

Quadterra

Male; Age: 25; Height: 5' 8"; Weight: 175 lb.

Power Level 11, 175 PP, **2 PP left to spend** ; Abilities 24 + Powers 118
+ Advantages 3 + Skills 12 (24 ranks) + Defenses 18

Abilities

Strength	7/2	Agility	2	Fighting	7	Awareness	2
Stamina	9/5	Dexterity	0	Intellect	2	Presence	2

Offense

Initiative: +6

Attack Name	Attack Bonus & Resistance DC	Notes
Earth Blast: Damage 10	+10, DC 25 250/500/1000 ft., Crit 20
Fire Aura: Damage 4	+7, DC 19 Crit 20
Fire Blast: Damage 10	+10, DC 25 250/500/1000 ft., Crit 20
Gravity Shift: Move Object 10	+10, DC 20 250/500/1000 ft., Crit 20
Throw	+0, DC 22 Bludgeon, Crit 20
Tidal Wave: Shapeable Area Damage 10	DC 25 Crit 20
Tornado: Cylinder Area Damage 10	DC 25 Crit 20
Unarmed	+9, DC 22 Bludgeon, Crit 20
Water Blast: Move Object 8	+12, DC 23 200/400/800 ft., Crit 20
Wind Storm: Move Object 8	+12, DC 23 200/400/800 ft., Crit 20

Powers

ü **Quad Terra (55 PP)**

ü **Power of 4 in 1 (1 PP)**

ü **Elemental Effects: Variable 3 (21 PP)**

Action: move; Limited: Classic Elemental effects (and gravity) (Move - Personal - Sustained)

ü **Enhanced Agility 2 (4 PP)**

+2 AGL (Free - Personal - Sustained)

ü **Enhanced Awareness 2 (4 PP)**

+2 AWE (Free - Personal - Sustained)

ü **Enhanced Fighting 2 (4 PP)**

+2 FGT (Free - Personal - Sustained)

ü **Enhanced Intellect 2 (4 PP)**

+2 INT (Free - Personal - Sustained)

ü **Enhanced Presence 2 (4 PP)**

+2 PRE (Free - Personal - Sustained)

ü **Enhanced Stamina 1 (2 PP)**

+1 STA (Free - Personal - Sustained)

ü **Enhanced Strength 2 (4 PP)**

+2 STR (Free - Personal - Sustained)

ü **Enhanced Trait 5 (5 PP)**

Traits: Close Combat +2 (+9), Ranged Combat +2 (+8), Advantages: Beginner's Luck, Defensive Attack, Power Attack (Free - Personal - Sustained)

ü **Protection 1 (1 PP)**

+1 Toughness (Personal - Permanent)

Split into 4: Summon 9 (54 PP)

Custom 3: Multiple Minions 3, Heroic, Horde; Limited: Each Duplicate (and base) may only access one Element, Limited: Horde can only do all 3, and all 3 are needed to recombine (Standard - Close - Sustained)

ü **Elemental Powers (63 PP)**

Earth (1 PP)

Anti-Gravity: Flight 7 (16 PP)

Speed: 250 miles/hour, 0.5 miles/round (Free - Personal - Sustained)



Defenses

Dodge 12/11

Parry 12/11

Fortitude 9

Toughness 10

Will 7

Hero Points: 1

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Powers

Anti-Grav Lift: Enhanced Strength 7 (alternate)

+7 STR; Limited to Lifting (Free - Personal - Sustained)

Burrowing 11 (alternate)

Speed: 120 miles/hour, 1800 feet/round; Penetrating [3 ranks only] (Free - Personal - Sustained)

Earth Blast: Damage 10 (22 PP)

DC 25; Accurate: +2, Increased Range: ranged (Standard - Ranged, 250/500/1000 ft. - Instant)

ü Gravity Shift: Move Object 10 (alternate)

25 tons; Accurate: +2 (Standard - Ranged, 250/500/1000 ft. - Sustained)

Rocky Shell: Enhanced Trait 21 (22 PP)

Traits: Strength +9 (+16), Toughness +4 (+14), Dodge -4 (+8), Parry -4 (+8), Stamina +4 (+13), Close Combat -2 (+5); Feature: Stupid Elongation Bug; Permanent (Free - Personal - Permanent)

Wind (1 PP)

Airy Form: Enhanced Trait 16 (16 PP)

Traits: Dodge +4 (+16), Parry +4 (+16), Stealth +8 (+10), Fortitude +4 (+13); Permanent (Free - Personal - Permanent)

Immunity 5 (5 PP)

Environmental Condition: High Pressure, Environmental Condition: Heat, Environmental Condition: Cold, Suffocation (All) (Personal - Permanent)

One with the Air (32 PP)

Concealment 10 (linked)

All Senses; Quirk: May be detectable in some unique environs (Free - Personal - Sustained)

Insubstantial 2 (linked)

Gaseous (Free - Personal - Sustained)

Tornado: Cylinder Area Damage 10 (alternate)

DC 25; Cylinder Area 2: 60 feet cylinder, DC 20; Limited: Not while [2 ranks only] (Standard - Close - Instant)

Wind Storm: Move Object 8 (alternate)

6 tons, DC 23; Accurate 2: +4, Damaging, Penetrating 3 (Standard - Ranged, 200/400/800 ft. - Sustained)

Wind Blown: Flight 3 (7 PP)

