

HAVOK

Identity:	Alexander ("Alex") Summers
Group Affiliation:	X-Men
Base of Operations:	Xavier's School for Gifted Youngsters, New York
Side:	Good
Sex:	Male
Height:	6'
Hair:	Blond
Eyes:	Brown
Level:	10th
Experience:	54,000
Training:	+1 Accuracy with Aimed Plasma Blast



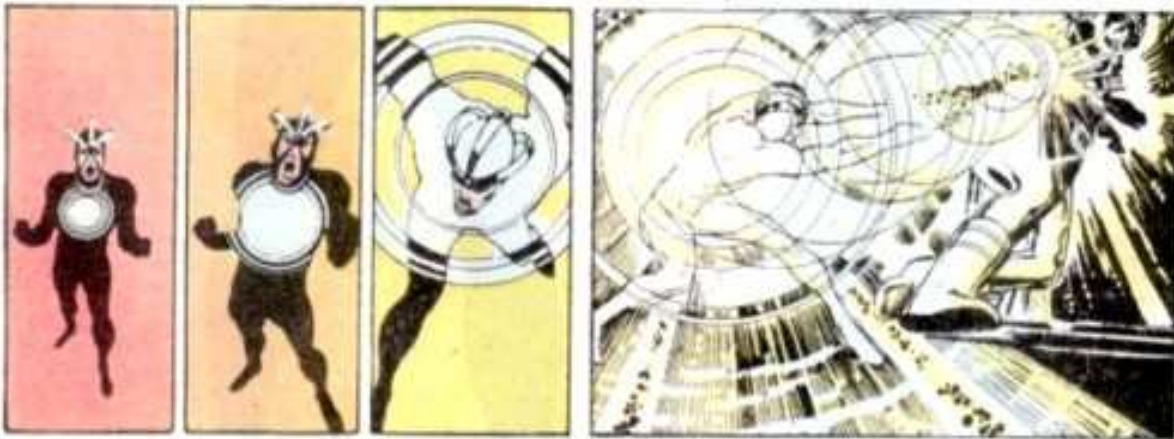
Powers:

1. Body Power (Cosmic Battery/Plasma Generation): Alex has the mutant ability to absorb ambient cosmic energy into the cells of his body, transform it in an unknown manner, and release it at will as waves of energy that heat the air in their path enough to turn it into plasma (Plasma is a super-heated state of matter consisting of charged subatomic particles). The Plasma Blasts' range and damage are calculated a bit differently than normal (both values are now dependent on the amount of PR spent to fuel the attack in question). Instead of rolling a random die for damage, plasma blasts have a set damage value (depending on type of attack) per PR spent. The same is true for Range (a set distance per PR spent) and as such, both damage and range values are linked together since they are based on the same PR cost (i.e. an aimed Plasma Blast that costs 6 PR will do 30 points of damage with a range of 24").

a. Area Blast: Alex can channel plasma that will emanate from his body in all directions. Attacks as Disintegration Power, +4 to hit, Damage: 4 Points/2 PR spent, Range: 1" radius (attacks all targets, hostile and friendly) per 2 PR spent.

b. Aimed Attack: He can also purposely tries to channel the cosmic energy in a single direction, usually along the length of his arms. Attacks as Disintegration Power, +2 to hit (includes Training Bonuses), Damage: 5 points per 2 PR spent and +2 Damage (includes Training Bonuses), Range: 4" per 2 PR spent. Havok is himself immune to the intense heat he creates from his Plasma Blasts.

Havok's body is constantly in the process of absorbing cosmic energy (regains Heal Rate in Power per hour). When each of his body's power-storage cell enclaves reaches its capacity, excess cosmic energy is thereafter absorbed and immediately re-emitted in negligible quantities.



2. Heightened Endurance A +10

3. Special Weapon (Havok's Costume): Created by Larry Trask, this costume has a chest display that monitors the build-up of cosmic energy within Alex. The suit also helps Alex to focus and channel his plasma energy. Havok gains the following abilities as long as he is wearing his costume:

a. Heightened Attack: +1 Damage per Level (+10 total) on all Plasma Blasts (aimed or radius attack).

b. Heightened Expertise: +4 to hit on Aimed Plasma Blasts only.

4. Weakness (Low Self-Control): The channeling of his Plasma Generation power is physically and mentally exhausting for Havok. Should Havok spend more than 33 points of Power in an hour, he must make an Endurance Check (d20) or become fatigued (he behaves as if he has no Power Points left). He may attempt to make the Endurance check inbetween turns until he either makes it, or he regenerates 10 points of power, whichever comes first.

5. Weakness (Prejudice): Havok is a mutant and as such, he is feared and hated by the world around him.

Weight: 175 lbs.

Strength: 14

Agility: 15

Charisma: 22

Hit Mod. (1.3) (2.6) (1.4) (1.2) = 5.6784

Damage Mod.: +2

Accuracy: +2

Carrying Capacity: 435 lbs.

Movement Rates: 51" ground.

Det. Hidden: 12%

Inventing Points: 15.0

Knowledge Areas: Scientist (Geology/Geophysics) & Sports (Rock Climbing)

Origin and Background: (American) Alex Summers is a member of the X-Men.

Training Bonuses: (2) +1 Accuracy with Aimed Plasma Blast, (3) +1 Damage with Aimed Plasma Blast, (4) +1 Damage with Unarmed HTH Combat, (5) +1 Accuracy with Unarmed HTH Combat, (6) +1 Agility, (7) +1 Accuracy with Aimed Plasma Blast, (8) +1 Damage with Aimed Plasma Blast, (9) +1 Damage with Unarmed HTH Combat, (10) +1 Accuracy with Unarmed HTH Combat.

Legal Status: Citizen of the United States with no criminal record.

To Hit (Plasma Blast/Disintegration): +6

To Hit (Unarmed HTH): +4

Basic Hits: 4

Endurance: 22

Intelligence: 15

Reactions from: Good: +4 (-4) Evil: -4

Hit Points: 23

Healing Rate: 2.4

Power: 66

Basic HTH Damage: 1d6

Agility Mod: Nil

Det. Danger: 16%

Inventing (45%):

Damage (Plasma Blast/Disintegration): 5/PR 2 + 12

Damage (Unarmed HTH): 1d6 + 4

