

015 Powerhouse

Male; Age: 30; Height: 29' 8"; Weight: 790000 lb.
Eyes: Brown; Hair: Black

Power Level 11, 139 PP, **47 PP left to spend** ; Abilities 50 + Powers 50
+ Advantages 13 + Skills 14 (28 ranks) + Defenses 12

Abilities

Strength	14	Agility	3	Fighting	8	Awareness	1
Stamina	14	Dexterity	0	Intellect	0	Presence	1

Offense

Initiative: +7

Attack Name Attack Bonus & Resistance DC Notes

Throw **+0, DC 29** **Bludgeon, Crit 20**
Unarmed **+8, DC 29** **Bludgeon, Crit 20**

Powers

Fast: Speed 1 (1 PP)

Speed: 4 miles/hour, 60 feet/round (Move - Personal - Sustained)

ü **Invulnerability: Impervious Toughness 14** (14 PP)

(Free - Personal - Continuous)

Shrinking Giant (33 PP)

Giant Strength: Enhanced Strength 8 (16 PP)

+8 STR (Free - Personal - Sustained)

Giant Stamina: Enhanced Stamina 8 (16 PP)

+8 STA (Free - Personal - Sustained)

ü **Default Size: Growth 8** (alternate)

+8 STR, +8 STA, +4 Intimidate, -8 Stealth, -4 active defenses, +2 size ranks, +8 mass ranks, +1 spee; Permanent (Free - Personal - Permanent)

ü **Toughness: Regeneration 2** (2 PP)

Every 5 rounds (Personal - Permanent)

Advantages

Accurate Attack Trade effect DC for attack bonus.

Agile Feint Feint using Acrobatics skill or Speed rank.

Assessment Use Insight to learn an opponent's combat capabilities.

Benefit: Choose Benefit Gain a significant perquisite or fringe benefit.

Equipment 2 5 points of equipment per rank.

Improved Hold -5 circumstance penalty to escape from your holds.

Improved Initiative +4 bonus to initiative checks per rank.

Interpose Take an attack meant for an ally.

Skill Mastery: Close Combat Make routine checks with one skill under any conditions.

Takedown Free extra attack when you incapacitate a minion.

Taunt Use Deception to demoralize in combat.

Teamwork +5 bonus to support team checks.

Movement

Base Movement Speed - 8 miles/hour, 120 feet/round (run 16 miles/hour, 250 feet/round; swim 2 miles/hour, 30 feet/round)

Fast: Speed 1 - Speed: 4 miles/hour, 60 feet/round

Routine Jump Distance - Running jump: 24 ft.; standing: 12 ft.; vertical: 4.8 ft.; standing vert.: 2.4 ft.

Throwing Distance - Throw 1600 tons 6 feet; throw 400 tons 30 feet; throw 100 tons 120 feet



Defenses

Dodge **4**

Parry **4**

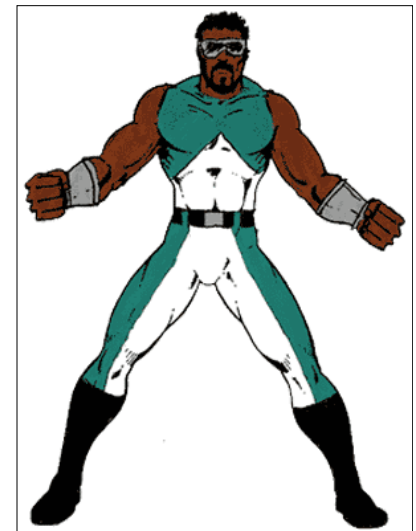
Fortitude **14**

Toughness **14**

Impervious: +14

Will **8**

Hero Points: 1



Ahemed Abu Kahdra

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Equipment

Phoenix Syndicate Base 3, Phoenix Syndicate Communicator (PS-015) 2, Phoenix Syndicate Vehicles 4, Shades 1

Complications

Police Record Powerhouse is wanted by local and federal law enforcement agencies.

Relationship Ahemed is half of the "Tower Power" romantic couple with fellow Phoenix Synner, Benjamin Slade.

Size-Hate Ahmed despises when he is forced to grow to full height.

Vulnerability Ahemed's eyes are very sensitive. He takes +5 effect from all visual dazzles.

Weak Beliefs Ahmed is a non-practicing Muslim.

Background Information

Languages: Native Language

Skills

	Total	Ranks	Ability	Other
Acrobatics	+9	6	3	
Athletics	+14	-	14	
Deception	+1	-	1	
Expertise: Boxing	+3	3		
Insight	+1	-	1	
Intimidation	+12	7	1	+4
Investigation	-	-		
Perception	+5	4	1	
Persuasion	+1	-	1	
Sleight of Hand	-	-		
Stealth	+0	5	3	-8
Technology	+3	3		
Treatment	-	-		
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