

## Agenor

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

Power Level 10, 164 PP; Abilities 56 + Powers 27 + Advantages 15 + Skills 40 (80 ranks) + Defenses 26

### Abilities

|          |   |           |   |           |   |           |   |
|----------|---|-----------|---|-----------|---|-----------|---|
| Strength | 3 | Agility   | 6 | Fighting  | 7 | Awareness | 1 |
| Stamina  | 4 | Dexterity | 6 | Intellect | 1 | Presence  | 0 |

### Offense

Initiative: +6

Attack Name

Attack Bonus & Resistance DC

Notes

**Hold-out Pistol** ..... +10, DC 17 ..... Ballistic, Crit 20

**Strike: Strength-based** ..... +7, DC 21 ..... Crit 19-20

**Throw** ..... +6, DC 18 ..... Bludgeon, Crit 20

**Unarmed** ..... +11, DC 18 ..... Bludgeon, Crit 20

### Powers

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

(Personal - Permanent)

ü **Immunity: Immunity 6** (6 PP)

Environmental Condition: High Pressure, Environmental Condition: Cold, Environmental Condition: Heat, Environmental Condition: Need for Sleep, Starvation & Thirst, Suffocation: Drowning (Personal - Permanent)

ü **Orichalcum Sowrd** (15 PP)

ü **Sap Speed: Affliction 6** (linked)

1st degree: Hindered, Vulnerable, 2nd degree: Immobile, Defenseless, Resisted by: Fortitude, DC 16; Extra Condition; Limited Degree (Standard - Close - Instant)

ü **Strike: Strength-based Strike 3** (linked)

Easily Removable, DC 21; Multiattack [3 extra ranks], Penetrating 6 (Standard - Close - Instant)

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)

ü **Swimming: Swimming 2** (2 PP)

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

### Advantages

**All-out Attack** Trade active defense for attack bonus.

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

**Defensive Roll 3** +1 active defense bonus to Toughness per rank.

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

**Evasion** Circumstance bonus to avoid area effects.

**Favored Environment: Underwater** Circumstance bonus to attack or defense in an environment.

**Improved Aim** Double circumstance bonuses for aiming.

**Improved Critical: Orichalcum Sowrd** +1 to critical threat range with an attack per rank.

**Power Attack** Trade attack bonus for effect bonus.

**Precise Attack (Close, Concealment)** Ignore attack check penalties for either cover or concealment.

**Startle** Use Intimidation to feint in combat.

**Ultimate Effort: Aim** Spend a hero point to get an effective 20 on a specific check.

**Uncanny Dodge** Not vulnerable when surprised or caught off-guard.



### Defenses

Dodge 13

Parry 13

Fortitude 9

Toughness 7/4

Will 9

Hero Points: 1

### Damage

- ☐ Bruises
- ☐ Dazed
- ☐ Staggered
- ☐ Incapacitated

## 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: 23 ft.; standing: 11.5 ft.; vertical: 4.6 ft.; standing vert.: 2.3 ft.

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

**Throwing Distance** - Throw 3 tons 6 feet; throw 1600 lbs. 30 feet; throw 400 lbs. 120 feet

## Equipment

Hold-out Pistol

## Background Information

**Languages:** Native Language

## Skills

|                                       | Total      | Ranks | Ability | Other |
|---------------------------------------|------------|-------|---------|-------|
| <b>Acrobatics</b>                     | <b>+16</b> | 10    | 6       |       |
| <b>Athletics</b>                      | <b>+13</b> | 10    | 3       |       |
| <b>Close Combat: Unarmed</b>          | <b>+11</b> | 4     | 7       |       |
| <b>Deception</b>                      | <b>+0</b>  | -     |         |       |
| <b>Expertise: Atlantean Court</b>     | <b>+7</b>  | 6     | 1       |       |
| <b>Expertise: Weapons</b>             | <b>+7</b>  | 6     | 1       |       |
| <b>Insight</b>                        | <b>+11</b> | 10    | 1       |       |
| <b>Intimidation</b>                   | <b>+0</b>  | -     |         |       |
| <b>Investigation</b>                  | <b>-</b>   | -     | 1       |       |
| <b>Perception</b>                     | <b>+7</b>  | 6     | 1       |       |
| <b>Persuasion</b>                     | <b>+8</b>  | 8     |         |       |
| <b>Ranged Combat: Hold-out Pistol</b> | <b>+10</b> | 4     | 6       |       |
| <b>Sleight of Hand</b>                | <b>-</b>   | -     | 6       |       |
| <b>Stealth</b>                        | <b>+10</b> | 4     | 6       |       |
| <b>Technology</b>                     | <b>+7</b>  | 6     | 1       |       |
| <b>Treatment</b>                      | <b>-</b>   | -     | 1       |       |
| <b>Vehicles</b>                       | <b>-</b>   | -     | 6       |       |

## Validation Report

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

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