

Advantages

- Languages 1** Speak and understand additional languages.
- Move-by Action** Move both before and after your standard action.
- Power Attack** Trade attack bonus for effect bonus.
- Precise Attack (Close, Concealment)** Ignore attack check penalties for either cover or concealment.
- Tracking** Use Perception to follow tracks.

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)
- Leaping: Leaping 3** - Leap 60 feet at 16 miles/hour
- Movement: Movement 1** - Environmental Adaptation: Aquatic
- Routine Jump Distance** - Running jump: 24 ft.; standing: 12 ft.; vertical: 4.8 ft.; standing vert.: 2.4 ft.
- Swimming: Swimming 10** - Speed: 500 miles/hour, 1 mile/round
- Throwing Distance** - Throw 100 tons 6 feet; throw 25 tons 30 feet; throw 6 tons 120 feet

Complications

- Relationship** Aquaman has a wife, Mera, and ties with his former ward, Tempest, and his friends in Atlantis.
- Responsibility** As King of Atlantis, Aquaman must often attend to the needs of his people and his duty to the Seven Seas.
- Temper** Aquaman is known for his fierce, warrior temper when tested.

Skills

	Total	Ranks	Ability	Other
Acrobatics	+8	4	4	
Athletics	+14	4	10	
Close Combat: Unarmed	+13	2	11	
Deception	+4	-	4	
Expertise: Atlantean Lore	+7	5	2	
Insight	+9	5	4	
Intimidation	+10	6	4	
Investigation	-	-	2	
Perception	+11	7	4	
Persuasion	+9	5	4	
Ranged Combat: Throw	+9	6	3	
Sleight of Hand	-	-	3	
Stealth	+9	5	4	
Technology	+5	3	2	
Treatment	-	-	2	
Vehicles	+5	2	3	

Validation Report

Validation Report (0 issues): Nothing identified

Settings: Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Gadget Guides: Gadget Guides; Sourcebooks -> Power Profiles: Power Profiles; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment; Optional Rules: Choose Starting PP

Shark

Strength 2, Stamina 1, Agility 2, Dexterity 1, Fighting 4, Intellect -4, Awareness 1, Presence -4

Advantages

All-out Attack, Power Attack

Skills

Athletics 4 (+6), Close Combat: Bite: Strength-based Damage 1 1 (+5), Perception 5 (+6)

Powers

Bite: Strength-based Damage 1 (DC 18)

Protection: Protection 3 (+3 Toughness)

Shark Senses: Senses 3 (Accurate: Olfactory, Acute: Olfactory; Limited: In Water)

Senses: Senses 1 (Alternate; [1 active, 1/2 PP, 1/r], Low-light Vision)

Swimming: Swimming 4 (Speed: 8 miles/hour, 120 feet/round)

Offense

Initiative +2

Bite: Strength-based Damage 1, +5 (DC 18)

Grab, +4 (DC Spec 12)

Throw, +1 (DC 17)

Unarmed, +4 (DC 17)

Complications

Monstrous

Quirk

Languages

Native Language

Defense

Dodge 2, Parry 4, Fortitude 5, Toughness 4, Will 3

Power Points

Abilities 6 + Powers 12 + Advantages 2 + Skills 5 (10 ranks) + Defenses 6 = 31

Whale

Strength 12, Stamina 12, Agility 0, Dexterity 0, Fighting 2, Intellect -3, Awareness 1, Presence -3

Skills

Close Combat: Unarmed 2 (+4), Perception 9 (+10)

Powers

Growth: Growth 12 (+12 STR, +12 STA, +6 Intimidate, -12 Stealth, -6 active defenses, +3 size ranks, +12 mass ranks, +1 ; Innate; Permanent)

Protection: Protection 1 (+1 Toughness)

Senses: Senses 4 (Accurate: Hearing, Low-light Vision, Ultra-hearing)

Swimming: Swimming 5 (Speed: 16 miles/hour, 250 feet/round)

Offense

Initiative +0

Grab, +2 (DC Spec 22)

Throw, +0 (DC 27)

Unarmed, +4 (DC 27)

