

Leviathan

Male; Age: 25; Height: 5' 8"; Weight: 800 lb.

Power Level 10, 130 PP; Abilities 64 + Powers 31 + Advantages 5 + Skills 14 (28 ranks) + Defenses 16

Abilities

Strength	12	Agility	2	Fighting	6	Awareness	0
Stamina	8	Dexterity	4	Intellect	0	Presence	0

Offense

Initiative: +2

Attack Name

Attack Bonus & Resistance DC

Notes

Move Object: Cone Area DC 16 150/300/600 ft., Sonic, Crit 20

Throw +8, DC 27 Bludgeon, Crit 20

Unarmed +8, DC 27 Bludgeon, Crit 20

Powers

ü **Bestial Body** (7 PP)

ü **Density (800 pounds): Feature 2** (2 PP)
(Personal - Permanent)

ü **Protection: Protection 5** (5 PP)
+5 Toughness (Personal - Permanent)

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 **Roar** (15 PP)

ü **Affliction: Cone Area Affliction 6** (linked)
1st degree: Hindered, 2nd degree: Prone, Resisted by: Fortitude, DC 16; Alternate Resistance:
Dodge, Cone Area: 60 feet cone; Instant Recovery, Limited Degree (Standard - Close - Instant)

ü **Move Object: Cone Area Move Object 6** (linked)
Sonic, 3200 lbs.; Cone Area: 60 feet cone; Limited Direction: Away (Standard - Ranged,
150/300/600 ft. - Sustained)

ü **Senses: Senses 1** (1 PP)
Low-light Vision (Personal - Permanent)

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

Advantages

Close Attack 2 +1 bonus to close attack checks per rank.

Interpose Take an attack meant for an ally.

Power Attack Trade attack bonus for effect bonus.

Startle Use Intimidation to feint in combat.

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: 27 ft.; standing: 13.5 ft.; vertical: 5.4 ft.; standing vert.: 2.7 ft.

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

Throwing Distance - Throw 1600 tons 6 feet; throw 400 tons 30 feet; throw 100 tons 120 feet



Defenses

Dodge 5

Parry 7

Fortitude 14

Toughness 13

Will 6

Hero Points: 1

Damage

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

Background Information

Languages: Native Language

Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-	2	
Athletics	+17	5	12	
Deception	+0	-		
Insight	+4	4		
Intimidation	+10	10		
Investigation	-	-		
Perception	+5	5		
Persuasion	+0	-		
Ranged Combat: Throw	+8	4	4	
Sleight of Hand	-	-	4	
Stealth	+2	-	2	
Technology	-	-		
Treatment	-	-		
Vehicles	-	-	4	

Validation Report

Validation Report (0 issues): Nothing identified

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