

## 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

##### ✓ Absorbeweave 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 perquisite 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
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Parry	8
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Fortitude	9
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Toughness	12
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Impervious: +6

Will	10
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Hero Points: 1

Knockback: -12

### Damage

Bruises

Dazed

Staggered

Incapacitated

### Fatigue

Fatigued

Exhausted



Advantages		Skills			
		Total	Ranks	Ability	Other
<b>Skill Mastery: Technology</b>	Make routine checks with one skill under any conditions.				
<b>Takedown 2</b>	Free extra attack when you incapacitate a minion.				
Movement					
<b>Base Movement Speed</b>	- 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)				
<b>Flight</b>	Flight 5 - Speed: 60 miles/hour, 900 feet/round				
<b>Routine Jump Distance</b>	- Running jump: 21 ft.; standing: 10.5 ft.; vertical: 4.2 ft.; standing vert.: 2.1 ft.				
<b>Throwing Distance</b>	- Throw 3200 lbs. 6 feet; throw 800 lbs. 30 feet; throw 200 lbs. 120 feet				
Equipment					
<b>Wealth: +20</b>					
<b>The Battle Hall</b>					
Complications					
<b>Ego</b>	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.				
<b>Responsibility</b>	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)					
<b>Toughness 10, Size Large</b>					
<b>Features:</b>	Communications, Computer, Fire Prevention System, Infirmary, Laboratory, Library, Living Space, Personnel, Power System, Security System 1, Workshop				
<b>Power Points</b>	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

## Validation Report

**Validation Report (0 issues):** Nothing identified

**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 Knockback, Gamemaster's Guide Reputation, Gamemaster's Guide Unlimited Power Level, Gamemaster's Guide Unlimited Power Points, Gamemaster's Guide Wealth