

Jaime "Tac-Nuke" Hill

Power Level 8, 120 PP; Abilities 10 + Powers 64 + Advantages 5 + Skills 17 (34 ranks) + Defenses 24

Abilities

| | | | | | | | |
|----------|---|-----------|---|-----------|---|-----------|---|
| Strength | 1 | Agility | 0 | Fighting | 2 | Awareness | 0 |
| Stamina | 1 | Dexterity | 0 | Intellect | 0 | Presence | 1 |

Offense

Initiative: +0

| Attack Name | Attack Bonus & Resistance DC | Notes |
|-----------------|------------------------------|--|
| Can't Touch Me! | Damage 4 +2, DC 19 | Crit 20 |
| Nuke 'Em! | Burst Area Damage 8 DC 23 | Crit 20 |
| Nuke It! | Damage 8 +6, DC 23 | 200/400/800 ft., Microwave / Heat, Crit 20 |
| Throw | +0, DC 16 | Bludgeon, Crit 20 |
| Unarmed | +2, DC 16 | Bludgeon, Crit 20 |

Powers

- Can't Touch Me!** Damage 4 (16) DC 19; Reaction 3: reaction
- Force Field: Protection 9** (18) +9 Toughness; Impervious, Sustained
- ü **Microwave Oven: Feature 1** (1)
- ü **Microwaves** (18)
- Heatwave! Cumulative Affliction 5** (1) 1st degree: Fatigued, 2nd degree: Exhausted, 3rd degree: Incapacitated, Resisted by: Fortitude, DC 15; Cumulative, Increased Range: ranged
- Nuke 'Em! Burst Area Damage 8** (1) DC 23; Burst Area: 30 feet radius sphere, DC 18
- Nuke It! Damage 8** (16) Microwave, Heat, DC 23; Increased Range: ranged
- ü **Radar: Senses 3** (3) Accurate: Radio, Radio
- ü **Static Field: Burst Area Concealment Attack 2** (8) Other Sense Type: All Radio, DC 12; Burst Area: 30 feet radius sphere, DC 12, Attack: Fortitude, Increased Range: ranged

Advantages

- All-out Attack** Trade active defense for attack bonus.
- Daze (Intimidation)** Use Deception or Intimidation to daze an opponent.
- Equipment 1** 5 points of equipment per rank.
- Instant Up** Stand from prone as a free action.
- Untapped Potential** Using extra effort increases a power's ranks by 3 instead of 2.

Equipment

Commlink, Shared EP 2

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: 15 ft.; standing: 7.5 ft.; vertical: 3 ft.; standing vert.: 1.5 ft.
- Throwing Distance** - Throw 400 lbs. 6 feet; throw 100 lbs. 30 feet; throw 25 lbs. 120 feet

Background Information

Languages: Native Language



Defenses

| | |
|-----------|----|
| Dodge | 8 |
| Parry | 8 |
| Fortitude | 8 |
| Toughness | 1* |
| Will | 3 |

*10 with Force Field
Hero Points: 1

Skills

Acrobatics +2, Athletics +5, Deception +3, Expertise: Current Events +2, Expertise: Popular Culture +6, Insight +0, Intimidation +7, Perception +2, Persuasion +1, Ranged Combat: Microwaves +6, Sleight of Hand +4, Stealth +0

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted

Complications

Accident: Not Thinking Things Through Like many adolescents, Tac-Nuke is impulsive, overconfident, & has never heard of the Law of Unintended Consequences. This leads to power accidents & collateral damage, and sometimes other troubles, like rushing in where more experienced supers fear to tread.

Motivation: Thrills And Attention is good too. He's just turned 14 - what do you expect?

Relationship - In Big Bro's Shadow Jaime's older brother is the superhero Meteor, whom he idolized. Now Meteor is either trying to boss Jaime around, or put other supers up to it. And not knowing how to Fly or go Insubstantial like Meteor makes it worse. Having an older brother has never been so terrible.