Complications

Monstrous

Quirk

Languages

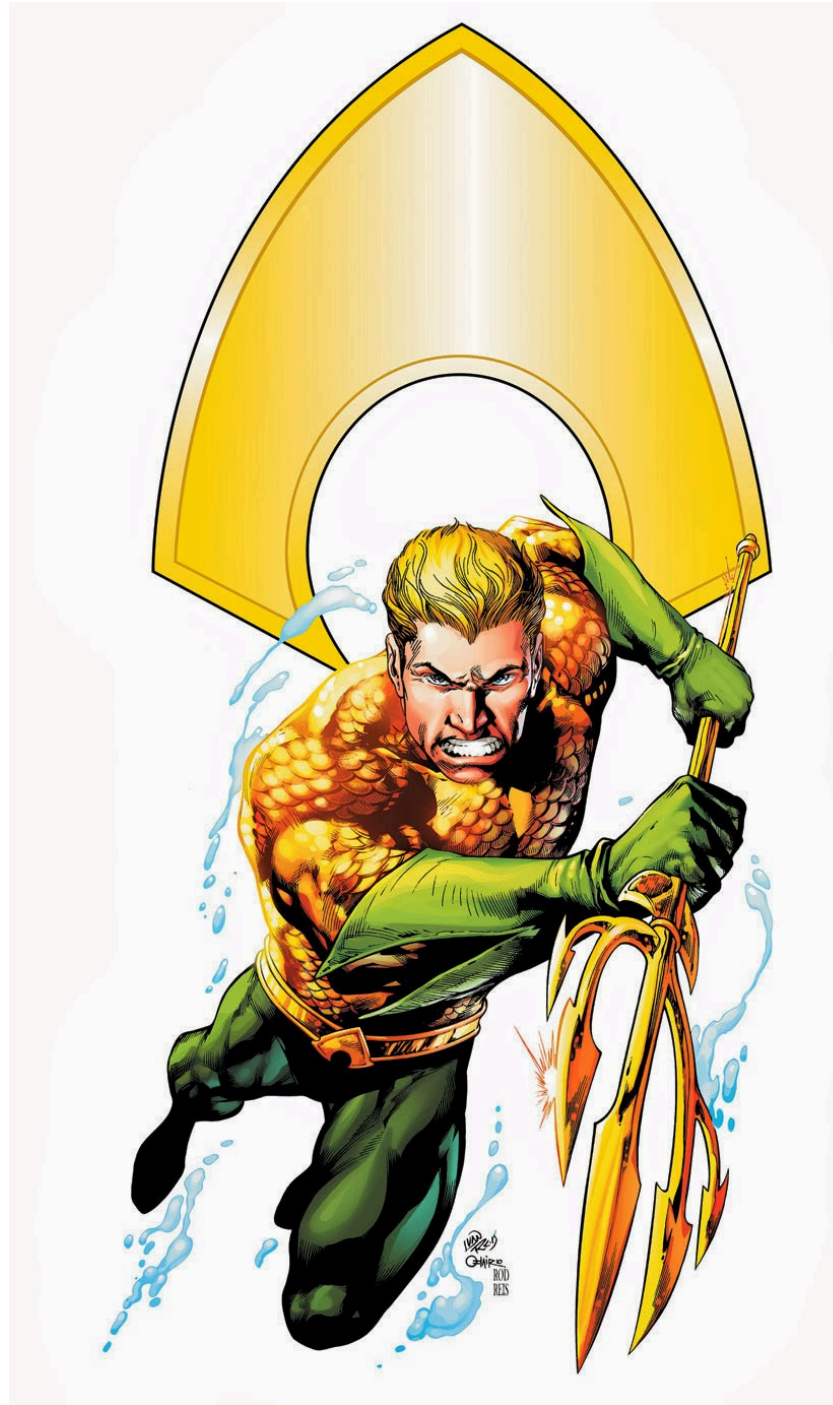
Native Language

Defense

Dodge -4, Parry -2, Fortitude 12, Toughness 13, Will 4

Power Points

Abilities -6 + Powers 35 + Advantages 0 + Skills 6 (11 ranks) + Defenses 7 = 42



Background Information

Languages: Atlantean, English

The King of the Seven Seas came from seemingly humble beginnings. The son of Queen Atlanna and the demigod spirit of Atlan, Orin was rejected by his own people, the Atlanteans, who feared that his blond hair and ability to communicate with sea creatures marked him with the curse of Kordax, an ancient Atlantean monster. Orin was abandoned, left to die on Mercy Reef, until a dolphin named Porm saved him. Orin lived as a feral child with his dolphin family until the day he was found by Arthur Curry, a lighthouse keeper. Arthur took the boy into his home and taught him to speak.

Orin took his adoptive father's name, Arthur Curry, and traveled north. He fell in love with an Inuit woman, Kako. Unknown to Arthur, he fathered a child with Kako, but he was kidnapped by Atlantean soldiers before the baby was born.

In the lost city of Poseidonis, part of the sunken continent of Atlantis, Arthur learned his mother was of royal blood and befriended Vulko, a fellow prisoner who helped him escape captivity. Upon reaching the surface, he stumbled upon the Flash (Barry Allen) battling the Prankster. Impressed by Arthur's power, the Flash invited him to come to the United States.

