

NEUTRONIUM MAN

POWER LEVEL 11

Powerhouse

secret ID **Nelson Maynard**

gender **Male**

height **5'6**

size **Medium**

age **22**

weight **98 (1078)**

hair **Brown**

eyes **Blue**

STR	DEX	CON	INT	WIS	CHA
8	8	8	12	9	13
+10	-1	+10	+1	-1	+1

DMG	FORT	REF	WILL	INIT	SPEED
+12	+12	-1	-1	-1	30

BASE DEFENSE			5
DEFENSE	FLAT FOOTED	MENTAL	
14	15	14	

BASE ATTACK			10
MELEE	RANGED	MENTAL	
+9	+9	+9	

HERO 6

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RANK	POWERS	DC
11	Density Control, 6pp/rank [Mutation]	
	[Free] [Personal] [Sustained] [save:N/A]	
11	includes: Immovability	
	[None] [Personal] [Continuous] [save:NA]	
	includes: Super-Strength	
11	flaw: No Protection, -1pp/rank	
11	Flaw: Limited - Density Increase, -1pp/rank	
11	flaw: obvious	
11	extra: Super Constitution, +3pp/rank	
	[None] [Personal] [Continuous] [save:N/A]	
11	extra: Energy Control - Gravity, 1pp/rank	21
	[Half] [Normal] [Sustained] [save:REF]	
11	extra: Strike, 1pp/rank	26
	[Half] [Personal] [Instant] [save:DMG]	
11	extra: Leaping	
	[Half] [Personal] [Instant] [save:N/A]	
	extra: Shockwave	

FEATS
Toughness (+2 to damage saves)
Endurance (+4 to endurance-related actions)
Greater Fortitude (+2 fort save)
Stunning Attack (change hit to stun)
Surprise Strike (+1 dmg/2 pls if target flat)

WEAKNESS

LIFT AND LOAD			
light	26.6 tons	overhead	81.9 tons
med	54.3 tons	off ground	163.8 tons
heavy	81.9 tons	push/drag	819.2 tons

SKILLS			
acrobatics*		listen	-1
balance	-1	medicine*	
bluff	1	move silent	-1
climb	10	open lock*	
computers*	5/4	perform	1
concentration	-1	pilot*	
craft	1	profession	-1
		read lips*	
demolitions*		repair*	
diplomacy	1	ride*	
disable dev*			
disguise	1	science	1
drive*		physics	4/3
escape artist	-1		
forgery	3/2		
gather info	6/5		
handle animal*			
hide	-1		
innuendo*		search	1
intimidate	14/4	sense motive	-1
jump	10	sleight/hand*	
knowledge	1	spot	-1
		survival	-1
		swim	10
		taunt	1
langs: english			

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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	-2	skills	18
combat	40	powers	99
feats	10	weakness	0
SPENT	UNSPENT	NEXT PL	
165	0	180	