

## Terrier

Male; Age: 175; Height: 5' 10"; Weight: 170 lb.

Eyes: Gold; Hair: Multi-coloured

Power Level 12, 202 PP; Abilities 38 + Powers 97 + Advantages 10 + Skills 29 (58 ranks) + Defenses 28

## Abilities

Strength	1	Agility	1	Fighting	5	Awareness	7
Stamina	3	Dexterity	0	Intellect	1	Presence	1

## Offense

Initiative: +1

Attack Name

Attack Bonus & Resistance DC

Notes

**Telekinetic Blast: Blast 13 +11, DC 28 . . . . . 325/650/1300 ft., Crit 20**

**Telekinisis: Move Object 10 DC 20 . . . . . Crit 20**

**Throw . . . . . +3, DC 16 . . . . . Bludgeon, Crit 20**

**Unarmed . . . . . +5, DC 16 . . . . . Bludgeon, Crit 20**

## Powers

ü **Mental Net: Mental Communication 1 (4 PP)**

Mentatic, Sense Type: Telepathic; Stacks with: Telepathy: Mental Perception Area Communication 1+1 (Free - Rank, 100 feet - Sustained)

ü **Mentatic Array (54 PP)**

**Mental Blast: Damage 12 (48 PP)**

DC 27; Alternate Resistance: Will, Increased Range 2: perception (Standard - Perception - Instant)

**Mental Paralysis: Affliction 10 (1 PP)**

1st degree: Hindered, 2nd degree: Immobile, 3rd degree: Paralyzed, Resisted by: Will, DC 20; Increased Range 2: perception (Standard - Perception - Instant)

**Mentatic Control: Variable 4 (1 PP)**

Action 2: free; Limited: Telepathic and Telekinetic powers only (Free - Personal - Sustained)

**Psychic Surgery: Progressive Affliction 16 (1 PP)**

1st degree: Memory become vague, 2nd degree: Memory become confused and uncertain, 3rd degree: Memory completely altered, Resisted by: Will, DC 26; Progressive; Grab-based (Standard - Close - Instant)

**Telekinetic Blast: Blast 13 (1 PP)**

DC 28; Accurate 4: +8, Subtle: subtle (Standard - Ranged, 325/650/1300 ft. - Instant)

**Telekinisis: Move Object 10 (1 PP)**

25 tons; Increased Range: perception, Subtle: subtle (Standard - Perception - Sustained)

**Telepathy: Cumulative Mind Reading 10 (1 PP)**

DC 20; Cumulative (Standard - Perception - Sustained)

ü **Mentatic Sense (22 PP)**

ü **Mentatic Translation: Comprehend 4 (4 PP)**

Animals - Speak To, Animals - Understand, Languages - Understand All, Languages - You're Understood; Resistible: Will (Personal - Permanent)

ü **Telepath Hearing: Perception Area Effortless Mind Reading 7 (10 PP)**

DC 17; Perception Area: DC 17 - Mental, Effortless, Innate, Insidious, Subtle: subtle; Limited to Surface Thoughts, Permanent, Reduced Range 2: close (Standard - Close - Permanent)

ü **Telepathy: Mental Perception Area Communication 1+1 (8 PP)**

[Stacking ranks: +1]; Perception Area: DC 12 - sight, Innate, Selective, Subtle: encrypted; Permanent (Free - Rank, 1 mile - Permanent)

ü **Telekinetic Self-lift: Flight 4 (9 PP)**

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

ü **Telekinetic Shield: Protection 7 (8 PP)**

+7 Toughness; Subtle: subtle, Sustained (Free - Personal - Sustained)

## Advantages

**Benefit, Cipher 2** Gain a significant perquisite or fringe benefit.

**Defensive Roll 3** +1 active defense bonus to Toughness per rank.



## Defenses

Dodge 11

Parry 11

Fortitude 6

Toughness 13/3

Will 16

Hero Points: 1

B'ray en Strum

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## Advantages

- Improved Defense** +2 bonus to active defense when you take the defend action.
- Ranged Attack 3** +1 bonus to ranged attack checks per rank.
- Speed of Thought** Use Int for Initiative instead of Agi.

## 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: 14 ft.; standing: 7 ft.; vertical: 2.8 ft.; standing vert.: 1.4 ft.
- Telekinetic Self-lift: Flight 4** - Speed: 30 miles/hour, 500 feet/round
- Throwing Distance** - Throw 400 lbs. 6 feet; throw 100 lbs. 30 feet; throw 25 lbs. 120 feet

## Complications

- Disability** Rather than receiving a cybernetic enhancement, which would make his powers and usefulness null, Terrier has an explosive device implanted between his spine and heart that is triggered by either Colonel Caporetta's activation or (via dead-man's switch) death.
- Prisoner** B'ray en Strum has been held by the Phoebe Division for years, having been tortured and conditioned to the point of giving up any hope of freedom.
- Vulnerability** B'ray en Strum takes +3 effect from coming into contact with disjointed minds and mercury.
- Weakness** Koezar's sun is dimmer than Sol. Koezari are sensitive to bright light, and light based attacks get +5 against Koezari.

## Background Information

**Languages:** Koezari

## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	<b>+4</b>	3	1	
<b>Athletics</b>	<b>+4</b>	3	1	
<b>Close Combat: Unarmed</b>	<b>+5</b>	-	5	
<b>Deception</b>	<b>+6</b>	5	1	
<b>Expertise: Koezari ships</b>	<b>+8</b>	7	1	
<b>Expertise: Tactics</b>	<b>+8</b>	7	1	
<b>Insight</b>	<b>+7</b>	-	7	
<b>Intimidation</b>	<b>+6</b>	5	1	
<b>Investigation</b>	<b>-</b>	-	1	
<b>Perception</b>	<b>+8</b>	1	7	
<b>Persuasion</b>	<b>+10</b>	9	1	
<b>Ranged Combat: Throw</b>	<b>+0</b>	-		
<b>Sleight of Hand</b>	<b>-</b>	-		
<b>Stealth</b>	<b>+5</b>	4	1	
<b>Technology</b>	<b>+10</b>	9	1	
<b>Treatment</b>	<b>-</b>	-	1	
<b>Vehicles</b>	<b>+5</b>	5		

## 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

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