

Zero Boy

Male; Age: 7; Height: 4' 8"; Weight: 327 lb.
 Eyes: none; Hair: none

Power Level 11, 182 PP, **1 PP left to spend** ; Abilities 64 + Powers 75 + Advantages 16 + Skills 16 (32 ranks) + Defenses 11

Abilities

Strength	8/4	Agility	5	Fighting	7/4	Awareness	4
Stamina	7/4	Dexterity	5	Intellect	4	Presence	2

Offense

Initiative: +5

Attack Name	Attack Bonus & Resistance DC	Notes
Throw	+5, DC 23 Bludgeon, Crit 20
Unarmed	+10, DC 23 Bludgeon, Crit 20

Powers

- ü **Additional Features: Feature 2** (2 PP)
Notes: Perfect Pitch and Ambidextrous (Personal - Permanent)
- ü **Artificial Being: Immunity 11** (11 PP)
Aging, Life Support (Personal - Permanent)
- ü **Artificial Body: Protection 4** (15 PP)
+4 Toughness; Impervious [7 extra ranks] (Personal - Permanent)
- ü **Cybernetic Warrior: Enhanced Trait 20** (10 PP)
Traits: Strength +4 (+8), Stamina +3 (+7), Fighting +3 (+7); Limited: Not in Noble Gases (Free - Personal - Sustained)
- ü **Enhanced Sensors: Senses 4** (4 PP)
Direction Sense, Infravision, Low-light Vision, Ultravision (Personal - Permanent)
- ü **Mimicry Control: Variable 4** (28 PP)
Action 2: free; Limited: Not in Noble Gases, Limited: Physical effects only, Notes: No mental or energy effects (Free - Personal - Sustained)
 - ü **Effective Invisibility** (contains 8 PP)
Powers: Adaptive Camouflage: Concealment 4
 - ü **Adaptive Camouflage: Concealment 4** (8 PP)
All Visual Senses (Free - Personal - Sustained)
 - ü **Main Shapeshift - leaves 15 more points to manipulate** (contains 5 PP)
Powers: Shapeshift: Morph 1
 - ü **Shapeshift: Morph 1** (5 PP)
+20 Deception checks to disguise; Single form, Notes: Being in the Variable, each one form can be exactly what is needed. (Free - Personal - Sustained)
- ü **Size Compaction: Enhanced Trait 3** (3 PP)
Traits: Stealth +2 (+7), Dodge +1 (+9), Parry +1 (+9) (Free - Personal - Sustained)
- ü **Speed Reader/Calculator: Quickness 4** (2 PP)
Perform routine tasks in -4 time ranks; Limited to One Type: Mental (Free - Personal - Sustained)

Advantages

- Accurate Attack** Trade effect DC for attack bonus.
- Agile Feint** Feint using Acrobatics skill or Speed rank.
- All-out Attack** Trade active defense for attack bonus.
- Benefit, Alternate Identity: Matthew Falken** Gain a significant perquisite or fringe benefit.
- Benefit, Cipher** Gain a significant perquisite or fringe benefit.
- Connected** Call in assistance or favors with a Persuasion check.
- Defensive Attack** Trade attack bonus for active defense bonus.
- Diehard** Automatically stabilize when dying.
- Eidetic Memory** Total recall, +5 circumstance bonus to remember things.
- Equipment 1** 5 points of equipment per rank.
- Hide in Plain Sight** Hide while observed without need for a diversion.



Defenses

Dodge	9/8
Parry	9/8
Fortitude	10
Toughness	11
Impervious: +11	
Will	8

Hero Points: 1



A.I.P. #9326

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Advantages

Lionheart Custom advantage.

Power Attack Trade attack bonus for effect bonus.

Seize Initiative Spend a hero point to go first in the initiative order.

Takedown Free extra attack when you incapacitate a minion.

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

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: 18 ft.; standing: 9 ft.; vertical: 3.6 ft.; standing vert.: 1.8 ft.

Throwing Distance - Throw 25 tons 6 feet; throw 6 tons 30 feet; throw 3200 lbs. 120 feet

Equipment

CoJ Honorary Communicator COJ-116 2

Complications

Nemesis Project Titan believes that they have destroyed Amorpho, but if they learn that he is still online, they will certainly try to either capture or destroy him again.

Vulnerability Amorpho is weakened by Noble Gases. If he is attacked in or by high concentrations of Noble Gases, attacks get +5 to the effect.

Portraits



Skills

	Total	Ranks	Ability	Other
Acrobatics	+8	3	5	
Athletics	+8	-	8	
Close Combat: Unarmed	+10	3	7	
Deception	+8	6	2	
Expertise: Mimicry	+8	4	4	
Expertise: Television	+6	2	4	
Insight	+4	-	4	
Intimidation	+4	2	2	
Investigation	+5	1	4	
Perception	+4	-	4	
Persuasion	+4	2	2	
Sleight of Hand	+8	3	5	
Stealth	+7	-	5	+2
Technology	+10	6	4	
Treatment	-	-	4	
Vehicles	-	-	5	

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

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Portraits



Background Information

Languages: Native Language

The artificial intelligence construct known as Amorpho came online as his creator was taking his final breath. While programmed with the basic knowledge of how to function in human society, how his humanoid form operated and Asimov's three basic laws of robotics, he was incapable of knowing who the man in front of him was or how to save him. As such, he didn't know why he was created. He left the laboratory, found the nearest television set and began acclimating himself to society. During this time he learned of a group of heroes that were located in the area and calculated that they would be a good source of learning about human interaction and would share his programming to preserve human life.

While serving on the Crusaders was a learning experience for Amorpho, it was also short-lived. After a short period of time offline, he decided that he needed to find his creator. He spent time assuming various human forms, trying to acclimate into the world around him, but never seemed to get the subroutine to operate within expected parameters. Believing that his programming may be flawed, he once again returned to the place of his "birth," hoping to find information. He found the lab empty, abandoned as if nothing had ever been there before. He searched the surrounding area for any clues, but was only able to find an old envelope, ripped in half and stuck on the edge of a shelf.

The return address was that of Lexington Incorporated's technology division. A quick search led him to the main branch in Chicago and the company's CEO, Larry Carter. Amorpho not only learned that his basic programming stemmed from Carter's work, but that he had a "brother" in the form of Junior, the Hawk's AI computer system. Amorpho stayed with the Hawk and even worked undercover for them by infiltrating the Brotherhood of Freedom as the winged hero Quetzal to uncover their true goals. When the Hawk was absorbed into the Champions of Justice, he stayed with his newfound "family" and tried to find a way to adapt.

Shortly thereafter, the Radio Ranch school was opened and Amorpho requested to attend so as to further his study of how to become more human. While there, his programming was subverted, causing him to walk into an ambush that almost destroyed him. He was taken to Liberty Station where Count Zero put him back together, learning that his design was based on Xehnian designs in the process. The CoJ worked out that there was a second landing on the day Zero arrived on Earth and that a Black-Ops organization must have taken possession of the ship, reverse engineering the technology to create Amorpho. Deciding that Amorpho must change his identity, the sythazoid decided to adopt the legacy of his "cousin" and became Zero Boy.