

Micron

Power Level 11, 213 PP, **2 PP left to spend** ; Abilities 72 + Powers 84 + Advantages 32 + Skills 18 (36 ranks) + Defenses 7

Abilities

Strength	2	Agility	5	Fighting	5	Awareness	8
Stamina	4	Dexterity	1	Intellect	9	Presence	2

Offense

Initiative: +5

Attack Name Attack Bonus & Resistance DC Notes

Compact Mass Punch: Strength-based Damage 4	+16, DC 21	Crit 16-20
Quantum Blast: Damage 8	+14, DC 23	200/400/800 ft.. Crit 16-20
Throw	+1, DC 17	Bludgeon, Crit 20
Unarmed	+8, DC 17	Bludgeon, Crit 20

Powers

- ü **Mass Manipulation Array** (49)
- ü **Tiny but Normal Weight** (46)
 - ü **Density: Protection 3** (4) +3 Toughness; Feature: Regains Shunted Mass
 - ü **Tiny: Shrinking 14** (42) +14 Stealth, +7 active defenses, -3 size ranks; Normal
- Quantum Worldline Shift: Teleport 11** (1) Carry 50 lbs.; Accurate, Change Direction, Change Velocity, Easy, Extended: 2000 miles in 2 move actions; Limited to Extended
- Static Tininess: Shrinking 14** (1) -3 STR, -7 Intimidate, +14 Stealth, +7 active defenses, -3 size ranks, -1 speed ranks; Feature 4: Array defaults to this setting if other settings end, Increased Duration: continuous
- Tiniest: Shrinking 20** (1) -5 STR, -10 Intimidate, +20 Stealth, +10 active defenses, -5 size ranks, -2 speed ranks, Advantages: Close Attack 5; Atomic Size
- ü **Quantum Tap** (33)
 - Quantum Flight: Flight 14** (27) [0 active, 0/26 PP, 2/r-2], Speed: 32000 miles/hour, 60 miles/round; Quirk 2: at least 12 ranks of Shrinking must be on
 - Compact Mass Punch: Strength-based Damage 4** (2) [0 active, 0/26 PP, 1/r+4], DC 21; Accurate 4: +8, Subtle: subtle; Quirk: Only works when 8 or more ranks of Shrinking Active
 - Quantum Blast: Damage 8** (2) [0 active, 0/26 PP, 2/r+4], DC 23; Accurate 3: +6, Increased Range: ranged, Subtle: subtle
 - Sinusdance: Concentration Affliction 9** (2) [0 active, 0/26 PP, 2/r+2], 1st degree: Vulnerable, Hindered, 2nd degree: Defenseless, Disabled, 3rd degree: Incapacitated, Unaware, Resisted by: Fortitude, DC 19; Concentration, Extra Condition, Subtle: subtle, Variable Descriptor: close group - any opening in the head; Limited: Only while Tiniest
- ü **Goggles: Immunity 5** (2) Sensory Affliction Effects; Limited: Visual Only, Limited - Half Effect

Advantages

- Benefit, Athletics Based on Agility** Gain a significant perquisite or fringe benefit.
- Benefit, Wealth (well-off)** Gain a significant perquisite or fringe benefit.
- Benefit: COJ** Gain a significant perquisite or fringe benefit.
- Close Attack 3** +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.
- Equipment 3** 5 points of equipment per rank.
- Fascinate (Expertise: Teaching)** Use an interaction skill to entrance others.
- Favored Foe: Bureaucrats** Circumstance bonus to certain checks against a type of opponent.
- Favored Foe: Students** Circumstance bonus to certain checks against a type of opponent.
- Hide in Plain Sight** Hide while observed without need for a diversion.
- Improved Critical 4: Quantum Tap** +1 to critical threat range with an attack per rank.
- Improved Disarm** No penalty for the disarm action.

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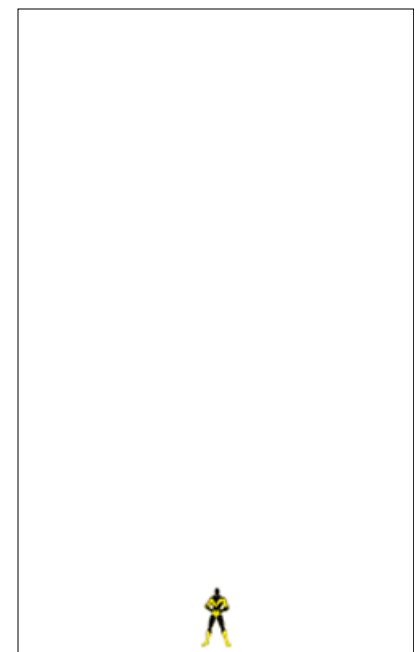
Defenses

Dodge	15
Parry	15
Fortitude	5
Toughness	7
Will	8

Hero Points: 1

Skills

Athletics +5, Close Combat: Unarmed +5, Deception +5, Expertise: Science +15, Expertise: Teaching +12, Insight +8, Intimidation +5, Investigation +10, Perception +8, Persuasion +5, Ranged Combat: Quantum Tap +8, Stealth +19, Technology +14, Treatment +10, Vehicles +5



Wesley Jackson

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Advantages

Inventor Use Technology to create temporary devices.

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.

Precise Attack (All) 4 Ignore attack check penalties for either cover or concealment.

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

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

Teamwork +5 bonus to support team checks.

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

Equipment

CoJ Communicator COJ-055 2, Contribution to CoJ Bases and CoJ Vehicles 12, Guardian Commlink 1

Movement

Quantum Flight: Flight 14 - Speed: 32000 miles/hour, 60 miles/round

Base Movement Speed - 0.5 miles/hour, 6 feet/round (run 1 mile/hour, 15 feet/round; swim 900 feet/hour, 1 foot/round)

Quantum Worldline Shift: Teleport 11 - Carry 50 lbs.

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

Throwing Distance - Throw 800 lbs. 6 feet; throw 200 lbs. 30 feet; throw 50 lbs. 120 feet

Complications

Family Man Wes' most important relationship is with his teenaged daughter, Michelle Jackson. His relationship with her mother and step-father, his ex-wife, Janet and her husband Rufus is more complicated, but a part of his life.

Responsibility As a man of science, Wesley hates the stereotype of the "mad scientist." Just because someone is able to think "outside the box" doesn't qualify them as insane, and there are people in many lines of work who are psychopaths and don't have to have a background in science.

Sensitive eyes Visual Dazzle attacks get +2 effect on Wes when he is normal sized, and +5 effect when he is using 8 or more ranks of Shrinking.

Background Information

Languages: English, Spanish