

Doppler

Male; Age: 31; Height: 6' 2"; Weight: 175 lb.

Power Level 9, 145 PP, **1 PP left to spend** ; Abilities 30 + Powers 76 + Advantages 11 + Skills 16 (32 ranks) + Defenses 12

Abilities

Strength	2	Agility	2	Fighting	2	Awareness	3
Stamina	2	Dexterity	0	Intellect	3	Presence	1

Offense

Initiative: +30

Attack Name Attack Bonus & Resistance DC Notes

Doppler Wave: Line Area Damage 9 **DC 24** **Crit 20**

High Speed Punches: Strength-based Damage 6 **+10, DC 23** **Crit 19-20**

Throw **+0, DC 17** **Bludgeon, Crit 20**

Unarmed **+4, DC 17** **Bludgeon, Crit 20**

Whirlwind: Burst Area Move Object 9 **DC 19** **Crit 20**

Powers

ü **Extra Lifting: Enhanced Strength 1** (1 PP)

+1 STR; Limited to Lifting (Free - Personal - Sustained)

ü **Speed Combat Effects** (21 PP)

After Images: Illusion 3 (1 PP)

Affects: All Sense Types, Area: 30 cft., DC 13; Illusion Area 2; Limited: Must be based on himself (Standard - Perception - Sustained)

Doppler Wave: Line Area Damage 9 (18 PP)

DC 24; Line Area 2: 5 feet wide by 60 feet long, DC 19; Limited: Must use Move-By Action (Standard - Close - Instant)

High Speed Punches: Strength-based Damage 6 (1 PP)

DC 23, Advantages: Improved Critical; Accurate 3: +6, Multiattack [2 extra ranks] (Standard - Close - Instant)

Whirlwind: Burst Area Move Object 9 (1 PP)

12 tons; Burst Area: 30 feet radius sphere, DC 19; Reduced Range: close (Standard - Close - Sustained)

ü **Superspeed** (54 PP)

ü **Enhanced Trait 18** (18 PP)

Advantages: Accurate Attack, Agile Feint, Close Attack 2, Defensive Attack, Evasion 2, Improved Initiative 7, Instant Up, Interpose, Move-by Action, Uncanny Dodge (Free - Personal - Sustained)

ü **Enhanced Trait 20** (20 PP)

Traits: Dodge +10 (+14), Parry +10 (+14) (Free - Personal - Sustained)

ü **Quickness 6** (6 PP)

Perform routine tasks in -6 time ranks (Free - Personal - Sustained)

ü **Speed 10** (10 PP)

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

Advantages

Accurate Attack Trade effect DC for attack bonus.

Agile Feint Feint using Acrobatics skill or Speed rank.

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

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

Connected Call in assistance or favors with a Persuasion check.

Defensive Attack Trade attack bonus for active defense bonus.

Defensive Roll 2 +1 active defense bonus to Toughness per rank.

Equipment 1 5 points of equipment per rank.

Evasion 2 Circumstance bonus to avoid area effects.



Defenses

Dodge **14/4**

Parry **14/4**

Fortitude **5**

Toughness **4/2**

Will **8**

Hero Points: 1



Steve Lansing

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Advantages

Improved Critical: Hi-speed Punches +1 to critical threat range with an attack per rank.

Improved Disarm No penalty for the disarm action.

Improved Initiative 7 +4 bonus to initiative checks per rank.

Improved Smash No penalty for the smash action.

Improved Trip No penalty for the trip action.

Instant Up Stand from prone as a free action.

Interpose Take an attack meant for an ally.

Languages 1 Speak and understand additional languages.

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

Power Attack Trade attack bonus for effect bonus.

Uncanny Dodge Not vulnerable when surprised or caught off-guard.

Well-informed Immediate Investigation or Persuasion check to know something.

Movement

Base Movement Speed - 2000 miles/hour, 4 miles/round (run 4000 miles/hour, 8 miles/round; swim 500 miles/hour, 1 mile/round)

Routine Jump Distance - Running jump: 15 ft.; standing: 7.5 ft.; vertical: 3 ft.; standing vert.: 1.5 ft.

Speed 10 - Speed: 2000 miles/hour, 4 miles/round

Throwing Distance - Throw 1600 lbs. 6 feet; throw 400 lbs. 30 feet; throw 100 lbs. 120 feet

Equipment

Cell Phone (Smartphone), Flash Goggles

Complications

Responsibility Lansing feels that he is obligated to use his speed powers to help people.

Secret As Doppler, Lansing hides that he's actually an anglo.

Background Information

Languages: English, Spanish

Skills

	Total	Ranks	Ability	Other
Acrobatics	+7	5	2	
Athletics	+5	3	2	
Deception	+5	4	1	
Expertise: Crime	+5	2	3	
Insight	+5	2	3	
Intimidation	+5	4	1	
Investigation	+4	1	3	
Perception	+5	2	3	
Persuasion	+5	4	1	
Sleight of Hand	+2	2		
Stealth	+2	-	2	
Technology	+5	2	3	
Treatment	+4	1	3	
Vehicles	-	-		

Validation Report

Validation Report (0 issues): Nothing identified

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