative Toughness save against lethal damage.
Invisible: +2 Attack, 50% chance miss to be hit.
Nauseated: move actions only, Fort save DC 10+ power rank.
Paralyzed: 0 STR & DEX, 5 Defense, can take mental actions.
Pinned: held immobile in grapple, no dodge bonus, -4 Defense.
Prone: -4 Attack melee, -4 Defense melee, +4 Defense ranged.
Shaken: -2 to all saves and checks.
Sickened: -2 to all attack rolls and checks.
Slowed: one move or standard action per round. Move at half speed. -1 Attack, Defense, Reflex saves.
Staggered: one move or standard action per round.
Stunned: stunned for 1 round, lose dodge bonus, -2 Defense.
Unconscious: knocked out & helpless.

EXTRA EFFORT

Check Bonus: +2 STR bonus on a single check.
Increase Carry Capacity: +5 STR carry capacity for one round.
Increase Movement: double movement speed for one round.
Increase Power: +2 ranks to a power.
Gain Power Feat: add power feat until end of encounter.
Willpower: additional Will save with lasting effect.
Surge: gain additional standard or move action.

HERO POINTS

Improve Roll: re-roll an action. Minimum 10 + lowest roll.
Improve Defense: +5 Defense for one round.
Heroic Feat: add feat (no Fortune feats), 1 rank per hero point.
Dodge: double dodge bonus for one round.
Instant Counter: counter a power used against you.
Recover: shake off stunned or fatigue condition.
Escape Death: stabilizes dying condition.
Inspiration: hint, clue, or other help from GM.

GAME INFO

Player
Email
Campaign
GM

TEAM NAME

City
Base
Members

TEAM NOTES

NPCS

TACTICS

PERSONAL DETAILS

Real Name
Nationality
Ethnicity
Occupation
Origin Select an origin
First Appearance
Allegiance Select an allegiance
Motivation Select a motivation

APPEARANCE

Gender
Age
Height
Weight
Hair
Eyes

PERSONALITY

"The mask makes you a legend. What's inside makes you a hero."

BACKGROUND

Rank	Time	Value	Extended Range
1	3 seconds	1	10 ft
2	6 seconds	2	100 ft
3	1 minute	5	1,000 ft
4	5 minutes	10	1 mi
5	20 minutes	25	5 mi
6	1 hour	50	20 mi
7	5 hours	100	200 mi
8	1 day	250	2,000 mi
9	1 week	500	20,000 mi
10	1 month	1,000	200,000 mi
11	3 months	2,500	2 million mi
12	1 year	5,000	20 million mi
13	5 years	10,000	200 million mi
14	10 years	25,000	2 billion mi
15	50 years	50,000	Solar system
16	100 years	100,000	Nearby stars
17	500 years	250,000	Distant stars
18	1,000 years	500,000	Galaxy
19	5,000 years	1,000,000	Nearby galaxies
20	10,000 years	2,500,000	Universe

Last Updated

2008-07-26