Nighthawk
AKA: *Wayne Henry, Wilmerding Batman*
Campaign:
Genre:

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Base	Cost	Roll	Summary
20	STR	10	10	13-	Lift: 400.0kg
20	DEX	10	20	13-	Initiative: 20
18	CON	10	8	13-	Stun Threshold: 18
18	INT	10	8	13-	Perception Roll: 13-
17	EGO	10	7	12-	
15	PRE	10	5	12-	PRE Attack: 3d6
6	OCV	3	15		STR Dmg: 4d6
7	DCV	3	20		STR END: 2
4	OMCV	3	3		
6	DMCV	3	9		
10/15	PD	2	8		10/15 PD • 0/5 Res. PD
7/12	ED	2	5		7/12 ED • 0/5 Res. ED
4	SPD	2.0	20		Phases: 3, 6, 9, 12
8	REC	4	4		
36	END	20	4		
13	BODY	10	3		
36	STUN	20	8		
12m	Run	12	0		
4m	Swim	4	0		
4m	Leap	4	0		
		Total	157		
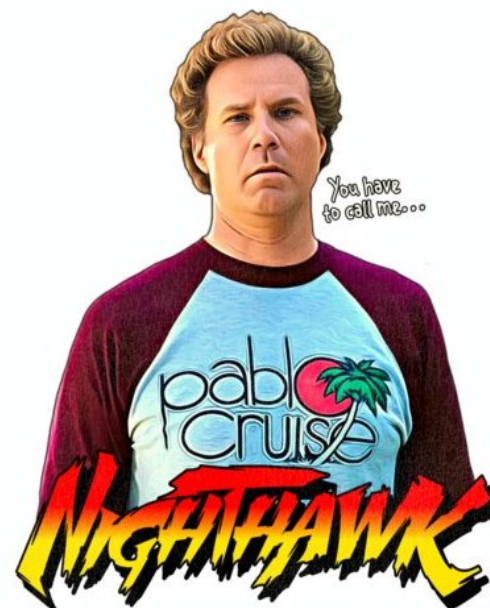
CHARACTER IMAGE

EXPERIENCE POINTS

Total earned:	0
Spent:	0
Unspent:	0
Base Points:	300
Complication Points:	100
Characteristic Points:	157
Power Points:	43
Talent Points:	0
Martial Art Points:	27
Skill Points:	62
Perk Points:	11
Total Points:	**300**

INFORMATION

Eye Color: Green   **Height:** 6' 2"
Hair Color: Brown   **Weight:** 210 lbs

Background

The Henry family had been prominent in Pittsburgh since the turn of the century, and had been key in laying the foundation for changing the city's economy in the late 1960's and early 1970's. Wayne Henry was Thomas and Martha's only child, and their shocking murder in 1972 when he was eight years old left him an orphan. Growing up he swore he would avenge their deaths and made it his personal mission to stop crime in the city. After years of study and training, he took to the streets in his alter-ego to put fear into the hearts of criminals. He operates out of his family's home, stately Henry Castle in Wilmerding.

MOVEMENT

Type	Top Speed
Run	12m [*24m NC*]
Swim	4m [*8m NC*]
H. Leap	4m [*8m NC*]
V. Leap	2m [*4m NC*]
Swinging	20m [*80m NC*]

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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
Martial Block	1/2	+2	+2	Block, Abort
Martial Disarm	1/2	-1	+1	Disarm; 40 STR to Disarm
Martial Dodge	1/2	--	+5	Dodge, Affects All Attacks, Abort
Martial Strike	1/2	+0	+2	8d6 Strike
Martial Throw	1/2	+0	+1	6d6 +v/10, Target Falls

ATTACK POWERS

Name	Effect	END
Flashlight	Images	0
Laser Cutting Torch	1d6 Killing Attack - Ranged	0
Owlarang	6d6 Blast	3
Smoke Pellets	6m radius Darkness	[8 cc]
Tear Gas	2d6 Blast	[6 cc]
Thermite Pellets	1d6+1 Killing Attack - Ranged	[8]

DEFENSE POWERS

Name	Effect	Defense	END
Costume	Resistant Protection	10	0

SENSORY POWERS

Name	Effect	END

COMBAT STATS

Type	Base/Total	Current Vitals	
Stunned Threshold	18	**STUN:**	
Melee Damage	4d6		
Physical Defense	10/15		/36
Res. Phys. Defense	*0/5*	**END:**	
Energy Defense	7/12		
Res. Energy Defense	*0/5*		/36
Mental Defense	0	**BODY:**	
Power Defense	0		/13

