

Black Marlin

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

Power Level 12, 209 PP; Abilities 68 + Powers 122 + Advantages 1 + Skills 9 (18 ranks) + Defenses 9

Abilities

Strength	7	Agility	2	Fighting	4	Awareness	4
Stamina	7	Dexterity	2	Intellect	4	Presence	4

Offense

Initiative: +34

Attack Name Attack Bonus & Resistance DC Notes

Throw +2, DC 22 **Bludgeon, Crit 20**

Unarmed +15, DC 22 **Bludgeon, Crit 20**

Whirlwind: Cylinder Area Damage
8 **DC 23** **Crit 20**

Powers

ü Aquatic (6 PP)

ü Immunity 3 (3 PP)

Environmental Condition: Cold, Environmental Condition: Pressure, Suffocation: Drowning
(Personal - Permanent)

ü Movement 1 (2 PP)

Environmental Adaptation: Aquatic (Free - Personal - Sustained)

ü Senses 1 (1 PP)

Low-light Vision (Personal - Permanent)

ü Cybernetic Enhancements (40 PP)

ü Comprehend 1 (1 PP)

Languages - Understand All; Limited: not necessarily speak, all languages that are programmed into his Universal Translator (Personal - Permanent)

ü Enhanced Trait 3 (3 PP)

Advantages: Eidetic Memory, Improved Initiative, Jack-of-all-trades (Free - Personal - Sustained)

ü Immunity 32 (32 PP)

Disease, Poison, Will Effects (Personal - Permanent)

ü Regeneration 2 (2 PP)

Every 5 rounds (Personal - Permanent)

ü Senses 2 (2 PP)

Direction Sense, Distance Sense (Personal - Permanent)

ü Fast: Quickness 5 (5 PP)

Perform routine tasks in -5 time ranks (Free - Personal - Sustained)

ü Friction Proof: Immunity 1 (1 PP)

Custom: Friction Heat 1 (Personal - Permanent)

ü Speed Tricks (8 PP)

Hyperspeed Punch (7 PP)

Multiattack (Standard - Close - Instant)

Whirlwind: Cylinder Area Damage 8 (1 PP)

DC 23; Cylinder Area: 30 feet cylinder, DC 18; Activation: move action, Distracting (Standard - Close - Instant)

ü Superspeed Movement (13 PP)

Hyperswimming: Swimming 11 (11 PP)

Speed: 1000 miles/hour, 2 miles/round (Free - Personal - Sustained)

Jumping: Leaping 7 (1 PP)

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

Running: Speed 10 (1 PP)

Speed: 2000 miles/hour, 4 miles/round (Free - Personal - Sustained)

ü Superspeed: Enhanced Trait 49 (49 PP)

Traits: Dodge +9 (+13), Parry +9 (+13), Sleight of Hand +4 (+8), Advantages: Agile Feint, Close Attack 11, Defensive Roll 4, Improved Initiative 7, Instant Up, Interpose, Move-by Action, Seize Initiative, Takedown, Uncanny Dodge (Free - Personal - Sustained)



Defenses

Dodge 13/4

Parry 13/4

Fortitude 8

Toughness 11/7

Will Immur

Hero Points: 1

Herbert "Bert" Kelley

Copyright 2021 - Matthew T. Hallaron, James E. Caswell

Updated 4/24/21

Advantages

- Agile Feint** Feint using Acrobatics skill or Speed rank.
- Close Attack 11** +1 bonus to close attack checks per rank.
- Defensive Roll 4** +1 active defense bonus to Toughness per rank.
- Eidetic Memory** Total recall, +5 circumstance bonus to remember things.
- Equipment 1** 5 points of equipment per rank.
- Improved Initiative** +4 bonus to initiative checks per rank.
- Improved Initiative 7** +4 bonus to initiative checks per rank.
- Instant Up** Stand from prone as a free action.
- Interpose** Take an attack meant for an ally.
- Jack-of-all-trades** Use any skill untrained.
- Move-by Action** Move both before and after your standard action.
- Seize Initiative** Spend a hero point to go first in the initiative order.
- Takedown** Free extra attack when you incapacitate a minion.
- Uncanny Dodge** Not vulnerable when surprised or caught off-guard.

Movement

- Base Movement Speed** - 2000 miles/hour, 4 miles/round (run 4000 miles/hour, 8 miles/round; swim 500 miles/hour, 1 mile/round)
- Hyperswimming: Swimming 11** - Speed: 1000 miles/hour, 2 miles/round
- Jumping: Leaping 7** - Leap 900 feet at 250 miles/hour
- Movement 1** - Environmental Adaptation: Aquatic
- Routine Jump Distance** - Running jump: 17 ft.; standing: 8.5 ft.; vertical: 3.4 ft.; standing vert.: 1.7 ft.
- Running: Speed 10** - Speed: 2000 miles/hour, 4 miles/round
- Throwing Distance** - Throw 12 tons 6 feet; throw 3 tons 30 feet; throw 1600 lbs. 120 feet

Equipment

Flash Goggles

Complications

- Distinctive Features** Due to the implants, Phoebe Division soldiers have noticeable scarring and cybernetics around their left eyes.
- Drone** The Phoebe Division soldiers are under the control of Colonel Caporetta thanks to the cybernetic implants in their brains. When dealing with him, their will is effectively -5.
- Vulnerability** Black Marlin is affected more than usual by intense temperature changes. Heat/Fire and Cold attacks get +2 to the effect.

Background Information

Languages: English

Skills

	Total	Ranks	Ability	Other
Acrobatics	+2	-	2	
Athletics	+7	-	7	
Close Combat: Speed Tricks	+6	2	4	
Deception	+6	2	4	
Expertise: Law	+5	1	4	
Insight	+8	4	4	
Intimidation	+6	2	4	
Investigation	+4	-	4	
Perception	+4	-	4	
Persuasion	+6	2	4	
Sleight of Hand	+8	2	2	+4
Stealth	+5	3	2	
Technology	+4	-	4	
Treatment	+4	-	4	
Vehicles	+2	-	2	

Validation Report

Validation Report (0 issues): Nothing identified

Settings: Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Hero High: Hero High; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment; Optional Rules: Hide Default Power Name; Output Options: No Damage / Fatigue Trackers

Hero Lab and the Hero Lab logo are Registered Trademarks of LWD Technology, Inc. Free download at <https://www.wolflair.com>
Mutants & Masterminds, Third Edition is ©2010-2017 Green Ronin Publishing, LLC. All rights reserved.