

Master Grater

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

Power Level 7, 112 PP; Abilities 76 + Powers 1 + Advantages 14 + Skills 14 (28 ranks) + Defenses 7

Abilities

| | | | | | | | |
|----------|---|-----------|---|-----------|---|-----------|---|
| Strength | 3 | Agility | 6 | Fighting | 8 | Awareness | 3 |
| Stamina | 4 | Dexterity | 6 | Intellect | 6 | Presence | 2 |

Offense

Initiative: +10

| Attack Name | Attack Bonus & Resistance DC | Notes |
|---|------------------------------|----------------------------|
| Grater Gauntlets: Strength-based Damage 1 | +10, DC 19 | Crit 19-20 |
| Throw | +6, DC 18 | Bludgeon, Crit 20 |
| Unarmed | +11, DC 18 | Bludgeon, Crit 19-20 |

Powers

Grater Gauntlets: Strength-based Damage 1 (1 PP)
Removable, DC 19 (Standard - Close - Instant)

Advantages

- Accurate Attack** Trade effect DC for attack bonus.
- Agile Feint** Feint using Acrobatics skill or Speed rank.
- Assessment** Use Insight to learn an opponent's combat capabilities.
- Evasion** Circumstance bonus to avoid area effects.
- Fast Grab** Make a free grab check after an unarmed attack.
- Grabbing Finesse** Substitute Dex for Str when making grab attacks.
- Improved Critical: Grater Gauntlets: Strength-based Damage 1** +1 to critical threat range with an attack per rank.
- Improved Critical: Unarmed** +1 to critical threat range with an attack per rank.
- Improved Initiative** +4 bonus to initiative checks per rank.
- Improved Trip** No penalty for the trip action.
- Power Attack** Trade attack bonus for effect bonus.
- Startle** Use Intimidation to feint in combat.
- Takedown** Free extra attack when you incapacitate a minion.
- Tracking** Use Perception to follow tracks.

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)
- Routine Jump Distance** - Running jump: 16 ft.; standing: 8 ft.; vertical: 3.2 ft.; standing vert.: 1.6 ft.
- Throwing Distance** - Throw 1600 lbs. 6 feet; throw 400 lbs. 30 feet; throw 100 lbs. 120 feet



Defenses

| | |
|-----------|----|
| Dodge | 10 |
| Parry | 10 |
| Fortitude | 4 |
| Toughness | 4 |
| Will | 4 |

Hero Points: 1

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted

Moses Sasma
Copyright 2016 - James E. Caswell
Updated 12/3/16

Complications

Enemy Grater despises those meddling Badgers, and has hated and been jealous of Toothpick for decades.

Motivation Grater wants nothing more than to rule the world.

Background Information

Languages: Native Language

Skills

| | Total | Ranks | Ability | Other |
|---|------------|-------|---------|-------|
| Acrobatics | +8 | 2 | 6 | |
| Athletics | +6 | 3 | 3 | |
| Close Combat: Grater Gauntlets: Strength-based | +10 | 2 | 8 | |
| Close Combat: Unarmed | +11 | 3 | 8 | |
| Deception | +6 | 4 | 2 | |
| Expertise: Ninja | +7 | 1 | 6 | |
| Expertise: Theology | +10 | 4 | 6 | |
| Insight | +3 | - | 3 | |
| Intimidation | +6 | 4 | 2 | |
| Investigation | +7 | 1 | 6 | |
| Perception | +7 | 4 | 3 | |
| Persuasion | +2 | - | 2 | |
| Ranged Combat: Throw | +6 | - | 6 | |
| Sleight of Hand | - | - | 6 | |
| Stealth | +6 | - | 6 | |
| Technology | - | - | 6 | |
| Treatment | - | - | 6 | |
| Vehicles | - | - | 6 | |

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

Hero Lab and the Hero Lab logo are Registered Trademarks of LWD Technology, Inc. Free download at <http://www.wolflair.com>
Mutants & Masterminds, Third Edition is ©2010-2015 Green Ronin Publishing, LLC. All rights reserved.