

## CyCyl (Michael DeLeon)

No Gender; Age: 25; Height: 5' 8"; Weight: 175 lb.

Power Level 10, 150 PP; Abilities 36 + Powers 91 + Advantages 3 + Skills 6 (12 ranks) + Defenses 14

### Abilities

Strength	10	Agility	0	Fighting	4	Awareness	0
Stamina	6	Dexterity	4	Intellect	4	Presence	-2

### Offense

Initiative: +0

Attack Name

Attack Bonus & Resistance DC

Notes

**Big Bite: Damage 10** ..... +4, DC 25 ..... Crit 16-20

**Energy Beam: Damage 10 +10, DC 25** ..... 250/500/1000 ft., Crit 20

**Throw** ..... +4, DC 25 ..... Bludgeon, Crit 20

**Unarmed** ..... +10, DC 25 ..... Bludgeon, Crit 20

### Powers

#### ✓ Mass Assimilation: Growth 4 (8 PP)

+4 STR, +4 STA, +2 Intimidate, -2 Stealth, -2 active defenses, +1 size rank, +4 mass ranks; Permanent, Notes: You stand roughly 15 ft. tall and weigh approximately 8 tons. However, you must eat at least 2 cubic feet of scrap metal per day to maintain your size; otherwise you shrink to normal human size, losing 4 ranks of Strength and Stamina and gaining 2 ranks in active defense. (Free - Personal - Permanent)

#### ✓ Replicate Tech: Create 1 (3 PP)

Volume: 2 cu. ft., DC 11; Precise, Subtle: look natural; Permanent, Reduced Range: close, Source: Must eat equivalent volume of junk., Notes: You can replicate any mundane technological item of up to 2 cubic feet in volume by consuming an equivalent volume of scrap metal and junk. You must have spent at least 1 minute examining an example of the item at some point in the past. (Standard - Close - Permanent)

#### ✓ Robot Body (34 PP)

Notes: Your artificial body is extremely durable. You do not age; you do not need to eat, breathe, or sleep; and you are immune to disease and poison. In addition, you are able to shrug off any attack with a damage rank of 5 or less.

#### ✓ Immunity 12 (13 PP)

Aging, Life Support, Sleep; Innate (Personal - Permanent)

#### ✓ Protection 10 (21 PP)

+10 Toughness; Impervious, Innate (Personal - Permanent)

#### Self-Repair: Healing 10 (4 PP)

Activation: move action, Limited: Self only., Source: Must eat at least 1 cu. ft. of junk., Notes: By consuming at least 1 cubic foot of junk or scrap metal, you can make a power check vs. DC 10 to heal 1 bruise or damage condition per degree of success. You must spend a move action eating (in addition to the standard action required to heal). (Standard - Close - Instant)

#### ✓ Techno Transformation: Variable 6 (42 PP)

Technological, Notes: You can transform your body to duplicate the effects of any power costing up to 30 PP, as long as the power is something that could be accomplished with technology (so a laser beam or jet pack, but not summoning demons or talking to plants). You can only have one transformation active at a time. Examples include: (Standard - Personal - Sustained)

#### ✓ Big Bite (contains 19 PP)

Powers: Big Bite: Damage 10

#### Big Bite: Damage 10 (19 PP)

DC 25; Dangerous 4, Penetrating 10; Grab-based (Standard - Close - Instant)

#### ✓ Communications Array (contains 21 PP)

Powers: Comprehend 2, Radio Communication 4, Senses 1

#### ✓ Comprehend 2 (4 PP)

Machines / Electronics (Personal - Permanent)

#### ✓ Radio Communication 4 (16 PP)

(Free - Rank, Anywhere on earth - Sustained)

#### ✓ Senses 1 (1 PP)

Radio (Personal - Permanent)

#### ✓ Energy Beam (contains 21 PP)

Powers: Energy Beam: Damage 10



### Defenses

Dodge 2

Parry 2

Fortitude 12

Toughness 16

Impervious: +10

Will 4

Hero Points: 1

Knockback: -20

### Damage

Bruises

Dazed

Staggered

Incapacitated

### Fatigue

Fatigued

Exhausted

## Powers

### Energy Beam: Damage 10 (21 PP)

DC 25; Accurate: +2, Increased Range: ranged (Standard - Ranged, 250/500/1000 ft. - Instant)

