

## Sonic

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

Power Level 9, 113 PP; Abilities 16 + Powers 50 + Advantages 15 + Skills 14 (28 ranks) + Defenses 18

## Abilities

Strength	1	Agility	1	Fighting	1	Awareness	1
Stamina	1	Dexterity	1	Intellect	1	Presence	1

## Offense

Initiative: +1

Attack Name

Attack Bonus & Resistance DC

Notes

**Sonic Blast: Blast 9** ..... +9, DC 24 ..... 225/450/900 ft., Sonic, Crit 20

**Throw** ..... +9, DC 16 ..... Bludgeon, Crit 20

**Unarmed** ..... +6, DC 16 ..... Bludgeon, Crit 20

## Powers

**Deafening Blast: Burst Area Dazzle 9** (30 PP)

Sonic, Affects Sense: Hearing, Resisted by: Fortitude, DC 19; Burst Area: 30 feet radius sphere  
(Standard - Ranged, 225/450/900 ft. - Instant)

**Silence: Burst Area Concealment Attack 2** (alternate)

All Aural Senses, DC 12; Burst Area 3: 120 feet radius sphere, Attack: Dodge (Free - Close - Sustained)

**Sonic Blast: Blast 9** (alternate)

Sonic, DC 24 (Standard - Ranged, 225/450/900 ft. - Instant)

**Sonic Stun: Affliction 9** (alternate)

Sonic, 1st degree: Dazed, 2nd degree: Stunned, 3rd degree: Incapacitated, Resisted by: Fortitude, DC 19; Increased Range: ranged (Standard - Ranged, 225/450/900 ft. - Instant)

**Flight: Flight 5** (10 PP)

Speed: 60 miles/hour, 900 feet/round (Free - Personal - Sustained)

**Force Field: Force Field 9** (9 PP)

Sonic, +9 Toughness (Personal - Sustained)

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

Ultra-hearing (Personal - Permanent)

## Advantages

**Close Attack 5** +1 bonus to close attack checks per rank.

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

**Ranged Attack 8** +1 bonus to ranged attack checks per rank.

**Taunt** Use Deception to demoralize 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)

**Flight: Flight 5** - Speed: 60 miles/hour, 900 feet/round

**Routine Jump Distance** - Running jump: 11 ft.; standing: 5.5 ft.; vertical: 2.2 ft.; standing vert.: 1.1 ft.

**Throwing Distance** - Throw 400 lbs. 6 feet; throw 100 lbs. 30 feet; throw 25 lbs. 120 feet



## Defenses

Dodge 6

Parry 6

Fortitude 5

Toughness 10

Will 5

Hero Points: 1

## Damage

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

## Complications

**Disability** Suffering from a broken leg from a previous battle. Treat as hindered and as a minion.

## Background Information

**Languages:** Native Language

## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	-	-	1	
<b>Athletics</b>	+1	-	1	
<b>Deception</b>	+7	6	1	
<b>Expertise: Current Events</b>	+3	2	1	
<b>Expertise: Physical Science</b>	+3	2	1	
<b>Insight</b>	+7	6	1	
<b>Intimidation</b>	+7	6	1	
<b>Investigation</b>	-	-	1	
<b>Perception</b>	+7	6	1	
<b>Persuasion</b>	+1	-	1	
<b>Sleight of Hand</b>	-	-	1	
<b>Stealth</b>	+1	-	1	
<b>Technology</b>	-	-	1	
<b>Treatment</b>	-	-	1	
<b>Vehicles</b>	-	-	1	

## Validation Report

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

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