

WHITE TRASH

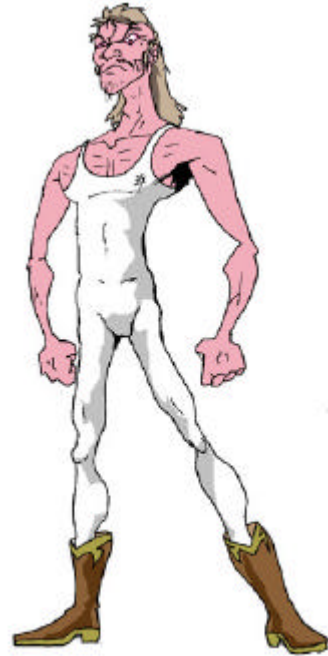
POWER LEVEL **12**

Controls Trash

public ID **Cody Monroe**
gender **Male**
age **27**

height **6'1**
weight **140**

size **Medium**
hair **Brown**
eyes **Brown**



STR	DEX	CON	INT	WIS	CHA
8	14	12	9	6	10
-1	+2	+1	-1	-2	0

DMG	FORT	REF	WILL	INIT	SPEED
+1	+1	+4	-2	+6	30

BASE DEFENSE			BASE ATTACK		
12			10		
DEFENSE	FLAT	MENTAL	MELEE	RANGED	MENTAL
25	22	20	+9	+12	+8

HERO **6**

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RANK	POWERS	DC
12	Element Control (trash) [mutation] [Half] [Normal] [Sustained] [save:N/A] flaw: limited - trash	
12	stunt: elemental blast [Half] [Normal] [Instant] [save:DMG]	27
12	extra: propulsion [Half] [Personal] [Sustained] [save:N/A]	
12	stunt: trash snare [Half] [Normal] [Instant] [save:REF]	22
12	stunt: suffocate [Half] [Normal] [Concentration] [save:FORT]	22
12	extra: trash shield [None] [Personal] [Continuous] [save:N/A]	
12	extra: shape trash [Half] [Normal] [Sustained] [save:N/A]	
12	stunt: trash storm (obscure) [Half] [Normal] [Sustained] [save:N/A]	
12	extra: animation [Half] [Normal] [Sustained] [save:N/A]	
12	Blending (trash) [mutation] [Free] [Personal] [Continuous] [save:N/A]	
12	Amazing save - damage [mutation] (cannot be combined with Trash Shield) [None] [Personal] [Continuous] [save:N/A]	

FEATS
Dodge (+1 def, or +2 def to one opponent) Imp. Initiative (+4 to initiative) Lightning Reflexes (+2 ref saves) Immunity (Super) (disease) Immunity (Super) (poison)

WEAKNESS

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 -2 balance 2 medicine* bluff 5/5 move silent 2 climb -1 open lock* computers* perform concentration -2 pilot* craft -1 profession -2 read lips* demolitions* repair* diplomacy ride* disable dev* disguise science -1 drive* escape artist 6/4 forgery -1 gather info handle animal* hide 10/8 innuendo* search -1 intimidate sense motive -2 jump -1 sleight/hand* knowledge -1 spot -2 survival -2 swim -1 taunt 10/10
langs: english

MOVEMENT (base/run/sprint)
Base Speed 30 / 60 / 120 Ride Trash 60 / 120 / 240

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]

POWER POINTS		180	
abilities	-1	skills	25
combat	54	powers	92
feats	10	weakness	0
SPENT		UNSPENT	
180		195	