

Prisoner 0451

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

Hair: none

Power Level 12, 192 PP; Abilities 36 + Powers 120 + Advantages 9 + Skills 10 (20 ranks) + Defenses 17

Abilities

Strength	4	Agility	0	Fighting	5	Awareness	1
Stamina	6	Dexterity	0	Intellect	0	Presence	2

Offense

Initiative: +12

Attack Name	Attack Bonus & Resistance DC	Notes
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Fireball: Burst Area Damage 12 DC 27 300/600/1200 ft., Crit 20

Fireblast: Damage 10 ... +14, DC 25 250/500/1000 ft., Crit 18-20

Firestream: Damage 14 . +10, DC 29 350/700/1400 ft., Crit 16-20

Flaming Bits: Damage 5 . +5, DC 20 Crit 20

Throw +0, DC 19 Bludgeon, Crit 20

Unarmed +5, DC 19 Bludgeon, Crit 20

Powers

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 Faster Reflexes: Enhanced Trait 2 (2 PP)

Advantages: Improved Initiative 2 (Free - Personal - Sustained)

ü Fire Bursts (38 PP)

Fireball: Burst Area Damage 12 (36 PP)

DC 27; Burst Area: 30 feet radius sphere, DC 22, Increased Range: ranged (Standard - Ranged, 300/600/1200 ft. - Instant)

Fireblast: Damage 10 (1 PP)

DC 25, Advantages: Improved Critical 2; Accurate 3: +6, Increased Range: ranged, Penetrating 9 (Standard - Ranged, 250/500/1000 ft. - Instant)

Firestream: Damage 14 (1 PP)

DC 29, Advantages: Improved Critical 4; Accurate 2: +4, Increased Range: ranged; Inaccurate: -2 (Standard - Ranged, 350/700/1400 ft. - Instant)

ü Flaming Aura (64 PP)

ü Aura: Environment 1 (3 PP)

Heat (Extreme), Light, Radius: 30 feet (Standard - Rank - Sustained)

ü Burn Them Up: Immunity 5 (5 PP)

Damage Effect: Wooden Weapons (Personal - Permanent)

ü Flame Shield: Protection 7 (7 PP)

+7 Toughness (Personal - Permanent)

Flaming Bits: Damage 5 (20 PP)

DC 20; Reaction 3: reaction (Reaction - Close - Instant)

ü Flight: Flight 7 (14 PP)

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

ü Melt It Down: Immunity 30 (15 PP)

Common Descriptor: Cold, Common Descriptor: Meltable Metals, Common Descriptor: Liquids; Limited - Half Effect (Personal - Permanent)



Defenses

Dodge 9

Parry 9

Fortitude 7

Toughness 14/13

Will 4

Hero Points: 1

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted

Morty Johanson

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Powers

Ü Heat Sensitive: Senses 1 (1 PP)

Infravision (Personal - Permanent)

Ü Internal Heat: Immunity 1 (1 PP)

Environmental Condition: Heat (Personal - Permanent)

Ü Strong Eyes: Immunity 5 (3 PP)

Sensory Affliction Effects; Limited - Half Effect (Personal - Permanent)

Advantages

Accurate Attack Trade effect DC for attack bonus.

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

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

Evasion Circumstance bonus to avoid area effects.

Improved Aim Double circumstance bonuses for aiming.

Improved Critical 2: Fireblast: Damage 10 +1 to critical threat range with an attack per rank.

Improved Critical 4: Firestream: Damage 14 +1 to critical threat range with an attack per rank.

Improved Initiative +4 bonus to initiative checks per rank.

Improved Initiative 2 +4 bonus to initiative checks per rank.

Improved Smash No penalty for the smash action.

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

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.

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)

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

Routine Jump Distance - Running jump: 15 ft.; standing: 7.5 ft.; vertical: 3 ft.; standing vert.: 1.5 ft.

Throwing Distance - Throw 3200 lbs. 6 feet; throw 800 lbs. 30 feet; throw 200 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.

Pyrophobia Without the cybernetic implant to override it, Morty suffers from an uncontrollable fear of fire.

Vulnerability Morty Johanson is covered in flames that he controls. Therefore, he takes +2 effect from any cold-based or fire suppression attempts.

Skills

	Total	Ranks	Ability	Other
Acrobatics	+2	2		
Athletics	+5	1	4	
Close Combat: Unarmed	+5	-	5	
Deception	+2	-	2	
Insight	+1	-	1	
Intimidation	+8	6	2	
Investigation	+0	-		
Perception	+2	1	1	
Persuasion	+2	-	2	
Ranged Combat: Fire Bursts	+8	8		
Sleight of Hand	+0	-		
Stealth	+0	-		
Technology	+2	2		
Treatment	+0	-		
Vehicles	+0	-		

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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Background Information

Languages: Native Language

Prisoner 451 is the Earth-W version of Inferno.

Additional Details

PP earned so far: 1