

THE ROOK

REAL NAME: Jack Cooper

OCCUPATION: Retired dotcom entrepreneur

BASE: Emerald City

Jack Cooper's parents were successful lawyers who worked with large multinational corporations, which meant a lot of travel. Jack grew up as a jet-setter and absorbed everything he could about everywhere they went. He especially enjoyed martial arts and trained in a number of styles over the years. By the time he was in his teens he was attending a college prep school and was quickly accepted to a well-respected tech school.

After school he and some friends started one of the many dotcom search engine companies. He saw the way things were going and sold his interest in his company. By the time he was 26, he was a multi-millionaire looking for something to do "in his retirement." He toyed with politics, but couldn't make much headway. He entertained thoughts of starting another company, but nothing he saw inspired him.

Then he saw the Freedom League in action on one of his trips to Freedom City. He was particularly impressed by

the Raven, who held her own against foes who completely outclassed her in power. Later when doing some reading on her he came across a rare interview in which she said, "There's a lot of injustice in the world. There are a lot of... predators. I want to show people things can be better; that just because something is unfair today, doesn't mean it needs to be unfair forever. I want to live in a just world, so I work every day to make that a reality. I think we all do in our own way."

The next day Jack Cooper went into his workshop and started designing, he also increased his time in the gym and hired a series of trainers to get him into the best shape of his life. Finally, after a couple of years of intense training and a fortune spent to secretly build his wings, cowl, and base of operations, the Rook hit the streets, to help make a just world a reality.

PERSONALITY

The Rook can be intimidating when he needs to be, but most of the time, he's friendly, easy with a smile, and has a demeanor that puts people at their ease. He's a natural



THE ROOK

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	5	5	8	5	2	3

POWERS

Cowl: Senses 3 (Extended Vision, Low-Light Vision, Radio), Removable (-1 point) • 2 points

Wings of the Rook: Flight 5 (60 MPH), Subtle, Wings; Movement 1 (Safe Fall), Removable (-2 points) • 6 points

SKILLS

Acrobatics 3 (+8), Athletics 5 (+8), Intimidation 5 (+8), Investigation 1 (+6), Perception 6 (+8), Ranged Combat: Throwing 8 (+13), Stealth 9 (+14), Technology 5 (+10), Treatment 1 (+6), Vehicles 1 (+6)

ADVANTAGES

Benefit 4 (Multi-millionaire), Close Attack 7, Defensive Roll 3, Equipment 6, Inventor, Jack-of-all-trades, Move-by Action, Power Attack, Quick Draw, Well-Informed

EQUIPMENT

Flashlight: Feature 1 (Illumination) • 1 point

Mini-Tracers: Feature 1 (Tracking) • 1 point

Arsenal: Array (9 points)

- **Flash Bombs:** Ranged Burst Area Affliction 3 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware) • 9 points
- **Explosive Talons:** Ranged Burst Area Damage 3 • 1 point
- **Fighting Staff:** Strength-Based Damage 2, Reach 1 • 1 point
- **Taser Talons:** Ranged Affliction 4 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 1 point
- **Throwing Talons:** Strength-Based Ranged Damage 2 • 1 point

HEADQUARTERS: THE ROOST

15 POINTS

Size: Large **Toughness:** 10 **Features:** Communications, Computer, Concealed, Gym, Infirmary, Laboratory, Library, Living Space, Power System, Security System, Workshop.

leader with the charisma to command the attention of a crowd and the confidence to look comfortable in any situation. When in costume he tends to take things more seriously than the other members of the Sentinels, but that's because he doesn't have powers to fall back on, just his own intelligence and natural abilities.

POWERS & ABILITIES

Most of the Rook's abilities are the result of years of training, physical conditioning, and study. He is an excellent hand-to-hand combatant as well as being skilled with his arsenal of gadgets. The Rook's cowl and wings are advanced pieces of technology granting him enhanced senses and the ability to fly using anti-gravity engines and wings for propulsion. Even if his wings are restrained the anti-gravity functions enough to allow him to float safely to the ground. This feature has already saved his life a couple of times.

OFFENSE

INITIATIVE +5

Unarmed +15

Close, Damage 3

Fighting Staff +15

Close, Damage 5, Reach 1

Rook's Talons +13

Ranged, Damage 5

DEFENSE

DODGE 14

FORTITUDE 8

PARRY 14

TOUGHNESS 6/3*

WILL 8

*Without Defensive Roll.

POWER POINTS

ABILITIES 68

SKILLS 22

POWERS 8

DEFENSES 26

ADVANTAGES 26

TOTAL 150

COMPLICATIONS

Honor: The Rook won't take unfair advantage of anyone in or out of combat. He believes in right and wrong no matter the circumstance.

Identity: No one knows the Rook is actually Jack Cooper and he plans to keep it that way for as long as he can.

Motivation – Justice: The Rook is looking to bring justice to those who deserve it—whether it be the victims of a crime or the perpetrators.

USING THE ROOK AS A VILLAIN

For Jack Cooper, life wasn't just easy, it was like taking candy from a baby. He grew up the handsome child of two well-to-do lawyers, captained his high school football team, went to the best schools, traveled the world, indulged every interest, from martial arts to computers to just about anything else he could think of. His parents encouraged his interests, mostly to keep him out of their hair, especially after their messy divorce. When he left college he started a successful dotcom company, turned it into an "overnight" success with a few years work, sold his interest in the company for millions and looked for the next thing to fill his time.

One of his business associates made no bones about his past as a C-list supervillain, a gadgeteer named Thinkfast, and he talked with fondness of those days and the challenges, dangers, and payoffs they held. The idea grew slowly, but steadily, in Jack's head; he was going to become a super-villain. Not some lame, second-stringer, but a real threat. He'd be the thinking man's supervillain; able to organize and work with others, but perfectly capable of working on his own as well. After a couple of years of training and tinkering, the Rook made his debut as a thief and organizer of super-crimes.

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