

Atomic Avenger

Male; Age: 38; Height: 5' 8"; Weight: 165 lb.
Eyes: Brown; Hair: Sandy and Short

Power Level 12, 177 PP, **3 PP left to spend** ; Abilities 48 + Powers 70 + Advantages 16 + Skills 21 (42 ranks) + Defenses 22

Abilities

Strength	1	Agility	3	Fighting	1	Awareness	2
Stamina	3	Dexterity	2	Intellect	9	Presence	3

Offense

Initiative: +3

Attack Name	Attack Bonus & Resistance DC	Notes
Blast: Damage 12	+2, DC 27	300/600/1200 ft., Radiation, Crit 20
Element Control: Move Object 10	+2, DC 20	250/500/1000 ft., Radiation, Crit 20
Modulate Freq: Damage 7	+2, DC 22	175/350/700 ft., Radiation, Crit 20
Throw	+2, DC 16	Bludgeon, Crit 20
Unarmed	+1, DC 16	Bludgeon, Crit 20
Wide Angle: Burst Area Damage 7	DC 22	175/350/700 ft.. Radiation. Crit 20

Powers

- ü Atomic Blast Array (29 PP)**
Blast: Damage 12 (24 PP)
 Radiation, DC 27; Increased Range: ranged (Standard - Ranged, 300/600/1200 ft. - Instant)
Control: Environment 1 (1 PP)
 Heat, Radius: 30 feet; Insidious (Standard - Rank - Sustained)
Element Control: Move Object 10 (1 PP)
 Radiation, 25 tons; Limited: Element (Standard - Ranged, 250/500/1000 ft. - Sustained)
Flash: Cumulative Affliction 10 (1 PP)
 1st degree: Impaired, 2nd degree: Disabled, 3rd degree: Unaware, Resisted by: Fortitude, DC 20;
 Cumulative, Increased Range: ranged; Limited: One sense (Standard - Ranged, 250/500/1000 ft. - Instant)
- Modulate Freq: Damage 7 (1 PP)**
 Radiation, DC 22; Affects Insubstantial: half ranks, Increased Range: ranged (Standard - Ranged, 175/350/700 ft. - Instant)
- Wide Angle: Burst Area Damage 7 (1 PP)**
 Radiation, DC 22; Burst Area: 30 feet radius sphere, DC 17, Increased Range: ranged (Standard - Ranged, 175/350/700 ft. - Instant)
- Atomic Flight: Flight 8 (16 PP)**
 Speed: 500 miles/hour, 1 mile/round (Free - Personal - Sustained)
- ü Atomic Force Field: Protection 10 (21 PP)**
 +10 Toughness; Impervious, Subtle: subtle (Personal - Permanent)
- ü Growing Energy Being: Immortality 1 (2 PP)**
 Radiation, Return after 2 weeks (Personal - Permanent)
- ü Growing Energy Being: Immunity 1 (1 PP)**
 Environmental Condition: Radiation (Personal - Permanent)
- ü Growing Energy Being: Regeneration 1 (1 PP)**
 Radiation, Every 10 rounds (Personal - Permanent)

Advantages

- Benefit, Diplomatic Immunity** Gain a significant perquisite or fringe benefit.
- Benefit, Security Clearance: Top Secret** Gain a significant perquisite or fringe benefit.
- Benefit, Wealth 2 (independently wealthy)** Gain a significant perquisite or fringe benefit.
- Eidetic Memory** Total recall, +5 circumstance bonus to remember things.
- Improved Aim** Double circumstance bonuses for aiming.
- Instant Up** Stand from prone as a free action.



Defenses

Dodge	10
Parry	3
Fortitude	8
Toughness	13
Impervious: +10	
Will	10

Hero Points: 1

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted

Advantages

- Inventor** Use Technology to create temporary devices.
- Jack-of-all-trades** Use any skill untrained.
- Languages 3** Speak and understand additional languages.
- Move-by Action** Move both before and after your standard action.
- Precise Attack (Ranged, Concealment)** Ignore attack check penalties for either cover or concealment.
- Precise Attack (Ranged, Cover)** Ignore attack check penalties for either cover or concealment.
- Skill Mastery: Expertise: SCIENCE!!** Make routine checks with one skill under any conditions.

Movement

- Atomic Flight: Flight 8** - Speed: 500 miles/hour, 1 mile/round
- Base Movement Speed** - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)
- Routine Jump Distance** - Running jump: 11 ft.; standing: 5.5 ft.; vertical: 2.2 ft.; standing vert.: 1.1 ft.
- Throwing Distance** - Throw 400 lbs. 6 feet; throw 100 lbs. 30 feet; throw 25 lbs. 120 feet

Complications

- Fame** As one of the premier heroes on the planet, he has a constant stream of fans and media attention as well as protesters over his 'Atomic' nature.
- Motivation: Thrills** As he has fallen in love with the energy and excitement of being a hero.
- Relationship with Espionage** Finally came about can leave him distracted in combat.
- Slowly losing Humanity** The transition to an energy being continues without his control. Since he's been around from the beginning

Background Information

- Languages:** English, French, German, Japanese, Latin
- He has fallen in love with being a hero.

Skills

	Total	Ranks	Ability	Other
Acrobatics	+3	-	3	
Athletics	+1	-	1	
Deception	+3	-	3	
Expertise: Acedemia	+13	4	9	
Expertise: SCIENCE!!	+21	12	9	
Insight	+6	4	2	
Intimidation	+3	-	3	
Investigation	+9	-	9	
Perception	+6	4	2	
Persuasion	+3	-	3	
Ranged Combat: ABA	+11	9	2	
Sleight of Hand	+2	-	2	
Stealth	+3	-	3	
Technology	+18	9	9	
Treatment	+9	-	9	
Vehicles	+2	-	2	

Validation Report

Validation Report (0 issues): Nothing identified

Settings: Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment