

AGENT ORANGE

POWER LEVEL 15

Gaseous Form

secret ID **Victor Larraigne** size Medium
 gender Male height 6'2 hair Orange
 age 60 weight 230 eyes Orange



STR	DEX	CON	INT	WIS	CHA
16	14	18	16	12	14
+3	+2	+4	+3	+1	+2

DMG	FORT	REF	WILL	INIT	SPEED
+4	+4	+2	+1	+2	30

BASE DEFENSE			BASE ATTACK		
FLAT	MENTAL	DEFENSE	MELEE	RANGED	MENTAL
5		17	+13	+12	+11
		15			
		16			

HERO 8 □□□□□□□□

RANK	POWERS	DC	FEATS	SKILLS
15	Alternate Form (Gas) [Mutation] [Free] [Personal] [Sustained] [save:N/A] includes: Incorporeal [Free] [Personal] [Sustained] [save:N/A] 15 includes: flight [Half] [Personal] [Sustained] [save:N/A] 15 includes: suffocate [Half] [Normal] [Concentration] [save:FORT] includes: immunities aging critical disease energy: chemical energy: kinetic exhaustion poison pressure starvation suffocation	25	Toughness (+2 to damage saves) Lightning Reflexes (+2 ref saves) Imp. Initiative (+4 to initiative) Move-By Attack (move before & after attack) Rapid Strike (extra melee attack @ -2)	acrobatics* listen 1 balance 2 medicine* bluff 2 move silent 12/10 climb 3 open lock* computers* perform 2 concentration 1 pilot* craft 3 profession 1 demolitions* diplomacy 2 ride* disable dev* disguise 2 science 3 drive* escape artist 2 forgery 3 gather info 2 handle animal* hide 20/18 innuendo* search 3 intimidate 3 sense motive 3/2 jump 3 sleight/hand* knowledge 3 spot 2/1 survival 3/2 swim 3 taunt 7/5
15	Stunt: blending [Free] [Personal] [Continuous] [save:N/A] Flaw: Permanent			
15	extra: Corrosion [Half] [Touch] [Instant] [save:N/A]	30		
15	extra: Disruption	30		
15	Energy Field (Lethal, Chemical) [Free] [Touch] [Sustained] [save:DMG]	30		
			WEAKNESS	
			LIFT AND LOAD	MOVEMENT (base/run/sprint)
			light 76 lbs overhead 230 lbs med 153 lbs off ground 460 lbs heavy 230 lbs push/drag 1.2 tons	Base Speed 30 / 60 / 120 flight 75 / 150 / 300

HITS -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19 -20 -21

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		225
abilities	30	skills 38
combat	40	powers 107
feats	10	weakness 0
SPENT	UNSPENT	NEXT PL
225	0	240



character builder
2.14