

Veneno [Poison]

Male; Age: 29; Height: 6' 7"; Weight: 175 lb.
Eyes: brown; Hair: orange

Power Level 12, 192 PP; Abilities 94 + Powers 50 + Advantages 24 + Skills 15 (30 ranks) + Defenses 9

Abilities

Strength	12	Agility	5	Fighting	10	Awareness	1
Stamina	12	Dexterity	5	Intellect	0	Presence	2

Offense

Initiative: +9

Attack Name	Attack Bonus & Resistance DC	Notes
Throw	+10, DC 27 Bludgeon, Crit 20
Unarmed	+12, DC 27 Bludgeon, Crit 20

Powers

- ü **Even Stronger: Power-lifting 3** (3 PP)
+3 STR for lifting (Reaction - Personal - Continuous)
- ü **Increased Resistance: Protection 2** (11 PP)
+2 Toughness; Impervious [7 extra ranks] (Personal - Permanent)
- ü **Leaping: Leaping 7** (7 PP)
Leap 900 feet at 250 miles/hour (Move - Personal - Instant)
- ü **Life Force Drain skin: Weaken 5** (15 PP)
Affects: Stamina, Resisted by: Fortitude, DC 15; Reaction 3: reaction; Limited: ranks of Protection add to Fortitude check (Reaction - Close - Instant)
- ü **Life Force Stealing** (14 PP)
 - ü **Concetrated Burst: Weaken 12** (12 PP)
Affects: Stamina, Resisted by: Fortitude, DC 22 (Standard - Close - Instant)
 - ü **Ranged Burst: Weaken 6** (1 PP)
Affects: Stamina, Resisted by: Fortitude, DC 16; Increased Range: ranged (Standard - Ranged, 150/300/600 ft. - Instant)
 - ü **Really Concentrated Burst: Weaken 18** (1 PP)
Affects: Stamina, Resisted by: Fortitude, DC 28; Grab-based, Inaccurate 3: -6 (Standard - Close - Instant)

Advantages

- All-out Attack** Trade active defense for attack bonus.
- Assessment** Use Insight to learn an opponent's combat capabilities.
- Benefit, Status: Illegal Alien** Gain a significant perquisite or fringe benefit.
- Close Attack 2** +1 bonus to close attack checks per rank.
- Connected** Call in assistance or favors with a Persuasion check.
- Contacts** Make an initial Investigation check in one minute.
- Daze (Intimidation)** Use Deception or Intimidation to daze an opponent.
- Diehard** Automatically stabilize when dying.
- Fast Grab** Make a free grab check after an unarmed attack.
- Improved Grab** Make grab attacks with one arm. Not vulnerable while grabbing.
- Improved Initiative** +4 bonus to initiative checks per rank.
- Instant Up** Stand from prone as a free action.
- Languages 1** Speak and understand additional languages.
- Power Attack** Trade attack bonus for effect bonus.
- Ranged Attack 5** +1 bonus to ranged attack checks per rank.
- Startle** Use Intimidation to feint in combat.
- Takedown** Free extra attack when you incapacitate a minion.
- Taunt** Use Deception to demoralize in combat.



Defenses

Dodge	10
Parry	10
Fortitude	12
Toughness	14
Impervious: +9	
Will	5

Hero Points: 1

Damage

- | | |
|--------------------------|----------------------|
| <input type="checkbox"/> | Bruises |
| <input type="checkbox"/> | Dazed |
| <input type="checkbox"/> | Staggered |
| <input type="checkbox"/> | Incapacitated |

Fatigue

- | | |
|--------------------------|------------------|
| <input type="checkbox"/> | Fatigued |
| <input type="checkbox"/> | Exhausted |



Raphael Jimenez
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Updated 4/10/16

Advantages

Tracking Use Perception to follow tracks.

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)

Leaping: Leaping 7 - Leap 900 feet at 250 miles/hour

Routine Jump Distance - Running jump: 22 ft.; standing: 11 ft.; vertical: 4.4 ft.; standing vert.: 2.2 ft.

Throwing Distance - Throw 3.2 ktons 6 feet; throw 800 tons 30 feet; throw 200 tons 120 feet

Complications

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

Social Misfit Veneno is a 6'7" orange hulk who drains the life from anyone he touches. His social interactions are extremely limited.

Vulnerability Veneno's body is extremely self-reliant to the point that any attempts to change it causes damage. Any attempts to induce healing will not only fail, but do the same levels in damage. Likewise, damage is taken when other modification powers (Weaken, Transform, etc.) are used on him.

Background Information

Languages: English, Latino Spanish

Additional Details

PP earned so far: 4

Skills

	Total	Ranks	Ability	Other
Acrobatics	+7	2	5	
Athletics	+12	-	12	
Deception	+5	3	2	
Expertise: Survival	+5	5		
Insight	+2	1	1	
Intimidation	+10	8	2	
Investigation	-	-		
Perception	+2	1	1	
Persuasion	+2	-	2	
Ranged Combat: Ranged Burst	+11	6	5	
Sleight of Hand	-	-	5	
Stealth	+5	-	5	
Technology	+3	3		
Treatment	-	-		
Vehicles	+6	1	5	

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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