

Doc Battle

Male; Age: 35; Height: 6'; Weight: 175 lb.

Eyes: Blue; Hair: Brown

Power Level 10, 150 PP; Abilities 52 + Powers 38 + Advantages 11 + Skills 26 (52 ranks) + Defenses 23

Abilities

Strength	4/1	Agility	2	Fighting	4	Awareness	4
Stamina	2	Dexterity	2	Intellect	10	Presence	1

Offense

Initiative: +6

Attack Name

Attack Bonus & Resistance DC

Notes

Throw +2, DC 19 Bludgeon, Crit 20

Unarmed +15, DC 19 Bludgeon, Crit 19-20

Powers

✓ **Battle Belt** (8 PP)

Removable

✓ **Enhanced Trait: Enhanced Trait 11** (10 PP)

Traits: Strength +3 (+4), Advantages: Diehard, Extraordinary Effort, Fearless, Great Endurance, Improved Critical; Activation: move action (*Free - Personal - Sustained*)

✓ **Battle Boots** (8 PP)

Removable

✓ **Flight: Flight 5** (10 PP)

Speed: 60 miles/hour, 900 feet/round (*Free - Personal - Sustained*)

✓ **Battle Suit** (13 PP)

Removable

✓ **Absorbweave Suit: Protection 10** (16 PP)

+10 Toughness; Impervious [6 ranks only] (*Personal - Permanent*)

✓ **Battle Visor** (7 PP)

Removable

✓ **Enhanced Trait: Enhanced Trait 8.5** (9 PP)

Traits: Close Combat +5 (+15), Advantages: All-out Attack, Defensive Attack, Evasion, Improved Initiative, Takedown 2 (*Free - Personal - Sustained*)

✓ **Polymath Mind: Quickness 4** (2 PP)

Perform routine tasks in -4 time ranks; Limited to One Type: Limited to Mental Tasks (*Free - Personal - Sustained*)

Advantages

All-out Attack Trade active defense for attack bonus.

Beginner's Luck Spend a hero point to gain 5 temporary ranks in a skill.

Benefit, Wealth 3 (millionaire) Gain a significant perkquisite or fringe benefit.

Defensive Attack Trade attack bonus for active defense bonus.

Diehard Automatically stabilize when dying.

Eidetic Memory Total recall, +5 circumstance bonus to remember things.

Equipment 3 5 points of equipment per rank.

Evasion Circumstance bonus to avoid area effects.

Extraordinary Effort Gain two benefits when using extra effort.

Fearless Immune to fear effects.

Great Endurance +5 on checks involving endurance.

Improved Critical: Unarmed +1 to critical threat range with an attack per rank.

Improved Initiative +4 bonus to initiative checks per rank.

Improvised Tools No penalty for using skills without tools.

Inventor Use Technology to create temporary devices.



Defenses

Dodge 8

Parry 8

Fortitude 9

Toughness 12

Impervious: +6

Will 10

Hero Points: 1

Knockback: -12

Damage

☐ Bruises

☐ Dazed

☐ Staggered

☐ Incapacitated

Fatigue

☐ Fatigued

☐ Exhausted



Advantages

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

Takedown 2 Free extra attack when you incapacitate a minion.

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)

Flight: Flight 5 - Speed: 60 miles/hour, 900 feet/round

Routine Jump Distance - Running jump: 21 ft.; standing: 10.5 ft.; vertical: 4.2 ft.; standing vert.: 2.1 ft.

Throwing Distance - Throw 3200 lbs. 6 feet; throw 800 lbs. 30 feet; throw 200 lbs. 120 feet

Equipment

Wealth: +20

The Battle Hall

Complications

Ego Doc Battle has a HUGE ego and has to make sure everyone knows he is a genius. He names all of his invention after himself and always tries to be the smartest man in the room. Sometimes, he is very annoying.

Responsibility Doc Battle is also the CEO and Principal Engineer at Battle Industries. He needs to balance life as a world saving hero and that of head of a corporation.

The Battle Hall (Headquarters)

Toughness 10, Size Large

Features:

Communications, Computer, Fire Prevention System, Infirmary, Laboratory, Library, Living Space, Personnel, Power System, Security System 1, Workshop

Power Points

Abilities 2 + Powers 0 + Advantages 0 + Features 11 + Skills 0 (0 ranks) + Defenses 2 + Equipment 0 (0 ep) + Weapons & Armor 0 (0 ep) = 15

Background Information

Languages: English

Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-	2	
Athletics	+11	7	4	
Close Combat: Unarmed	+15	6	4	+5
Deception	+1	-	1	
Expertise: Science	+20	10	10	
Insight	+4	-	4	
Intimidation	+1	-	1	
Investigation	-	-	10	
Perception	+9	5	4	
Persuasion	+1	-	1	
Sleight of Hand	-	-	2	
Stealth	+6	4	2	
Technology	+20	10	10	
Treatment	-	-	10	
Vehicles	+6	4	2	

Validation Report

Validation Report (0 issues): Nothing identified

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