COMBAT VALUES

OCV: 6	**DCV: 7**
OMCV: 4	**DMCV: 6**

Initiative and Action Phases

DEX: 20   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

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POWERS

END	Description	Cost
0	**Costume:** Resistant Protection (5 PD/5 ED) (15 Active Points); OIF (-1/2)	**10**
	Utility Belt Gadgets Multipower, 30-point reserve, (30 Active Points); all slots OIF (-1/2)	**20**
0	1) **Flashlight:** Sight Group Images, Area Of Effect (6m Radius; +1/2), Reduced Endurance (0 END; +1/2) (20 Active Points); Only To Create Light (-1), OIF (-1/2)	**1f**
0	2) **Laser Cutting Torch:** Killing Attack - Ranged 1d6, Reduced Endurance (0 END; +1/2), Penetrating (+1/2) (30 Active Points); No Range (-1/2), OIF (-1/2)	**1f**
	3) **Mini-Recorder:** Eidetic Memory (5 Active Points); Limited Power Power loses about a third of its effectiveness (Sight and Hearing only; -1/2), OIF (-1/2)	**1f**
3	4) **Owlarang:** Blast 6d6 (30 Active Points); OIF (-1/2)	**2f**
0	5) **Rebreather:** Life Support (Self-Contained Breathing) (10 Active Points); OIF (-1/2)	**1f**
[8 cc]	6) **Smoke Pellets:** Darkness to Sight Group 6m radius (30 Active Points); OIF (-1/2), 8 Continuing Charges lasting 1 Turn each (-0)	**2f**
1	7) **Swingline:** Swinging 20m, x4 Noncombat (15 Active Points); OIF (-1/2)	**2v**
[6 cc]	8) **Tear Gas:** Blast 2d6, Area Of Effect (6m Radius; +1/2), Constant (+1/2), Attack Versus Alternate Defense (ED; All Or Nothing; Self-Contained Breathing or appropriate Immunity; +1) (30 Active Points); OIF (-1/2), 6 Continuing Charges lasting 1 Turn each (-1/4)	**2f**
[8]	9) **Thermite Pellets:** Killing Attack - Ranged 1d6+1, Area Of Effect (2m Radius; +1/4), Armor Piercing (+1/4) (30 Active Points); 8 Charges (-1/2), OIF (-1/2)	**1f**
	Total Powers Cost	**43**

MARTIAL ARTS

Description	Cost
+2 HTH Damage Class(es) +2 HTH Damage Class(es)	**8**
Martial Block 1/2 Phase, +2 OCV, +2 DCV, Block, Abort	**4**
Martial Disarm 1/2 Phase, -1 OCV, +1 DCV, Disarm; 40 STR to Disarm	**4**
Martial Dodge 1/2 Phase, -- OCV, +5 DCV, Dodge, Affects All Attacks, Abort	**4**
Martial Strike 1/2 Phase, +0 OCV, +2 DCV, 8d6 Strike	**4**
Martial Throw 1/2 Phase, +0 OCV, +1 DCV, 6d6 +v/10, Target Falls	**3**
Total Martial Arts Cost	**27**

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SKILLS

Roll	Description	Cost
13-	Acrobatics	3
13-	Breakfall	3
13-	Climbing	3
13-	Concealment	3
13-	Contortionist	3
	Cramming	5
13-	Criminology	3
13-	Cryptography	3
13-	Deduction	3
13-	Forensic Medicine	3
12-	High Society	3
12-	Interrogation	3
13-	Inventor	3
13-	Lockpicking	3
13-	Paramedics	3
13-	Security Systems	3
13-	Shadowing	3
13-	Stealth	3
12-	Streetwise	3
13-	Tracking	3
	Total Skills Cost	**62**

PERKS

Description	Cost
Money: Filthy Rich	11
Total Perks Cost	**11**

COMPLICATIONS

Description	Points
Dependent NPC: Allastair Nickelby (Butler) Infrequently (Normal)	10
Enraged: Innocents are harmed (Uncommon), go 14-, recover 14-	15
Psychological Complication: Code Against Killing (Very Common; Total)	25
Psychological Complication: Hatred of criminals (Common; Strong)	15
Psychological Complication: Obsessed with Justice (Common; Total)	20
Social Complication: Secret ID (Wayne Henry) Frequently, Major	15
Total Complications Points	**100**