

Character	Steeplejack					Health	90
Given Name or Alias:	Jack Kingsbury					Karma	70
Race	Modified Human		Origin	Neuro-Skeletal		Popularity	1 / 0
Attributes	Rank	Value	Attributes	Rank	Value	Resources	Poor (4)
Fighting	Remarkable	30	Reason	Good	10	Powers	4 / 4
Agility	Excellent	20	Intuition	Remarkable	30	Talents	5 / 5
Strength	Good	10	Psyche	Remarkable	30	Contacts	1 / 4
Endurance	Remarkable	30	Initiative:	+2	ID:	Secret X	Public

Powers

Body Armor:

- GD (10) versus physical and
- EX (16) versus cold and exposure.

(His costume)

Webcasting:

- Can swing at 3 Areas/Round
- Can entangle one person at a range of 1 Area with EX (20) strength.

LIMITATION: These powers are represented by a single swingline and grapple.

Natural Weaponry:

- The bones in his left forearm and hand are reinforced by metal rods and pins, and most of his nerve endings are dead. He can strike for Remarkable (30) blunt damage in melee combat.

LIMITATION: He is -1 CS to resist magnetism powers.

Taser:

- EX (20) intensity Stunning Missile at a range of 1 Area. (Stun only)

LIMITATION: He must throw a weighted line, which can only be used once per combat or scene.

Talents

- **Martial Arts A**
 - Can Slam and Stun regardless of relative Strengths and Endurances.
- **Martial Arts B**
 - +1 CS to Fighting in unarmed combat.
- **Stealth**
 - +1 CS to Agility FEATs for hiding and sneaking.
- **Criminology** (Intuition FEAT only)
 - +1 CS to Intuition FEAT to reconstruct crime scenes, spot clues.
- **Investigation** (Psyche FEAT only)

- +1 CS to Psyche FEAT to get information from urban dwellers.

Contacts

- A Troll sawbones named **Dogbreath** (a gang member and street doctor who uses and deals **Supradine**.)
- Supergroup: The Dirty Thirty (Leader)

Power Stunts

- Block something (Natural Weaponry, Green FEAT)
- Wedge open a portal (Natural Weaponry, Green FEAT)