

Acolmiztl

Female; Age: 25; Height: 5' 8"; Weight: 140 lb.

Eyes: Brown; Hair: Black

Power Level 14, 208 PP, **2 PP left to spend** ; Abilities 44 + Powers 116
+ Advantages 25 + Skills 12 (24 ranks) + Defenses 11

Abilities

Strength	6	Agility	7	Fighting	6	Awareness	3
Stamina	2	Dexterity	2	Intellect	9	Presence	6

Offense

Initiative: +17

Attack Name	Attack Bonus & Resistance DC	Notes
"Death Blasters" (Hands of Armor): Blast 13	+14, DC 28	325/650/1300 ft., Radiation / Technological, Crit 20
Death Blow Affect (Close Attack): Damage 13	+8, DC 28	Radiation / Technological, Crit 20
Throw	+6, DC 21	Bludgeon, Crit 20
Unarmed	+8, DC 21	Bludgeon, Crit 20

Powers

ü Armor Abilities (71 PP)

ü Armor Plating: Protection 10 (linked)

Removable, Technological, +10 Toughness; Impervious (Personal - Permanent)

ü Armored Fortitude: Enhanced Trait 6 (linked)

Removable, Technological, Fortitude +6 (+10) (Personal - Sustained)

ü Enhanced Agility: Enhanced Agility 5 (linked)

Removable, Technological, +5 AGL, Advantages: Agile Feint, Evasion, Improved Initiative 2 (Free - Personal - Sustained)

ü Enhanced Strength: Enhanced Strength 6 (linked)

Removable, Technological, +6 STR (Free - Personal - Sustained)

ü Improved Fighting: Enhanced Fighting 4 (linked)

Removable, Technological, +4 FGT (Free - Personal - Sustained)

ü Improved Presence: Enhanced Presence 4 (linked)

Removable, Technological, +4 PRE (Free - Personal - Sustained)

ü Sealed Environment: Immunity 15 (linked)

Removable, Life Support, Sensory Affliction Effects (Personal - Permanent)

ü Tactical Computer: Enhanced Trait 5.5 (linked)

Removable, Ranged Combat +6 (+10), Perception +5 (+8) (Personal - Sustained)

ü Armor Offensive Capabilities (30 PP)

Removable

"Death Blasters" (Hands of Armor): Blast 13 (33 PP)

Radiation, Technological, DC 28; Affects Insubstantial 2: full rank, Penetrating 5 (Standard - Ranged, 325/650/1300 ft. - Instant)

Death Blow Affect (Close Attack): Damage 13 (1 PP)

Radiation, Technological, DC 28; Affects Insubstantial 2: full rank (Standard - Close - Instant)

Phase Shifting: Insubstantial 4 (2 PP)

[0 active, 0/25 PP, 5/r-1], Radiation, Technological, Incorporeal; Precise, Progressive; Absent Strength, Activation: move action (Free - Personal - Sustained)

Stealth Mode: Concealment 8 (2 PP)

[0 active, 0/25 PP, 1/r], Technological, All Aural Senses, All Visual Senses, Other Sense: Radar/Radio, Other Sense: Sonar; Passive (Free - Personal - Sustained)

ü Sealed Rockets: Flight 9 (15 PP)

Removable, Speed: 1000 miles/hour, 2 miles/round; Aquatic (Free - Personal - Sustained)

Advantages

Agile Feint Feint using Acrobatics skill or Speed rank.

Benefit, Security Clearance 3: Defense Contractor Gain a significant prerequisite or fringe benefit.



Defenses

Dodge 9

Parry 8

Fortitude 10/4

Toughness 13/12

Impervious: +10

Will 8

Hero Points: 5

Damage

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

Advantages

- Benefit, Wealth 3 (millionaire)** Gain a significant perquisite or fringe benefit.
- Connected** Call in assistance or favors with a Persuasion check.
- Contacts** Make an initial Investigation check in one minute.
- Defensive Roll** +1 active defense bonus to Toughness per rank.
- Eidetic Memory** Total recall, +5 circumstance bonus to remember things.
- Equipment 6** 5 points of equipment per rank.
- Evasion** Circumstance bonus to avoid area effects.
- Improved Initiative 2** +4 bonus to initiative checks per rank.
- Inventor** Use Technology to create temporary devices.
- Languages 2** Speak and understand additional languages.
- Move-by Action** Move both before and after your standard action.
- Ranged Attack 4** +1 bonus to ranged attack checks per rank.
- Speed of Thought** Use Int for Initiative instead of Aqi.

