

MASKED ADVENTURER

POWER LEVEL 8

STR	DEX	CON	INT	WIS	CHA
+3	+3	+4	+3	+3	+2
16	16	18	16	16	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+4	+4	+6	+6

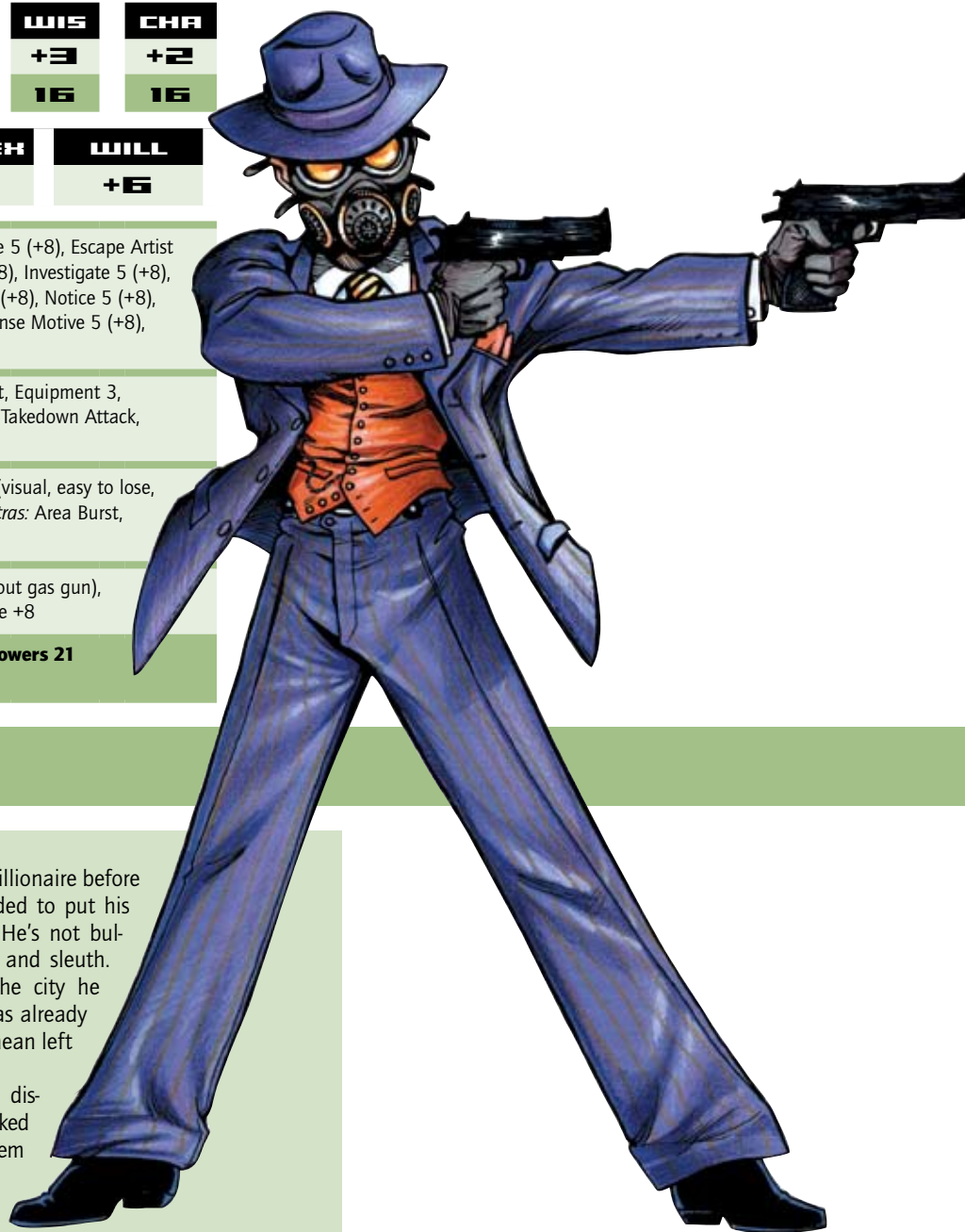
Skills: Acrobatics 5 (+8), Bluff 5 (+8), Disable Device 5 (+8), Escape Artist 5 (+8), Gather Information 5 (+8), Intimidate 5 (+8), Investigate 5 (+8), Knowledge (business, current events, streetwise) 5 (+8), Notice 5 (+8), Profession (businessman) 5 (+8), Search 5 (+8), Sense Motive 5 (+8), Stealth 5 (+8), Swim 5 (+8)

Feats: All-out Attack, Defensive Attack, Elusive Target, Equipment 3, Improved Block, Improved Initiative, Power Attack, Takedown Attack, Well-Informed

Powers: **Device 7** (knockout gas gun) [**Obscure 5** (visual, easy to lose, *Extras:* Linked with Stun), **Stun 5** (easy to lose; *Extras:* Area Burst, Duration Sustained, Linked with Obscure)]

Combat: Attack +6, Grapple +9, Damage +5 (knockout gas gun), +3 (unarmed), Defense +6, Knockback -2, Initiative +8

Abilities 38 + Skills 20 (80 ranks) + Feats 11 + Powers 21 + Combat 24 + Saves 6 = 120



The Masked Adventurer was once a bored millionaire before he grew tired of high-society life and decided to put his wealth and talents to use fighting crime. He's not bulletproof, but he is a skilled amateur boxer and sleuth. There's also very little that happens in the city he doesn't know about, and the underworld has already learned to fear his trademark gas gun and mean left hook.

Customization: Rather than relying on a distinctive weapon like a gas gun, some Masked Adventurers count on their friends to help them out of a jam. Such characters can trade the Device 7 power for the feat Sidekick 7, which can be created using one of the handy archetypal Sidekicks in the **Supporting Cast** section as a starting point. They can also trade in their Intimidate skill for Diplomacy or Handle Animal, to better relate to their new partner.

Other Masked Adventurers are known for their rides, which are tricked out to be bulletproof, fly, swim, or just go really, really fast. These types can trade in the Device 7 power for 35 equipment points with which to build their dream car (or tank, or sub, or whatever). Since these gear-heads need to get their hands dirty, they can also trade in the Knowledge (business) and Profession (businessman) skills for Craft (mechanical) and either Drive or Pilot (as appropriate).

"WHEN WILL YOU
MOBSTERS LEARN THAT
CRIME DOESN'T PAY?"