Speed: 16 miles/hour, 250 feet/round (Free - Personal - Sustained)

Gale Force: Flight 6 (alternate)

Speed: 120 miles/hour, 1800 feet/round; Concentration (Free - Personal - Concent)

Fire (60 PP)

Fire Aura: Damage 4 (16 PP)

DC 19; Reaction 3: reaction (Reaction - Close - Instant)

Fire Blast: Damage 10 (21 PP)

DC 25; Accurate: +2, Increased Range: ranged (Standard - Ranged, 250/500/1000 ft. - Instant)

Firey Flight: Flight 7 (14 PP)

Speed: 250 miles/hour, 0.5 miles/round (Free - Personal - Sustained)

Great Health: Enhanced Stamina 4 (8 PP)

+4 STA (Free - Personal - Sustained)

Immunity 1 (1 PP)

Environmental Condition: Heat (Personal - Permanent)

ü and Rain (1 PP)

ü Aquatic: Immunity 3 (3 PP)

Environmental Condition: Cold, Environmental Condition: High Pressure, Suffocation: Underwater (Personal - Permanent)

ü Aquatic: Movement 1 (2 PP)

Environmental Adaptation: Aquatic (Free - Personal - Sustained)

Skills

	Total	Ranks	Ability	Other
Acrobatics	+4	2	2	
Athletics	+8	1	7	
Close Combat: Grab	+7	-	7	
Close Combat: Suffocation	+9	-	7	+2
Close Combat: Unarmed	+9	2	7	
Deception	+4	2	2	
Expertise: Profession	+5	3	2	
Insight	+2	-	2	
Intimidation	+4	2	2	
Investigation	-	-	2	
Perception	+4	2	2	
Persuasion	+4	2	2	
Ranged Combat: Elemental Powers	+8	6		+2
Sleight of Hand	-	-		
Stealth	+2	-	2	
Technology	+4	2	2	
Treatment	-	-	2	
Vehicles	-	-		

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

Powers

ü Ebb: Swimming 7 (9 PP)

Speed: 60 miles/hour, 900 feet/round (Free - Personal - Sustained)

Flow (alternate)

Movement 2 (linked)

Sure-footed 2 (Free - Personal - Sustained)

Speed 3 (linked)

Speed: 16 miles/hour, 250 feet/round (Move - Personal - Sustained)

Water Walking (alternate)

Movement 2 (linked)

Water Walking 2 (Free - Personal - Sustained)

Speed 3 (linked)

Speed: 16 miles/hour, 250 feet/round (Move - Personal - Sustained)

ü Strong: Enhanced Trait 14 (14 PP)

Traits: Dodge +1 (+12), Parry +1 (+12), Stamina +3 (+9), Strength +3 (+7) (Free - Personal - Sustained)

Suffocation Grip: Progressive Affliction 8 (20 PP)

1st degree: Dazed, 2nd degree: Stunned, 3rd degree: Incapacitated, Resisted by: Fortitude, DC 18; Accurate 2: +4, Progressive; Grab-based (Standard - Close - Instant)

Tidal Wave: Shapeable Area Damage 10

(alternate)

DC 25; Shapeable Area 2: 60 cft., DC 20; Limited: Requires a Water Source, Limited: Not while Duplicated [2 ranks only] (Standard - Close - Instant)

Water Blast: Move Object 8 (alternate)

6 tons, DC 23; Accurate 2: +4, Damaging; Limited: Needs a Water Source other than Self (Standard - Ranged, 200/400/800 ft. - Sustained)

ü Watery (10 PP)

ü Concealment 10 (linked)

All Senses; Blending, Partial (Free - Personal - Sustained)

ü Insubstantial 1 (linked)

Fluid (Free - Personal - Sustained)

ü Watery Reach: Elongation 2 (2 PP)

Elongation: 30 feet, +2 to grab (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.

Defensive Attack Trade attack bonus for active defense bonus.

Improved Initiative +4 bonus to initiative checks per rank.

Power Attack Trade attack bonus for effect bonus.

Movement

(Inactive) **Anti-Gravity: Flight 7** - Speed: 250 miles/hour, 0.5 miles/round

Aquatic: Movement 1 - Environmental Adaptation: Aquatic

Base Movement Speed - 120 miles/hour, 1800 feet/round (run 250 miles/hour, 0.5 miles/round; swim 30 miles/hour, 500 feet/r

Burrowing 11 - Speed: 120 miles/hour, 1800 feet/round

Ebb: Swimming 7 - Speed: 60 miles/hour, 900 feet/round

(Inactive) **Firey Flight: Flight 7** - Speed: 250 miles/hour, 0.5 miles/round

Gale Force: Flight 6 - Speed: 120 miles/hour, 1800 feet/round

Movement

(Inactive) **Movement 2** - Sure-footed 2

(Inactive) **Movement 2** - Water Walking 2

Routine Jump Distance - Running jump: 18 ft.; standing: 9 ft.; vertical: 3.6 ft.; standing vert.: 1.8 ft.

(Inactive) **Speed 3** - Speed: 16 miles/hour, 250 feet/round

(Inactive) **Speed 3** - Speed: 16 miles/hour, 250 feet/round

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

(Inactive) **Wind Blown: Flight 3** - Speed: 16 miles/hour, 250 feet/round

Complications

- Custom Complication -

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Background Information

Languages: English