

Hydrolance (Free NPC)

Male; Age: 21; Height: 5' 11"; Weight: 180 lb.

Eyes: Blue; Hair: Blonde (Bleached to a near white)

Power Level 10, 150 PP; Abilities 38 + Powers 82 + Advantages 15 + Skills 15 (30 ranks) + Defenses 0

Abilities

Strength	1	Agility	4	Fighting	3	Awareness	9
Stamina	2	Dexterity	4	Intellect	1	Presence	2

Offense

Initiative: +12

Attack Name	Attack Bonus & Resistance DC	Notes
Hydrokinesis: Move Object	DC 20	Crit 20
Throw	+8, DC 16	Bludgeon, Crit 20
Tidal Wave: Line Area Blast	DC 20	125/250/500 ft., Crit 20
Unarmed	+5, DC 16	Bludgeon, Crit 20
Water Blast: Blast 10	+10, DC 25	250/500/1000 ft., Kinetic / Water, Crit 20

Powers

Ü Aquatic Being (28 PP)

Ü Aquatic Body: Immunity 13 (linked)

Common Descriptor: Water Effects, Environmental Condition: Cold, Environmental Condition: Pressure, Suffocation: Drowning, Advantages: Favored Environment: In Water (Personal - Permanent)

Ü Aquatic Movement: Movement 1 (linked)

Environmental Adaptation: Aquatic (Free - Personal - Sustained)

Ü Aquatic Regeneration: Regeneration 6 (linked)

Every 1.66 rounds; Limited: must be in water (Personal - Permanent)

Ü Underwater Awareness: Enhanced Awareness 7 (linked)

+7 AWE; Limited: While in Water (Free - Personal - Sustained)

Ü Underwater Vision: Senses 2 (linked)

Acute: Smell, Low-light Vision (Personal - Permanent)

Ü Attack Powers (29 PP)

Blinding Splash: Cumulative Affliction 7 (21 PP)

Water, 1st degree: Impaired, 2nd degree: Disabled, 3rd degree: Unaware, DC 17; Alternate Resistance (Dodge), Cumulative, Increased Range: ranged (Standard - Ranged, 175/350/700 ft. - Instant)

Dehydrate: Cumulative Affliction 5 (1 PP)

1st degree: Fatigued, 2nd degree: Exhausted, 3rd degree: Incapacitated, Resisted by: Fortitude, DC 15; Cumulative, Increased Range 2: perception (Standard - Perception - Instant)

Drown: Concentration Cumulative Affliction 5 (1 PP)

1st degree: Fatigued, 2nd degree: Exhausted, 3rd degree: Incapacitated, Resisted by: Fortitude, DC 15; Concentration, Cumulative, Increased Range: ranged (Standard - Ranged, 125/250/500 ft. - Concent)

Hydrolance: Weaken 10 (1 PP)

Affects: Building Materials (metal, concrete, stone, wood, etc), Resisted by: Fortitude, DC 20; Affects Objects Only, Increased Range: ranged (Standard - Ranged, 250/500/1000 ft. - Instant)

Pressure Vessel: Cylinder Area Weaken 10 (1 PP)

Affects: building materials, Resisted by: Fortitude, DC 20; Affects Objects Only, Cylinder Area 2: 60 feet cylinder; Limited: must be a sealed container or room (Standard - Close - Instant)

Short out Electrical Gear: Nullify 10 (1 PP)

Water, Counters: Electrical Devices (susceptible to water damage), DC 20 (Standard - Ranged, 250/500/1000 ft. - Instant)

Tidal Wave: Line Area Blast 5 (1 PP)

DC 20; Line Area 4: 5 feet wide by 250 feet long; Limited: Must be on shoreline/beach, Limited: Must have a body of water as source (Standard - Ranged, 125/250/500 ft. - Instant)

Water Blast: Blast 10 (1 PP)

Kinetic, Water, DC 25 (Standard - Ranged, 250/500/1000 ft. - Instant)



Defenses

Dodge	4
Parry	3
Fortitude	2
Toughness	2
Will	9

Hero Points: 1

Damage

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

Powers

Water Cannon: Line Area Affliction 10 (1 PP)

Kinetic, Water, 1st degree: Dazed, 2nd degree: Prone, DC 20; Alternate Resistance (Dodge), Line Area 2: 5 feet wide by 60 feet long; Limited Degree (Standard - Close - Instant)

ü Other Powers (25 PP)

Call a Fog: Environment 10 (20 PP)

Visibility (-5), Radius: 2 miles (Standard - Rank - Sustained)

