

## Jack Strider (Aaron)

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

Power Level 10, 150 PP; Abilities 20 + Powers 84 + Advantages 13 + Skills 26 (52 ranks) + Defenses 7

### Abilities

Strength	9	Agility	6	Fighting	6	Awareness	7
Stamina	8	Dexterity	1	Intellect	1	Presence	2

### Offense

Initiative: +6

Attack Name

Attack Bonus & Resistance DC

Notes

**Fists of the City: Move Object 9 +1, DC 24 . . . . . 225/450/900 ft., Crit 20**

**Throw . . . . . +1, DC 24 . . . . . Bludgeon, Crit 20**

**Unarmed . . . . . +11, DC 24 . . . . . Bludgeon, Crit 20**

### Powers

#### ✓ Ageless Avatar (5 PP)

Notes: You do not age, and are immune to poison, starvation, thirst, and suffocation. You regenerate one damage level (starting with bruises, then other damage conditions) every 2 rounds.

#### ✓ Immunity 4 (2 PP)

Aging, Poison, Starvation & Thirst, Suffocation: Choose Type; Limited: Only in cities (*Personal - Permanent*)

#### ✓ Regeneration 5 (3 PP)

Every 2 rounds; Limited: Only in cities (*Personal - Permanent*)

#### Doorways of the City: Teleport 16 (16 PP)

250 miles in a move action, carrying 50 lbs.; Accurate; Limited: Only within a city, Medium: Through doorways. Notes: You can teleport up to 250 miles, as long as: 1) both the start and end point are within a city; and 2) there is a door at either end for you to pass through. The door always opens for you even, if it is locked, however you cannot bring other people with you or leave the door open behind you. You do not need to be familiar with your destination, just able to describe it generally. Activating this power is a move action. (*Move - Rank - Instant*)

#### ✓ Eyes of the City (15 PP)

Notes: You gain a +6 bonus to your Awareness. You can see through all forms of visual concealment (darkness, smoke, etc.), and can detect forensic-level visual and tactile details on anything you can see or touch. You have an unerring sense of direction and distance. You can hear and understand radio transmissions. You can use Perception to mentally sense danger or to mentally track a quarry through a city environment. By concentrating, you can divine details about the past (postcognition) or future (precognition) of an object or location in a city. Your normal present-day senses don't work when using post- or precognition.

#### ✓ Heightened Awareness (13 PP)

##### ✓ Enhanced Awareness 6 (6 PP)

+6 AWE; Limited: Only in cities (*Free - Personal - Sustained*)

##### ✓ Senses 13 (7 PP)

Analytical: vision, Analytical: touch, Counters All Concealment: vision, Danger Sense: mental, Direction Sense, Distance Sense, Radio, Tracking: mental 2: full speed; Limited: Only in cities (*Personal - Permanent*)

#### Postcognition: Senses 4 (1 PP)

Postcognition; Limited: Only in cities (*Personal - Permanent*)

#### Precognition: Senses 4 (1 PP)

Precognition; Limited: Only in cities (*Personal - Permanent*)

#### ✓ Fists of the City: Move Object 9 (18 PP)

12 tons, DC 24; Damaging; Limited Material: Urban materials, Notes: You can telekinetically control up to 12 tons of "urban materials" (bricks, concrete, asphalt, metal girders, etc.) out to a range of 900 ft. You can use the controlled material to attack targets directly or perform maneuvers such as trip, disarm, etc. (*Standard - Ranged, 225/450/900 ft. - Sustained*)

#### ✓ Footsteps of the City: Movement 4 (4 PP)

Safe Fall, Sure-footed 1, Trackless: Sight 1, Wall-crawling 1: -1 speed rank; Limited: Only in cities., Notes: You leave no visible trace or footprints when you move through a city, and are unaffected by difficult terrain. You can also walk on walls and fall any distance without injury. (*Free - Personal - Sustained*)



### Defenses

Dodge 9

Parry 9

Fortitude 8

Toughness 10/8

Will 8

Hero Points: 1

### Damage

Bruises

Dazed

Staggered

Incapacitated

### Fatigue

Fatigued

Exhausted

## Powers

### ✓ Strength of the City (24 PP)

Notes: You gain a +6 bonus to Strength, Stamina, Agility, and Fighting while in a city.

