

038 Mister Elastic

Male; Age: 35; Height: 5' 8"; Weight: 175 lb.
Eyes: Brown; Hair: Black

Power Level 12, 169 PP, **39 PP left to spend** ; Abilities 62 + Powers 43
+ Advantages 26 + Skills 28 (56 ranks) + Defenses 10

Abilities

Strength	3	Agility	10	Fighting	10	Awareness	0
Stamina	6	Dexterity	2	Intellect	0	Presence	0

Offense

Initiative: +10

Attack Name Attack Bonus & Resistance DC Notes

Fast Fist: Strength-based Damage 6 **+15, DC 24** **Crit 20**

Throw **+2, DC 18** **Bludgeon, Crit 20**

Unarmed **+13, DC 18** **Bludgeon, Crit 20**

Powers

ü **Damage Reduction: Protection 4** (13 PP)
+4 Toughness; Impervious [5 extra ranks] (Personal - Permanent)

ü **Stretchy** (14 PP)

ü **Elongation: Elongation 6** (6 PP)
Elongation: 500 feet, +6 to grab (Free - Personal - Sustained)

ü **Enhanced Trait: Enhanced Trait 8** (8 PP)
Traits: Dodge +4 (+14), Parry +4 (+14) (Free - Personal - Sustained)

ü **Stretchy Extras Array** (16 PP)

Fast Fist: Strength-based Damage 6 (8 PP)
[0 active, 0/7 PP, 1/r+1], DC 24; Accurate: +2 (Standard - Close - Instant)

Form a Glider: Flight 5 (2 PP)
[0 active, 0/7 PP, 1/2r], Speed: 60 miles/hour, 900 feet/round; Gliding, Wings (Free - Personal - Sustained)

Liquid Form: Insubstantial 1 (2 PP)
[0 active, 0/7 PP, 5/r], Fluid (Free - Personal - Sustained)

Springy Legs: Leaping 7 (2 PP)
[0 active, 0/7 PP, 1/r], Leap 900 feet at 250 miles/hour (Move - Personal - Instant)

Stretchy Arm Wrestling: Enhanced Trait 14 (2 PP)
[0 active, 0/7 PP, 1/2r], Strength +7 (+10); Limited: Only for grappling, throwing, and escaping (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: Phoenix Syndicate member** Gain a significant perquisite or fringe benefit.
- Chokehold** Suffocate an opponent you have successfully grabbed.
- Close Attack 2** +1 bonus to close attack checks per rank.
- Connected** Call in assistance or favors with a Persuasion check.
- Defensive Attack** Trade attack bonus for active defense bonus.
- Equipment 2** 5 points of equipment per rank.
- Evasion** Circumstance bonus to avoid area effects.
- Fast Grab** Make a free grab check after an unarmed attack.
- Improved Defense** +2 bonus to active defense when you take the defend action.
- Improved Disarm** No penalty for the disarm action.
- Improved Grab** Make grab attacks with one arm. Not vulnerable while grabbing.
- Improved Hold** -5 circumstance penalty to escape from your holds.



Defenses

Dodge **14/10**

Parry **14/10**

Fortitude **8**

Toughness **10**

Impervious: +9

Will **8**

Hero Points: 1

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted



Ron Jefferson

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Updated 5/3/16

Advantages

Improved Trip No penalty for the trip action.
Instant Up Stand from prone as a free action.
Power Attack Trade attack bonus for effect bonus.
Set-up Transfer the benefit of an interaction skill to an ally.
Taunt Use Deception to demoralize in combat.
Teamwork +5 bonus to support team checks.
Uncanny Dodge Not vulnerable when surprised or caught off-guard.
Weapon Bind Free disarm attempt when you actively defend.
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)
Form a Glider: Flight 5 - Speed: 60 miles/hour, 900 feet/round
Routine Jump Distance - Running jump: 20 ft.; standing: 10 ft.; vertical: 4 ft.; standing vert.: 2 ft.
Springy Legs: Leaping 7 - Leap 900 feet at 250 miles/hour
Throwing Distance - Throw 1600 lbs. 6 feet; throw 400 lbs. 30 feet; throw 100 lbs. 120 feet

Equipment

Phoenix Syndicate Base 4, Phoenix Syndicate Communicator (PS-038) 2, Phoenix Syndicate Vehicles 4

Complications

Police Record Mister Elastic is wanted by local and federal law enforcement agencies.
Vulnerability Due to the elasticity of his body, Ron is especially vulnerable to cold and acid attacks, from which he takes +2 Damage from.

Background Information

Languages: English

Skills

	Total	Ranks	Ability	Other
Acrobatics	+18	8	10	
Athletics	+10	7	3	
Close Combat: Unarmed	+11	1	10	
Close Combat: Wrestling	+13	3	10	
Deception	+5	5		
Insight	+2	2		
Intimidation	+8	8		
Investigation	-	-		
Perception	+4	4		
Persuasion	+4	4		
Sleight of Hand	+10	8	2	
Stealth	+12	2	10	
Technology	+4	4		
Treatment	-	-		
Vehicles	-	-		2

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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