

## Atlantean Raider

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

Power Level 8, 102 PP; Abilities 32 + Powers 24 + Advantages 17 +

Skills 10 (20 ranks) + Defenses 19

### Abilities

Strength	4	Agility	1	Fighting	5	Awareness	0
Stamina	3	Dexterity	3	Intellect	0	Presence	0

### Offense

Initiative: +1

Attack Name

Attack Bonus & Resistance DC

Notes

**Gauss Speargun: Blast 4 +9, DC 19** ..... 100/200/400 ft., Piercing, Crit 20

**Strike: Strength-based +8, DC 23** ..... Magical / Slashing, Crit 20

**Throw** ..... +9, DC 19 ..... Bludgeon, Crit 20

**Unarmed** ..... +8, DC 19 ..... Bludgeon, Crit 20

### Powers

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

(Personal - Permanent)

**Gauss Speargun: Blast 4** (8 PP)

Easily Removable, Piercing, DC 19; Multiattack (Standard - Ranged, 100/200/400 ft. - Instant)

Ü **Immunity: Immunity 3** (3 PP)

Environmental Condition: High Pressure, Environmental Condition: Cold, Suffocation: Drowning

(Personal - Permanent)

Ü **Orichalcum Sword** (7 PP)

Ü **Sap Speed: Affliction 8** (linked)

Magical, 1st degree: Hindered, Vulnerable, 2nd degree: Immobile, Defenseless, Resisted by:

Fortitude, DC 18; Extra Condition: Instant Recovery, Limited Degree (Standard - Close - Instant)

Ü **Strike: Strength-based Strike 4** (linked)

Removable, Magical, Slashing, DC 23 (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

**Accurate Attack** Trade effect DC for attack bonus.

**Close Attack 3** +1 bonus to close attack checks per rank.

**Defensive Roll 2** +1 active defense bonus to Toughness per rank.

**Equipment 4** 5 points of equipment per rank.

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

**Ranged Attack 6** +1 bonus to ranged attack checks per rank.

### 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: 19 ft.; standing: 9.5 ft.; vertical: 3.8 ft.; standing vert.: 1.9 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



### Defenses

Dodge 6

Parry 6

Fortitude 12

Toughness 8/3

Will 4

Hero Points: 1

### Damage

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

## Equipment

Chain-mail, Fragmentation Grenade

## Background Information

**Languages:** Native Language

## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	-	-	1	
<b>Athletics</b>	+9	5	4	
<b>Deception</b>	+0	-		
<b>Expertise: Soldier</b>	+6	6		
<b>Insight</b>	+0	-		
<b>Intimidation</b>	+4	4		
<b>Investigation</b>	-	-		
<b>Perception</b>	+3	3		
<b>Persuasion</b>	+0	-		
<b>Sleight of Hand</b>	-	-	3	
<b>Stealth</b>	+1	-	1	
<b>Technology</b>	-	-		
<b>Treatment</b>	-	-		
<b>Vehicles</b>	+5	2	3	

## Validation Report

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

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