



DAREDEVIL

Matthew Michael Murdock

FIGHTING <i>melee</i>	INCREDIBLE (40)	HEALTH <i>F+A+S+E</i>	110	MOVEMENT	
AGILITY <i>ranged · dodge</i>	INCREDIBLE (40)	KARMA <i>R+I+P</i>	95	GROUND	
STRENGTH <i>damage · grapple</i>	GOOD (10)	RESOURCES <i>afford by rank</i>	GOOD (10)	1 AREA	
ENDURANCE <i>stamina · resist</i>	EXCELLENT (20)	POPULARITY <i>fame</i>	TYPICAL (6)		
REASON <i>knowledge · invent</i>	GOOD (10)				
INTUITION <i>senses · initiative</i>	MONSTROUS (75)				
PSYCHE <i>willpower · magic</i>	GOOD (10)				

POWERS

SENSE	<i>the number = how sharp this sense is (intensity it detects through)</i> TB <i>thrown blunt / ensnaring — roll Agility on the Universal Table</i>				
ENHANCED SENSES	MONSTROUS (75) SENSE	Monstrous rank; Taste, Touch, Smelling and Hearing, Overloading these senses reduce his Intuition by -1CS. Any FEAT against specific attacks are -2CS. Has the following power stunts:			
→ LIE DETECTION	AMAZING (50) SENSE	Amazing ability, Murdock uses his enhanced hearing in a power stunt to determine if someone is lying (by listening to their heartbeat).			
→ TRACKING	MONSTROUS (75) SENSE	Monstrous ability to track by a specific odor or heartbeat.			
→ SUPERHUMAN SENSE OF BALANCE	MONSTROUS (75)	Monstrous rank Agility; Daredevil's sensory organs have such a high level of development, his inner ear, which controls the equilibrium and motion of the body, aiding him in acrobatic feats.			
RADAR SENSE	MONSTROUS (75) TB	Monstrous rank; Has developed an omnidirectional sense that operates as primitive radar. His Radar Sense reacts to an emission of electromagnetic energy a mutation in his brain has caused, reading the reverberations of this energy as a 360o, 3-D map of objects up to 3 areas away regardless of light conditions. Rapid movements and chaotic conditions reduce the power and Intuition by -2CS. Daredevil cannot be blindsided.			
→ ENERGY DETECTION	AMAZING (50) SENSE TB	Amazing ability, Daredevil is capable of detecting and identifying any electromagnetic radiation on the standard scale; from radio waves, (which he can only detect, not understand the message) all the way to gamma waves, and everything in between. He is also able to judge the strength of a given radiation and even differentiate between individual colors by the amount of radiation they give off.			

LIMITATIONS

• BLIND	—	Murdock is blind and is unaffected by light-based attacks, illusions, and hypnosis. • Radar Sense Limitations: Daredevil is unable to discern pictures or video images, and he can only guess at colors based on the amount of heat they are absorbing or reflecting. If anyone or anything is not emitting anything that would trigger his heightened senses Daredevil wouldn't be able to detect it, such as Mysterio's hallucinogenic toxin, which was devoid of taste or smell, or prior to his capture by the F.B.I., when a sniper bullet fired outside the range of his sense of hearing was able to badly injure him. • Radar Sense Disruption: Daredevil's superhuman senses render him extraordinarily vulnerable to excessive sound, odors, etc., which can temporarily weaken his Radar Sense or if he is bombarded by too much sound at once, Daredevil can easily be immobilized, which causes him great pain and leaves him disoriented. Once the disruptive effects wear off, Daredevil's Radar Sense is able to return to its normal calibration. • Non-Superhuman Physical Conditioning: As Daredevil's powers do not give him any kind of superhuman physical ability, Daredevil is as susceptible to physical injury and disease as any other normal human, often having to rely more on strategy than strength when up against a superhuman opponent. * Although not a true limitation Daredevil's identity as Matt Murdock was revealed in a tabloid newspaper, but Murdock has denied the allegations, after all how can a blind man be Daredevil.
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