

122 Thunderfist

Male; Age: 25; Height: 5' 11"; Weight: 175 lb.

Power Level 11, 188 PP, **6 PP left to spend** ; Abilities 44 + Powers 105 + Advantages 9 + Skills 18 (36 ranks) + Defenses 12

Abilities

Strength	7/2	Agility	3	Fighting	3	Awareness	3
Stamina	7/2	Dexterity	3	Intellect	3	Presence	3

Offense

Initiative: +7

Attack Name	Attack Bonus & Resistance DC	Notes
Impact of Thunder: Strength-based Damage 6	+9, DC 28 Crit 20
Knockback: Move Object 13	+9, DC 23 Crit 20
Lightning: Damage 11	.. +11, DC 26 275/550/1100 ft., Crit 20
Throw +3, DC 22 Bludgeon, Crit 20
Unarmed +9, DC 22 Bludgeon, Crit 20

Powers

- ü **Electrical Absorption** (13 PP)
 - ü **Immunity 10** (10 PP)
Common Descriptor: Electrical Effects (Personal - Permanent)
 - ü **Immunity 5** (3 PP)
Sensory Affliction Effects; Limited: Visual only (Personal - Permanent)
- ü **Heroic Form: Enhanced Trait 35** (35 PP)
Traits: Strength +5 (+7), Stamina +5 (+7), Dodge +5 (+10), Parry +5 (+10), Toughness +5 (+12)
(Free - Personal - Sustained)
- ü **Instant Change: Feature 1** (1 PP)
(Personal - Permanent)
- ü **Storm Channeling** (16 PP)
 - Cloud Form: Insubstantial 3** (15 PP)
Energy (Free - Personal - Sustained)
 - ü **Thunder Punch** (1 PP)
 - Impact of Thunder: Strength-based Damage 6** (6 PP)
DC 28 (Standard - Close - Instant)
 - ü **Knockback: Move Object 13** (7 PP)
200 tons; Linked: Impact of Thunder: Strength-based Damage 6; Limited Direction: Directly Away, Reduced Range: close (Standard - Close - Sustained)
- ü **Thunder Manipulation** (24 PP)
 - Lightning: Damage 11** (1 PP)
DC 26; Increased Range: ranged (Standard - Ranged, 275/550/1100 ft. - Instant)
 - ü **Repaired by Clouds: Regeneration 10** (1 PP)
Every 1 round (Personal - Permanent)
 - Thunder Clap: Cumulative Cone Area Affliction 11** (22 PP)
1st degree: Impaired, 2nd degree: Disabled, 3rd degree: Unaware, Resisted by: Fortitude, DC 21;
Cone Area: 60 feet cone, DC 21, Cumulative; Limited: Hearing (Standard - Close - Instant)
- ü **Weatherly Flying: Flight 8** (16 PP)
Speed: 500 miles/hour, 1 mile/round (Free - Personal - Sustained)

Advantages

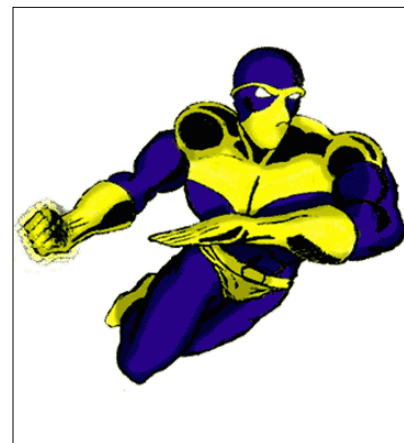
- All-out Attack** Trade active defense for attack bonus.
- Beginner's Luck** Spend a hero point to gain 5 temporary ranks in a skill.
- Benefit: CoJ** Gain a significant perquisite or fringe benefit.
- Close Attack 2** +1 bonus to close attack checks per rank.
- Equipment 1** 5 points of equipment per rank.



Defenses

Dodge	10/5
Parry	10/5
Fortitude	10
Toughness	12/7
Will	8

Hero Points: 1



James Watts

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Advantages

Favored Environment: Cloudy Sky Circumstance bonus to attack or defense in an environment.

Great Endurance +5 on checks involving endurance.

Improved Initiative +4 bonus to initiative checks per rank.

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: 17 ft.; standing: 8.5 ft.; vertical: 3.4 ft.; standing vert.: 1.7 ft.

Throwing Distance - Throw 12 tons 6 feet; throw 3 tons 30 feet; throw 1600 lbs. 120 feet

Weather Flying: Flight 8 - Speed: 500 miles/hour, 1 mile/round

Equipment

CoJ Communicator COJ-051 2, Contributions to CoJ stuff 3

Complications

Power Loss If caught with his powers inactive, James is STR 2, STA 2, D/P: 5 and Toughness 2.

Relationship James takes care of his father Jack, who suffers from Alzheimers.

Background Information

Languages: English

Skills

	Total	Ranks	Ability	Other
Acrobatics	+4	1	3	
Athletics	+7	-	7	
Close Combat: Unarmed	+7	4	3	
Deception	+3	-	3	
Expertise: Air Traffic Control	+8	5	3	
Expertise: Navigation	+8	5	3	
Insight	+3	-	3	
Intimidation	+4	1	3	
Investigation	-	-	3	
Perception	+3	-	3	
Persuasion	+3	-	3	
Ranged Combat: Lightning	+11	8	3	
Sleight of Hand	-	-	3	
Stealth	+3	-	3	
Technology	+8	5	3	
Treatment	-	-	3	
Vehicles	+10	7	3	

Validation Report

Validation Report (0 issues): Nothing identified

Settings: Sourcebooks -> Cosmic Handbook: Cosmic Handbook; 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