

Svenaklio

Male; Age: 364; Height: 5' 11"; Weight: 180 lb.

Eyes: Brown; Hair: Black

Power Level 10, 198 PP; Abilities 92 + Powers 34 + Advantages 30 + Skills 18 (36 ranks) + Defenses 24

Abilities

Strength	2	Agility	4	Fighting	1	Awareness	8
Stamina	5	Dexterity	7	Intellect	15	Presence	4

Offense

Initiative: +8

Attack Name

Attack Bonus & Resistance DC

Notes

Move Object 3 +7, DC 18 6/15/30 ft., Sonic, Crit 20

Throw +7, DC 17 Bludgeon, Crit 20

Unarmed +1, DC 17 Bludgeon, Crit 20

Powers

Ü **DIRSAT Translation Matrix: Comprehend 3** (5 PP)

Languages - Read All, Languages - Understand All, Languages - You're Understood; Quirk: Takes a while for the written word (Personal - Permanent)

Ü **Empathic Link with DIRSAT: Senses 1** (1 PP)

Communication Link: Mind (Personal - Permanent)

Ü **Psychic Paper: Feature 1** (1 PP)

(Personal - Permanent)

Ü **Regeneration: Immortality 16** (6 PP)

Return after 1 minute; Limited: see notes., Side Effect 2: always - Body and personality changes, Notes: Side Effect: His body will change height, weight, hair and eye colour, facial structure, teeth, etc. His personality will change somewhat as well. Certain personality traits will stay the same of course, but many things may change.

Limitation: There may be a limit on the number of times Regeneration can occur. Traditionally, the number was 12, but this seems to be something enforced by an outside agency and could be side stepped. Similarly, this outside agency seemed to be able to trigger the change.

Also, if fatally injured during the start of the Regeneration process, it will kill him, dead.

Certain things (e.g. zetrionic energy and the poison of the Judas Tree) will kill without triggering the Regeneration process. (Personal - Permanent)

Ü **Sonic Spanner** (5 PP)

Easily Removable

Assorted settings: Variable 1 (1 PP)

Sonic; Action: move (Move - Personal - Sustained)

Move Object 3 (8 PP)

Sonic, 400 lbs., DC 18; Damaging, Precise, Reversible; Diminished Range 3 (Standard - Ranged, 6/15/30 ft. - Sustained)

Ü **Time Sense: Senses 2** (2 PP)

Detect: Fixed and unfixd points in time 2: ranged (Personal - Permanent)

Ü **Various oddball abilities: Variable 2** (14 PP)

Psionic or Biological; Variable Descriptor 2: broad group - Psionics/Regeneration/Biologic Powers; Limited: GM approval needed for any use of this; and the GM may decide it's use., Notes: The occasionally seen telepathic abilities are a part of this, as are the oddball physical abilities that usually don't seem to be in play (e.g. strength to dig out a buried TARDIS on Skaro; the incredible targeting abilities).

This also covers the secondary Regeneration affects (healing injuries within 17 hours of regeneration; the energy bursts; Romana's ability to reshape herself several times trying bodies out; Mels/River "concentrating on a dress size". (Standard - Personal - Sustained)

Advantages

Animal Empathy Use interaction skills normally with animals.

Attractive Circumstance bonus to interaction based on your looks.

MUTANTS & MASTERMINDS

HERO LAB

Defenses

Dodge **11**

Parry **11**

Fortitude **8**

Toughness **8/5**

Will **12**

Hero Points: 1



Svenaklio

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Advantages

Beginner's Luck Spend a hero point to gain 5 temporary ranks in a skill.

Benefit, Cipher Gain a significant perquisite or fringe benefit.

Defensive Roll 3 +1 active defense bonus to Toughness per rank.

Diehard Automatically stabilize when dying.

Eidetic Memory Total recall, +5 circumstance bonus to remember things.

Equipment 11 5 points of equipment per rank.

Evasion Circumstance bonus to avoid area effects.

Extraordinary Effort Gain two benefits when using extra effort.

