

Foul-Weather Jack, the Fog

Male; Age: 34; Height: 6' 3"; Weight: 265 lb.

Eyes: Brown; Hair: Brown

Power Level 11, 178 PP, **2 PP left to spend** ; Abilities 50 + Powers 63 + Advantages 26 + Skills 20 (40 ranks) + Defenses 19

Abilities

Strength	11/8	Agility	2	Fighting	6	Awareness	-1
Stamina	11/8	Dexterity	0	Intellect	-1	Presence	3

Offense

Initiative: +10

Attack Name	Attack Bonus & Resistance DC	Notes
Lightning Blast: Damage 8	+14, DC 23	200/400/800 ft., Crit 20
Throw	+4, DC 26	Bludgeon, Crit 20
Thumb Rip pt. 1: Strength-based Damage 2	+9, DC 28	Crit 20
Unarmed	+11, DC 26	Bludgeon, Crit 20

Powers

ü Modified Molecular State (60 PP)

The "London Fog" (59 PP)

Avoid Attacks: Enhanced Trait 10 (10 PP)

Traits: Dodge +5 (+14), Parry +5 (+14) (Free - Personal - Sustained)

Better Grip: Enhanced Trait 1 (1 PP)

Traits: Close Combat +2 (+8) (Free - Personal - Sustained)

Can Use Strength (2 PP)

Affects Insubstantial 2: full rank (Standard - Close - Instant)

Choking Grip: Strength-based Damage 1 (11 PP)

DC 27; Affects Corporeal 2, Alternate Resistance: Fortitude, Feature 8: Alt. Resistance on STR damage: Grab-based (Standard - Close - Instant)

Cloud Form: Immunity 20 (10 PP)

Very Common Descriptor: Energy; Limited - Half Effect (Personal - Permanent)

Cloud Form: Insubstantial 2 (10 PP)

Gaseous (Free - Personal - Sustained)

Foggy: Environment 1 (3 PP)

Cold, Visibility (-5), Radius: 30 feet (Standard - Rank - Sustained)

Hard to Perceive: Concealment 6 (6 PP)

All Aural Senses, All Visual Senses; Partial (Free - Personal - Sustained)

Lifting Strength: Enhanced Strength 3 (3 PP)

+3 STR; Limited to Lifting (Free - Personal - Sustained)

Rolling Fog: Flight 3 (3 PP)

Speed: 16 miles/hour, 250 feet/round; Limited: Only along surfaces (Free - Personal - Sustained)

ü The "Tower of London" (1 PP)

ü **Enhanced Trait 12 (12 PP)**

Traits: Strength +3 (+11), Stamina +3 (+11) (Free - Personal - Sustained)

Leaping 4 (4 PP)

Leap 120 feet at 30 miles/hour (Free - Personal - Instant)

Lightning Blast: Damage 8 (21 PP)

DC 23; Accurate 5: +10, Increased Range: ranged (Standard - Ranged, 200/400/800 ft. - Instant)

ü **Protection 2 (13 PP)**

+2 Toughness; Impervious [9 extra ranks] (Personal - Permanent)

ü **Speed 4 (4 PP)**

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

ü **Thumb Rip (5 PP)**

ü **Thumb Rip pt. 1: Strength-based Damage 2 (linked)**

DC 28; Grab-based, Inaccurate: -2 (Standard - Close - Instant)



Defenses

Dodge	9
Parry	9
Fortitude	11
Toughness	13
Impervious: +11	
Will	8

Hero Points: 1



John "Jack" Byron Mitchell
 Copyright 1998 - Kurt Marten,
 James E. Caswell
 Updated 5/28/18

Powers

Ü Thumb Rip pt. 2: Affliction 13 *(linked)*

1st degree: Thumbs Impaired, 2nd degree: Thumbs Disabled, 3rd degree: Transformed Thumbless, Resisted by: Toughness, DC 23; Grab-based, Inaccurate: -2, Limited: Resisted by Toughness *(Standard - Close - Instant)*

Ü Thumbs up for Uncle Jack: Enhanced Trait 3 *(3 PP)*

Traits: Intimidation +6 (+15) *(Free - Personal - Sustained)*

Advantages

Accurate Attack Trade effect DC for attack bonus.

All-out Attack Trade active defense for attack bonus.

Beginner's Luck Spend a hero point to gain 5 temporary ranks in a skill.

Close Attack 5 +1 bonus to close attack checks per rank.

Connected Call in assistance or favors with a Persuasion check.

Daze (Intimidation) Use Deception or Intimidation to daze an opponent.

Diehard Automatically stabilize when dying.

Equipment 1 5 points of equipment per rank.

Improved Defense +2 bonus to active defense when you take the defend action.

Improved Disarm No penalty for the disarm action.

Improved Initiative 2 +4 bonus to initiative checks per rank.

Lionheart Custom advantage.

Move-by Action Move both before and after your standard action.

Power Attack Trade attack bonus for effect bonus.

Ranged Attack 4 +1 bonus to ranged attack checks per rank.

Skill Mastery: Intimidation Make routine checks with one skill under any conditions.

Takedown Free extra attack when you incapacitate a minion.

Taunt Use Deception to demoralize in combat.

Movement

Base Movement Speed - 30 miles/hour, 500 feet/round (run 60 miles/hour, 900 feet/round; swim 8 miles/hour, 120 feet/round)

Leaping 4 - Leap 120 feet at 30 miles/hour

(Inactive) Rolling Fog: Flight 3 - Speed: 16 miles/hour, 250 feet/round

Routine Jump Distance - Running jump: 25 ft.; standing: 12.5 ft.; vertical: 5 ft.; standing vert.: 2.5 ft.

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

Throwing Distance - Throw 200 tons 6 feet; throw 50 tons 30 feet; throw 12 tons 120 feet

Equipment

Commlink, Flash Goggles

Complications

Forced Expatriate If Jack sets foot on English soil, he will be instantly teleported (back) to the Saudi desert.

Rivalry After being laid out by Captain Miracle... let's just say there's no love lost.

Skills

	Total	Ranks	Ability	Other
Acrobatics	+4	2	2	
Athletics	+15	4	11	
Close Combat: Grab & Choke	+6	-	6	
Deception	+5	2	3	
Expertise: Demolitions	+5	6	-1	
Insight	+4	5	-1	
Intimidation	+15	6	3	+6
Investigation	-	-	-1	
Perception	+0	1	-1	
Persuasion	+3	-	3	
Ranged Combat: Firearms	+4	4		
Sleight of Hand	-	-		
Stealth	+2	-	2	
Technology	+2	3	-1	
Treatment	+1	2	-1	
Vehicles	+5	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

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.

Complications

Weakness Foul-Weather Jack had difficulty transforming into his Fog form in dry, hot temperatures.

Background Information

Languages: English (Cockney)