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: 17 ft.; standing: 8.5 ft.; vertical: 3.4 ft.; standing vert.: 1.7 ft.
- Sealed Rockets: Flight 9** - Speed: 1000 miles/hour, 2 miles/round
- Throwing Distance** - Throw 6 tons 6 feet; throw 3200 lbs. 30 feet; throw 800 lbs. 120 feet

Equipment

MictlanTech Building

Complications

- Hatred (Extremist Aztlaner Chicano)** Acolmizti is a traditional Aztlaner movement Chicano, born in Mexico City. She fully believes that Europeans and Anglos should leave Mexico and it should be returned to its former name and glory.
- Identity** Inéz Herrera - State sponsored scientist in Mexco City. Designer of Robotics.
- Obsession** Extremist Aztlaner movement.
- Temper** Short fuse, especially if she thinks she's being talked down to by someone who is not a true Aztlaner.

MictlanTech Building - Urban Fortress

Toughness 14, Size Large

Features:

Combat Simulator, Communications, Computer, Concealed 3, Defense System, Fire Prevention System, Garage, Gym, Hangar, Holding Cells, Infirmary, Laboratory, Library, Living Space, Personnel, Power System, Security System 3, Workshop

Power Points

Abilities 2 + Powers 0 + Advantages 0 + Features 22 + Skills 0 (0 ranks) + Defenses 4 + Equipment 0 (0 ep) + Weapons & Armor 0 (0 ep) = 28

Skills

	Total	Ranks	Ability	Other
Acrobatics	+8	1	7	
Athletics	+7	1	6	
Close Combat: Death Blow Affect (Close Attack):	+8	2	6	
Deception	+6	-	6	
Expertise: Computer Programing	+12	3	9	
Expertise: Robotics	+12	3	9	
Insight	+9	6	3	
Intimidation	+8	2	6	
Investigation	-	-	9	
Perception	+8	-	3	+5
Persuasion	+6	-	6	
Ranged Combat: "Death Blasters" (Hands of Armor):	+10	2	2	+6
Sleight of Hand	-	-	2	
Stealth	+7	-	7	
Technology	+13	4	9	
Treatment	-	-	9	
Vehicles	-	-	2	

Validation Report

Validation Report (0 issues): Nothing identified

Background Information

Languages: English, Mexican, Nahuatl (Aztec)

Inéz Herrera was born and raised in Puebla, Mexico to a father who was a relatively high ranking government official and his mouse of a wife. She excelled in school, and got her PhD at the age of 23 from Caltech on a student visa to the United States. But for being as smart as she is, maybe even superhuman smart, she's always held a grudge. She was raised by a large family with ties to the Chicano Movement and was brought up believing that the country known as Atzlan had been invaded by the Europeans and that Mexico was a product of this 'contamination'.

For much of her adult life she has worked side by side with the government on projects to try to help Mexico achieve new leads in automation to help the car manufactures from the United States that had moved a lot of their factories for the cheap labor and production costs associated with the area. She was fine with this arrangement, and still is relatively today, until one day an American hero was chasing his nemesis south of the border.

They ended up in Mexico City, in the very factory she was working at, installing a new control system she'd designed when the two duelist came crashing through the walls. Inéz witnessed as the two destroyed everything in the factory she had worked on. the hero just as much as the villain in this instance. Picking up things and beating each other with them until the villain was subdued... but not by the Hero, but by Inéz activating the control program for the robotic arms on the assembly line that still remained. When it was all said and done though, the Hero claimed all the credit.

It was like she'd not done anything to help him. To top it off, the government refused to go after the hero for compensation to the parts of her project that had been destroyed, and the car company's insurance refused to pay her as well... the company abandoned the factory and moved to a different one elsewhere in Mexico.

Inéz fumed at the way the gringos had treated her, her country and her work in that order. She swore to find a way to pay them back. First she used her wealth to buy the old factory and rebuild it as an urban fortress disguised as a research and development firm, Mictlantech.

