

Prisoner 0842

Male; Age: 25; Height: 5' 8"; Weight: 175 lb.
Hair: none

Power Level 12, 224 PP; Abilities 90 + Powers 91 + Advantages 13 +
Skills 16 (32 ranks) + Defenses 14

Abilities

Strength	9	Agility	8	Fighting	8	Awareness	2
Stamina	9	Dexterity	3	Intellect	2	Presence	4

Offense

Initiative: +12

Attack Name Attack Bonus & Resistance DC Notes

Throw +3, DC 24 Bludgeon, Crit 20
Unarmed +15, DC 24 Bludgeon, Crit 20

Powers

ü **Bulletproof: Impervious Toughness 5** (5 PP)
(Free - Personal - Continuous)

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 **Fast: Speed 2** (2 PP)
Speed: 8 miles/hour, 120 feet/round (Move - Personal - Sustained)

ü **One Man Platoon: Summon 10** (69 PP)
Heroic, Horde, Multiple Minions 2: 4 minions; Custom: There were originally seven copies, but four were killed during capture, Limited: The cybernetic controls are also duplicated, Quirk: All use the same initiative roll (Standard - Close - Sustained)

ü **Sticky: Movement 2** (4 PP)
Wall-crawling 2: full speed (Free - Personal - Sustained)

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.
- Close Attack** +1 bonus to close attack checks per rank.
- Defensive Roll 3** +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.
- Fascinate (Expertise: Theatre)** Use an interaction skill to entrance others.
- Improved Initiative** +4 bonus to initiative checks per rank.
- Instant Up** Stand from prone as a free action.
- Jack-of-all-trades** Use any skill untrained.
- Power Attack** Trade attack bonus for effect bonus.
- Set-up** Transfer the benefit of an interaction skill to an ally.
- Teamwork** +5 bonus to support team checks.



Defenses

Dodge	12
Parry	12
Fortitude	9
Toughness	12/9
Impervious: +5	
Will	8

Hero Points: 1

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted

Charles Benson
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Caswell, Andrew Fox
Updated 4/18/16

Movement

Base Movement Speed - 8 miles/hour, 120 feet/round (run 16 miles/hour, 250 feet/round; swim 2 miles/hour, 30 feet/round)

Fast: Speed 2 - Speed: 8 miles/hour, 120 feet/round

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

Sticky: Movement 2 - Wall-crawling 2: full speed

Throwing Distance - Throw 50 tons 6 feet; throw 12 tons 30 feet; throw 3 tons 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.

Fame Charles Benson had a brief acting career in Hollywood before his mysterious disappearance.

Background Information

Languages: Native Language

Prisoner 842 is the Earth-W version of Music Man.

Additional Details

PP earned so far: 1

Skills

	Total	Ranks	Ability	Other
Acrobatics	+10	2	8	
Athletics	+10	1	9	
Close Combat: Unarmed	+11	3	8	
Deception	+8	4	4	
Expertise: Theatre	+8	6	2	
Insight	+2	-	2	
Intimidation	+4	-	4	
Investigation	+2	-	2	
Perception	+6	4	2	
Persuasion	+8	4	4	
Ranged Combat: Throw	+3	-	3	
Sleight of Hand	+3	-	3	
Stealth	+10	2	8	
Technology	+5	3	2	
Treatment	+2	-	2	
Vehicles	+6	3	3	

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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