

## Ham Mulligan

Male; Age: 25; Height: 6' 5"; Weight: 300 lb.

Eyes: Brown; Hair: Brown

Power Level 12, 191 PP, **7 PP left to spend** ; Abilities 76 + Powers 46 + Advantages 33 + Skills 26 (52 ranks) + Defenses 10

### Abilities

Strength	<b>5</b>	Agility	<b>9</b>	Fighting	<b>9</b>	Awareness	<b>2</b>
Stamina	<b>5</b>	Dexterity	<b>1</b>	Intellect	<b>3</b>	Presence	<b>4</b>

### Offense

**Initiative: +13**

**Eye Heat Beams: Damage 11 DC 26 . . . . . Heat, Crit 20**

**Speed Punch: Strength-based Damage 2 . . . . . +17, DC 22 . . . . . Crit 20**

**Throw . . . . . +1, DC 20 . . . . . Bludgeon, Crit 20**

**Unarmed . . . . . +11, DC 20 . . . . . Bludgeon, Crit 20**

**Visible Beam: Damage 15 +9, DC 30 . . . . . 375/750/1500 ft., Lethal / Heat, Crit 20**

### Powers

#### ü Mutant Powers (46 PP)

##### Burn Vision (1 PP)

**Eye Heat Beams: Damage 11 (36 PP)**  
Heat, DC 26; Increased Range 2: perception, Subtle: subtle (Standard - Perception - Instant)

**Missile Melting: Deflect 17 (alternate)**  
Heat (Standard - Ranged, 425/850/1700 ft. - Instant)

**Visible Beam: Damage 15 (alternate)**  
Lethal, Heat, DC 30; Accurate 4: +8, Increased Range: ranged (Standard - Ranged, 375/750/1500 ft. - Instant)

**Immunity 10 (5 PP)**  
Common Descriptor: Heat & Fire; Limited - Half Effect (Personal - Permanent)

##### Invulnerability (41 PP)

**Immunity 40 (20 PP)**  
Fortitude Effects, Life Support; Limited - Half Effect, Notes: Due to overlap; Life Support is actually complete (Personal - Permanent)

**More?: Enhanced Trait 2 (2 PP)**  
Traits: Toughness +5 ( +12), Parry -5 ( +4), Dodge -5 ( +4), Fortitude +7 ( +15) (Free - Personal - Sustained)

**Protection 8 (19 PP)**  
+8 Toughness; Impervious [3 extra ranks] (Personal - Permanent)

##### Ultra Resurrection (1 PP)

**Immortality 15 (30 PP)**  
Return after 2 minutes (Personal - Permanent)

**Regeneration 10 (10 PP)**  
Every 1 round (Personal - Permanent)

##### Ultra Senses (1 PP)

**Ultra-Hearing: Senses 8 (8 PP)**  
Accurate (Type): Hearing, Extended: Hearing 3: x1k, Ultra-hearing (Personal - Permanent)

**Ultra-Ventriloquism A: Auditory Communication 2 (8 PP)**  
(Free - Rank, 1 mile - Sustained)

**Ultra-Ventriloquism B: Illusion 9 (9 PP)**  
Affects: One Sense Type - Hearing, Area: 500 cft., DC 19 (Standard - Perception - Sustained)

**Ultra-Vision: Senses 16 (16 PP)**  
Extended: Vision 4: x10k, Infravision, Low-light Vision, Microscopic Vision 3: molecule-size, Penetrates Concealment: Vision, Tracking: Vision 2: full speed, Ultravision (Personal - Permanent)



### Defenses

Dodge **9**

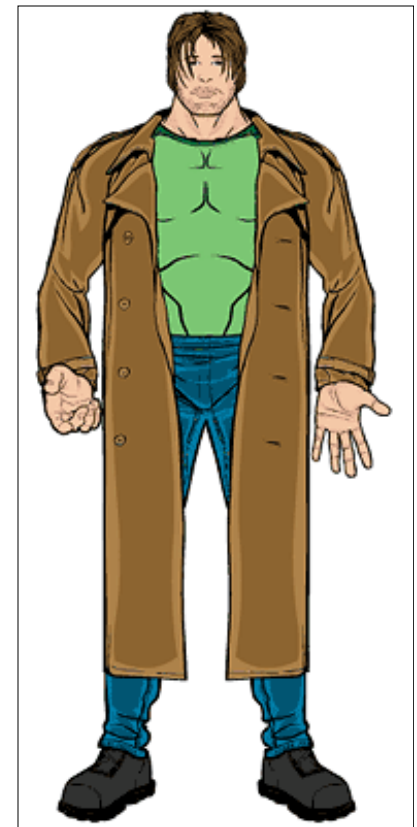
Parry **9**

Fortitude **8**

Toughness **7/5**

Will **9**

**Hero Points: 1**



**Hammish Mulligan**

**Copyright 1991 - Kenneth G. Hallaron**

**Updated 4/18/16**

## Powers

### Ultra Speed (1 PP)

Advantages: Improved Initiative 4

#### Acting Fast: Quickness 5 (5 PP)

Perform routine tasks in -5 time ranks (Free - Personal - Sustained)

