



## Advantages

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

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

**Close Attack 4** +1 bonus to close attack checks per rank.

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

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

**Grabbing Finesse** Substitute Dex for Str when making grab attacks.

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

**Interpose** Take an attack meant for an ally.

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

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

**Prone Fighting** No penalties for fighting while prone.

**Redirect** Use Deception to redirect a missed attack at another target.

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

## Movement

**Base Movement Speed** - 30 miles/hour, 500 feet/round (run 60 miles/hour, 900 feet/round; swim 8 miles/hour, 120 feet/round)

**Flight: Flight 4** - Speed: 30 miles/hour, 500 feet/round

**Leaping: Leaping 4** - Leap 120 feet at 30 miles/hour

**Movement: Movement 3** - Safe Fall, Slithering, Swinging

**Routine Jump Distance** - Running jump: 16 ft.; standing: 8 ft.; vertical: 3.2 ft.; standing vert.: 1.6 ft.

**Speed: Speed 4** - Speed: 30 miles/hour, 500 feet/round

**Throwing Distance** - Throw 6 tons 6 feet; throw 3200 lbs. 30 feet; throw 800 lbs. 120 feet

## Complications

**Distinctive Features** Due to the implants, Titan Project soldiers have noticeable 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** Due to his elasticity, extreme temperatures have an increased effectiveness on Lex Hudson. Heat or cold attacks get +2 to the effect.

## Background Information

**Languages:** Native Language

Prisoner 2747 is the Earth-W version of Elastor.

### Additional Details

PP earned so far: 1

## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	<b>+12</b>	4	8	
<b>Athletics</b>	<b>+6</b>	-	6	
<b>Close Combat: Unarmed</b>	<b>+10</b>	3	7	
<b>Deception</b>	<b>+5</b>	1	4	
<b>Insight</b>	<b>+5</b>	2	3	
<b>Intimidation</b>	<b>+4</b>	-	4	
<b>Investigation</b>	<b>+5</b>	3	2	
<b>Perception</b>	<b>+3</b>	-	3	
<b>Persuasion</b>	<b>+4</b>	-	4	
<b>Ranged Combat: Throw</b>	<b>+5</b>	4	1	
<b>Sleight of Hand</b>	<b>+1</b>	-	1	
<b>Stealth</b>	<b>+10</b>	2	8	
<b>Technology</b>	<b>+3</b>	1	2	
<b>Treatment</b>	<b>+2</b>	-	2	
<b>Vehicles</b>	<b>+1</b>	-	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

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