Taking the name Aquaman, Arthur Curry used his powers as protector of the Seven Seas and friend to the surface world. He helped found the Justice League of America, and his adventures made him among the most famous heroes in the world.

Now confident in his identity and abilities, Aquaman reclaimed the throne of Atlantis. With Vulko as his regent, the kingdom flourished. He found a kindred spirit and apprentice in Garth, an Atlantean sent into exile because of superstitions about his purple eyes, who became known as Aqualad and later Tempest. He married Mera, an exiled queen from the otherworldly Xebel, and the couple had a son, Arthur Jr. (nicknamed "Aquababy").

Aquaman has faced a number of foes, including the Fifth Dimensional imp Qwsp, the Fisherman, and the Scavenger, but his most infamous enemies are Ocean Master and Black Manta. Ocean Master is Aquaman's half-brother, Orm, obsessed with gaining control over the oceans and exacting revenge on his older brother. He has used technology and magic to achieve his goals, even willing to sell his own soul. Black Manta is a high-tech modern-day pirate obsessed with power over the sea. He is responsible for the death of Arthur Jr., having placed him in an air-filled tank to suffocate him.

Aquaman's marine telepathy is more than sufficient to summon a great whale or giant squid, or a large number of lesser sea-creatures to his aid. The GM may want to handle a large school of fish like a single giant-sized creature with a rank or two of Insubstantial to reflect their dispersed mass.

The Sea King has been known to perform various power stunts with his telepathy, particularly affecting the "primordial" level of more evolved brains, like those of humans, with a Perception Ranged Affliction or Damage effect.

Shark (Brandon Williams)

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

Power Level 8, 31 PP, **89 PP left to spend** ; Abilities 6 + Powers 12 + Advantages 2 + Skills 5 (10 ranks) + Defenses 6

Abilities

Strength	2	Agility	2	Fighting	4	Awareness	1
Stamina	1	Dexterity	1	Intellect	-4	Presence	-4

Offense

Initiative: +2

Attack Name

Attack Bonus & Resistance DC

Notes

Bite: Strength-based Damage 1 +5, DC 18 Crit 20
Throw +1, DC 17 Bludgeon, Crit 20
Unarmed +4, DC 17 Bludgeon, Crit 20

Powers

Bite: Strength-based Damage 1 (1 PP)
DC 18 (Standard - Close - Instant)

Ü Protection: Protection 3 (3 PP)
+3 Toughness (Personal - Permanent)

Ü Shark Senses: Senses 3 (4 PP)
Accurate: Olfactory, Acute: Olfactory; Limited: In Water (Personal - Permanent)

Ü Senses: Senses 1 (alternate)
[1 active, 1/2 PP, 1/r], Low-light Vision (Personal - Permanent)

Ü Swimming: Swimming 4 (4 PP)
Speed: 8 miles/hour, 120 feet/round (Free - Personal - Sustained)

Advantages

All-out Attack Trade active defense for attack bonus.

Power Attack Trade attack bonus for effect bonus.

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: 16 ft.; standing: 8 ft.; vertical: 3.2 ft.; standing vert.: 1.6 ft.

Swimming: Swimming 4 - Speed: 8 miles/hour, 120 feet/round

Throwing Distance - Throw 800 lbs. 6 feet; throw 200 lbs. 30 feet; throw 50 lbs. 120 feet



Defenses

Dodge **2**

Parry **4**

Fortitude **5**

Toughness **4**

Will **3**

Hero Points: 1

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted

Complications

Monstrous

Quirk

Background Information

Languages: Native Language

Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-	2	
Athletics	+6	4	2	
Close Combat: Bite: Strength-based Damage 1	+5	1	4	
Deception	-4	-	-4	
Insight	+1	-	1	
Intimidation	-4	-	-4	
Investigation	-	-	-4	
Perception	+6	5	1	
Persuasion	-4	-	-4	
Sleight of Hand	-	-	1	
Stealth	+2	-	2	
Technology	-	-	-4	
Treatment	-	-	-4	
Vehicles	-	-	1	

Validation Report

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Complications

Monstrous

Quirk

Background Information

Languages: Native Language

Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-		
Athletics	+12	-	12	
Close Combat: Unarmed	+4	2	2	
Deception	-3	-	-3	
Insight	+1	-	1	
Intimidation	+3	-	-3	+6
Investigation	-	-	-3	
Perception	+10	9	1	
Persuasion	-3	-	-3	
Sleight of Hand	-	-		
Stealth	-12	-		-12
Technology	-	-	-3	
Treatment	-	-	-3	
Vehicles	-	-		

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