

## Hawkeye

Male; Age: 33; Height: 5' 11"; Weight: 195 lb.

Eyes: Brown; Hair: Light Brown

Power Level 10, 150 PP; Abilities 52 + Powers 16 + Advantages 14 + Skills 42 (84 ranks) + Defenses 26

### Abilities

Strength	2	Agility	7	Fighting	8	Awareness	0
Stamina	2	Dexterity	7	Intellect	0	Presence	0

### Offense

Initiative: +7

Attack Name

Attack Bonus & Resistance DC

Notes

**Explosive Arrow: Burst Area**  
Damage 5 DC 20 ..... 125/250/500 ft., Crit 20

**Rapid Fire Arrows: Damage 3** +17, DC 18 ..... 75/150/300 ft., Crit 20

**Standard Arrow: Damage 5** +15, DC 20 ..... 125/250/500 ft., Crit 20

**Throw** ..... +7, DC 17 ..... Bludgeon, Crit 20

**Unarmed** ..... +14, DC 17 ..... Bludgeon, Crit 20

### Powers

ü **Blindsight: Senses 6** (6 PP)

Accurate: Hearing, Analytical: Hearing, Counters Illusion: Hearing, Extended: Hearing 1: x10  
(Personal - Permanent)

ü **Senses: Senses 1** (1 PP)

Distance Sense (Personal - Permanent)

ü **Trick Arrows** (9 PP)

Easily Removable

**Explosive Arrow: Burst Area Damage 5** (1 PP)

DC 20; Burst Area: 30 feet radius sphere, DC 15, Increased Range: ranged; Unreliable (5 uses)  
(Standard - Ranged, 125/250/500 ft. - Instant)

**Knockout Gas Arrow: Affliction 5** (1 PP)

1st degree: Fatigued, 2nd degree: Exhausted, 3rd degree: Asleep, Resisted by: Fortitude, DC 15;  
Increased Range: ranged; Unreliable (5 uses) (Standard - Ranged, 125/250/500 ft. - Instant)

**Net Arrow: Affliction 5** (10 PP)

1st degree: Hindered, Vulnerable, 2nd degree: Defenseless, Immobile, DC 15; Alternate  
Resistance (Dodge), Extra Condition, Increased Range: ranged; Limited Degree (Standard -  
Ranged, 125/250/500 ft. - Instant)

**Rapid Fire Arrows: Damage 3** (1 PP)

DC 18; Accurate: +2, Increased Range: ranged, Multiattack (Standard - Ranged, 75/150/300 ft. -  
Instant)

**Smoke Arrow: Cloud Area Concealment 2** (1 PP)

Sense - Sight; Cloud Area 2: 30 feet radius sphere, DC 12, Increased Range: ranged (Free -  
Ranged, 50/100/200 ft. - Sustained)

**Standard Arrow: Damage 5** (1 PP)

DC 20; Increased Range: ranged (Standard - Ranged, 125/250/500 ft. - Instant)

### Advantages

**Accurate Attack** Trade effect DC for attack bonus.

**All-out Attack** Trade active defense for attack bonus.

**Benefit, Ambidexterity** Gain a significant perk or fringe benefit.

**Daze (Deception)** Use Deception or Intimidation to daze an opponent.

**Defensive Roll 4** +1 active defense bonus to Toughness per rank.

**Improved Aim** Double circumstance bonuses for aiming.

**Improved Critical: ???? ?** +1 to critical threat range with an attack per rank.

**Precise Attack (Ranged, Cover)** Ignore attack check penalties for either cover or concealment.

**Quick Draw** Draw a weapon as a free action.

**MUTANTS & MASTERMINDS**

**HERO LAB**

### Defenses

Dodge 13

Parry 13

Fortitude 8

Toughness 6/2

Will 9

Hero Points: 1

### Damage

- ☐ Bruises
- ☐ Dazed
- ☐ Staggered
- ☐ Incapacitated

### Fatigue

- ☐ Fatigued
- ☐ Exhausted



## Advantages

**Taunt** Use Deception to demoralize in combat.

**Ultimate Effort: Aim** Spend a hero point to get an effective 20 on a specific check.

## Movement

**Base Movement Speed** - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)

**Routine Jump Distance** - Running jump: 18 ft.; standing: 9 ft.; vertical: 3.6 ft.; standing vert.: 1.8 ft.

**Throwing Distance** - Throw 800 lbs. 6 feet; throw 200 lbs. 30 feet; throw 50 lbs. 120 feet

## Complications

**Relationship** His ex-wife, Mockingbird

**Weakness** It seems to be beautiful women...

## Background Information

**Languages:** English

Real Name: Clint Barton

Clinton "Clint" Francis Barton was born to Harold and Edith Barton. He grew up working in his father's butcher shop in Waverly, Iowa with his brother Barney. Their father was abusive, especially when he drank and continually beat the young boys, Barney taught Clint how to fight and helped him to improve his aim. Harold's drinking eventually cost him his life along with his wife when both died in a car accident. Clint and Barney were sent to a children's home, from where they run away to join a traveling circus, the pair worked as roustabouts.

While a member of the circus, Clint was trained by the original Swordsman and by Trick Shot. After witnessing Iron Man in action, Barton attempted to emulate him by donning a colorful costume and employing his archery skills to fight crime. However, during his first public appearance, Hawkeye was mistaken for a thief by police.

## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	<b>+13</b>	6	7	
<b>Athletics</b>	<b>+8</b>	6	2	
<b>Close Combat: Unarmed</b>	<b>+14</b>	6	8	
<b>Deception</b>	<b>+10</b>	10		
<b>Expertise: Streetwise</b>	<b>+8</b>	8		
<b>Insight</b>	<b>+6</b>	6		
<b>Intimidation</b>	<b>+0</b>	-		
<b>Investigation</b>	<b>+4</b>	4		
<b>Perception</b>	<b>+6</b>	6		
<b>Persuasion</b>	<b>+6</b>	6		
<b>Ranged Combat: Trick Arrows</b>	<b>+15</b>	8	7	
<b>Sleight of Hand</b>	<b>+11</b>	4	7	
<b>Stealth</b>	<b>+13</b>	6	7	
<b>Technology</b>	<b>+2</b>	2		
<b>Treatment</b>	<b>+4</b>	4		
<b>Vehicles</b>	<b>+9</b>	2	7	

## Validation Report

**Validation Report (0 issues):** Nothing identified

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