

## Pacifeon

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

Power Level 10, 173 PP; Abilities 40 + Powers 65 + Advantages 10 + Skills 24 (47 ranks) + Defenses 34

### Abilities

Strength	4	Agility	3	Fighting	3	Awareness	1
Stamina	3	Dexterity	2	Intellect	3	Presence	1

### Offense

Initiative: +3

Attack Name      Attack Bonus & Resistance DC      Notes

**Blade: Strength-based**      +12, DC 23      Slashing, Crit 20

**Throw**      +8, DC 19      Bludgeon, Crit 20

**Unarmed**      +3, DC 19      Bludgeon, Crit 20

**Water Control: Element**      DC 25      Water, Crit 20

### Powers

**Drown: Concentration Cumulative Affliction 12** (37 PP)

Water, 1st degree: Fatigued, 2nd degree: Exhausted, 3rd degree: Incapacitated, Resisted by: Fortitude, DC 22; Concentration, Cumulative, Increased Range: ranged; Limited: Must be Water nearby (Standard - Ranged, 300/600/1200 ft. - Concent)

**Water Control: Element Control 10** (alternate)

Water, Element: Water, 25 tons, DC 25; Damaging, Precise (Standard - Perception - Sustained)

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

(Personal - Permanent)

**Ice Blade** (12 PP)

**Blade: Strength-based Strike 4** (linked)

Slashing, DC 23 (Standard - Close - Instant)

**Chill: Weaken 8** (linked)

Cold, Affects: Fortitude, Resisted by: Fortitude, DC 18 (Standard - Close - Instant)

**Immunity: Immunity 3** (3 PP)

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

**Mist: Environment 3** (4 PP)

Water, Visibility (-2), Radius: 120 feet (Standard - Rank - Sustained)

**Dense Mist: Environment 1** (alternate)

Water, Visibility (-5), Radius: 30 feet (Standard - Rank - Sustained)

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

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

**Senses: Senses 1** (1 PP)

Low-light Vision (Personal - Permanent)

**Swimming: Swimming 5** (5 PP)

Speed: 16 miles/hour, 250 feet/round (Free - Personal - Sustained)

### Advantages

**Daze (Intimidation)** Use Deception or Intimidation to daze an opponent.

**Defensive Roll** +1 active defense bonus to Toughness per rank.

**Equipment 1** 5 points of equipment per rank.

**Ranged Attack 6** +1 bonus to ranged attack checks per rank.

**Weapon Bind** Free disarm attempt when you actively defend.

### 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)

**Routine Jump Distance** - Running jump: 17 ft.; standing: 8.5 ft.; vertical: 3.4 ft.; standing vert.: 1.7 ft.



### Defenses

Dodge 12

Parry 12

Fortitude 10

Toughness 7/3

Will 10

Hero Points: 1

### Damage

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

## Movement

**Swimming: Swimming 5** - Speed: 16 miles/hour, 250 feet/round

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

## Equipment

Chain-mail

## Background Information

**Languages:** Native Language

## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	<b>+6</b>	3	3	
<b>Athletics</b>	<b>+7</b>	3	4	
<b>Close Combat: Ice Blade</b>	<b>+12</b>	9	3	
<b>Deception</b>	<b>+1</b>	-	1	
<b>Insight</b>	<b>+1</b>	-	1	
<b>Intimidation</b>	<b>+13</b>	12	1	
<b>Investigation</b>	<b>-</b>	-	3	
<b>Perception</b>	<b>+7</b>	6	1	
<b>Persuasion</b>	<b>+1</b>	-	1	
<b>Ranged Combat: Drown: Concentration Cumulative</b>	<b>+2</b>	-	2	
<b>Sleight of Hand</b>	<b>-</b>	-	2	
<b>Stealth</b>	<b>+5</b>	2	3	
<b>Technology</b>	<b>-</b>	-	3	
<b>Treatment</b>	<b>+15</b>	12	3	
<b>Vehicles</b>	<b>-</b>	-	2	

## Validation Report

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

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