



Character Name: **Minuteman**
 AKA: Jack Snyder
 Genre: Superheroic
 Campaign: **Task Force**

CHARACTERISTICS

Val	Char	Base	Cost	Roll
60	STR	10	50	21-
13	DEX	10	6	12-
48	CON	10	38	19-
13	INT	10	3	12-
13	EGO	10	3	12-
20	PRE	10	10	13-
13	OCV	3	30	
11	DCV	3	20	
3	OMCV	3	0	
4	DMCV	3	3	
35	PD	2	33	
30	ED	2	28	
4	SPD	2.0	20	
19	REC	4	15	
75	END	20	11	
15	BODY	10	5	
68	STUN	20	24	
19m	Run	12	7	
4m	Swim	4	0	
20m	Leap	4	8	
Total 314				

Summary
 Lift: 102.4tons
 Initiative: 23
 Stun Threshold: 48
 Perception Roll: 12-
 PRE Attack: 4d6
 STR Dmg: 12d6
 STR END: 6
 35 PD • 0 Res. PD
 30 ED • 0 Res. ED
 Phases: 3, 6, 9, 12

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	0
Spent:	0
Unspent:	0
Base Points:	500
Complication Points:	75
Characteristic Points:	314
Power Points:	147
Talent Points:	8
Martial Art Points:	0
Skill Points:	29
Perk Points:	2
Total Points:	500

INFORMATION

Eye Color: Brown
Height: 2.00 m
Hair Color: Brown
Weight: 100.00 kg

Background
 Had been unknowingly hired by a VIPER Nest to haul hazardous chemicals to a research site. There was an accident, he was exposed to the chemicals, and it required Michael 'Amazing Man' Renton's technical genius in order to save him and stabilize his body.

Has a wife living with his extended family near Dalhart, TX. They have a son (Cody) in 1993.

Truck Driver. Reserve member of Task Force 1983-1991. Fought in the Battle of Detroit as an independent hero, retired from active superheroics afterward to help raise his family.

MOVEMENT

Type	Top Speed
Run	19m [38m NC]
Swim	4m [8m NC]
H. Leap	20m [40m NC]
V. Leap	10m [20m NC]

Personality

Quotes

Died 9/11/2001 helping NYPD and FDNY personnel escape the North Tower (he was in Newark on a freight run)

Minuteman

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	--	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½*	+0	-5	+4 DC attack damage
Move By	½	-2	-2	STR/2 + v/10, you take 1/3
Move Through	½	-v/10	-3	STR + v/6
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged Attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target prone

ATTACK POWERS

Name	Effect	END
Velocity Damage	6d6 Hand-To-Hand Attack	0
Slingshot	STR	
Caught Ya!	STR OCV	0

DEFENSE POWERS

Name	Effect	Defense	END
	Barrier	12	5
	Damage Reduction	0	0
	Damage Reduction	0	0

SENSORY POWERS

Name	Effect	END
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COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	48	STUN:
Melee Damage	12d6	
Physical Defense	35	/68
Res. Phys. Defense	0	END:
Energy Defense	30	
Res. Energy Defense	0	/75
Mental Defense	0	BODY:
Power Defense	0	/15

COMBAT VALUES

OCV: 13 **DCV: 11**
OMCV: 3 **DMCV: 4**

Initiative and Action Phases

DEX: 23 **Action Phases: 3, 6, 9, 12**

COMBAT MODIFIERS

Range	0-8m	9-16m	17-32m	33-64m	65-125m	129-250m
RMOD	0	-2	-4	-6	-8	-10

Minuteman**POWERS**

END	Description	Cost
	Stretching: Multipower, 50-point reserve	50
0	1) Stretching 20m, Reduced Endurance (0 END; +1/2) (30 Active Points)	3f
	2) Flexible Dodging: +4 DCV (20 Active Points)	2f
0	3) Velocity Damage: Hand-To-Hand Attack +6d6, Reduced Endurance (0 END; +1/2) (45 Active Points); Hand-To-Hand Attack (-1/4), Always Direct (-1/4)	3f
	4) Slingshot: +30 STR, Reduced Endurance (0 END; +1/2) (45 Active Points); OIF (Appropriate Pivot Point; -1/2), Only for throwing (-1/2), Extra Time (Full Phase, -1/2), Must Follow Grab (-1/2)	1f
5	5) Barrier 6 PD/6 ED, 6 BODY (up to 6m long, 3m tall, and 1/2m thick), Dismissable, Opaque Sight Group (49 Active Points); Feedback (-1), Costs Endurance (to maintain; -1/2), No Range (-1/2)	2f
0	6) Caught Ya!: (Total: 50 Active Cost, 17 Real Cost) +20 STR, Reduced Endurance (0 END; +1/2) (30 Active Points); Only to catch falling objects/characters (-2) (Real Cost: 10)	2f
	PLUS +4 OCV (20 Active Points); Only to catch falling objects/characters (-2) (Real Cost: 7)	
1	Hyperleap: MegaScale (1m = 1 km; +1) for up to 10 Active Points of Leaping	10
	Malleable Body, all slots Unified Power (-1/4)	
0	1) Resistant (+1/2) for up to 35 Active Points of PD (17 Active Points); Unified Power (-1/4)	14
0	2) Resistant (+1/2) for up to 30 Active Points of PD (15 Active Points); Unified Power (-1/4)	12
0	3) Energy Damage Reduction, Resistant, 50% (30 Active Points); Unified Power (-1/4)	24
0	4) Physical Damage Reduction, Resistant, 50% (30 Active Points); Unified Power (-1/4)	24
	Total Powers Cost	147

TALENTS

Description	Cost
Bump Of Direction	3
Lightning Reflexes (+10 DEX to act first with All HTH Attacks)	5
Total Talents Cost	8

Minuteman**SKILLS**

Roll	Description	Cost
13-	Bureaucratics	3
12-	Combat Driving	3
11-	AK: United States	2
11-	AK: Canada	2
12-	Navigation (Land)	2
12-	PS: Truck Driver	3
12-	Mechanics	3
12-	Survival (Temperate/Subtropical, Desert, Urban)	6
13-	Trading	3
	TF: Common Motorized Ground Vehicles	2
Total Skills Cost		29

PERKS

Description	Cost	
Fringe Benefit: International Driver's License, Passport	2	
Total Perks Cost		2

COMPLICATIONS

Description	Points	
Hunted: VIPER Infrequently (Mo Pow; NCI; Harshly Punish)	20	
Psychological Complication: Code of the West (Very Common; Strong)	20	
Psychological Complication: Wanderlust (Common; Strong)	15	
Social Complication: Secret Identity Frequently, Major	15	
Vulnerability: 1 1/2 x STUN Cold-based attacks (Uncommon)	5	
Total Complications Points		75

Minuteman

INFORMATION

Powers/Tactics

Campaign Use