

MEGAHERTZ

POWER LEVEL 15

Energy Controller

secret ID **Unknown**
gender **Male** height **6'0** size **Medium**
age **22** weight **190** hair **Black**
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		
12			10		
DEFENSE	FLAT FOOTED	MENTAL	MELEE	RANGED	MENTAL
27	22	23	+10	+14	+11

HERO 8

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RANK	POWERS	DC	FEATS	SKILLS
15	Energy Control (Radiation) [mutation]	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* balance 4 bluff 1 climb computers* 5/2 concentration 1 craft 3 demolitions* diplomacy 1 disable dev* 5/2 disguise 1 drive* escape artist 4 forgery 3 gather info 5/4 handle animal* hide 8/4 innuendo* intimidate 5/4 jump knowledge 21/18
15	[Half] [Normal] [Sustained] [save:Varies]	30		listen 1 medicine* move silent 6/2 open lock* perform 1 pilot* profession 1
15	includes: energy field	30		
15	[Free] [Touch] [Sustained] [save:DMG]	25		read lips* repair* ride*
15	stunt: drain energy	30		
15	[N/A] [Touch] [Instant] [save:WILL]			science 3
15	extra: energy blast			
15	[Half] [Normal] [Instant] [save:DMG]			
15	stunt: area blast (75', no range)			
15	extra: energy absorption - heal			
15	extra: flight			
15	[Half] [Personal] [Sustained] [save:N/A]			
15	extra: amazing save - damage			
15	[None] [Personal] [Continuous] [save:N/A]			
15	extra: deflection			
15	[Reaction] [Personal] [Instant] [save:N/A]			
15	extra: dazzle			
15	[Half] [Normal] [Instant] [save:REF]			
15	extra: scramble electronics			
15	flaw: limited - radio			
15	flaw: restricted - power source			
			WEAKNESS Quirk (strong personality quirk) Powers attracted to Metal	langs: english
			LIFT AND LOAD light 33 lbs med 66 lbs heavy 100 lbs overhead 100 lbs off ground 200 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

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]

POWER POINTS 225			
abilities	22	skills	46
combat	54	powers	109
feats	14	weakness	-20
SPENT	UNSPENT	NEXT PL	
225	0	240	