

The Mountain

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

Power Level 12, 187 PP; Abilities 56 + Powers 92 + Advantages 8 +

Skills 13 (25 ranks) + Defenses 18

Abilities

Strength	15	Agility	4	Fighting	7	Awareness	0
Stamina	12	Dexterity	4	Intellect	0	Presence	4

Offense

Initiative: +8

Attack Name	Attack Bonus & Resistance DC	Notes
Throw	+4, DC 30	Bludgeon, Crit 20
Unarmed	+9, DC 30	Bludgeon, Crit 20

Powers

Ü **Big Guy: Growth 9** (27 PP)

+9 STR, +9 STA, +4 Intimidate, -9 Stealth, -5 active defenses, +2 size ranks, +9 mass ranks, +1 speed; Increased Duration: continuous (Free - Personal - Continuous)

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 **Flyer: Flight 4** (8 PP)

Speed: 30 miles/hour, 500 feet/round (Free - Personal - Sustained)

Ü **Tough: Protection 5** (17 PP)

+5 Toughness; Impervious [7 extra ranks] (Personal - Permanent)

Advantages

All-out Attack Trade active defense for attack bonus.

Close Attack 2 +1 bonus to close attack checks per rank.

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

Great Endurance +5 on checks involving endurance.

Improved Initiative +4 bonus to initiative checks per rank.

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.

Power Attack Trade attack bonus for effect bonus.

Taunt Use Deception to demoralize in combat.

Movement

Base Movement Speed - 4 miles/hour, 60 feet/round (run 8 miles/hour, 120 feet/round; swim 1 mile/hour, 15 feet/round)

Flyer: Flight 4 - Speed: 30 miles/hour, 500 feet/round

Routine Jump Distance - Running jump: 27 ft.; standing: 13.5 ft.; vertical: 5.4 ft.; standing vert.: 2.7 ft.

Throwing Distance - Throw 3.2 ktons 6 feet; throw 800 tons 30 feet; throw 200 tons 120 feet



Defenses

Dodge 7

Parry 7

Fortitude 12

Toughness 17

Impervious: +12

Will Immur

Hero Points: 1

Race Hilton
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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.

Background Information

Languages: Native Language

Skills

	Total	Ranks	Ability	Other
Acrobatics	+6	2	4	
Athletics	+17	2	15	
Close Combat: Unarmed	+7	-	7	
Deception	+8	4	4	
Expertise: Ventriloquism	+1	1		
Insight	+0	-		
Intimidation	+12	4	4	+4
Investigation	+0	-		
Perception	+0	-		
Persuasion	+7	3	4	
Ranged Combat: Throw	+4	-	4	
Sleight of Hand	+7	3	4	
Stealth	-5	-	4	-9
Technology	+4	4		
Treatment	+0	-		
Vehicles	+6	2	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; Output Options: No Damage / Fatigue Trackers