

## Prisoner 1310

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

Hair: none

Power Level 12, 219 PP; Abilities 100 + Powers 86 + Advantages 12 + Skills 9 (18 ranks) + Defenses 12

### Abilities

Strength	8	Agility	8	Fighting	8	Awareness	3
Stamina	8	Dexterity	8	Intellect	3	Presence	4

### Offense

Initiative: +12

Attack Name                      Attack Bonus & Resistance DC                      Notes

**Claws: Strength-based Damage 2**                      +14, DC 25                      . . . . . Crit 20

**Club-like Arms: Strength-based Damage 1**                      +8, DC 24                      . . . . . Crit 20

**Lightning: Damage 12**                      +10, DC 27                      . . . . . 300/600/1200 ft., Crit 20

**Optic Blast: Damage 12**                      +12, DC 27                      . . . . . 300/600/1200 ft., Crit 20

**Throw**                      +8, DC 23                      . . . . . Bludgeon, Crit 20

**Unarmed**                      +8, DC 23                      . . . . . Bludgeon, Crit 20

### Powers

ü **Combat Mutations** (36 PP)

**Anything Else: Variable 4** (1 PP)  
(Standard - Personal - Sustained)

**Enhanced Trait: Enhanced Trait 1** (1 PP)  
Traits: Dodge +2 ( +12), Parry +2 ( +12), Fortitude -3 ( +6) (Free - Personal - Sustained)

**Growth: Growth 6** (12 PP)  
+6 STR, +6 STA, +3 Intimidate, -6 Stealth, -3 active defenses, +1 size rank, +6 mass ranks (Free - Personal - Sustained)

**Impervious Defense: Impervious Toughness 7** (7 PP)  
(Free - Personal - Continuous)

**Ape-Like Agility** (1 PP)

**Club-like Arms: Strength-based Damage 1** (1 PP)  
DC 24 (Standard - Close - Instant)

**Enhanced Trait: Enhanced Trait 27** (27 PP)  
Traits: Agility +3 ( +11), Fighting +5 ( +13), Dexterity +5 ( +13), Advantages: Defensive Roll (Free - Personal - Sustained)

**Biosteel Shell** (1 PP)

**Enhanced Trait: Enhanced Trait 12** (12 PP)  
Traits: Strength +3 ( +11), Stamina +3 ( +11) (Free - Personal - Sustained)

**Growth: Growth 2** (4 PP)  
+2 STR, +2 STA, +1 Intimidate, -2 Stealth, -1 active defenses, +2 mass ranks (Free - Personal - Sustained)

**Protection: Protection 2** (4 PP)  
+2 Toughness; Impervious (Personal - Permanent)

**Canadian Mammal** (1 PP)

**Claws: Strength-based Damage 2** (19 PP)  
DC 25, Advantages: Improved Critical 2; Accurate 3: +6, Multiattack, Penetrating 10 (Standard - Close - Instant)

**Enhanced Trait: Enhanced Trait 5** (5 PP)  
Traits: Dodge +1 ( +11), Parry +1 ( +11), Advantages: Defensive Roll 3 (Free - Personal - Sustained)

**Regeneration: Regeneration 3** (3 PP)  
Every 3.33 rounds (Personal - Permanent)

**Optic Blast: Damage 12** (1 PP)  
DC 27; Accurate 2: +4, Increased Range: ranged (Standard - Ranged, 300/600/1200 ft. - Instant)

**Weather Control** (31 PP)



### Defenses

Dodge 10

Parry 10

Fortitude 9

Toughness 12/8

Will 10

Hero Points: 1

### Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

### Fatigue

- Fatigued
- Exhausted

Scott Xavier

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## Powers

### Lightning: Damage 12 (28 PP)

DC 27; Accurate: +2, Increased Range: ranged, Indirect 3: any point in fixed direction or fixed point in any direction (Standard - Ranged, 300/600/1200 ft. - Instant)

