

Royal Guardsman

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

Power Level 8, 100 PP; Abilities 58 + Powers 26 + Advantages 5 + Skills

0 (0 ranks) + Defenses 11

Abilities

Strength	6	Agility	6	Fighting	6	Awareness	1
Stamina	4	Dexterity	6	Intellect	0	Presence	0

Offense

Initiative: +6

Attack Name	Attack Bonus & Resistance DC	Notes
Energy Aura: Energy Aura	+6, DC 19	Electricity, Crit 20
Lightning Bolt: Line Area	DC 23	Electricity, Crit 20
Strike: Strength-based	+6, DC 22	Crit 20
Throw	+6, DC 21	Bludgeon, Crit 20
Trident: Strength-based	+6, DC 25	Piercing, Crit 20
Unarmed	+6, DC 21	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 **Protection: Protection 2** (2 PP)

+2 Toughness (Personal - Permanent)

ü **Senses: Senses 2** (2 PP)

Darkvision (Personal - Permanent)

ü **Strike: Strength-based Strike 1** (1 PP)

DC 22 (Standard - Close - Instant)

ü **Swimming: Swimming 2** (2 PP)

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

ü **Trident** (13 PP)

Easily Removable

Lightning Bolt: Line Area Damage 8 (17 PP)

Electricity, DC 23; Line Area: 5 feet wide by 30 feet long (Standard - Close - Instant)

Energy Aura: Energy Aura 4 (alternate)

Electricity, DC 19 (Reaction - Close - Instant)

Trident: Strength-based Damage 4 (4 PP)

Piercing, DC 25 (Standard - Close - Instant)

Advantages

All-out Attack Trade active defense for attack bonus.

Equipment 1 5 points of equipment per rank.

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

Teamwork +5 bonus to support team checks.

Weapon Break Free smash attack 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: 16 ft.; standing: 8 ft.; vertical: 3.2 ft.; standing vert.: 1.6 ft.



Defenses

Dodge 6

Parry 6

Fortitude 12

Toughness 7

Will 4

Hero Points: 1

Damage

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

Movement

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

Throwing Distance - Throw 25 tons 6 feet; throw 6 tons 30 feet; throw 3200 lbs. 120 feet

Equipment

Chain-mail

Complications

Disability Dazzled (Visual) in Daylight

Background Information

Languages: Native Language

Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-	6	
Athletics	+6	-	6	
Deception	+0	-		
Insight	+1	-	1	
Intimidation	+0	-		
Investigation	-	-		
Perception	+1	-	1	
Persuasion	+0	-		
Sleight of Hand	-	-	6	
Stealth	+6	-	6	
Technology	-	-		
Treatment	-	-		
Vehicles	-	-	6	

Validation Report

Validation Report (0 issues): Nothing identified

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