

THE GUARDIAN

POWER LEVEL **18**

Original

secret ID

gender Male

age 95 (appears 40)

height 6'2

weight 230

size Medium

hair Black

eyes Blue



STR	DEX	CON	INT	WIS	CHA
20	18	16	12	14	16
+20	+4	+3	+1	+2	+3

DMG	FORT	REF	WILL	INIT	SPEED
+3	+3	+4	+2	+8	30

BASE DEFENSE			BASE ATTACK		
18			15		
DEFENSE	FLAT FOOTED	MENTAL	MELEE	RANGED	MENTAL
33	28	30	+20	+19	+17

HERO **9**

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RANK	POWERS	DC
15	Super-Strength [alien]	
	[None] [Personal] [Continuous] [save:N/A]	
15	extra: Protection	
	[None] [Personal] [Continuous] [save:N/A]	
15	extra: Flight	
	[Half] [Personal] [Sustained] [save:N/A]	
	stunt: Super-Flight	
	stunt: Space-Flight	
15	extra: Energy Control - Fire (pyrokinesis)	30
	[Half] [Normal] [Instant] [save:DMG]	
15	extra: Energy Control - Cold (cryokinesis)	25
	[Half] [Normal] [Sustained] [save:REF]	
	extra: immunities	
	aging	
	critical	
	disease	
	energy: chemical	
	energy: kinetic	
	exhaustion	
	poison	
	pressure	
	starvation	
	suffocation	
	energy: radiation	
	energy: fire	
	energy: cold	
	energy: electricity	
	energy: sonic	

FEATS
Penetrating Vision (Super) (can see through solid objects)
Detect (Super) (detect specific, spot check -1 per 10 ft)
Dodge (+1 def, or +2 def to one opponent)
Headquarters (base of operations)
Indomitable Will (can re-roll missed will save after 1 round)
Ultra Hearing (Super) (can hear low and high pitched noises)
Rapid Strike (extra melee attack @ -2)

WEAKNESS

LIFT AND LOAD			
light	2,179.1 tons	overhead	6,553.6 tons
med	4,358.1 tons	off ground	13,107.2 tons
heavy	6,553.6 tons	push/drag	65,536.0 tons

SKILLS			
acrobatics*		listen	2
balance	4	medicine*	
bluff	3	move silent	4
climb	20	open lock*	
computers*		perform	3
concentration	2	pilot*	
craft	1	profession	2
		read lips*	
demolitions*		repair*	
diplomacy	3	ride*	
disable dev*			
disguise	3	science	1
drive*			
escape artist	4		
forgery	1		
gather info	3		
handle animal*			
hide	4		
innuendo*		search	1
intimidate	20	sense motive	2
jump	20	sleight/hand*	
knowledge	1	spot	2
		survival	2
		swim	20
		taunt	3
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

MUTANTS 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
Flight	75 / 150 / 307200

-16	-17	-18	-19	-20	-21
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POWER POINTS		270
abilities	36	skills 0
combat	81	powers 139
feats	14	weakness 0
SPENT	UNSPENT	NEXT PL
270	0	285