

Galtheon

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

Power Level 10, 157 PP; Abilities 44 + Powers 88 + Advantages 5 +

Skills 10 (19 ranks) + Defenses 10

Abilities

Strength	2	Agility	2	Fighting	1	Awareness	5
Stamina	1	Dexterity	3	Intellect	5	Presence	3

Offense

Initiative: +2

Attack Name

Attack Bonus & Resistance DC

Notes

Magic: Magic 12+8, DC 27 300/600/1200 ft., Magical, Crit 20

Throw+8, DC 17 Bludgeon, Crit 20

Unarmed+1, DC 17 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)

Magic: Magic 12 (28 PP)

Magical, DC 27 (Standard - Ranged, 300/600/1200 ft. - Instant)

Ray of Enfeeblement: Weaken 12 (alternate)

Magical, Affects: Strength, Resisted by: Fortitude, DC 22; Increased Range: ranged (Standard - Ranged, 300/600/1200 ft. - Instant)

Sap Energy: Concentration Cumulative Affliction 8 (alternate)

Magical, 1st degree: Fatigued, 2nd degree: Exhausted, Resisted by: Fortitude, DC 18; Concentration, Cumulative, Increased Range: ranged; Limited Degree (Standard - Ranged, 200/400/800 ft. - Concent)

Stun Sphere: Burst Area Affliction 10 (alternate)

Magical, 1st degree: Dazed, 2nd degree: Stunned, Resisted by: Will, DC 20; Burst Area: 30 feet radius sphere, Selective; Limited Degree (Standard - Close - Instant)

Teleport Sphere: Burst Area Teleport 4 (alternate)

Dimensions, Magical, 500 feet in a move action, carrying 50 lbs.; Affects Others, Burst Area: 30 feet radius sphere, Selective (Move - Close - Instant)

Ü **Mystical Defenses** (51 PP)

Ü **Blink: Enhanced Trait 10** (10 PP)

Magical, Dodge +5 (+8), Parry +5 (+6) (Personal - Sustained)

Ü **Conductive Barrier: Immunity 10** (20 PP)

Magical, Common Descriptor: Electricity; Reflect (Personal - Permanent)

Ü **Force Armor: Force Field 11** (11 PP)

Magical, +11 Toughness (Personal - Sustained)

Ü **Magical Robustness: Enhanced Trait 5** (5 PP)

Traits: Fortitude +5 (+6) (Personal - Sustained)

Ü **Protection Vs. Fire: Immunity 10** (5 PP)

Magical, Common Descriptor: Fire; Limited - Half Effect (Personal - Permanent)

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

Ranged Attack 5 +1 bonus to ranged attack checks per rank.



Defenses

Dodge **8/3**

Parry **6/1**

Fortitude **6/1**

Toughness **12**

Will **14**

Hero Points: 1

Damage

<input type="checkbox"/>	Bruises
<input type="checkbox"/>	Dazed
<input type="checkbox"/>	Staggered
<input type="checkbox"/>	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: 12 ft.; standing: 6 ft.; vertical: 2.4 ft.; standing vert.: 1.2 ft.

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

Teleport Sphere: Burst Area Teleport 4 - 500 feet in a move action, carrying 50 lbs.

Throwing Distance - Throw 3200 lbs. 6 feet; throw 800 lbs. 30 feet; throw 200 lbs. 120 feet

Background Information

Languages: Native Language

Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-	2	
Athletics	+2	-	2	
Deception	+3	-	3	
Expertise: Magic	+11	6	5	
Insight	+13	8	5	
Intimidation	+3	-	3	
Investigation	-	-	5	
Perception	+10	5	5	
Persuasion	+3	-	3	
Sleight of Hand	-	-	3	
Stealth	+2	-	2	
Technology	-	-	5	
Treatment	-	-	5	
Vehicles	-	-	3	

Validation Report

Validation Report (0 issues): Nothing identified

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