#### Reflexes: Enhanced Trait 14 (14 PP)

Traits: Dodge +6 ( +15), Parry +6 ( +15), Defensive Roll 2 +2 ( +4) (Free - Personal - Sustained)

#### Running Fast: Speed 8 (8 PP)

Speed: 500 miles/hour, 1 mile/round (Move - Personal - Sustained)

#### Speed Punch: Strength-based Damage 2 (10 PP)

DC 22; Accurate 3: +6, Penetrating 5 (Standard - Close - Instant)

### Ultra Strength (1 PP)

#### Enhanced Trait 32 (32 PP)

Traits: Strength +8 ( +13), Stamina +6 ( +11), Dodge +2 ( +11), Parry +2 (+11) (Free - Personal - Sustained)

#### Impervious Toughness 5 (5 PP)

(Free - Personal - Continuous)

#### Power-lifting 4 (4 PP)

+4 STR for lifting (Reaction - Personal - Continuous)

## Advantages

**Accurate Attack** Trade effect DC for attack bonus.

**Agile Feint** Feint using Acrobatics skill or Speed rank.

**All-out Attack** Trade active defense for attack bonus.

**Assessment** Use Insight to learn an opponent's combat capabilities.

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

**Close Attack 2** +1 bonus to close attack checks per rank.

**Connected** Call in assistance or favors with a Persuasion check.

**Defensive Attack** Trade attack bonus for active defense bonus.

**Defensive Roll 2** +1 active defense bonus to Toughness per rank.

**Diehard** Automatically stabilize when dying.

**Evasion 2** Circumstance bonus to avoid area effects.

**Great Endurance** +5 on checks involving endurance.

**Improved Defense** +2 bonus to active defense when you take the defend action.

**Improved Grab** Make grab attacks with one arm. Not vulnerable while grabbing.

**Improved Hold** -5 circumstance penalty to escape from your holds.

**Improved Initiative** +4 bonus to initiative checks per rank.

**Languages 3** Speak and understand additional languages.

**Lionheart** Custom advantage.

**Luck 6** Re-roll a die roll once per rank.

**Move-by Action** Move both before and after your standard action.

**Power Attack** Trade attack bonus for effect bonus.

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

**Withstand Damage** Custom advantage.

## Skills

	Total	Ranks	Ability	Other
Acrobatics	+10	1	9	
Athletics	+10	5	5	
Close Combat: Unarmed	+9	-	9	
Deception	+10	6	4	
Insight	+8	6	2	
Intimidation	+12	8	4	
Investigation	+6	3	3	
Perception	+8	6	2	
Persuasion	+10	6	4	
Sleight of Hand	+4	3	1	
Stealth	+15	6	9	
Technology	+4	1	3	
Treatment	+4	1	3	
Vehicles	-	-	1	

## Validation Report

**Validation Report (0 issues):** Nothing identified

**Settings:** Sourcebooks -> Cosmic Handbook: Cosmic Handbook; 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

## Movement

**Base Movement Speed** - 500 miles/hour, 1 mile/round (run 1000 miles/hour, 2 miles/round; swim 120 miles/hour, 1800 feet/rou

**Routine Jump Distance** - Running jump: 20 ft.; standing: 10 ft.; vertical: 4 ft.; standing vert.: 2 ft.

**(Inactive) Running Fast: Speed 8** - Speed: 500 miles/hour, 1 mile/round

**Throwing Distance** - Throw 3 tons 6 feet; throw 1600 lbs. 30 feet; throw 400 lbs. 120 feet

## Complications

**Enemies** It's not paranoia if the world really is out to get you. John Javert took Ham's disappearance from the morgue personally and was supposedly out to get Ham (then known as Prisoner 2461).

**Pardoned** Ham Mulligan has received a presidential pardon for his "criminal" activities.

**Persecution** On top of being a metahuman where supers were hunted, Ham is also a gay, Jewish man; he knows what its like to be hated.

**Quirk** Ham feels that dressing-up and drawing attention to oneself, when the world wants you dead, is just f---ing stupid.

**Responsibility** Ham feels he must use his powers to help society despite society's views of him.

## Portraits



## Background Information

**Languages:** English, French, German, Italian, Spanish  
originally Prisoner 24601