

Duncan Summers, Headmaster

Male; Age: 25; Height: 5' 8"; Weight: 175 lb.

Power Level 9, 155 PP; Abilities 76 + Powers 0 + Advantages 25 + Skills 39 (78 ranks) + Defenses 15

Abilities

Strength	3	Agility	2	Fighting	12	Awareness	4
Stamina	3	Dexterity	6	Intellect	4	Presence	4

Offense

Initiative: +10

Attack Name	Attack Bonus & Resistance DC	Notes
Boomerangs: Strength-	+14, DC 19 20ft., Crit 19-20
Club	+12, DC 20 Bludgeon, Crit 20
Throw	+6, DC 18 Bludgeon, Crit 20
Unarmed	+14, DC 18 Bludgeon, Crit 20

Powers

ü Weapons Array (13 EP)

Boomerangs: Strength-based Damage 1 (1 PP)
DC 19; Reach (ranged) 4: 20 ft. (Standard - Close, 20ft. - Instant)

ü **Smoke Pellets: Cloud Area Concealment Attack 4** (12 PP)
All Visual Senses, DC 14; Cloud Area: 15 feet radius sphere, Attack: Fortitude (Free - Close - Sustained)

Advantages

- Agile Feint** Feint using Acrobatics skill or Speed rank.
- Benefit, Wealth 4 (multimillionaire)** Gain a significant perk or fringe benefit.
- 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.
- Improved Aim** Double circumstance bonuses for aiming.
- Improved Critical: Boomerangs: Strength-based Damage 1** +1 to critical threat range with an attack per rank.
- Improved Initiative 2** +4 bonus to initiative checks per rank.
- Jack-of-all-trades** Use any skill untrained.
- Precise Attack (All) 4** Ignore attack check penalties for either cover or concealment.
- Redirect** Use Deception to redirect a missed attack at another target.
- Takedown** Free extra attack when you incapacitate a minion.
- Uncanny Dodge** Not vulnerable when surprised or caught off-guard.

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)
- Routine Jump Distance** - Running jump: 19 ft.; standing: 9.5 ft.; vertical: 3.8 ft.; standing vert.: 1.9 ft.
- Throwing Distance** - Throw 1600 lbs. 6 feet; throw 400 lbs. 30 feet; throw 100 lbs. 120 feet



Defenses

Dodge	8
Parry	12
Fortitude	6
Toughness	6/3
Will	10

Hero Points: 1

Damage

<input type="checkbox"/>	Bruises
<input type="checkbox"/>	Dazed
<input type="checkbox"/>	Staggered
<input type="checkbox"/>	Incapacitated

Equipment

Club, Commlink, Utility Belt [Weapons Array]

Complications

Disability Suffers from a bad knee and hip, consequences of old injuries from his days as the Raven. Treat as Hindered.

Background Information

Languages: Native Language

Skills

	Total	Ranks	Ability	Other
Acrobatics	+8	6	2	
Athletics	+9	6	3	
Close Combat: Unarmed	+14	2	12	
Deception	+10	6	4	
Expertise: Choose One	+8	4	4	
Insight	+10	6	4	
Intimidation	+12	8	4	
Investigation	+12	8	4	
Perception	+10	6	4	
Persuasion	+4	-	4	
Ranged Combat: Thrown	+14	8	6	
Sleight of Hand	+10	4	6	
Stealth	+10	8	2	
Technology	+6	2	4	
Treatment	+4	-	4	
Vehicles	+10	4	6	

Validation Report

Validation Report (0 issues): Nothing identified

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