

Nick O'Time

Male; Age: 25; Height: 5' 8"; Weight: 175 lb.

Power Level 10, 165 PP, **1 PP left to spend** ; Abilities 40 + Powers 88 + Advantages 14 + Skills 12 (24 ranks) + Defenses 11

Abilities

Strength	2	Agility	2	Fighting	3	Awareness	2
Stamina	2	Dexterity	1	Intellect	4	Presence	4

Offense

Initiative: +6

Attack Name Attack Bonus & Resistance DC Notes

Throw +1, DC 17 **Bludgeon, Crit 20**

Unarmed +3, DC 17 **Bludgeon, Crit 20**

Powers

ü **Blink Defense: Enhanced Trait 7** (7 PP)

Traits: Dodge +2 (+7), Parry +2 (+7), Advantages: Evasion 2, Uncanny Dodge (Free - Personal - Sustained)

ü **Instant Change: Feature 1** (1 PP)

(Personal - Permanent)

ü **Safe Travel Array** (21 PP)

ü **Force Field: Protection 10** (1 PP)

+10 Toughness; Impervious (Personal - Permanent)

Out of Sync: Insubstantial 4 (20 PP)

Incorporeal (Free - Personal - Sustained)

ü **Travel Array** (59 PP)

Across Space: Teleport Attack (+self) 14 (57 PP)

Carry 50 lbs., DC 24; Accurate, Attack (+self): Parry, Easy, Extended: 16000 miles in 2 move actions; Limited to Extended (Move - Close - Instant)

Across Space: Teleport Attack (+self) 17 (1 PP)

500 miles in a move action, carrying 50 lbs., DC 27; Accurate, Attack (+self): Parry (Move - Close - Instant)

Across Time and Dimension: Movement Attack (+self) 17 (1 PP)

Dimensional 3: any dimension, 50 lbs., Extra Ranks 8, Space Travel 3: other galaxies, Time Travel 3: any time, 50 lbs., DC 27; Attack (+self): Parry (Free - Close - Sustained)

Advantages

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

Benefit, Wealth 3 (millionaire) Gain a significant perquisite or fringe benefit.

Connected Call in assistance or favors with a Persuasion check.

Contacts Make an initial Investigation check in one minute.

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

Diehard Automatically stabilize when dying.

Equipment 1 5 points of equipment per rank.

Evasion 2 Circumstance bonus to avoid area effects.

Improved Initiative +4 bonus to initiative checks per rank.

Inspire Spend a hero point to grant allies a +1 circumstance bonus per rank.

Languages 1 Speak and understand additional languages.

Leadership Spend a hero point to remove a condition from an ally.

Uncanny Dodge Not vulnerable when surprised or caught off-guard.

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

Movement

Across Space: Teleport Attack (+self) 14 - Carry 50 lbs.

Across Space: Teleport Attack (+self) 17 - 500 miles in a move action, carrying 50 lbs.



Defenses

Dodge 7/5

Parry 7/5

Fortitude 5

Toughness 13/2

Impervious: +10

Will 5

Hero Points: 1

Bart Cartright

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Movement

Across Time and Dimension: Movement Attack (+self) 17 -
Dimensional 3: any dimension, 50 lbs., Extra Ranks 8, Space Travel 3:
other galaxies, Time Travel 3:

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: 12 ft.; standing: 6 ft.; vertical:
2.4 ft.; standing vert.: 1.2 ft.

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

Equipment

Cell Phone

Complications

Justice Both Bart and Nick believe that the superhumans of their world
were treated unjustly and strive to give them equality.

Pardoned Nick O'Time has received a presidential pardon for his
"criminal" activities.

Background Information

Languages: English, Spanish

Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-	2	
Athletics	+2	-	2	
Close Combat: Across Space: Teleport Attack	+6	3	3	
Close Combat: Unarmed	+3	-	3	
Deception	+7	3	4	
Expertise: Buracracy	+7	3	4	
Expertise: Business	+8	4	4	
Expertise: Politics	+7	3	4	
Insight	+3	1	2	
Intimidation	+4	-	4	
Investigation	+5	1	4	
Perception	+4	2	2	
Persuasion	+7	3	4	
Ranged Combat: Throw	+1	-	1	
Sleight of Hand	-	-	1	
Stealth	+2	-	2	
Technology	+5	1	4	
Treatment	-	-	4	
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