

Doctor Bounce (Tim)

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

Power Level 10, 150 PP; Abilities 14 + Powers 63 + Advantages 12 + Skills 26 (52 ranks) + Defenses 35

Abilities

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

Offense

Initiative: +3

Attack Name

Attack Bonus & Resistance DC

Notes

Bounce Attack: Damage 10 +5, DC 25 100/250/500 ft., Crit 20

Throw +0, DC 19 Bludgeon, Crit 20

Unarmed +0, DC 19 Bludgeon, Crit 20

Powers

✓ Applied Elasticity (36 PP)

Notes: You can stretch your body into a variety of shapes for different effects, although usually you can only one such form at a time. Powers marked with (AE) cannot be used simultaneously with each other.

✓ Bounce Attack (AE) (30 PP)

✓ Bounce Attack: Damage 10 (linked)

DC 25; Increased Range: ranged, Ricochet 5: 5 bounces; Diminished Range (Standard - Ranged, 100/250/500 ft. - Instant)

✓ Leaping 6 (linked)

Leap 500 feet at 120 miles/hour (Free - Personal - Instant)

Bounceback (AE): Deflect 10 (1 PP)

Reflect; Limited: physical attacks only, Reduced Range: close, Notes: When you perform a Defend action, you can reflect physical attacks back onto your attacker. (Standard - Close - Instant)

Coiled Spring (AE): Leaping 6 (1 PP)

Leap 500 feet at 120 miles/hour, Notes: You can bounce distances up to 500 feet, moving 120 miles/hour. (Free - Personal - Instant)

Entanglement (AE): Concentration Affliction 1 (1 PP)

1st degree: Hindered, 2nd degree: Immobile, DC 11; Alternate Resistance (Dodge), Concentration; Grab-based, Limited Degree, Notes: You can wrap yourself around a target to immobilize them with a successful grab attack. The target must make a Dodge save: 1 degree of failure means they are hindered, 2 means they are immobilized. (Standard - Close - Concent)

✓ Gliding Flaps (AE): Flight 4 (1 PP)

Speed: 30 miles/hour, 500 feet/round; Gliding, Notes: You can glide at speeds up to 30 mph, or 500 feet/round, to a distance rank equal to your starting height + 4. (Free - Personal - Sustained)

✓ Long-Limbed Stride (AE): Speed 3 (1 PP)

Speed: 16 miles/hour, 250 feet/round, Notes: You can stretch your legs to run up to 16 mph, or 250 feet/round (Free - Personal - Sustained)

✓ Soft Landing (AE): Movement 1 (1 PP)

Safe Fall; Affects Others, Notes: You can fall any distance without injury, and you can protect anyone within close range from falling damage as well, by cushioning their landing. (Free - Close - Sustained)

✓ Elongated Limbs: Elongation 4 (4 PP)

Elongation: 120 feet, +4 to grab, Notes: You can stretch your limbs out to 120 feet, allowing you to treat anyone within that distance as though they were in melee range. (Free - Personal - Sustained)

✓ Fluid Form: Insubstantial 1 (5 PP)

Fluid; Permanent, Notes: Your body can flow and reshape itself like a viscous liquid, allowing you to ooze through narrow openings, slip out of cuffs and bindings, etc. (Free - Personal - Permanent)

✓ Rubbery Resistance: Protection 10 (10 PP)

+10 Toughness; Impervious; Side Effect: on failure - knockback, Notes: Your skin has the hardness and flexibility of industrial rubber, giving you +10 impervious Toughness. If you fail a Toughness save, however, you are bounced back a distance rank equal to your margin of failure - 5. (Personal - Permanent)

✓ Tensile Strength: Enhanced Strength 4 (8 PP)

+4 STR, Notes: The unique unique molecular composition of your skeletomuscular system provides you with +4 Strength, allowing you to lift and throw up to (Free - Personal - Sustained)



