

DR. NECROSIS

POWER LEVEL **15**

Corrosive Touch

secret ID **Unknown**
gender **Male**
age **40's**

height **5'11**
weight **104**

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

STR	DEX	CON	INT	WIS	CHA
8	12	20	20	14	0
-1	+1	+5	+5	+2	-5

DMG	FORT	REF	WILL	INIT	SPEED
+5	+5	+1	+4	+1	30

BASE DEFENSE			BASE ATTACK		
15			10		
DEFENSE	FLAT FOOTED	MENTAL	MELEE	RANGED	MENTAL
26	25	27	+9	+11	+12

HERO **8**

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RANK	POWERS	DC
15	Corrosion [mutation] [Half] [Touch] [Sustained] [save:N/A]	
15	extra: Disruption extra: Duration - sustained flaw: permanent	30
15	extra: Regeneration [None] [Personal] [Continuous] [save:N/A] extra: back from the brink extra: regrowth	

FEATS
Headquarters (base of operations) Indomitable Will (can re-roll missed will save after 1 round) Infamy (+3 cha if infamy is a benefit, -3 if not) Power Immunity (Super) (immune to the effects of your own power) Startle (intimidate opponent, they lose dodge bonus)

WEAKNESS
Disturbing (-5 bluff / diplomacy)

LIFT AND LOAD			
light	26 lbs	overhead	80 lbs
med	53 lbs	off ground	160 lbs
heavy	80 lbs	push/drag	800 lbs

SKILLS
acrobatics* listen 7/5 balance 1 medicine* bluff -5 move silent 1 climb -1 open lock* computers* perform -5 concentration 2 pilot* craft 5 profession 2 read lips* demolitions* repair* diplomacy -5 ride* disable dev* science 20/15 disguise -5 drive* escape artist 1 forgery 5 gather info -5 handle animal* hide 1 innuendo* search 5 intimidate 20/21 sense motive 7/5 jump -1 sleight/hand* knowledge 15/10 spot 7/5 survival 2 swim -1 taunt 16/21
langs: english

MOVEMENT (base/run/sprint)
Base Speed 30 / 60 / 120

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]

POWER POINTS		225
abilities	14	skills 76
combat	60	powers 75
feats	10	weakness -10
SPENT	UNSPENT	NEXT PL
225	0	240