Fascinate (Intimidation) Use an interaction skill to entrance others.

Favored Foe: Alien monsters Circumstance bonus to certain checks against a type of opponent.

Great Endurance +5 on checks involving endurance.

Improved Initiative +4 bonus to initiative checks per rank.

Jack-of-all-trades Use any skill untrained.

Seize Initiative Spend a hero point to go first in the initiative order.

Taunt Use Deception to demoralize in combat.

Well-informed Immediate Investigation or Persuasion check to know something.

Movement

Base Movement Speed - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)

Routine Jump Distance - Running jump: 14 ft.; standing: 7 ft.; vertical: 2.8 ft.; standing vert.: 1.4 ft.

Throwing Distance - Throw 800 lbs. 6 feet; throw 200 lbs. 30 feet; throw 50 lbs. 120 feet

Equipment

Cell Phone (Smartphone), DIRSAT, Flash Goggles

Complications

On the Run The DIRSAT is stolen. And Sven's people don't like him interfering with time.

Responsibility Sven has no tolerance for his people's noninterference policy. Sven is also bound by fixed points in time. His ability to sense which things can and can't be changed in time sometimes hinders his ability to act.

Skills

	Total	Ranks	Ability	Other
Acrobatics	+4	-	4	
Athletics	+4	2	2	
Deception	+10	6	4	
Expertise: All of Time and Space	+20	5	15	
Expertise: Science	+20	5	15	
Expertise: Tactics	+18	3	15	
Insight	+10	2	8	
Intimidation	+4	-	4	
Investigation	+15	-	15	
Perception	+8	-	8	
Persuasion	+4	-	4	
Sleight of Hand	+8	1	7	
Stealth	+10	6	4	
Technology	+20	5	15	
Treatment	+15	-	15	
Vehicles	+8	1	7	

Validation Report

Validation Report (0 issues): Nothing identified

Settings: Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Hero High: Hero High; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment; Optional Rules: Hide Default Power Name; Output Options: No Damage / Fatigue Trackers

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DIRSAT (Vehicle)

Strength 18, Defense 0, Toughness 18, Size Colossal

Features:

Navigation System 1

Powers

Bigger on the Inside: Enhanced Trait 8 (Traits: Defense +8 (+0), Notes: The exterior of the DIRSAT is only Medium, hence the defense is 0.)

Chameleon Circuit

Invisibility 4 (Total concealment from all visual senses)

Morph 2 (+20 Deception checks to disguise; Narrow group; Limited: Cannot Resume it's True Shape, Limited: Can only take on form of various RC Soda machines, Limited: Only affects the outside of the DIRSAT, Uncontrolled)

Changing the Desktop: Morph 2 (+20 Deception checks to disguise; Narrow group; Limited: Only Effects the inside of the DIRSAT, Limited: Can only do this occaissionally at best)

The DIRSAT's alive

Enhanced Trait 47 (Traits: Awareness +12 (+12), Intellect +11 (+11), Expertise +2 (+13))

Svenaklio and Anatharasila: Senses 1 (Communication Link: Mental)

Time Rotor

Anywhere in Time or Space: Movement 7 (Space Travel 3: other galaxies, Time Travel 3: any time, 50 lbs., Wall-crawling 1: -1 speed rank)

Flying Soda Machine: Flight 13 (Speed: 16000 miles/hour, 30 miles/round; Distracting)

Planetary Hops: Teleport 14 (Carry 50 lbs.; Accurate, Extended: 16000 miles in 2 move actions; Distracting, Limited to Extended, Unreliable (roll))

Short Hops: Teleport 7 (0.5 miles in a move action, carrying 50 lbs.; Accurate; Distracting, Unreliable (roll))

Power Points

Abilities 6 + Powers 88 + Advantages 0 + Features 1 + Skills 0 (0 ranks) + Defenses 5 + Equipment 0 (0 ep) + Weapons & Armor 0 (0 ep) = 52

Background Information

Languages: Native Language