

Atom Master

Male; Age: 48; Height: 5' 10"; Weight: 180 lb.

Eyes: Brown; Hair: Red

Power Level 13, 220 PP; Abilities 56 + Powers 107 + Advantages 13 + Skills 21 (42 ranks) + Defenses 23



Abilities

Strength	3	Agility	3	Fighting	3	Awareness	2
Stamina	7	Dexterity	3	Intellect	4	Presence	3

Offense

Initiative: +7

Attack Name	Attack Bonus & Resistance DC	Notes
Atomic Disruption: Blast 14	+12, DC 29	350/700/1400 ft., Crit 20
Big Explosion: Burst Area Damage 13	DC 28	Crit 20
Ranged Explosion: Burst Area Blast 13	DC 28	325/650/1300 ft., Crit 20
Throw	+3, DC 18	Bludgeon, Crit 20
Unarmed	+3, DC 18	Bludgeon, Crit 20

Defenses

Dodge	10
Parry	10
Fortitude	8
Toughness	16
Impervious: +9	
Will	10

Hero Points: 1

Powers

- ü Atomic Flight: Flight 5 (11 PP)**
 Speed: 60 miles/hour, 900 feet/round; Aquatic (Free - Personal - Sustained)
- ü Atomic Sense: Senses 7 (7 PP)**
 Analytical: Detect, Detect: Chemical Composition 2: ranged, Penetrates Concealment: Detect (Personal - Permanent)
- ü Molecular Manipulation Array (64 PP)**
 - Atomic Disruption: Blast 14 (2 PP)**
[0 active, 0/51 PP, 2/r], DC 29 (Standard - Ranged, 350/700/1400 ft. - Instant)
 - Big Explosion: Burst Area Damage 13 (2 PP)**
[0 active, 0/51 PP, 3/r], DC 28; Burst Area 2: 60 feet radius sphere, DC 23 (Standard - Close - Instant)
 - Desolidification (2 PP)**
 - Insubstantial 3 (15 PP)**
[3 active, 0/51 PP, 5/r], Energy (Free - Personal - Sustained)
 - Strength Effect (3 PP)**
[1 active, 0/51 PP, 1/0r+3]; Affects Corporeal 3 (Standard - Close - Instant)
 - Flight Boost: Flight 13 (2 PP)**
[0 active, 0/51 PP, 2/r], Speed: 16000 miles/hour, 30 miles/round; Stacks with: Atomic Flight: Flight 5 (Free - Personal - Sustained)
 - Forming Bonds: Snare 14 (2 PP)**
[0 active, 0/51 PP, 3/r+2], DC 24; Variable Descriptor 2: broad group - Change air to anything (Standard - Ranged, 350/700/1400 ft. - Instant)
 - Molecular Rearrangement: Transform 8 (52 PP)**
[0 active, 0/51 PP, 6/r+3], Affects: Anything, Transforms: 200 lbs., DC 18; Accurate 3: +6, Increased Range: ranged (Standard - Ranged, 200/400/800 ft. - Sustained)
 - Ranged Explosion: Burst Area Blast 13 (2 PP)**
[0 active, 0/51 PP, 3/r], DC 28; Burst Area: 30 feet radius sphere, DC 23 (Standard - Ranged, 325/650/1300 ft. - Instant)
- ü Resilience (25 PP)**
 - ü Protection 9 (18 PP)**
+9 Toughness; Impervious (Personal - Permanent)
 - ü Reflexive Environment Control: Immunity 7 (7 PP)**
Environmental Conditions (All), Suffocation (All) (Personal - Permanent)

Advantages

Connected Call in assistance or favors with a Persuasion check.

Equipment 1 5 points of equipment per rank.

Adam David Weiss
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Hallaron
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Advantages

- Improved Initiative** +4 bonus to initiative checks per rank.
- Improvisation 6** Custom advantage.
- Interpose** Take an attack meant for an ally.
- Move-by Action** Move both before and after your standard action.
- Power Attack** Trade attack bonus for effect bonus.
- Seize Initiative** Spend a hero point to go first in the initiative order.

Movement

- Atomic Flight: Flight 5** - Speed: 60 miles/hour, 900 feet/round
- Base Movement Speed** - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)
- Flight Boost: Flight 13** - Speed: 16000 miles/hour, 30 miles/round
- Routine Jump Distance** - Running jump: 13 ft.; standing: 6.5 ft.; vertical: 2.6 ft.; standing vert.: 1.3 ft.
- Throwing Distance** - Throw 1600 lbs. 6 feet; throw 400 lbs. 30 feet; throw 100 lbs. 120 feet

Equipment

Cell Phone (Smartphone), Radio Transmitter 2

Complications

- Enemies** Being able to "create" diamonds and gold has made Adam several enemies, ranging from law enforcement to diamond smugglers to competing supervillains.
- Megalomania** Weiss believes that his ability to control matter gives him control over the stuff of the universe, making him a "god.":

Background Information

Languages: English

Skills

	Total	Ranks	Ability	Other
Acrobatics	+5	2	3	
Athletics	+3	-	3	
Close Combat: Unarmed	+3	-	3	
Deception	+5	2	3	
Expertise: Chemistry	+10	6	4	
Expertise: Finance	+5	1	4	
Insight	+5	3	2	
Intimidation	+8	5	3	
Investigation	+5	1	4	
Perception	+8	6	2	
Persuasion	+5	2	3	
Ranged Combat: Molecular Manipulation	+12	9	3	
Sleight of Hand	-	-	3	
Stealth	+5	2	3	
Technology	+5	1	4	
Treatment	+5	1	4	
Vehicles	+4	1	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