

Atlantean Wizard

Male; Age: 25; Height: 5' 8"; Weight: 175 lb.

Power Level 6, 79 PP; Abilities 18 + Powers 32 + Advantages 7 + Skills 4 (8 ranks) + Defenses 18

Abilities

Strength	2	Agility	1	Fighting	1	Awareness	0
Stamina	0	Dexterity	2	Intellect	3	Presence	0

Offense

Initiative: +1

Attack Name Attack Bonus & Resistance DC Notes

Sonic Pulse: Magic 6 +5, DC 21 150/300/600 ft., Magical / Sonic, Crit 20

Throw +5, DC 17 Bludgeon, Crit 20

Unarmed +1, DC 17 Bludgeon, Crit 20

Wizard's Staff +1, DC 19 Bludgeon, Crit 20

Powers

ü **Environmental Adaptation: Underwater: Feature 1** (1 PP)

(Personal - Permanent)

ü **Immunity: Immunity 3** (3 PP)

Environmental Condition: High Pressure, Environmental Condition: Cold, Suffocation: Drowning
(Personal - Permanent)

ü **Power-lifting: Power-lifting 2** (2 PP)

+2 STR for lifting (Reaction - Personal - Continuous)

ü **Senses: Senses 1** (1 PP)

Low-light Vision (Personal - Permanent)

Sonic Pulse: Magic 6 (17 PP)

Magical, Sonic, DC 21 (Standard - Ranged, 150/300/600 ft. - Instant)

Bonds of Water: Affliction 6 (alternate)

Magical, Water, 1st degree: Hindered, 2nd degree: Immobile, 3rd degree: Paralyzed, DC 16;
Alternate Resistance (Dodge), Increased Range: ranged (Standard - Ranged, 150/300/600 ft. - Instant)

Flight: Flight 6 (alternate)

Magical, Speed: 120 miles/hour, 1800 feet/round (Free - Personal - Sustained)

Mind Control: Mind Control 3 (alternate)

Magical, Psionic, DC 13 (Standard - Perception - Instant)

Sea-Friends: Summon 2 (alternate)

Sea Animals, Magical; Mental Link, Multiple Minions: 2 minions, Type (General): Sea Animals
(Standard - Close - Sustained)

Water Wall: Create 4 (alternate)

Volume: 15 cft., DC 14; Increased Range: perception (Standard - Perception - Sustained)

ü **Swimming: Swimming 2** (2 PP)

Speed: 2 miles/hour, 30 feet/round (Free - Personal - Sustained)

ü **Water Field: Force Field 6** (6 PP)

Magical, Water, +6 Toughness (Personal - Sustained)

Advantages

Equipment 1 5 points of equipment per rank.

Improved Aim Double circumstance bonuses for aiming.

Power Attack Trade attack bonus for effect bonus.

Precise Attack (Ranged, Cover) Ignore attack check penalties for either cover or concealment.

Ranged Attack 3 +1 bonus to ranged attack checks per rank.

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)



Defenses

Dodge 6

Parry 2

Fortitude 4

Toughness 6

Will 8

Hero Points: 1

Damage

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

Movement

Flight: Flight 6 - Speed: 120 miles/hour, 1800 feet/round

Routine Jump Distance - Running jump: 12 ft.; standing: 6 ft.; vertical: 2.4 ft.; standing vert.: 1.2 ft.

Swimming: Swimming 2 - Speed: 2 miles/hour, 30 feet/round

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

Equipment

Wizard's Staff (Club)

Background Information

Languages: Native Language

Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-	1	
Athletics	+2	-	2	
Deception	+0	-		
Expertise: Atlantean Magic	+11	8	3	
Insight	+0	-		
Intimidation	+0	-		
Investigation	-	-	3	
Perception	+0	-		
Persuasion	+0	-		
Sleight of Hand	-	-	2	
Stealth	+1	-	1	
Technology	-	-	3	
Treatment	-	-	3	
Vehicles	-	-	2	

Validation Report

Validation Report (0 issues): Nothing identified

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