

THE KYLE

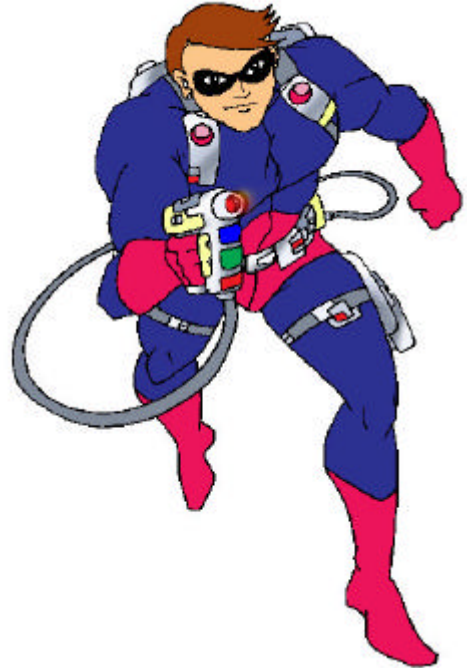
POWER LEVEL 11

Gadgeteer

secret ID **Corey Stryker**
gender **Male**
age **16**

height **5'6**
weight **165**

size **Medium**
hair **Brown (frosted)**
eyes **Blue**



STR	DEX	CON	INT	WIS	CHA
10	20	20	14	16	20
0	+5	+5	+2	+3	+15

DMG	FORT	REF	WILL	INIT	SPEED
+5	+5	+5	+3	+5	80

BASE DEFENSE			BASE ATTACK		
0			0		
DEFENSE	FLAT FOOTED	MENTAL	MELEE	RANGED	MENTAL
15	10	13	0	+5	+3

HERO 7

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RANK	POWERS	DC
11	Gadgets, 1pp/rank [Super-Science]	21
	[Half] [By Power] [By Power] [save:Power]	
10	Regeneration, 2pp/rank [Mutation]	
	[None] [Personal] [Continuous] [save:N/A]	
10	extra: Regrowth, +1pp/rank	
10	extra: Back from the Brink, +1pp/rank	
10	extra: Super-Charisma, +1pp/rank	20
	[None] [Personal] [Continuous] [save:WILL]	
10	extra: Force Field, +1pp/rank	
	[Free] [Personal] [Sustained] [save:N/A]	

FEATS
Photographic Memory (can recall anything seen/read/experienced)
Rapid Healing (remove addtl stun & lethal hit when recovering)
Darkvision (Super) (can see in total darkness)
Heroic Surge (extra 1/2 action once per day per 4 pls)
Connected (knows people who can help)
Fame (+3 cha if fame is a benefit, -3 if not)
Attractive (+3 bluff/diplomacy for attractiveness)
Penetrating Vision (Super) (can see through solid objects, not flesh)
Hero's Luck (+1 hero point)
Durability (Super) (lethal dmg < = to dmg save is stun)
Immunity (Super) (critical hits)
Immunity (Super) (exhaustion)

WEAKNESS
Quirk (womanizer)

LIFT AND LOAD			
light	33 lbs	overhead	100 lbs
med	66 lbs	off ground	200 lbs
heavy	100 lbs	push/drag	1000 lbs

SKILLS			
acrobatics*		listen	6/3
balance	5	medicine*	
bluff	26/11	move silent	5
climb		open lock*	
computers*		perform	16/1
concentration	3	pilot*	
craft	2	profession	3
		read lips*	
demolitions*		repair*	
diplomacy	25/10	ride*	
disable dev*			
disguise	17/2	science	2
drive*			
escape artist	5		
forgery	2		
gather info	15		
handle animal*			
hide	5		
innuendo*	17/2	search	2
intimidate	15	sense motive	3
jump		sleight/hand*	7/2
knowledge	2	spot	6/3
		survival	3
		swim	1/1
		taunt	18/3
langs: english			

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MOVEMENT (base/run/sprint)
Base Speed 80 / 160 / 327680

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, addtl attacks are lethal]

POWER POINTS		165	
abilities	40	skills	22
combat	0	powers	71
feats	24	weakness	-5
SPENT		UNSPENT	
152		13	
		NEXT PL	
		180	