

## MegaBlast

Male; Age: 22; Height: 5' 8"; Weight: 175 lb.

Power Level 12, 189 PP; Abilities 42 + Powers 84 + Advantages 15 + Skills 18 (36 ranks) + Defenses 30

## Abilities

Strength	1	Agility	4	Fighting	4	Awareness	1
Stamina	4	Dexterity	4	Intellect	1	Presence	2

## Offense

Initiative: +8

Attack Name

Attack Bonus & Resistance DC

Notes

**Fire Blast: Damage 12** .. +12, DC 27 ..... 300/600/1200 ft., Crit 16-20

**Fire Sheath Boost: Damage 6** +4, DC 21 ..... Crit 16-20

**Fire Sheath: Damage 1+6** +4, DC 22 ..... Crit 20

**Fire Stream: Line Area Damage 12** DC 27 ..... Crit 16-20

**Great Balls o' Fire: Damage 7** .. +16, DC 22 ..... 175/350/700 ft.. Crit 16-20

**Nova Burst: Burst Area Damage 12** DC 27 ..... Crit 16-20

**Throw** ..... +4, DC 16 ..... Bludgeon, Crit 20

**Unarmed** ..... +4, DC 16 ..... Bludgeon, Crit 20

## Powers

### ü Cybernetic Enhancements (40 PP)

#### ü Comprehend: 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: Enhanced Trait 3 (3 PP)

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

#### ü Immunity: Immunity 32 (32 PP)

Disease, Poison, Will Effects (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 Fire Control Array (28 PP)

#### Fire Blast: Damage 12 (1 PP)

DC 27; Increased Range: ranged (Standard - Ranged, 300/600/1200 ft. - Instant)

#### Fire Sheath Boost: Damage 6 (1 PP)

DC 21; Reaction 3: reaction, Stacks with: Fire Sheath: Damage 1+6 (Reaction - Close - Instant)

#### Fire Stream: Line Area Damage 12 (1 PP)

DC 27; Line Area: 5 feet wide by 30 feet long, DC 22 (Standard - Close - Instant)

#### Great Balls o' Fire: Damage 7 (1 PP)

DC 22; Accurate 2: +4, Increased Range: ranged, Multiattack (Standard - Ranged, 175/350/700 ft. - Instant)

#### Nova Burst: Burst Area Damage 12 (24 PP)

DC 27; Burst Area 2: 60 feet radius sphere, DC 22; Unreliable (5 uses) (Standard - Close - Instant)

### ü Flaming Aura (16 PP)

#### Fire Sheath: Damage 1+6 (4 PP)

[Stacking ranks: +6], DC 22; Reaction 3: reaction (Reaction - Close - Instant)

#### ü Hot Guy: Immunity 2 (2 PP)

Environmental Condition: Heat, Environmental Condition: Cold (Personal - Permanent)

#### ü Lighter than Air: Flight 5 (10 PP)

Speed: 60 miles/hour, 900 feet/round (Free - Personal - Sustained)

## Advantages

**Accurate Attack** Trade effect DC for attack bonus.

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## Defenses

Dodge 16

Parry 16

Fortitude 6

Toughness 8/4

Will Immur

Hero Points: 1

## Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

## Fatigue

- Fatigued
- Exhausted

Nate Paulson

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## Advantages

- All-out Attack** Trade active defense for attack bonus.
- Defensive Roll 4** +1 active defense bonus to Toughness per rank.
- Eidetic Memory** Total recall, +5 circumstance bonus to remember things.
- Improved Critical 4: Fire Control Array** +1 to critical threat range with an attack per rank.
- Improved Initiative** +4 bonus to initiative checks per rank.
- 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.
- Second Chance: Fire Damage** Re-roll a failed check against a hazard once.
- Taunt** Use Deception to demoralize in combat.
- 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)
- Lighter than Air: Flight 5** - Speed: 60 miles/hour, 900 feet/round
- Routine Jump Distance** - Running jump: 14 ft.; standing: 7 ft.; vertical: 2.8 ft.; standing vert.: 1.4 ft.
- Throwing Distance** - Throw 400 lbs. 6 feet; throw 100 lbs. 30 feet; throw 25 lbs. 120 feet

## 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.
- Hothead** MegaBlast is quick to anger.

## Background Information

**Languages:** English

### Additional Details

PP earned so far: 0

## Skills

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

## 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

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