Extinguish: Nullify 10 (1 PP)

Counters: Fire Effects, DC 20 (Standard - Ranged, 250/500/1000 ft. - Instant)

Hydrokinesis: Move Object 10 (1 PP)

25 tons; Increased Range: perception; Limited Material: water (Standard - Perception - Sustained)

Wall of Water: Create 10 (1 PP)

Volume: 1000 cft., DC 20; Limited: Flat Walls (Standard - Ranged, 250/500/1000 ft. - Sustained)

Water Armor: Protection 10 (1 PP)

+10 Toughness; Impervious, Sustained (Personal - Sustained)

Water Healing: Healing 10 (1 PP)

(Standard - Close - Instant)

Advantages

Benefit, Wealth 2 (independently wealthy) Gain a significant perquisite or fringe benefit.

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

Favored Environment: In Water Circumstance bonus to attack or defense in an environment.

Hide in Plain Sight Hide while observed without need for a diversion.

Improved Initiative 2 +4 bonus to initiative checks per rank.

Languages 3 Speak and understand additional languages.

Ranged Attack 4 +1 bonus to ranged attack checks per rank.

Startle Use Intimidation to feint in combat.

Tracking Use Perception to follow tracks.

Movement

Aquatic Movement: Movement 1 - Environmental Adaptation: Aquatic

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.

Throwing Distance - Throw 400 lbs. 6 feet; throw 100 lbs. 30 feet; throw 25 lbs. 120 feet

Complications

Identity Kyle Thomas

Power Loss Powers require a source of water to function.

Skills

	Total	Ranks	Ability	Other
Acrobatics	+6	2	4	
Athletics	+4	3	1	
Close Combat: Unarmed	+5	2	3	
Deception	+2	-	2	
Insight	+9	-	9	
Intimidation	+8	6	2	
Investigation	+4	3	1	
Perception	+11	2	9	
Persuasion	+2	-	2	
Ranged Combat: Attack Powers	+8	4	4	
Sleight of Hand	+6	2	4	
Stealth	+10	6	4	
Technology	-	-	1	
Treatment	-	-	1	
Vehicles	-	-	4	

Validation Report

Validation Report (3 issues): Attack Powers - Water Blast: Blast 10: Attack Bonus exceeds Power Level limit by 2; Attack Powers - Short out Electrical Gear: Nullify 10: Attack Bonus exceeds Power Level limit by 2; Attack Powers - Hydrolance: Weaken 10: Attack Bonus exceeds Power Level limit by 2

Background Information

Languages: Cajun, English (American, Southern Dialect), French, Spanish

Kyle grew up around the swamps, lakes and oceans of Louisiana. He loved the water and found at an early age he had control of it. He spent most of his time outdoors with his older sister Anna Beth. Their father – then widower would travel the state trying to find work. Still upset about his wife's death the kids meant nothing to him and would often spend his money on drink rather than food or clothes for their family. Anna Beth soon learned that if she and her brother wanted anything like clothes or food, they would have to steal for it. She didn't like doing it but she had her brother to look out for. Kyle being as small as he was when Anna Beth started stealing grew up knowing only that. He found new ways to steal and started to enjoy it. His powers manifested when he stole from the wrong kids and they chased him down. When they tried to dunk his head into a nearby stream – the kids found it impossible since the stream would divert around him when they tried to dunk his head.

Once he figured out that he could control water – if he wasn't stealing something – he was in the water working on his skill. He learned how to pressurize water to blast animals too far away for him to reach that he would hunt. He would use the rain to cut trees down. He would form air pockets for him to breathe underwater until he finally got use to breathing underwater by separating the water and oxygen inside him. He would practice pulling clouds down from the atmosphere to create fog. When his sister cut herself deeply he tried and succeeded at stopping the bleeding enough to help the wound heal. He even filtered pond water to be able to drink it. Although he was great at these things when it came to frozen water he had a hard time controlling it.

He started his crime sprees when he was in his teens. His sister would come along every now and then but he felt like she was babysitting him more than actually helping. He started small with shops and items but eventually got the attention of his father and was kicked out when the cops started showing up at his door wondering where they got the stuff. After getting kicked out of the house, he would use his powers to conceal himself from cameras, short out electrical locks, or pressurize safes to where they would crack its seals so he could open them. He would cut through solid steel to open up bank safes and steal whatever money he needed.

Because he used his power to conceal his identity he used his anonymity to create a wealth empire where he would buy stocks, bonds, cars and buildings to create a life of luxury. He keeps his sister close to him with guards since she refuses to take any money of his.

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.