

# TRANSMUTANT

POWER LEVEL **11**

Alchemist

secret ID **Harry Blake**  
gender **Male**  
age **35**

height **6'2**  
weight **220**

size **Medium**  
hair **Black**  
eyes **Black**



STR	DEX	CON	INT	WIS	CHA
10	14	14	17	12	8
0	+2	+2	+3	+1	-1

DMG	FORT	REF	WILL	INIT	SPEED
+15	+2	+2	+1	+2	30

BASE DEFENSE			BASE ATTACK		
5			5		
DEFENSE	FLAT FOOTED	MENTAL	MELEE	RANGED	MENTAL
17	15	16	+5	+7	+6

HERO **6**



RANK	POWERS	DC
11	<b>Transmutation, 3pp/rank [Mutation]</b> [Half] [Normal] [Sustained] [save:REF]	21
11	extra: continuous, +1pp/rank	
11	extra: shapeable, +1pp/rank [Half] [Normal] [Sustained] [save:N/A]	
11	extra: destruction, +1pp/rank [Half] [Normal] [Instant] [save:N/A]	26
11	extra: quills, +1pp/rank [Free] [Touch] [Sustained] [save:DMG]	
11	extra: tunneling, +1pp/rank [Half] [Personal] [Sustained] [save:N/A]	26
11	stunt: Natural Weapon, 2pp [Half] [Touch] [Continuous] [save:DMG]	
11	<b>Amazing Save: Damage, 1pp/rank [Mutation]</b> [None] [Personal] [Continuous] [save:N/A]	

FEATS
Assessment (1/2 action, assess 3 abilities of target)
Amphibious (Super) (survive in water (swim @30))
Immunity (Super) (pressure)
Immunity (Super) (suffocation)
Durability (Super) (lethal dmg < = to dmg save is stun)
Toughness (+2 to damage saves)

WEAKNESS

LIFT AND LOAD			
light	33 lbs	overhead	100 lbs
med	66 lbs	off ground	200 lbs
heavy	100 lbs	push/drag	1000 lbs

SKILLS			
acrobatics*		listen	1
balance	2	medicine*	
bluff	-1	move silent	2
climb		open lock*	
computers*		perform	-1
concentration	1	pilot*	
craft	3	profession	1
		read lips*	
demolitions*		repair*	
diplomacy	-1	ride*	
disable dev*			
disguise	-1	science	3
drive*		chemistry	8/5
escape artist	2		
forgery	3		
gather info	-1		
handle animal*			
hide	2		
innuendo*		search	3
intimidate	3/3	sense motive	1
jump		sleight/hand*	
knowledge	3	spot	5/4
		survival	1
		swim	
		taunt	-1
langs: english			

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]

MOVEMENT (base/run/sprint)		
Base Speed	30 / 60 / 120	
tunnelling	55 / 110 / 220	

POWER POINTS		165	
abilities	15	skills	12
combat	25	powers	101
feats	12	weakness	0
SPENT		UNSPENT	
165		0	
		NEXT PL	
		180	