Defenses

Dodge 9

Parry 9

Fortitude 12

Toughness 10

Impervious: +10

Will 8

Hero Points: 1

Knockback: -10

Damage

Bruises

Dazed

Staggered

Incapacitated

Fatigue

Fatigued

Exhausted

Advantages

- Animal Empathy** Use interaction skills normally with animals.
- Benefit, Wealth 2 (independently wealthy)** Gain a significant perquisite or fringe benefit.
- Equipment 2** 5 points of equipment per rank.
- Evasion 2** Circumstance bonus to avoid area effects.
- Fast Grab** Make a free grab check after an unarmed attack.
- Grabbing Finesse** Substitute Dex for Str when making grab attacks.
- Improved Hold** -5 circumstance penalty to escape from your holds.
- Improved Trip** No penalty for the trip action.
- Instant Up** Stand from prone as a free action.

Movement

- Base Movement Speed** - 16 miles/hour, 250 feet/round (run 30 miles/hour, 500 feet/round; swim 4 miles/hour, 60 feet/round)
- Coiled Spring (AE): Leaping 6** - Leap 500 feet at 120 miles/hour
- Gliding Flaps (AE): Flight 4** - Speed: 30 miles/hour, 500 feet/round
- Leaping 6** - Leap 500 feet at 120 miles/hour
- Long-Limbed Stride (AE): Speed 3** - Speed: 16 miles/hour, 250 feet/round
- Routine Jump Distance** - Running jump: 14 ft.; standing: 7 ft.; vertical: 2.8 ft.; standing vert.: 1.4 ft.
- Soft Landing (AE): Movement 1** - Safe Fall
- Throwing Distance** - Throw 3200 lbs. 6 feet; throw 800 lbs. 30 feet; throw 200 lbs. 120 feet

Equipment

- Custom Headquarters -

Complications

- Absorbed Personaity** A few years back Doctor Bounce was fighting a villain by the name of Imprint, who had the ability to mimic the powers of anyone he touched. During the battle the two became inextricably entangled and Doctor Bounce somehow... absorbed his nemesis. To this day, some vestige of Imprint's personality remains embedded in the Doctor's cellular makeup, causing odd behavioral quirks and occasional confusion.
- Motivation: Doing Good** Doctor Bounce sees crimfighting as an extension of his mission to help all living creatures, particularly animals.
- Responsibility** Doctor Bounce takes his veterinary responsibilities very seriously, and will do anything to protect the animals under his care.

- Custom Headquarters - (Headquarters)

Toughness 6, Size Medium

Features:

Habitat, Infirmary, Laboratory, Living Space, Security System 1

Power Points

Abilities 1 + Powers 0 + Advantages 0 + Features 5 + Skills 0 (0 ranks) + Defenses 0 + Equipment 0 (0 ep) + Weapons & Armor 0 (0 ep) = 6

Skills

	Total	Ranks	Ability	Other
Acrobatics	+7	4	3	
Athletics	+4	-	4	
Close Combat: Grab	+5	5		
Deception	+0	-		
Expertise: Chemistry	+16	12	4	
Insight	+2	2		
Intimidation	+0	-		
Investigation	+6	2	4	
Perception	+0	-		
Persuasion	+0	-		
Ranged Combat: Bounce Attack	+5	5		
Sleight of Hand	+4	4		
Stealth	+3	-	3	
Technology	+12	8	4	
Treatment	+14	10	4	
Vehicles	-	-		

Validation Report

- Validation Report (4 issues):** Applied Elasticity - Gliding Flaps (AE): Flight 4: Too many powers active - non-dynamic alternate pow; Applied Elasticity - Bounce Attack (AE): Too many powers active - non-dynamic alternate powers can't; Applied Elasticity - Soft Landing (AE): Movement 1: Too many powers active - non-dynamic alternate p; Applied Elasticity - Long-Limbed Stride (AE): Speed 3: Too many powers active - non-dynamic alternat
- Settings:** Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Gadget Guides: Gadget Guides; Sourcebooks -> Hero High: Hero High; Sourcebooks -> Power Profiles: Power Profiles; 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

Background Information

Languages: Native Language