### Rain: Environment 1 (3 PP)

Impede Movement (1 rank), Visibility (-5), Radius: 30 feet (Standard - Rank - Sustained)

### ü Cybernetic Enhancements (11 PP)

Advantages: Eidetic Memory, Improved Initiative, Jack-of-all-trades

#### ü Comprehend: Comprehend 1 (1 PP)

Languages - Understand All; Limited: Only languages that are programmed into his Universal Translator Program (Personal - Permanent)

#### ü Immunity: Immunity 3 (3 PP)

Aging, Disease, Poison (Personal - Permanent)

#### ü Regeneration: Regeneration 2 (2 PP)

Every 5 rounds (Personal - Permanent)

#### ü Senses: Senses 2 (2 PP)

Direction Sense, Distance Sense (Personal - Permanent)

### ü Mutant Movement (19 PP)

#### Flight: Flight 7 (1 PP)

Speed: 250 miles/hour, 0.5 miles/round (Free - Personal - Sustained)

#### Phasing: Insubstantial 3 (15 PP)

Energy (Free - Personal - Sustained)

#### Strong Legs (1 PP)

#### Leaping: Leaping 7 (7 PP)

Leap 900 feet at 250 miles/hour (Move - Personal - Instant)

#### Speed: Speed 7 (7 PP)

Speed: 250 miles/hour, 0.5 miles/round (Move - Personal - Sustained)

#### Swimming: Swimming 9 (1 PP)

Speed: 250 miles/hour, 0.5 miles/round (Free - Personal - Sustained)

#### Teleportation: Teleport 3 (1 PP)

250 feet in a move action, carrying 3200 lbs.; Extended: 8 miles in 2 move actions, Increased Mass 6 (Move - Rank - Instant)

### ü Stable Mutations (20 PP)

#### ü Immunity: Immunity 10 (10 PP)

Life Support (Personal - Permanent)

#### ü Senses: Senses 10 (10 PP)

Darkvision, Extended: Vision 2: x100, Infravision, Penetrates Concealment: Vision, Ultravision (Personal - Permanent)

## Skills

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

## Advantages

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

**Chokehold** Suffocate an opponent you have successfully grabbed.

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

**Fast Grab** Make a free grab check after an unarmed attack.

**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.

**Improved Smash** No penalty for the smash action.

**Improved Trip** No penalty for the trip action.

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

## 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

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## Advantages

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

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

**Takedown** Free extra attack when you incapacitate a minion.

**Teamwork** +5 bonus to support team checks.

## Power Settings

**Power Setting - Anything Else: Variable 4**

Powers: Giant

## Movement

**Base Movement Speed** - 250 miles/hour, 0.5 miles/round (run 500 miles/hour, 1 mile/round; swim 60 miles/hour, 900 feet/round)

**Flight: Flight 7** - Speed: 250 miles/hour, 0.5 miles/round

**(Inactive) Leaping: Leaping 7** - Leap 900 feet at 250 miles/hour

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

**(Inactive) Speed: Speed 7** - Speed: 250 miles/hour, 0.5 miles/round

**Swimming: Swimming 9** - Speed: 250 miles/hour, 0.5 miles/round

**Teleportation: Teleport 3** - 250 feet in a move action, carrying 3200 lbs.

**Throwing Distance** - Throw 25 tons 6 feet; throw 6 tons 30 feet; throw 3200 lbs. 120 feet

## Complications

**Distinctive Features** Due to the implants, Titan Project soldiers have noticable scarring and cybernetics around their left eyes, as well as their prisoner number tattooed above their left cheek.

**Drone** The Titan Project soldiers are under the control of The General thanks to the cybernetic implants in their brains. When dealing with him, their will is effectively zero.

**Vulnerability** Scott Xavier takes +5 damage from radiation-based attacks.

## Background Information

**Languages:** Native Language

Prisoner 1310 is the Earth-W version of Ex-Man.

### Additional Details

PP earned so far: 0