

## 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 (millionaire), 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)

**Absorbweave 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

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## 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