#### ✓ Flight Jets (contains 14 PP)

Powers: Flight 7

#### ✓ Flight 7 (14 PP)

Speed: 250 miles/hour, 0.5 miles/round (Free - Personal - Sustained)

#### ✓ Tech Detector (contains 5 PP)

Powers: Senses 5

#### ✓ Senses 5 (5 PP)

Accurate: Accurate, Acute: Detection, Detect: Technology 2: ranged (Personal - Permanent)

## Advantages

**Improvised Tools** No penalty for using skills without tools.

**Interpose** Take an attack meant for an ally.

**Inventor** Use Technology to create temporary devices.

## Power Settings

**Flight Jets - Techno Transformation: Variable 6**

Powers: Flight 7

**Tech Detector - Techno Transformation: Variable 6**

Powers: Senses 5

## 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)

**Flight 7 - Speed:** 250 miles/hour, 0.5 miles/round

**Routine Jump Distance** - Running jump: 20 ft.; standing: 10 ft.; vertical: 4 ft.; standing vert.: 2 ft.

**Throwing Distance** - Throw 100 tons 6 feet; throw 25 tons 30 feet; throw 6 tons 120 feet

## Complications

**Enemy** CyCuL does not remember who sent him to Earth or why -- but it was most likely not a mission of peace. If his original progenitors ever came looking for him, it could mean danger for everyone.

**Motivation: Curiosity** CyCyL is motivated by his intense curiosity about these organisms called "humans" and their concepts of "justice" and "goodness" that they seem to feel so intensely about..

**Outsider** CyCyL's grasp on normal human conventions of politeness, civility, and basic property rights can be a little shaky. Mistakes in this area can have consequences from the merely embarrassing to the fully disastrous.

**Relationship** CyCyL lives with his best friend, a young Hispanic boy named Benjamin, and the boy's single father, Hugo, in the Northern Shore neighborhood. Their safety and happiness are always at the top of his priority queue.

## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	-	-		
<b>Athletics</b>	+10	-	10	
<b>Close Combat: Unarmed</b>	+10	6	4	
<b>Deception</b>	-2	-	-2	
<b>Insight</b>	+0	-		
<b>Intimidation</b>	+0	-	-2	+2
<b>Investigation</b>	-	-	4	
<b>Perception</b>	+0	-		
<b>Persuasion</b>	-2	-	-2	
<b>Ranged Combat: Energy Beam</b>	+10	6	4	
<b>Sleight of Hand</b>	-	-	4	
<b>Stealth</b>	-4	-		-4
<b>Technology</b>	-	-	4	
<b>Treatment</b>	-	-	4	
<b>Vehicles</b>	-	-	4	

## Validation Report

**Validation Report (6 issues):** Energy Beam - Energy Beam: Damage 10: Attack Bonus exceeds Power Level limit by 2; Techno Transformation: Variable 6 - Energy Beam: Too many PP of Power Sets active - you can activate; Techno Transformation: Variable 6 - Flight Jets: Too many PP of Power Sets active - you can activate; Techno Transformation: Variable 6 - Communications Array: Too many PP of Power Sets active - you can; Techno Transformation: Variable 6 - Big Bite: Too many PP of Power Sets active - you can activate a ; Techno Transformation: Variable 6 - Tech Detector: Too many PP of Power Sets active - you can activate

**Settings:** Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Gadget Guides: Gadget Guides; Sourcebooks -> Hero High: Hero High; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment, Gamemaster's Guide Knockback; Optional Rules: Hide Default Power Name

## Complications

**Weakness** CyCyL's mechanical body has a "reset switch," concealed but always present in whatever form he takes. If someone manages to activate it, he will be incapacitated for at least 1 minute while his systems reboot.

## Background Information

**Languages:** Native Language

Repurposed Tech-Consuming Robot