

# LORD KELVIN

POWER LEVEL **11**

Elemental

secret ID **Kelvin Franklin**  
gender Male  
age 24

height 5'10  
weight 130

size Medium  
hair White  
eyes Blue



STR	DEX	CON	INT	WIS	CHA
12	12	8	9	10	13
<b>+1</b>	<b>+4</b>	<b>-1</b>	<b>-1</b>	<b>0</b>	<b>+1</b>

DMG	FORT	REF	WILL	INIT	SPEED
<b>+12</b>	<b>-1</b>	<b>+4</b>	<b>0</b>	<b>+4</b>	<b>30</b>

BASE DEFENSE			BASE ATTACK		
11			10		
DEFENSE	FLAT FOOTED	MENTAL	MELEE	RANGED	MENTAL
<b>26</b>	<b>21</b>	<b>21</b>	<b>+11</b>	<b>+11</b>	<b>+10</b>

HERO **6**

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RANK	POWERS	DC
<b>11</b>	<b>Energy Control - Cold, 2pp/rank [Mutation]</b>	<b>21</b>
	[Half] [Normal] [Sustained] [save:Ref]	
	REF save vs. Falling	
11	extra: Energy Field - super cold, 1pp/rank	26
	[Free] [Touch] [Sustained] [save:DMG]	
11	extra: Area Effect, 1pp/rank	11
11	extra: Slow, 1pp/rank	21
	[Half] [Normal] [Sustained] [save:WILL]	
11	Stunt: Energy Blast - Cold, 2pp	26
	[Half] [Normal] [Instant] [save:DMG]	
11	Stunt: Paralysis - Ice, 2pp	21
	[Half] [Normal] [Instant] [save:WILL]	
11	Stunt: Natural Weapon - Ice, 2pp	26
	[Half] [Touch] [Continuous] [save:DMG]	
<b>11</b>	<b>Amazing Save - Damage, 1pp/rank</b>	
	[None] [Personal] [Continuous] [save:N/A]	
<b>3</b>	<b>Super-Dexterity</b>	
	[None] [Personal] [Continuous] [save:N/A]	

FEATS
Accurate Attack (- dmg bonus), (+ attack roll), 5 max)
Dodge (+1 def, or +2 def to one opponent)
Indomitable Will (can re-roll missed will save after 1 round)
Immunity (Super) (immunity to cold)

## WEAKNESS

## LIFT AND LOAD

light	43 lbs	overhead	130 lbs
med	86 lbs	off ground	260 lbs
heavy	130 lbs	push/drag	1300 lbs

## SKILLS

acrobatics*		listen	
balance	4	medicine*	
bluff	1	move silent	10/6
climb	1	open lock*	
computers*		perform	1
concentration		pilot*	
craft	-1	profession	
		read lips*	
demolitions*		repair*	
diplomacy	1	ride*	
disable dev*			
disguise	1	science	4/5
drive*		physics	-1
escape artist	4		
forgery	-1		
gather info	1		
handle animal*			
hide	4		
innuendo*		search	-1
intimidate	1	sense motive	4/4
jump	1	sleight/hand*	
knowledge	-1	spot	
		survival	
		swim	1
		taunt	1

langs: english

## MOVEMENT (base/run/sprint)

Base Speed 30 / 60 / 120

HITS	-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



character builder  
**2.14**

- ☐ **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	4	skills	15
combat	52	powers	84
feats	8	weakness	0
SPENT	UNSPENT	NEXT PL	
<b>163</b>	<b>2</b>	<b>180</b>	