

The Flash (Dan Helderman)

Male; Age: 33; Height: 5' 11"; Weight: 179 lb.

Eyes: Blue; Hair: Blonde

Power Level 12, 207 PP; Abilities 48 + Powers 112 + Advantages 6 + Skills 28 (56 ranks) + Defenses 13



Abilities

Strength	1	Agility	4	Fighting	4	Awareness	3
Stamina	3	Dexterity	3	Intellect	4	Presence	2

Offense

Initiative: +44

Attack Name	Attack Bonus & Resistance DC	Notes
Air Control: Cone Area Move Object 10	DC 20	20/50/100 ft., Crit 20
Throw	+3, DC 16	Bludgeon, Crit 20
Unarmed	+10, DC 16	Bludgeon, Crit 20
Whirlwind: Burst Area Move Object 10	DC 20	50/100/250 ft., Crit 20

Powers

- Ü Cosmic Treadmill: Movement 3 (6 EP)**
 Time Travel 3: any time, 50 lbs. (Free - Personal - Sustained)
- Ü Frictionless Aura: Immunity 1 (1 PP)**
 Environmental Condition: Friction Heat (Personal - Permanent)
- Ü Super-speed (91 PP)**
 Advantages: Agile Feint, Close Attack 4, Defensive Roll 5, Evasion 2, Improved Initiative 10, Instant Up, Interpose, Move-by Action, Seize Initiative, Takedown
- Ü Enhanced Defenses: Enhanced Trait 24 (24 PP)**
 Traits: Dodge +12 (+16), Parry +12 (+16) (Free - Personal - Sustained)
- Ü Quickness: Quickness 20 (20 PP)**
 Perform routine tasks in -20 time ranks (Free - Personal - Sustained)
- Ü Speed: Speed 20 (20 PP)**
 Speed: 2 million miles/hour, 4000 miles/round (Move - Personal - Sustained)
- Ü Super-Speed Stunts (20 PP)**
 Easily Removable
 - Air Control: Cone Area Move Object 10 (1 PP)**
 25 tons; Cone Area: 60 feet cone, DC 20; Diminished Range 3 (Standard - Ranged, 20/50/100 ft. - Sustained)
 - Air Cushion: Burst Area Movement 1 (1 PP)**
 Safe Fall; Affects Others, Burst Area: 30 feet radius sphere, DC 11 (Free - Close - Sustained)
 - Vacuum: Concentration Cumulative Burst Area Affliction 5 (1 PP)**
 1st degree: Dazed, 2nd degree: Stunned, 3rd degree: Incapacitated, Resisted by: Fortitude, DC 15; Burst Area: 30 feet radius sphere, DC 15, Concentration, Cumulative (Standard - Close - Concent)
 - Vibration: Insubstantial 4 (1 PP)**
 Incorporeal (Free - Personal - Sustained)
 - Whirlwind: Burst Area Move Object 10 (28 PP)**
 25 tons; Burst Area: 30 feet radius sphere, DC 20; Diminished Range 2 (Standard - Ranged, 50/100/250 ft. - Sustained)

Advantages

- Agile Feint** Feint using Acrobatics skill or Speed rank.
- Close Attack 4** +1 bonus to close attack checks per rank.
- Contacts** Make an initial Investigation check in one minute.
- Defensive Roll 5** +1 active defense bonus to Toughness per rank.
- Equipment 2** 5 points of equipment per rank.
- Evasion 2** Circumstance bonus to avoid area effects.
- Improved Initiative 10** +4 bonus to initiative checks per rank.

Defenses

Dodge	16/4
Parry	16/4
Fortitude	9
Toughness	8/3
Will	10

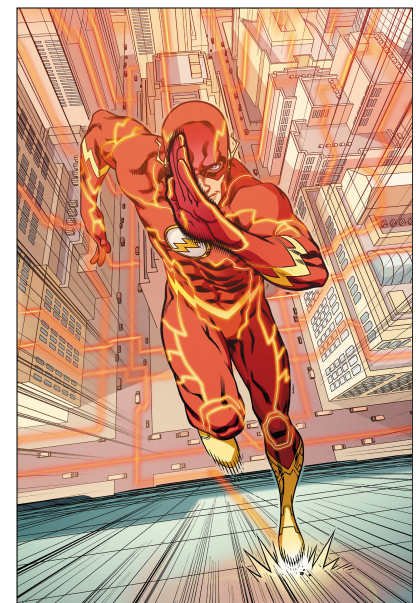
Hero Points: 1

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted



Advantages

- Instant Up** Stand from prone as a free action.
- Interpose** Take an attack meant for an ally.
- Move-by Action** Move both before and after your standard action.
- Seize Initiative** Spend a hero point to go first in the initiative order.
- Takedown** Free extra attack when you incapacitate a minion.
- Teamwork** +5 bonus to support team checks.
- Ultimate Effort: Super-Speed checks** Spend a hero point to get an effective 20 on a specific check.
- Well-informed** Immediate Investigation or Persuasion check to know something.

