

Shatterman

An American military veteran and rock musician who uses his powers to continue to protect his country from the forces of crime and evil in general.

Living Legends

PHYS 11, REFL 11, DEFT 7, INTL 11, COOL 11, VITL 11

Regeneration: 1 hit per turn of rest, not vs Mutagenic damage type (-1) [7 CP]

Invulnerability: Armor 7 vs All Physical and Mystical damage types [44 CP]

Flight: Accel 31, top speed 512 [23 CP]

Power Blast: 2d8-1 Energy [ion] (37), 24" range (+1) [42 CP]

Villains & Vigilantes

Str 9, End 31, Int 15, Agl 12, Cha 12, 145 lbs., level 1

Basic Hits 3; Hit Modifier (1.0)(3.8)(1.2)(1.2) = 4.464; Hit Points 16; Power 67; Damage Modifier +2; Accuracy +1; Heal Rate 2.7; Carrying Capacity 278 lbs.; Basic HTH 1d6; Move 52" ground, 1228" flying; Detect Hidden 12%; Detect Danger 16%

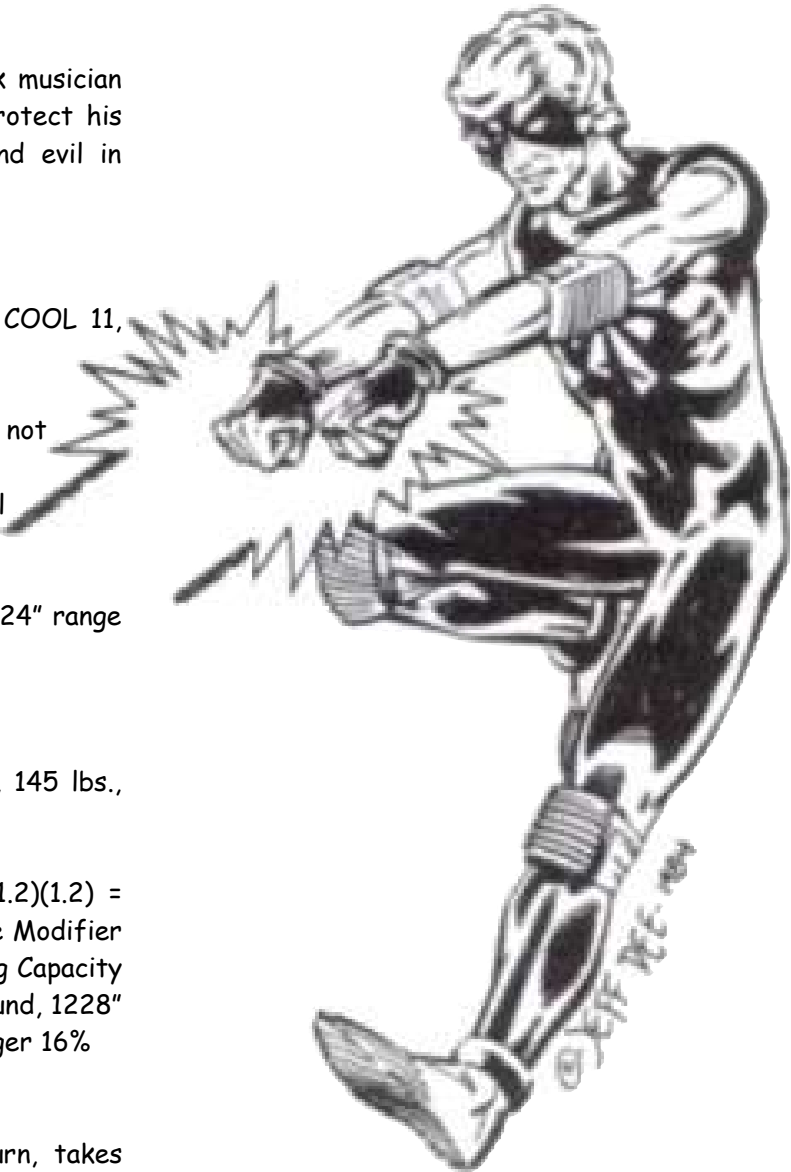
Heightened Endurance: +19

Regeneration: Maximum once per turn, takes one action, heals full healing rate, not vs disintegration or transmutation.¹

Invulnerability: 20 points per turn

Flight: Max airspeed = 279 mph, PR=1/hour

Power Blast: 20" range, PR=1, 1d20 damage. One action per turn and PR=1 per attack repulsed.



¹ The original *Dragon* advertisement does not include an restriction on the type of damage he can regenerate. I added this one based on how I have used him in my own games.