The next thing she did was decided to make a hero for the Atzlan movement, taking the name of the Aztec god of the dead and designing a suit of armor that could grant it's wearer the abilities to fight for her country.

The armor was designed with a male in mind, someone she would hire. But, the next time a super threat had threatened her new home city, she hadn't anyone to use it. Her own pride took over, and being as that she could fit in the armor, she donned it and went off to fight the invader. she won that fight, and the ones to follow. However, her temper and personal belief have got her in trouble a few times.

She has no complications with killing the others, or making speeches about how Mexico should expel the Anglos, and revert back to its true heritage.

Many of the world governments have actually classified Acolmiztl as a terrorist. The United Nations has actually condemned Mexico for refusing the bring 'him' in after the death of an American hero that lost his life after trying to work with Acolmiztl on a case, in which 'he' not only refused to work with the American, but many who saw the film of the incident, know that the death wasn't accidental as the Mexican government has decided that it would be considered to be on their official reports.

Damage Resistance Check

Result

Damage

- Failure (1 degree)** . . . -1 stacking Circumstance penalty to resist further damage
- Failure (2 degrees)** . . -1 penalty, and Dazed until end of your next turn
- Failure (3 degrees)** . . -1 penalty, and Staggered (or Incapacitated if already staggered)
- Failure (4 degrees)** . . Incapacitated until able to recover



Extra Effort

Action Gain an additional standard action during your turn, which can be exchanged for a move or free action, as usual.

Bonus Perform one check with a bonus (+2 circumstance bonus) or improve an existing bonus to a major bonus (+5 circumstance bonus). This bonus can also negate a penalty (-2 circumstance penalty), allowing you to perform the check with no modifier, or reduce a major penalty from -5 to a penalty of -2.

Power Increase one of your hero's power effects by +1 rank until the start of the hero's next turn. Permanent effects cannot be increased in this way.

Power Stunt Temporarily gain and use an Alternate Effect (see Alternate Effect in the Powers chapter). The Alternate Effect lasts until the end of the scene or until its duration expires, whichever comes first. Permanent effects cannot be used for power stunts.

Resistance Gain an immediate additional resistance check against an ongoing effect. If the extra effort incapacitates you, you forfeit all resistance checks against the effect until you recover. The fatigue conditions do not affect you until you are free of the effect.

Retry Certain effects (see the Powers chapter) require extra effort to retry after a particular degree of failure. The extra effort merely permits another attempt to use the effect; it grants no other benefits.

Speed Increase the hero's speed rank by +1 until the start of the hero's next turn.

Strength Increase the hero's Strength rank by +1 until the start of the hero's next turn.

Hero Point Uses

Edit Scene You can 'edit' a scene to grant your hero an advantage by adding or changing certain details. For example, a hero is fighting a villain with plant-based powers in a scientific lab. You deduce the villain may be weakened by defoliant, so you ask the GM if there are any chemicals in the lab you can throw together to create a defoliant. The Gamemaster requires a hero point to add that detail and says the right chemicals are close at hand. Now you just have to use them!

Heroic Feat You can spend a hero point to gain the benefits of one rank of an advantage you don't already have until the end of your next turn (see the Advantages chapter). You must be capable of using the advantage and cannot gain the benefits of fortune advantages, only other types. If the advantage has any prerequisites, you must have them to gain the benefits of the advantage as a heroic feat.

Improve Roll One hero point allows you to re-roll any die roll you make and take the better of the two rolls. On a result of 1 through 10 on the second roll, add 10 to the result, an 11 or higher remains as-is (so the re-roll is always a result of 11-20). You must spend the hero point to improve a roll before the GM announces the outcome of your initial roll. You cannot spend hero points on die rolls made by the GM or other players without the Luck Control effect (see the Powers chapter).

Inspiration You can spend a hero point to get sudden inspiration in the form of a hint, clue, or bit of help from the GM. It might be a way out of the villain's fiendish deathtrap, a vital clue for solving a mystery, or an idea about the villain's weakness. It's up to the GM to determine exactly how much help the players get from inspiration and how it manifests, but since hero points are a very limited resource, the help should be in some way significant.

Instant Counter You can spend a hero point to attempt to counter an effect used against you as a reaction. See Countering Effects in the Powers chapter for details.

