

Deimos/Sylanith

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

Power Level 11, 176 PP; Abilities 46 + Powers 48 + Advantages 15 + Skills 27 (54 ranks) + Defenses 40

Abilities

Strength	4	Agility	2	Fighting	2	Awareness	2
Stamina	2	Dexterity	5	Intellect	3	Presence	3

Offense

Initiative: +2

Attack Name

Attack Bonus & Resistance DC

Notes

Electric Grasp: Strike 5 . . . +7, DC 20 Electricity, Crit 20

Gauss Gun: Blast 6 +16, DC 21 300/600/1200 ft., Ballistic / Technological, Crit 19-20

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

Throw +5, DC 19 Bludgeon, Crit 20

Unarmed +7, DC 19 Bludgeon, Crit 20

Powers

Ü **Antigrav Belt: Flight 2** (2 PP)

Removable, Speed: 8 miles/hour, 120 feet/round; Unreliable (5 uses) (Free - Personal - Sustained)

Ü **Electric Grasp: Strike 5** (10 PP)

Electricity, DC 20; Increased Duration 2: sustained; Grab-based (Standard - Close - Sustained)

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

(Personal - Permanent)

Ü **Force Field Generator: Force Field 4** (3 PP)

Removable, +4 Toughness (Personal - Sustained)

Gauss Gun: Blast 6 (20 PP)

Ballistic, Technological, DC 21; Extended Range, Multiattack, Ricochet: 1 bounce (Standard - Ranged, 300/600/1200 ft. - Instant)

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)

Strike: Strength-based Strike 1 (1 PP)

DC 20 (Standard - Close - Instant)

Ü **Swimming: Swimming 2** (2 PP)

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

Advantages

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

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

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

Evasion Circumstance bonus to avoid area effects.

Fascinate (Deception) Use an interaction skill to entrance others.

Improved Critical: Gauss Gun: Blast 6 +1 to critical threat range with an attack per rank.

Power Attack Trade attack bonus for effect bonus.

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

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

Tracking Use Perception to follow tracks.



Defenses

Dodge 13

Parry 13

Fortitude 16

Toughness 9/4

Will 6

Hero Points: 1

Damage

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

Advantages

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

Movement

Antigrav Belt: Flight 2 - Speed: 8 miles/hour, 120 feet/round

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: 14 ft.; standing: 7 ft.; vertical: 2.8 ft.; standing vert.: 1.4 ft.

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

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

Complications

Disability Dazzled (Visual) in Daylight. Deimos is wearing a pair of dark goggles to counteract this. If he loses those goggles he suffers the effects of dazzled.

Background Information

Languages: Native Language

Skills

	Total	Ranks	Ability	Other
Acrobatics	+7	5	2	
Athletics	+4	-	4	
Close Combat: Grab	+13	11	2	
Deception	+13	10	3	
Insight	+6	4	2	
Intimidation	+3	-	3	
Investigation	-	-	3	
Perception	+6	4	2	
Persuasion	+8	5	3	
Ranged Combat: Gauss Gun: Blast 6	+16	11	5	
Sleight of Hand	-	-	5	
Stealth	+6	4	2	
Technology	-	-	3	
Treatment	-	-	3	
Vehicles	-	-	5	

Validation Report

Validation Report (0 issues): Nothing identified

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