

Battlesuit

Power Level: 10; Power Points Spent: 150/150

STR	DEX	CON	INT	WIS	CHA
34	12	12	20	14	10
+12	+1	+1	+5	+2	+0
10 (+0)					

TOUGH	FORT	REF	WILL
+12	+4	+6	+7

MEDIUM
SIZE

DEFENSE
BONUS **+8**

FLAT-FOOTED
DEFENSE BONUS **+4**

KNOCKBACK
RESIST MODIFIER **+6**

INITIATIVE
BONUS **+1**

HERO POINTS **1**



ATTACKS

ATTACK BONUS **+8** RANGED ATTACK BONUS **+8** MELEE ATTACK BONUS **+8** GRAPPLE BONUS **+20**

DAMAGE CONDITIONS

BRUISED	STAGGERED	UNCONSCIOUS
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
INJURED	DISABLED	DYING

FATIGUE CONDITIONS

FATIGUED	EXHAUSTED	UNCONSCIOUS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fail: Bruised (+ Injured); Fail by 5+: Stunned + Bruised (+ Injured); Fail by 10+: Staggered + Stunned (+ Disabled); Fail by 15+: Unconscious (+ Dying)		

SKILLS

Bluff	+0
Climb	+12
Computers	+12
Concentration	+2
Craft: Electronic	+12
Craft: Mechanical	+12
Diplomacy	+0
Disable Device	+12
Disguise	+0
Escape Artist	+1
Gather Information	+0
Handle Animal	+0
Intimidate	+0
Knowledge: Technology	+12
Notice	+7
Search	+5
Sense Motive	+2
Stealth	+1
Survival	+2
Swim	+12

POWERS

Battlesuit (Device 19)

Communication 4 Sense Type: Radio

Flight 6 Speed: 500 mph

Force Beams (Blast 12) Alternate Powers: Enhanced Ability 24

Enhanced Ability 24 +24 STR; Ability: Strength

Immunity 9 Life Support

Protection 11 +11 Toughness; Extras: Impervious

Super-Senses 13 Blindsight: Radio, Darkvision, Direction Sense, Distance Sense, Infravision, Radio, Time Sense, Extended: Blindsight 1 (x10), Radius: Blindsight

Super-Strength 5 +25 STR carrying capacity; +5 STR to some checks

FEATS

Accurate Attack Reduce the Save DC of an attack by -5 and add that amount to your Attack Bonus.

Equipment 0 Each rank in this feat allows you to take 5 EP of equipment.

Improvised Tools You ignore the -4 penalty for using skills without proper tools, since you can improvise sufficient tools with whatever is at hand.

Inventor You can use Knowledge (Technology) and Craft skills to create inventions and temporary devices.

Power Attack Reduce the Attack Bonus of an attack by -5 and add that amount to the Save DC of the attack.

Second Chance - Disable Device Checks 1 If you fail a saving throw or skill check against your specific hazard, you can re-roll.

BACKGROUND INFORMATION

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

EQUIPMENT

Light Load: 14.9 tons; Medium Load: 29.9 tons; Heavy Load: 44.8 tons; Maximum Load: 89.6 tons; Push / Drag Load: 224 tons

Validation Report

Validation Report (0 issues): Nothing identified

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ATTACKS

Force Beams (Blast 12), +8 (DC 27)
- Force Beams, Crit 20, Range Incr 120ft.

Unarmed Attack, +8 (DC 27)
- Bludgeon, Crit 20

DRAWBACKS

Normal Identity

MOVEMENT

Flight 6 - Speed: 500 mph

DAMAGE EFFECTS

RESULT	NONLETHAL	LETHAL
Fail	Bruised	Bruised + Injured
Fail by 5+	Stunned + Bruised	Stunned + Bruised + Injured
Fail by 10+	Staggered + Stunned	Staggered + Disabled + Stunned
Fail by 15+	Unconscious	Unconscious + Dying



EXTRA EFFORT

- Check Bonus** +2 bonus on an ability, skill or power check (not an attack roll).
- Increase Carrying Capacity** +5 Strength for determining carrying capacity. Lasts 1 round.
- Increase Movement** Hero moves at double speed for 1 round.
- Increase Power** Increase a power by 2 ranks for 1 round. Can't be applied to Permanent powers.
- Power Stunt** Temporarily add a power feat to a power. Lasts for the duration of the encounter or until you stop maintaining it. Can't be applied to Permanent powers.
- Surge** Gain an additional standard or move action.
- Willpower** Gain an immediate saving throw against a power with a Lasting effect.

