

Polymdus

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

Power Level 10, 167 PP; Abilities 40 + Powers 99 + Advantages 10 + Skills 0 (0 ranks) + Defenses 18

Abilities

Strength	2	Agility	2	Fighting	4	Awareness	2
Stamina	2	Dexterity	8	Intellect	0	Presence	0

Offense

Initiative: +2

Attack Name

Attack Bonus & Resistance DC

Notes

Damage: Cone Area Damage DC 25 Sonic, Crit 20
Sonic Blast: Blast 8 +12, DC 23 200/400/800 ft., Sonic, Crit 20
Throw +8, DC 17 Bludgeon, Crit 20
Unarmed +12, DC 17 Bludgeon, Crit 20
Vibropunch: Strength- +12, DC 23 Sonic, 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 **Senses: Senses 1** (1 PP)
 Low-light Vision (Personal - Permanent)

Ü **Sonic Awareness** (18 PP)
 Advantages: Improved Defense, Precise Attack (Close, Concealment), Precise Attack (Ranged, Concealment), Second Chance 2: Sonic Effects

Ü **Enhanced Trait: Enhanced Trait 4** (4 PP)
 Traits: Perception +8 (+10) (Personal - Sustained)

Ü **Senses: Senses 9** (9 PP)
 Accurate (Type): Auditory, Acute (Type): Auditory, Analytical (Type): Auditory, Ultra-hearing
 (Personal - Permanent)

Ü **Sonic Control** (34 PP)

Damage: Cone Area Damage 10 (1 PP)
 Sonic, DC 25; Cone Area: 60 feet cone (Standard - Close - Instant)

Deafen: Dazzle 8 (1 PP)
 Sonic, Affects Sense: Hearing, Resisted by: Fortitude, DC 18; Accurate 2: +4 (Standard - Ranged, 200/400/800 ft. - Instant)

Shatter: Weaken 12 (1 PP)
 Sonic, Affects: Toughness, Resisted by: Fortitude, DC 22; Affects Objects Only, Increased Range: ranged; Inaccurate 4: -8 (Standard - Ranged, 300/600/1200 ft. - Instant)

Siren Song: Concentration Cumulative Perception Area Affliction 10 (30 PP)
 Sonic, 1st degree: Entranced, 2nd degree: Compelled, Resisted by: Will, DC 20; Perception Area, Concentration, Cumulative, Selective; Instant Recovery, Limited Degree (Standard - Close - Concent)

Sonic Blast: Blast 8 (1 PP)
 Sonic, DC 23; Accurate 2: +4 (Standard - Ranged, 200/400/800 ft. - Instant)

Ü **Sonic Repulsion: Enhanced Trait 22** (22 PP)
 Traits: Parry +10 (+14), Dodge +8 (+12), Advantages: Defensive Roll 4 (Personal - Sustained)

Ü **Sonic Wing: Flight 5** (10 PP)
 Speed: 60 miles/hour, 900 feet/round (Free - Personal - Sustained)

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

Vibropunch: Strength-based Strike 6 (6 PP)
 Sonic, DC 23 (Standard - Close - Instant)



Defenses

Dodge 12/4

Parry 14/4

Fortitude 12

Toughness 6/2

Will 8

Hero Points: 1

Damage

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

Advantages

- Close Attack 8** +1 bonus to close attack checks per rank.
- Defensive Roll 4** +1 active defense bonus to Toughness per rank.
- Favored Environment: Underwater** Circumstance bonus to attack or defense in an environment.
- Improved Defense** +2 bonus to active defense when you take the defend action.
- Power Attack** Trade attack bonus for effect bonus.
- Precise Attack (Close, Concealment)** Ignore attack check penalties for either cover or concealment.
- Precise Attack (Ranged, Concealment)** Ignore attack check penalties for either cover or concealment.
- Second Chance 2: Sonic Effects** Re-roll a failed check against a hazard once.

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.
- Sonic Wing: Flight 5** - Speed: 60 miles/hour, 900 feet/round
- Swimming: Swimming 2** - Speed: 2 miles/hour, 30 feet/round
- 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	+0	-		
Insight	+2	-	2	
Intimidation	+0	-		
Investigation	-	-		
Perception	+10	-	2	+8
Persuasion	+0	-		
Sleight of Hand	-	-	8	
Stealth	+2	-	2	
Technology	-	-		
Treatment	-	-		
Vehicles	-	-	8	

Validation Report

Validation Report (0 issues): Nothing identified

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