#### ✓ Enhanced Agility 6 (6 PP)

+6 AGL; Limited: Only in cities (Free - Personal - Sustained)

#### ✓ Enhanced Fighting 6 (6 PP)

+6 FGT; Limited: Only in cities (Free - Personal - Sustained)

#### ✓ Enhanced Stamina 6 (6 PP)

+6 STA; Limited: Only in cities (Free - Personal - Sustained)

#### ✓ Enhanced Strength 6 (6 PP)

+6 STR; Limited: Only in cities (Free - Personal - Sustained)

### ✓ Voice of the City: Comprehend 2 (2 PP)

Objects; Broad Type: Objects in cities, Notes: You can communicate with inanimate objects and structures that are "part of" the city (lamp posts, dumpsters, alleyways, etc.), reading impressions about events directly affecting them or in their immediate area. (Personal - Permanent)

## Advantages

**All-out Attack** Trade active defense for attack bonus.

**Connected** Call in assistance or favors with a Persuasion check.

**Defensive Roll 2** +1 active defense bonus to Toughness per rank.

**Extraordinary Effort** Gain two benefits when using extra effort.

**Fast Grab** Make a free grab check after an unarmed attack.

**Favored Environment: Urban** Circumstance bonus to attack or defense in an environment.

**Improved Grab** Make grab attacks with one arm. Not vulnerable while grabbing.

**Improved Hold** -5 circumstance penalty to escape from your holds.

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

**Move-by Action** Move both before and after your standard action.

**Takedown 2** Free extra attack when you incapacitate a minion.

## 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)

**Doorways of the City: Teleport 16** - 250 miles in a move action, carrying 50 lbs.

**Footsteps of the City: Movement 4** - Safe Fall, Sure-footed 1, Trackless: Sight 1, Wall-crawling 1: -1 speed rank

**Routine Jump Distance** - Running jump: 24 ft.; standing: 12 ft.; vertical: 4.8 ft.; standing vert.: 2.4 ft.

**Throwing Distance** - Throw 50 tons 6 feet; throw 12 tons 30 feet; throw 3 tons 120 feet

## Complications

**Amnesia** Jack Strider's memories are riddled with blank spots, some of which span decades. Events that occurred during those time periods may have a way of catching up to him.

**Motivation: Responsibility** Jack Strider is somehow mystically compelled to protect cities in general and Emerald City in particular. He couldn't stop doing it even if he wanted to.

## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	+12	6	6	
<b>Athletics</b>	+14	5	9	
<b>Close Combat: Unarmed</b>	+12	6	6	
<b>Deception</b>	+2	-	2	
<b>Expertise: Streetwise</b>	+3	2	1	
<b>Insight</b>	+15	8	7	
<b>Intimidation</b>	+2	-	2	
<b>Investigation</b>	+9	8	1	
<b>Perception</b>	+15	8	7	
<b>Persuasion</b>	+6	4	2	
<b>Ranged Combat: Throw</b>	+1	-	1	
<b>Sleight of Hand</b>	-	-	1	
<b>Stealth</b>	+11	5	6	
<b>Technology</b>	-	-	1	
<b>Treatment</b>	-	-	1	
<b>Vehicles</b>	-	-	1	

## Validation Report

**Validation Report (1 issues):** Unarmed: Attack Bonus exceeds Power Level limit by 1

**Settings:** Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Gadget Guides: Gadget Guides; Sourcebooks -> Hero High: Hero High; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment; Optional Rules: Hide Default Power Name

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## Complications

**Power Loss** Jack Strider loses all of his power if he ventures more than a few miles outside of a developed urban area. Even in a small town or suburb, he may be fatigued or partially weakened.

**Relationship** Jack Strider has a somewhat contentious relationship with his ex-girlfriend, Angelica Jones, an energy-projector who superheroes in Portland under the codename Ignitrix.

## Background Information

**Languages:** Native Language

Avatar of the City