

Doc Battle, PL10

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

Advantages

All-out Attack, Beginner's Luck, Benefit, Wealth 3 (millionare),
Defensive Attack, Diehard, Eidetic Memory, Equipment 3,
Evasion, Extraordinary Effort, Fearless, Great Endurance,
Improved Critical: Unarmed, Improved Initiative, Improvised
Tools, Inventor, Skill Mastery: Technology, Takedown 2

Skills

Athletics 7 (+11), Close Combat: Unarmed 6 (+15/+10),
Expertise: Science 10 (+20), Perception 5 (+9), Ranged Combat:
???? 6 (+8), Stealth 4 (+6), Technology 10 (+20), Vehicles 4 (+6)

Powers

Battle Belt (Removable)

Enhanced Trait: Enhanced Trait 11 (Traits: Strength +3 (+4),
Advantages: Diehard, Extraordinary Effort, Fearless, Great
Endurance, Improved Critical; Activation: move action)

Battle Boots (Removable)

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

Battle Suit (Removable)

Absorbeweave Suit: Protection 10 (+10 Toughness;
Impervious [6 ranks only])

Battle Visor (Removable)

Enhanced Trait: Enhanced Trait 8.5 (Traits: Close Combat +5
(+15), Advantages: All-out Attack, Defensive Attack, Evasion,
Improved Initiative, Takedown 2)

Polymath Mind: Quickness 4 (Perform routine tasks in -4 time
ranks; Limited to One Type: Limited to Mental Tasks)

Equipment

The Battle Hall

Offense

Initiative +6
Grab, +4 (DC Spec 14)
Throw, +2 (DC 19)
Unarmed, +15 (DC 19)

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.

Languages

English

Defense

Dodge 8, Parry 8, Fortitude 9, Toughness 12, Will 10

Power Points

Abilities 52 + Powers 38 + Advantages 11 + Skills 26 (52 ranks)
+ Defenses 23 = 150

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

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