

MEGAHERTZ

POWER LEVEL 15

Energy Controller

secret ID **Unknown** size Medium
 gender Male height 6'0 hair Black
 age 22 weight 190 eyes Brown



STR	DEX	CON	INT	WIS	CHA
10	18	14	16	12	12
0	+4	+2	+3	+1	+1

DMG	FORT	REF	WILL	INIT	SPEED
+2	+2	+4	+1	+8	30

BASE DEFENSE			BASE ATTACK		
FLAT	FOOTED	MENTAL	MELEE	RANGED	MENTAL
12			10		
27	22	23	+10	+14	+11

HERO 8 □□□□□□□□

RANK	POWERS	DC	FEATS	SKILLS
15	Energy Control (Radiation) [mutation] [Half] [Normal] [Sustained] [save:Varies]	15	Dodge (+1 def, or +2 def to one opponent) Evasion (use ref save instead of dmg save) Radio Hearing (Super) (can hear radio signals) Radio Broadcasting (Super) (can transmit radio signals) Imp. Initiative (+4 to initiative) Heroic Surge (extra 1/2 action once per day per 4 pls) Rapid Shot (extra ranged attack @ -2) Power Immunity (Super) (immune to the effects of your own power)	acrobatics* listen 1 balance 4 medicine* bluff 1 move silent 6/2 climb open lock* computers* 5/2 perform 1 concentration 1 pilot* craft 3 profession 1 read lips* demolitions* repair* diplomacy 1 ride* disable dev* 5/2 disguise 1 science 3 drive* escape artist 4 forgery 3 gather info 5/4 handle animal* hide 8/4 innuendo* search 3 intimidate 5/4 sense motive 1 jump sleight/hand* knowledge 21/18 spot 1 survival 1 swim taunt 11/10
15	includes: energy field	30		
15	[Free] [Touch] [Sustained] [save:DMG]	30		
15	stunt: drain energy [N/A] [Touch] [Instant] [save:WILL]	25		
15	extra: energy blast [Half] [Normal] [Instant] [save:DMG] stunt: area blast (75', no range)	30		
15	extra: energy absorption - heal extra: flight			
15	[Half] [Personal] [Sustained] [save:N/A] extra: amazing save - damage			
15	[None] [Personal] [Continuous] [save:N/A] extra: deflection			
15	[Reaction] [Personal] [Instant] [save:N/A] extra: dazzle			
15	[Half] [Normal] [Instant] [save:REF] extra: scramble electronics	25		
15	flaw: limited - radio flaw: restricted - power source	25		
			WEAKNESS Quirk (strong personality quirk) Powers attracted to Metal	langs: english
			LIFT AND LOAD light 33 lbs overhead 100 lbs med 66 lbs off ground 200 lbs heavy 100 lbs push/drag 1000 lbs	MOVEMENT (base/run/sprint) 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	22	skills 46
combat	54	powers 109
feats	14	weakness -20
SPENT	UNSPENT	NEXT PL
225	0	240



character builder
2.14