

TAGLINE: "Heroes, on my mark!" **PERSONALITY FLAWS:** Patriot, the hero's code

PLOT POINTS:

10

	SCORE	BONUS	SAVE		SCORE	BONUS	SAVE	UNDER POWERED FORM
STRENGTH	11	+0	+2	INTELLIGENCE	13	+1	+3	
DEXTERITY	17	+3	+5	WISDOM	14	+2	+4	
CONSTITUTION	14	+2	+4	CHARISMA	16	+3	+5	

RANK BONUS	2
GRIT	2
INITIATIVE	3

PACE

RUN: 3

SKILL SETS (EDGES) RANK BONUS **2** EDGE BONUS **4**

Ex-Military Operative

AVOIDANCE	15	DAMAGE RESISTANCE
FORTITUDE	13	Physical 4
DISCIPLINE	15	Energy 2

STAMINA 42 CURRENT
TEMP
STAMINA
WOUNDS 3

ATTACK	TO HIT/VS	DAMAGE	NOTES
Optic Plasma Blast	+5 / A	1d12+4 (Fire)	Range: 11
Auto Pistol	+5 / A	1d8+4 (Ballistic)	Range: 4 / Ammo: Medium /
Ka-Bar	+5 / A	1d6+4 (Slashing)	Melee

BURNOUT THRESHOLD	<input type="text" value="10"/>	<input type="text" value="2"/> BLEED	Optic Blast	
			NOTES	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩ ⑪ ⑫ ⑬ ⑭ ⑮
BURNOUT THRESHOLD	<input type="text"/>	<input type="text"/> BLEED		① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩ ⑪ ⑫ ⑬ ⑭ ⑮
			NOTES	

POWERS

"Optic Plasma Blast" Energy Blast (Fire) 23 (+6), You possess the ability to fire beams of super heated plasma from your eyes.

Armor 19 (+4), You possess an enhanced ability or ignore blows that would stagger others.

FEATS / FEATURES

Hawkeye

Learn Combat Maneuver:

(Headshot)

Natural Born Leader:

(Battlefield Command, Improved Team Attack)

Origin Features:

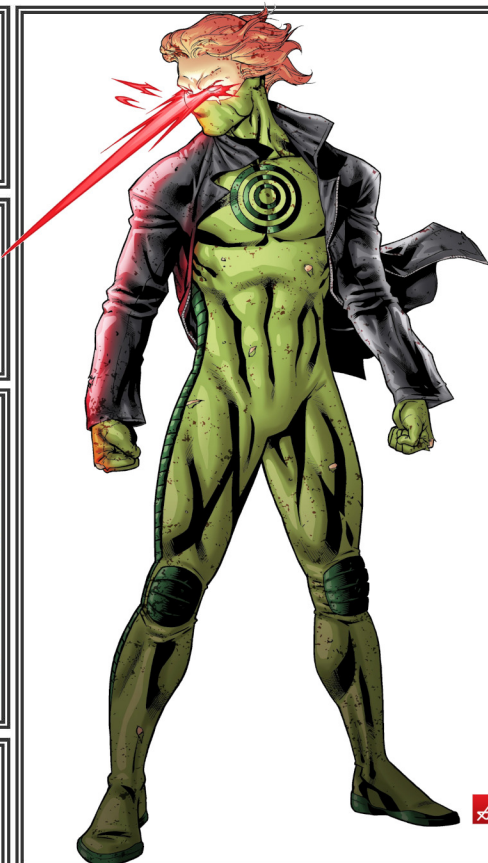
Raw Potential

Power Limits

GEAR

"Infiltrator Go-Bag" (Water-resistant Tactical Ergo Pack, Pocket Lock Pick Set, Water Resistant Night Vision Binoculars, Tactical Holster Vest, Multi-Tool, Climbing Kit, Gas Mask, Throat communicators with 2-way radio/walkie-talkie, Well-worn leather Tactical gloves) Night Vision Goggles (Simple), Solar/Crank Radio

WEAKNESS/NOTES



POWERS:

BURNOUT THRESHOLD: 10

Both of Balor's powers possess the Linked power modification

"OPTIC BLAST" ENERGY BLAST (KINETIC)

You possess the ability to fire beams of super heated plasma from your eyes.

Damaging+, Ranged.

Score: 23 (+6)

Primary Ability: Dexterity

Action: Action

Burnout: 3

Effect: Balor can fire beams plasma force from his eyes which deal 1d12+Dex Modifier of fire damage at a range of 11 areas.

ARMOR

Score: 19 (+4)

Primary Ability: Dexterity

Action: Action

Effect: you gain Damage Resistance against physical damage equal to your power bonus and half that against energy damage.

FEATS

HAWKEYE

Benefit: When using your Ranged or Firearms to attack, you do not suffer penalties to attacking at range as long as that target is within a number of areas equal to your wisdom score. Additionally, your ranged weapon attacks ignore half and three-quarters cover.

LEARN COMBAT MANEUVER

you know the following combat maneuver

HEADSHOT

You take your time to line up a perfect shot right between the eyes.

Attack: Avoidance -2

Action: 1 Action + 1 Bonus Action

Range: 3 areas

Effect: You use your action to set up your next shot, then use your bonus action take your shot. If you hit, you deal your attack's maximum base damage, expending a single round of ammo if using a firearm. Any Zombie of Epsilon level or below successfully struck with a headshot is instantly destroyed.

For example, a heavy hand cannon would deal 12 (dexterity) damage to one target; if you deal additional damage due to feats or powers, all additional damage die is rolled normally.

Weapons: Any Firearm, thrown weapon, archaic missile weapon (such as bows), or ranged single target energy blast power.

NATURAL BORN LEADER

You know the following leadership maneuvers

BATTLEFIELD COMMAND

Requirements: Charisma 13+

Attack: None

Action: Action

Range: 5 areas

Effect: Command an ally within range who can hear and see you. As a reaction, they can move up to their full pace. This movement does not provoke attacks of opportunity.

Special: Can be used once per scene.

IMPROVED TEAM ATTACK

Hit them high, and I'll hit them where it hurts!

Attack: Avoidance

Action: Ready, triggered by an ally attacking a target you intend to attack.

Range: Melee or Ranged (3 Areas)

Effect: Base; If the ally you chose successfully hit your intended target, you may then use your reaction to attack the same target with Advantage. If you hit, you combine your damage with that from your ally to determine if your attack deals Massive Damage (see massive damage pg xx)

Weapons: You may perform this maneuver with any melee weapon, unarmed attack, or attack powers.

PERSONALITY FLAWS

PATRIOT

Sure things look tough, but we're Americans! Our nation was born in troubled times and we've weathered worse! We'll get through this so long as we never forget our ideals!

You strongly believe in the USA and what it once stood for, and you optimistically hold on to its ideals, laws, and principles. Your patriotism is often at odds with reality, and many fellow Heroes and Bystanders aren't appreciative of your love for the Golden Age.

THE HERO'S CODE

Look, I get it. You want to stand for freedom, justice, and mom's apple pie. But take a look around; it's all gone, flushed down a zombie toilet. Why can't you see that?

Whether you actually believe in it or are just using it to hold on to your sanity, you continue to follow the unwritten code of superheroes to an extreme. You do not lie, cheat, or steal, even to survive. You treat zombies as honorably you would any other super villain or henchman.