HERO POINT USES

- Cancel Fatigue** Any time you would suffer fatigue, you can reduce the amount of fatigue by one level.
- Dodge** Double your dodge bonus for one round, or stop yourself from losing it until your next action.
- Escape Death** Automatically stabilize a dying character.
- Heroic Feat** Gain the benefits of any feat or power feat you don't have for one round.
- Improve Roll** Re-roll any die roll and pick the better result. If the second roll is a 1-10, add 10 to it.
- Inspiration** Once per session, get a hint from the GM.
- Instant Counter** You can attempt to counter a power used against you as a free action.
- Recover** Immediately shake off a stunned or fatigued condition, or become Fatigued instead of Exhausted, or allow an immediate recovery check as a full-round action (2 rounds if you're staggered), or recover all bruised or injured conditions instead of just 1. While disabled, you can spend a hero point to take an action without worrying about dying.

TIME & VALUE PROGRESSION

RANK	TIME	VALUE
1	3 seconds (1 action)	1
2	6 seconds (1 round)	2
3	1 minute (10 rounds)	5
4	5 minutes	10
5	20 minutes	25
6	1 hour	50
7	5 hours	100
8	1 day	250
9	1 week	500
10	1 month	1000
11	3 months	2500
12	1 year	5000
13	5 years	10000
14	10 years (decade)	25000
15	50 years	50000
16	100 years (century)	100000
17	500 years	250000
18	1000 years (millennium)	500000
19	5000 years	1000000
20	10000 years	2500000

EXTENDED RANGE

RANK	RANGE
1	10 feet
2	100 feet
3	1000 feet
4	1 mile
5	5 miles
6	20 miles
7	200 miles
8	2000 miles - continental
9	20000 miles - anywhere on Earth
10	200000 miles - Earth to the Moon (approximately)
11	2 million miles
12	20 million miles
13	200 million miles
14	2 billion miles
15	Anywhere in the same solar system
16	Nearby star systems
17	Distant star systems
18	Anywhere in the same galaxy
19	Nearby galaxies
20	Anywhere in the universe

CONDITION SUMMARY

- Blinded** 50% miss, no dodge, -2 def, 1/2 move, -4 STR/DEX skills.
- Bruised** N*-1 to Toughness saves to resist nonlethal damage.
- Dazed** Take no actions, but you can still dodge.
- Deafened** -4 to Initiative checks.
- Disabled** Attack or move. Any strenuous action makes you Dying.
- Dying** Fort save (DC 10 + 1 per hour) or die.
- Entangled** -2 attacks, -2 defense, -4 DEX. No move / half move.
- Exhausted** Half move. -6 STR & DEX, -3 attacks, -3 defense.
- Fascinated** -4 to reactions.
- Fatigued** Can't move all out / charge. -2 STR & DEX, -1 attacks, -1 def.
- Flat-Footed** No dodge bonus to defense.
- Frightened** Flee as fast as possible, or be Shaken.
- Helpless** +4 to be attacked in melee, no dodge bonus, -9/-5 to defense.

- Injured** N*-1 to Toughness saves to resist lethal damage.
- Invisible** +2 to hit & no dodge bonus vs. unaware; 50% miss chance.
- Nauseated** Take only a single move action each round.
- Panicked** Flee as fast as possible or be dazed. Can defend, no attacks.
- Paralyzed** STR 0, DEX 0, defense 5. May take purely mental actions.
- Pinned** No dodge bonus, -4 to defense.
- Prone** -4 to melee attack; opponents get +4 in melee, -4 at range.
- Shaken** -2 to attacks, saves, and checks.
- Sickened** -2 to attacks and checks.
- Slowed** Attack or move. -1 to attack, defense, reflex. move at half speed.
- Staggered** Move or act. Any further damage causes unconsciousness.
- Stunned** No dodge bonus, -2 defense, cannot act other than reactions.