

# The Dingo

The Aussie from Outer Space!

Power Level 5 superhero, 75 Power Points

Str 20, Dex 20, Con 20, Int 10, Wis 16, Cha 10

Feats: Durability, Independent Income

Super-Strength Rank 4 (with Protection Extra)

Base Attack +3

Amazing Saves +1 Fortitude, +1 Willpower

Skills (all bought at +1): Acrobatics, Balance, Climb, Computers, Drive, Intimidate, Jump, Listen, Ride, Spot, Swim, Search

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## **Cool things the Dingo can buy in the future**

More Super-Strength (at 5 points/rank, currently)

Power Stunt: Lifting (every 2 points doubles your lifting capacity)

More Extras for Super-Strength: Leaping, Shockwave, Super-Breath, Thunderclap (each extra increases the cost of your Super-Strength by 1 point per Rank)

More Amazing Save , 2 points per +1 additional Fort and Will save

More Base Attack, 3 points for each +1

Buy Base Defense at 2 points for each +1

More Skills, 1 power point buys 3 skill points

Identity Change feat, for the old phone booth trick (2 points)

Buy up Charisma (+1 for one point), then the Leadership feat (2 points), later Inspire (2 more points)

Some Other Feat Ideas (2 points each): All-Out Attack, Endurance, Heroic Surge, Hero's Luck,

Indomitable Will, Power Attack, Takedown Attack

# Cyborg

the 7.5 Million Dollar Man!

Power Level 5 superhero, 75 Power Points

Str 10, Dex 10, Con 10, Int 14, Wis 10, Cha 12

Feats: Detect (life form), Radio Hearing, Radio Broadcast, Darkvision

Super-Strength Rank 3 (with Protection extra)

Super-Speed Rank 2

Super-Senses Rank 2

Energy Blast Rank 5 (with Explosive Extra and Power Stunt: Dual Use)

Amazing Saves Rank 2 (+2 Reflex and Damage saves)

Base Attack +1

Defense +1

Skills (all bought at +2): Spot, Search, Listen, Jump, Climb, Balance

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## **Cool things Cyborg can buy in the future**

More Super-Speed (6 points per rank)

Power Stunt: Immunity (heat) for Super-Speed (2 points)

More Super-Strength (5 points per rank)

More Energy Blast (3 points per rank)

Deflection Extra for Energy Blast (increases cost of Energy Blast by 1 point per rank)

Energy Field (2 points per rank, various extras available)

Base Attack +1 per 3 points

Defense +1 per 2 points

More Str, Dex, etc at 1 stat point per power point

Feat: Move-By Attack (2 points, prerequisite Dex 13)

More Skills: 1 power point buys 3 skill points

# Radarman

the Crime Detector

Power Level 5 superhero, 75 Power Points

Str 20, Dex 14, Con 10, Int 14, Wis 14, Cha 10

Feats: Blind-Fight, All-Around Sight, Blindsight

Super-Strength Rank 2 (w/Protection)

Combat Sense Rank 2

Amazing Saves Rank 2, +2 on Reflex and Will saves

Base Attack +3

Defense +5

Skills (all bought +3): Acrobatics, Balance, Bluff, Climb, Demolitions, Disable Device, Gather Info, Hide, Jump, Move Silently, Escape Artist, Swim

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## Cool things for Radarman to buy

Assessment Feat (2 points)

Strike (2 points per rank) for more kung-fu

More Dex (or other stats) at 1 stat point per power point

For every 2 more points of Dex you buy, get another rank of Combat Sense (2 points each)

If you max out Dex, you might want Super-Dex (4 points per rank)

There are lots of nifty combat feats that give you more martial arts mayhem: Accurate Attack, Chokehold, Dodge, Expertise, Improved Grapple, Improved Initiative just to name a few (2 points each)

More Super-Strength (5 points per rank)

More Super-Senses (2 points per rank)

More Base Attack (+1 for 3 points)

More Defense (+1 for 2 points)

More Skills (1 points buys 3 skill ranks)

# Jill Montgomery

Agent of SHIELD

Power Level 5 Superhero, 80 Power Points

Str 10, Dex 14, Con 14, Int 16, Wis 10, Cha 14

Weapon Rank 5, non-lethal (beam pistol)

Weapon Rank 5, lethal, autofire, 8 uses (machine pistol)

Armor Rank 5 (beta cloth catsuit)

Gadgets Rank 2 (misc. SHIELD gear)

Deflection Rank 5, limited to thrown weapons and arrow-type missiles

Strike Rank 2

Base Attack +4

Defense +4

Feats: Attractive, Well-Connected

Skills (all bought at +4) Acrobatics, Computers, Diplomacy, Hide, Move Silently, Science (Chemistry), Spot, Listen, Search

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## Cool Stuff Jill Can Buy

More Base Attack (+1 for 3 points)

More Defense (+1 for 2 points)

More Skills (1 points buys 3 skill ranks)

More Strike (2 points per rank) for more kung-fu

More Dex or Cha (or other stats) at 1 stat point per power point

If you max out Dex or Cha, you might want Super-Dex (4 points per rank) or Super-Cha (3 points for the extra intimidating version, it's cool!)

More Gadgetry (2 points per rank), plus Feat: Hero's Luck (2 points each) to power it (Hero's Luck is just good by itself too)

There are lots of nifty combat feats that give you more martial arts mayhem or crazy gun-fu powers. Want to fire both guns at once? Get Ambidexterity and Two-Weapon Fighting for 2 points each. Spend another 4 points and you can get Weapon Focus for each gun, giving you another +1 each towards offsetting the two weapon fighting penalty. Or buy Attack Finesse to use your Dex bonus instead of Str in melee combat. Again, just 2 points. Buy Dodge and Evasion (4 points for both) and max out your Dex and you can use your Reflex save (Dex based) instead of your Damage save when hit in combat. Precise Shot (2 points) allows you to shoot at people your teammates are in melee with at no penalty. Quickdraw (2 points) makes drawing your guns a free action. Buy at least 4 ranks of the Intimidate skill and the Startle feat (again, only 2 points) to spook a foe. There are plenty of other cool looking feats. And they're cheap!