Recover You can spend a hero point to recover faster. A hero point allows you to immediately remove a dazed, fatigued, or stunned condition, without taking an action. Among other things, this option allows you to use extra effort (previously) without suffering any fatigue. Spending a hero point to recover also lets you convert an exhausted condition into a fatigued condition.

Condition Summary

Asleep Defenseless, Stunned, Unaware. Can wake up.

Blind Hindered, visually Unaware, Vulnerable, full Visual Concealment.

Bound Defenseless, immobile, and impaired.

Bruises -1 each to resistance checks to avoid damage.

Compelled Take one standard action per turn, chosen by another character.

Controlled Actions dictated by another character.

Dazed Take a single standard action per round.

Deaf Everything has full auditory concealment.

Debilitated One or more abilities lowered below -5.

Defenseless No active defense bonuses.

Disabled -5 circumstance penalty on checks.

Dying Defenseless, stunned, unaware, and near death.

Entranced Stunned, but any obvious threat cancels this condition.

Exhausted Impaired, hindered. Recover after one hour.

Fatigued Hindered, recover after 1 hour.

Hindered Move at half normal speed (-1 speed rank).

Immobile Cannot move, but may still take actions.

Impaired -2 circumstance penalty to checks.

Incapacitated Defenseless, stunned, and unaware. Generally prone.

Paralyzed Defenseless, immobile, and physically stunned.

Prone Hindered. -5 to close attacks, opponents have +5 to close / -5 to ranged checks.

Restrained Hindered (or immobile) and vulnerable.

Staggered A staggered character is dazed and hindered.

Stunned Stunned characters cannot take any actions, including free actions.

Surprised Stunned and vulnerable.

Transformed Transformed into another form.

Unaware Can't make interaction or Perception checks or actions based on them.

Vulnerable Half active defenses.

Weakened Temporarily lost power points in a trait.



Measurements Table

Rank	Mass	Time	Distance	Volume
-5	1.5 lbs.	0.125 seconds	6 inches	0.03 cft.
-4	3 lbs.	0.25 seconds	1 foot	0.06 cft.
-3	6 lbs.	0.5 seconds	3 feet	0.125 cft.
-2	12 lbs.	1 second	6 feet	0.25 cft.
-1	25 lbs.	3 seconds	15 feet	0.5 cft.
0	50 lbs.	6 seconds	30 feet	1 cft.
1	100 lbs.	12 seconds	60 feet	2 cft.
2	200 lbs.	30 seconds	120 feet	4 cft.
3	400 lbs.	1 minute	250 feet	8 cft.
4	800 lbs.	2 minutes	500 feet	15 cft.
5	1600 lbs.	4 minutes	900 feet	30 cft.
6	3200 lbs.	8 minutes	1800 feet	60 cft.
7	3 tons	15 minutes	0.5 miles	125 cft.
8	6 tons	30 minutes	1 mile	250 cft.
9	12 tons	1 hour	2 miles	500 cft.
10	25 tons	2 hours	4 miles	1000 cft.
11	50 tons	4 hours	8 miles	2000 cft.
12	100 tons	8 hours	16 miles	4000 cft.
13	200 tons	16 hours	30 miles	8000 cft.
14	400 tons	1 day	60 miles	15000 cft.
15	800 tons	2 days	120 miles	32000 cft.
16	1600 tons	4 days	250 miles	65000 cft.
17	3.2 ktons	1 week	500 miles	125000 cft.
18	6 ktons	2 weeks	1000 miles	250000 cft.
19	12 ktons	1 month	2000 miles	500000 cft.
20	25 ktons	2 months	4000 miles	1 million cft.
21	50 ktons	4 months	8000 miles	2 million cft.
22	100 ktons	8 months	16000 miles	4 million cft.
23	200 ktons	1.5 years	32000 miles	8 million cft.
24	400 ktons	3 years	64000 miles	15 million cft.
25	800 ktons	6 years	125000 miles	32 million cft.
26	1600 ktons	12 years	250000 miles	65 million cft.
27	3200 ktons	25 years	500000 miles	125 million cft.
28	6400 ktons	50 years	1 million miles	250 million cft.
29	12500 ktons	100 years	2 million miles	500 million cft.
30	25000 ktons	200 years	4 million miles	1 billion cft.