

Megabot

Male; Height: 5' 8"; Weight: 175 lb.

Power Level 10, 150 PP; Abilities 34 + Powers 102 + Advantages 2 + Skills 12 (24 ranks) + Defenses 0

Abilities

Strength	12	Agility	0	Fighting	6	Awareness	1
Stamina	-	Dexterity	2	Intellect	4	Presence	1

Offense

Initiative: +0

Attack Name

Attack Bonus & Resistance DC

Notes

Throw +2, DC 27 Bludgeon, Crit 20

Unarmed +10, DC 25 Bludgeon, Crit 20

Powers

- ✓ **Armored Shell: Protection 10 (20 PP)**
+10 Toughness; Impervious (*Personal - Permanent*)
- ✓ **Battle Computer: Enhanced Trait 2 (2 PP)**
Traits: Close Combat +4 (+10) (*Free - Personal - Sustained*)
- ✓ **Fast and Tough: Enhanced Trait 12 (12 PP)**
Traits: Dodge +8 (+8), Parry +4 (+10) (*Free - Personal - Sustained*)
- ✓ **Inhuman Brain: Immunity 10 (10 PP)**
Common Descriptor: Mental Effects (*Personal - Permanent*)
- ✓ **Reinforced Frame: Enhanced Strength 4 (8 PP)**
+4 STR (*Free - Personal - Sustained*)
- Strong Legs: Leaping 2 (2 PP)**
Leap 30 feet at 8 miles/hour (*Free - Personal - Instant*)
- ✓ **System Reboot from Backup: Immortality 5 (10 PP)**
Return after 1 day (*Personal - Permanent*)
- ✓ **Unliving: Immunity 38 (38 PP)**
Aging, Critical Hits, Fortitude Effects, Sensory Affliction Effects (*Personal - Permanent*)

Advantages

- Improved Grab** Make grab attacks with one arm. Not vulnerable while grabbing.
- Power Attack** Trade attack bonus for effect bonus.

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)
- Routine Jump Distance** - Running jump: 30 ft.; standing: 15 ft.; vertical: 6 ft.; standing vert.: 3 ft.
- Strong Legs: Leaping 2** - Leap 30 feet at 8 miles/hour
- Throwing Distance** - Throw 400 tons 6 feet; throw 100 tons 30 feet; throw 25 tons 120 feet

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Defenses

Dodge 8/0

Parry 10/6

Fortitude Immur

Toughness 10

Impervious: +10

Will 1

Hero Points: 1

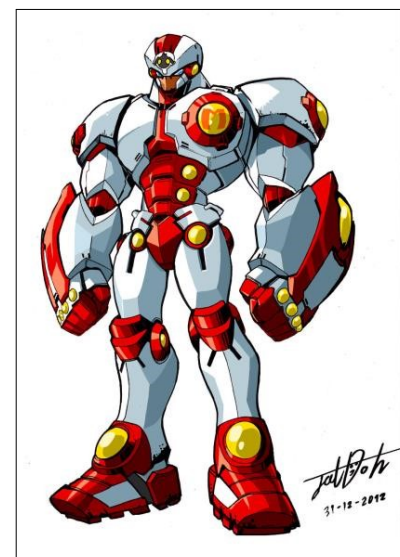
Knockback: -10

Damage

- ☐ Bruises
- ☐ Dazed
- ☐ Staggered
- ☐ Incapacitated

Fatigue

- ☐ Fatigued
- ☐ Exhausted



Complications

Enemy Enemies of the organization are enemy to Megabot.

Prejudice Treated as hardware and not being. He is a thinking robot, not a droid being controlled by a person.

Background Information

Languages: English

Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-		
Athletics	+20	12	12	-4
Close Combat: Unarmed	+10	-	6	+4
Deception	+1	-	1	
Insight	+1	-	1	
Intimidation	+13	12	1	
Investigation	-	-	4	
Perception	+1	-	1	
Persuasion	+1	-	1	
Sleight of Hand	-	-	2	
Stealth	+0	-		
Technology	-	-	4	
Treatment	-	-	4	
Vehicles	-	-	2	

Validation Report

Validation Report (2 issues): Unarmed: Save DC exceeds Power Level limit by 2; Athletics: Exceeds Power Level limit by 4

Settings: Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Gadget Guides: Gadget Guides; Sourcebooks -> Hero High: Hero High; Sourcebooks -> Power Profiles: Power Profiles; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment, Gamemaster's Guide Fighting Styles, Gamemaster's Guide Knockback