

Green Lantern

Hal Jordan



Height: 6' 0"

Weight: 186 lbs.

Hair: Brown, greying at temples

Eyes: Brown

ATTRIBUTES	
Strength: 10 (+0)	Defense: (+2 Dexterity, +3 Power, +1 Dodge)
Dexterity: 14 (+2)	Melee Attack: +6 (+0 Strength, +6 Power)
Constitution: 14 (+2)	Range Attack: +8 (+2 Dexterity, +6 Power); or +11 (+5 Wisdom, +6 Power)
Intelligence: 13 (+1)	Initiative: +2 (Dexterity)
Wisdom: 20 (+5)	Speed: 30 ft., fly 75 ft. (x65536 sprint)
Charisma: 13 (+1)	Hero Points: 8
SAVING THROWS	
Fortitude: +2	+2 Constitution
Reflex: +2	+2 Dexterity
Will: +7	+5 Wisdom, +2 Iron Will
Damage: +2	+2 Constitution
SKILLS	
Acrobatics +8 (+6, +2 Dexterity)	Concentration +11 (+6, +5 Wisdom)
Pilot +9 (+7, +2 Dexterity)	Profession - Test Pilot +9 (+4, +5 Wisdom)
Spot +9 (+4, +5 Wisdom)	

FEATS

- Accurate Attack (Subtract up to 5 from damage; add that number to an attack roll)
- Dodge (+1 Defense, or +2 Defense vs. 1 opponent)
- Expertise (Subtract up to 5 from attack roll; add that number to Defense)
- Identity Change (Switch between superhero identity and secret identity at will)
- Indomitable Will (If you fail a Will save against a mind-affecting power, gain a second save 1 round later)
- Iron Will (+2 Will save)
- Point Blank Shot (+1 hit and damage within 30 feet)
- Power Attack (Subtract up to 5 from attack roll; add that number to damage)
- Precise Shot (No penalty for making ranged attacks on opponents in melee)

POWERS

- Power Ring +15 (Cosmic Power. *Extras:* Space Flight, Super Flight, Telekinesis. *Power Stunts:* Create Object, Willpower*. *Flaws:* Device, Limited - cannot affect anything yellow)

*Wearer uses Wisdom bonus instead of Dexterity bonus for all ranged attack rolls and Dexterity checks involving the ring.