Movement

- Air Cushion: Burst Area Movement 1** - Safe Fall
- Base Movement Speed** - 2 million miles/hour, 4000 miles/round (run 4 million miles/hour, 8000 miles/round; swim 500000 mile)
- Cosmic Treadmill: Movement 3** - Time Travel 3: any time, 50 lbs.
- Routine Jump Distance** - Running jump: 17 ft.; standing: 8.5 ft.; vertical: 3.4 ft.; standing vert.: 1.7 ft.
- Speed: Speed 20** - Speed: 2 million miles/hour, 4000 miles/round
- Throwing Distance** - Throw 400 lbs. 6 feet; throw 100 lbs. 30 feet; throw 25 lbs. 120 feet

Equipment

- Cosmic Treadmill [Cosmic Treadmill: Movement 3, Time Travel 3: any time, 50 lbs.], Costume Ring (empty) 1**

Complications

- Enemies** The Flash has an extensive Rogues Gallery of foes out to get him.
- Relationships** His wife, Iris, grandson Bart "Kid Flash" Allen, Wally West, and the greater "Flash Family."
- Secret Identity** Barry Allen, Central City Police scientist.
- Weakness** Extra effort involving Speed threatens to draw the Flash into the Speed Force.

Skills

	Total	Ranks	Ability	Other
Acrobatics	+8	4	4	
Athletics	+7	6	1	
Close Combat: Unarmed	+6	2	4	
Deception	+6	4	2	
Expertise: Forensics	+12	8	4	
Expertise: Law Enforcement	+8	4	4	
Insight	+11	8	3	
Intimidation	+2	-	2	
Investigation	+12	8	4	
Perception	+7	4	3	
Persuasion	+2	-	2	
Sleight of Hand	-	-	3	
Stealth	+4	-	4	
Technology	+12	8	4	
Treatment	-	-	4	
Vehicles	-	-	3	

Validation Report

Validation Report (0 issues): Nothing identified

Settings: Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Supernatural Handbook: Supernatural Handbook
Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment; Optional Rules: Choose Starting PP

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Background Information

Languages: Native Language

Barry Allen developed a reputation for taking things slowly early in life, to the bemusement and occasional frustration of friends, family, and his fiancée, fast-acting journalist Iris West. Barry's proclivity for deliberation and detail did make him an excellent forensic scientist for the Central City Police Department, known for his ability to crack difficult cases.

Barry was working late one night in his lab when a bolt of lightning crashed through the window, striking a shelf of chemicals. Bathed in the electrified chemicals, he gained the power of super-speed, which he discovered when he raced on foot after a departing cab, only to find himself rushing past it! He adopted the identity of the Flash, inspired by his childhood hero Jay Garrick, and created a unique crimson costume able to compress down to fit into a tiny compartment in a ring he wore.

The Flash fought crime in the twin cities of Central and Keystone for some years, eventually marrying Iris West and working with his idol and inspiration, Jay Garrick, the original Flash. He was a founding member of the Justice League of America and a mainstay of the team. He also garnered a considerable assortment of foes, including the Rogues, a team composed of Captain Cold, the Trickster, Weather Wizard, Mirror Master, and Captain Boomerang. Among the Flash's greatest enemies were the future magician Abra Kadabra, the super-intelligent Gorilla Grodd, and Professor Zoom, the so-called "Reverse Flash" from the 25th century.

Professor Zoom apparently murdered Iris Allen and, sometime later, attempted to do the same to Barry's new fiancée Fiona Webb. Desperate to prevent history from repeating itself, the Flash broke Professor Zoom's neck, killing him. Barry later learned Iris was born in the 30th century, sent to live in the past by her parents, and restored from death in that same future.

The Flash had his own experience with death when he sacrificed himself to save the multiverse from the Anti-Monitor, merging with the Speed Force like many speedsters before him. By the time he eventually returned, his protégé, Wally West, had taken up the mantle of the Flash, and his grandson and namesake Bartholomew "Bart" Allen (born in the 30th century) was the new Kid Flash.