

Steam Punk

Male; Age: 21; Height: 5' 11"; Weight: 170 lb.

Eyes: green; Hair: blue w/ purple tips

Power Level 10, 149 PP, **11 PP left to spend** ; Abilities 36 + Powers 73
+ Advantages 15 + Skills 21 (42 ranks) + Defenses 4

Abilities

Strength	10/2	Agility	5/1	Fighting	2	Awareness	2
Stamina	5	Dexterity	3	Intellect	4	Presence	1

Offense

Initiative: +5

Attack Name	Attack Bonus & Resistance DC	Notes
Heat Blast: Perception Area Damage 10	DC 25	Crit 20
Steam Blast: Cone Area Damage 10	DC 25	Crit 20
Throw	+3, DC 25	Bludgeon, Crit 20
Unarmed	+10, DC 25	Bludgeon, Crit 20
Water Blast: Line Area Move Object 10	DC 25	250/500/1000 ft., Crit 20

Powers

- ü **Battle Armor (33 PP)**
Removable
 - ü **Enhanced Trait: Enhanced Trait 2 (2 PP)**
Traits: Intimidation +4 (+7) (Free - Personal - Sustained)
 - ü **Growth: Density Growth 2 (4 PP)**
+2 STR, +2 STA, +2 mass ranks; Density (Free - Personal - Sustained)
 - ü **Immunity: Immunity 17 (17 PP)**
Critical Hits, Life Support, Sensory Affliction Effects (Personal - Permanent)
 - ü **Protection: Protection 9 (18 PP)**
+9 Toughness; Impervious (Personal - Permanent)
- ü **Jet Propulsion System: Flight 4 (9 PP)**
Speed: 30 miles/hour, 500 feet/round (Free - Personal - Sustained)
 - ü **Swimming 8 (alternate)**
Speed: 120 miles/hour, 1800 feet/round (Free - Personal - Sustained)
- ü **Sensors: Senses 4 (3 PP)**
Removable, Extended: Choose Sense 1: x10, Infravision, Low-light Vision, Radio (Personal - Permanent)
- ü **Steam Cannons (18 PP)**
Removable
 - ü **Heat Blast: Perception Area Damage 10 (20 PP)**
DC 25; Perception Area: DC 20 - Sight (Standard - Close - Instant)
 - ü **Steam Blast: Cone Area Damage 10 (1 PP)**
DC 25; Cone Area: 60 feet cone, DC 20; Limited: Must have a steady supply of water nearby (Standard - Close - Instant)
 - ü **Water Blast: Line Area Move Object 10 (1 PP)**
25 tons, DC 25; Line Area: 5 feet wide by 30 feet long, DC 20, Damaging; Limited: Must have a steady supply of water nearby, Limited: Only capable of lifting 1600 lbs., Limited Direction: Only away from attacker (Standard - Ranged, 250/500/1000 ft. - Sustained)
- ü **Steam Turbine: Enhanced Trait 25 (10 PP)**
Removable, Parry +4 (+6), Strength +6 (+10), Agility +4 (+5), Acrobatics +2 (+7); Limited: Must have a steady supply of water nearby (Free - Personal - Sustained)

Advantages

- Assessment** Use insight to learn an opponent's combat capabilities.
- Connected** Call in assistance or favors with a Persuasion check.
- Favored Environment: In Water** Circumstance bonus to attack or defense in an environment.



Defenses

Dodge	6
Parry	6/2
Fortitude	5
Toughness	14
Impervious: +9	
Will	5

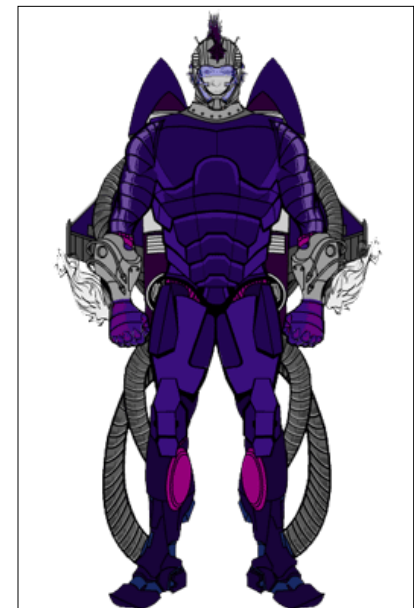
Hero Points: 1

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted



Billy Sumner
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Advantages

- Improved Hold** -5 circumstance penalty to escape from your holds.
- Improved Smash** No penalty for the smash action.
- Improvised Weapon** Use Close Combat: Unarmed skill with improvised weapons, +1 damage bonus.
- Inventor** Use Technology to create temporary devices.
- Luck 3** Re-roll a die roll once per rank.
- Precise Attack (Ranged, Concealment)** Ignore attack check penalties for either cover or concealment.
- Precise Attack (Ranged, Cover)** Ignore attack check penalties for either cover or concealment.
- Takedown** Free extra attack when you incapacitate a minion.
- Taunt** Use Deception to demoralize in combat.
- Well-informed** Immediate Investigation or Persuasion check to know something.

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)
- Jet Propulsion System: Flight 4** - Speed: 30 miles/hour, 500 feet/round
- Routine Jump Distance** - Running jump: 20 ft.; standing: 10 ft.; vertical: 4 ft.; standing vert.: 2 ft.
- Swimming: Swimming 8** - Speed: 120 miles/hour, 1800 feet/round
- Throwing Distance** - Throw 100 tons 6 feet; throw 25 tons 30 feet; throw 6 tons 120 feet

Complications

- Prejudice** Billy is often judged for his appearance and lifestyle more than for his abilities or triumphs.
- Straight Edge** Billy has adapted to the punk sub-group that believes in keeping themselves clean of all substances.

Background Information

Languages: Native Language

Skills

	Total	Ranks	Ability	Other
Acrobatics	+7	-	5	+2
Athletics	+10	-	10	
Close Combat: Unarmed	+10	8	2	
Deception	+2	1	1	
Expertise: Engineering	+10	6	4	
Expertise: Punk Subculture	+8	4	4	
Expertise: Thermodynamics	+10	6	4	
Insight	+3	1	2	
Intimidation	+7	2	1	+4
Investigation	-	-	4	
Perception	+3	1	2	
Persuasion	+1	-	1	
Ranged Combat: Throw	+3	-	3	
Sleight of Hand	-	-	3	
Stealth	+5	-	5	
Technology	+12	8	4	
Treatment	-	-	4	
Vehicles	+8	5	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

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