

Espionage

Male; Age: 92; Height: 5' 10"; Weight: 200 lb.

Eyes: Green; Hair: Black

Power Level 12, 183 PP; Abilities 90 + Powers 9 + Advantages 38 +

Skills 30 (60 ranks) + Defenses 16

Abilities

Strength	5	Agility	7	Fighting	10	Awareness	4
Stamina	5	Dexterity	7	Intellect	3	Presence	4

Offense

Initiative: +7

Attack Name

Attack Bonus & Resistance DC

Notes

Brass Knuckles +10, DC 21 Bludgeon, Crit 20

Family Sword: Strength-based Damage 5 +10, DC 25 Crit 20

Light Pistol +7, DC 18 Ballistic, Crit 20

Light Submachine Gun ... +7, DC 18 Ballistic / Multiattack, Crit 20

Throw +7, DC 20 Bludgeon, Crit 20

Unarmed +10, DC 20 Bludgeon, Crit 20

Powers

ü **Espionage Armor: Protection 3** (3 PP)

Removable, +3 Toughness; Subtle: subtle (Personal - Permanent)

Family Sword: Strength-based Damage 5 (3 PP)

Easily Removable, DC 25 (Standard - Close - Instant)

ü **Human Advancement: Regeneration 2** (2 PP)

Every 5 rounds (Personal - Permanent)

ü **Human Advancement: Retarded Aging** (1 PP)

Advantages

Assessment Use Insight to learn an opponent's combat capabilities.

Benefit, Cipher Gain a significant prerequisite or fringe benefit.

Benefit, Diplomatic Immunity Gain a significant prerequisite or fringe benefit.

Benefit, Security Clearance: Choose Clearance Gain a significant prerequisite or fringe benefit.

Defensive Roll 4 +1 active defense bonus to Toughness per rank.

Equipment 5 5 points of equipment per rank.

Evasion 2 Circumstance bonus to avoid area effects.

Fearless Immune to fear effects.

Hide in Plain Sight Hide while observed without need for a diversion.

Improved Defense +2 bonus to active defense when you take the defend action.

Improved Disarm No penalty for the disarm action.

Improved Trip No penalty for the trip action.

Inspire 4 Spend a hero point to grant allies a +1 circumstance bonus per rank.

Languages 3 Speak and understand additional languages.

Luck 5 Re-roll a die roll once per rank.

Quick Draw Draw a weapon as a free action.

Redirect Use Deception to redirect a missed attack at another target.

Set-up 3 Transfer the benefit of an interaction skill to an ally.

Teamwork +5 bonus to support team checks.



Defenses

Dodge **12**

Parry **12**

Fortitude **9**

Toughness **12/8**

Will **9**

Hero Points: 1

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted

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 3 tons 6 feet; throw 1600 lbs. 30 feet; throw 400 lbs. 120 feet

Equipment

Audio Recorder, Binoculars, Brass Knuckles, Camera, Computer, Light Pistol, Light Submachine Gun, Mini-tracer, Night Vision Goggles, Rebreather

Complications

Enemy Slugger is head of a political party and will be running for president shortly.

Honor Won't fight dirty or take advantage of an unfair situation.

Motivation: Responsibility He feels that the current state of the world is his family's fault or is his family's legacy which he must contain.

Secret His true family history would cause all sorts of problems in the world.

Background Information

Languages: English, German, Japanese, Russian

Real name is Ishikawa Kenichi Yohane

Skills

	Total	Ranks	Ability	Other
Acrobatics	+9	2	7	
Athletics	+9	4	5	
Close Combat: Sword	+12	2	10	
Close Combat: Unarmed	+14	4	10	
Deception	+8	4	4	
Expertise: Calligraphy	+4	1	3	
Expertise: History	+7	4	3	
Expertise: Ikebana	+4	1	3	
Expertise: Law	+5	2	3	
Expertise: Politics	+6	3	3	
Insight	+8	4	4	
Intimidation	+8	4	4	
Investigation	+12	9	3	
Perception	+10	6	4	
Persuasion	+4	-	4	
Ranged Combat: Pistol	+9	2	7	
Ranged Combat: Submachine Gun	+9	2	7	
Sleight of Hand	-	-	7	
Stealth	+12	5	7	
Technology	-	-	3	
Treatment	-	-	3	
Vehicles	+8	1	7	

Validation Report

Validation Report (1 issues): Too many PP spent (183, max 180)

Settings: Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Hero High: Hero High; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment

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