

# KILL-O-WATT

**POWER LEVEL 11**

**Electricity Controller**

secret ID **James Watt**  
gender **Male**  
age **19**

height **5'9**  
weight **120**

size **Medium**  
hair **Red**  
eyes **Yellow**



STR	DEX	CON	INT	WIS	CHA
11	14	12	16	16	10
<b>0</b>	<b>+2</b>	<b>+1</b>	<b>+3</b>	<b>+3</b>	<b>0</b>

DMG	FORT	REF	WILL	INIT	SPEED
<b>+1</b>	<b>+1</b>	<b>+2</b>	<b>+3</b>	<b>+2</b>	<b>30</b>

BASE DEFENSE			BASE ATTACK		
FLAT	FOOTED	MENTAL	MELEE	RANGED	MENTAL
<b>0</b>			<b>11</b>		
<b>12</b>	<b>10</b>	<b>13</b>	<b>+11</b>	<b>+14</b>	<b>+14</b>

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RANK	POWERS	DC
10	<b>Alternate Form - Electricity, 5pp/rank [Mutation]</b>	10
	[Free] [Personal] [Sustained] [save:N/A]	
10	includes: Energy Blast - Electricity	25
	[Half] [Normal] [Instant] [save:DMG]	
10	includes: Incorporeal	
	[Free] [Personal] [Sustained] [save:N/A]	
	special: Ghost Touch	
10	includes: Flight	
	[Half] [Personal] [Sustained] [save:N/A]	
	stunt: Super-flight	
10	Includes: Immunities	
	radiation	
	electricity	
	magnetism	
	gravity	
	starvation	
10	extra: Drain Energy - Electricity, +1pp/rank	20
	[N/A] [Touch] [Instant] [save:WILL]	
10	extra: Absorption - Electricity +2pp/rank	
	[None] [Personal] [Continuous] [save:N/A]	
10	effect: Heal	
	[Half] [Touch] [Instant] [save:N/A]	
10	<b>Energy Field, 2pp/rank [Mutation]</b>	25
	[Free] [Touch] [Sustained] [save:DMG]	

FEATS
Attack Focus ( +1 attack (unarmed, armed, weapon, etc))
Far Shot (increase range increment by 1/2)

WEAKNESS

LIFT AND LOAD	
light 38 lbs	overhead 115 lbs
med 76 lbs	off ground 230 lbs
heavy 115 lbs	push/drag 1150 lbs

SKILLS		
acrobatics*	listen	3
balance 2	medicine*	
bluff	move silent	2
climb	open lock*	
computers*	perform	
concentration 3	pilot*	
craft 3	profession	3
	read lips*	
demolitions*	repair*	
diplomacy	ride*	
disable dev*		
disguise	science	3
drive*		
escape artist		2
forgery		3
gather info		
handle animal*		
hide		2
innuendo*	search	3
intimidate	sense motive	3
jump	sleight/hand*	
knowledge 3	spot	3
	survival	3
	swim	
	taunt	7/7

langs: english

MOVEMENT (base/run/sprint)	
Base Speed	30 / 60 / 120

<b>HITS</b>	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21
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ROLL	STUN	LETHAL
FAIL	BRUISED	INJURED
FAIL > 5	STUNNED	STUNNED
FAIL > 10	UNCON	DISABLED

- STUNNED** [stunned for 1 round, lose dex bonus, +2 to hit]
- DISABLED** [1/2 action per round. strenuous actions = dying]
- DYING** [fort save dc:10 or die. +1 dc to save per hour]
- FATIGUED** [no run or charge, -2 str, -2 dex]
- EXHAUSTED** [1/2 speed, -6 str, -6 dex]
- UNCONSCIOUS** [knocked out, add'l attacks are lethal]

POWER POINTS 165	
abilities 19	skills 7
combat 33	powers 102
feats 4	weakness 0
<b>SPENT 165</b>	<b>UNSPENT 0</b>
	<b>NEXT PL 180</b>