

# HAWKEYE



## HAWKEYE (CLINT BARTON)

PL 10

<b>STR</b>	<b>STA</b>	<b>AGL</b>	<b>DEX</b>	<b>FGT</b>	<b>INT</b>	<b>AWE</b>	<b>PRE</b>
3	3	5	7	10	1	3	2

## POWERS

**Hawk Eyes:** Senses 1 (Extended Vision) • 1 point

**Bow and Arrows:** Easily Removable (-10 points) • 17 points

**Bow Bash:** Strength-based Damage 1 • 1 point

**Trick Arrows:** Array (18 points)

- **Standard Arrow:** Ranged Damage 6 (Penetrating 6) • 18 points
- **Bola Arrow:** Ranged Cumulative Affliction 6 (Resisted by Dodge, Overcome by Strength/Damage; Hindered and Vulnerable, Defenseless and Immobile; Extra Condition, Limited Degree) • 1 point
- **Cable Arrow:** Movement 1 (Swinging) • 1 point
- **Cutting Torch Arrow:** Ranged Weaken Toughness 5 (Resisted by Fortitude; Affects Objects Only) Linked to Ranged Damage 4 • 1 point
- **Exploding Arrow:** Ranged Burst Area Damage 6 • 1 point
- **Flare Arrow:** Ranged Cumulative Burst Area Affliction 6 (Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware; Limited to Visual Senses) • 1 point
- **Knockout Gas Arrow:** Ranged Cloud Area Affliction 6 (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Asleep) • 1 point
- **Rapid Fire Arrows:** Ranged Damage 6 (Multiattack) • 1 point
- **Stun Arrow:** Ranged Affliction 6 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated) • 1 point

## EQUIPMENT

**Hawkeye Costume:** Protection 1 (Subtle) • 2 points

## ADVANTAGES

Accurate Attack, Agile Feint, Defensive Roll 3, Equipment, Improved Aim, Improved Critical (Bow), Improved Disarm, Move-by Action, Precise Attack 2 (Ranged, Concealment and Cover), Quick Draw, Ranged Attack 5, Skill Mastery (Ranged Combat: Bow), Takedown

## SKILLS

Acrobatics 7 (+12), Athletics 6 (+9), Close Combat: Unarmed 2 (+12), Deception 5 (+7), Expertise: Streetwise 3 (+4), Insight 3 (+6), Investigation 3 (+4), Perception 6 (+9), Ranged Combat: Bow 2 (+9), Stealth 4 (+9), Technology 3 (+4), Vehicles 2 (+9)

## OFFENSE

**Initiative +5**

Unarmed +12	Close, Damage 3
Bow Bash +10	Close, Damage 4
Standard Arrow +14	Ranged, Damage 6

## DEFENSE

<b>Dodge</b>	13	<b>Fortitude</b>	7
<b>Parry</b>	13	<b>Toughness</b>	7/4*
<b>Will</b>	8	*Without Defensive Roll	

**POWER POINTS:** Abilities 68 + Powers 18 + Advantages 20 + Skills 24 + Defenses 20 = 150