

# DOCTOR BOUNCE

INFINITELY MALLEABLE VETERINARIAN

3

**STRENGTH**

6

**AGILITY**

0

**FIGHTING**

0

**AWARENESS**

0

**STAMINA**

0

**DEXTERITY**

4

**INTELLECT**

0

**PRESENCE**

**INITIATIVE:** +6

## DEFENSE

DODGE.....12

PARRY .....9

TOUGHNESS.....10

FORTITUDE.....12

WILL .....8

## DAMAGE

- BRUISES
- DAZED
- STAGGERED
- INCAPACITATED

## FATIGUE

- FATIGUED
- EXHAUSTED

**Base Movement Speed:** 16 mph,  
250 ft/rd (run 30 mph, 500 ft/rd;  
swim 4 mph, 60 ft/rd)

**Flight:** 30 mph, 500 feet/round

**Jump Distance:** 500 ft

**Throwing Distance:** throw 1,600 lbs  
6 feet; throw 400 lbs 30 feet; throw  
100 lbs 120 feet

## HERO POINTS



## OFFENSE

|               | Attack | Damage | Notes                            |
|---------------|--------|--------|----------------------------------|
| Unarmed       | +0     | DC 18  | +20 grab when using Entanglement |
| Throw         | +0     | DC 18  |                                  |
| Bounce Attack | +10    | DC 25  | ranged 100/250/500 ft.; ricochet |

## POWERS

**Applied Elasticity:** You can stretch your body into a variety of shapes for different effects, although you can only employ one such form at a time.

**Bounce Attack:** You can launch yourself at a target up to 500 feet away, bouncing off up to 5 surfaces to body slam your target.

**Bounceback:** When you perform a Defend action, you can reflect physical attacks back onto your attacker.

**Coiled Spring:** You can bounce distances up to 500 feet.

**Entanglement:** You gain a +20 bonus to grab attacks.

**Gliding Flaps:** You can glide at speeds up to 30 mph, or 500 feet/round, to a distance rank equal to your starting height + 4.

**Long-Limbed Stride:** You can stretch your legs to run up to 16 mph, or 250 feet/round.

**Soft Landing:** You can fall any distance without injury, and you can protect anyone within close range from falling damage as well, by cushioning their landing.

**Elongated Limbs:** You can stretch your limbs out to 120 feet, allowing you to treat anyone within that distance as though they were in melee range.

**Fluid Form:** 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.

**Rubbery Resistance:** 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.

**Tensile Strength:** The unique unique molecular composition of your skeletomuscular system provides you with +3 Strength, allowing you to lift and throw up to 400 lbs.

## ADVANTAGES

**Animal Empathy:** You can use interaction skills such as Deception, Persuasion, Insight, etc., on animals with no penalty.

**Evasion:** You gain a +5 bonus to Dodge checks to avoid area effects.

**Fast Grab:** You can make a free grab check after a successful unarmed attack.

**Grabbing Finesse:** You use your Agility bonus instead of Strength when making grab attacks.

**Improved Grab:** You can make grab attacks with one arm, and you are not vulnerable while grabbing.

**Improved Hold:** Opponents suffer a -5 penalty to escape from your holds.

**Improved Trip:** You suffer no penalty for the trip action, and can choose whether your opponent defends with Acrobatics or Athletics.

**Independently Wealthy:** You have a regular income that ensures a comfortable upper-class lifestyle.

**Instant Up:** You can stand up from prone as a free action.

## SKILLS

|                             |     |
|-----------------------------|-----|
| ACROBATICS.....             | +10 |
| ATHLETICS.....              | +3  |
| CLOSE COMBAT (UNARMED)..... | +5  |
| DECEPTION.....              | +0  |
| EXPERTISE (CHEMISTRY).....  | +16 |
| INSIGHT.....                | +0  |
| INTIMIDATION.....           | +0  |
| INVESTIGATION.....          | -   |
| PERCEPTION.....             | +0  |
| PERSUASION.....             | +0  |
| RANGED COMBAT (BOUNCE)..... | +5  |
| SLEIGHT OF HAND.....        | -   |
| STEALTH.....                | +6  |
| TECHNOLOGY.....             | +8  |
| TREATMENT.....              | +14 |
| VEHICLES.....               | -   |

## EQUIPMENT

**Veterinary Clinic:** Toughness 6; Habitat, Infirmary, Laboratory, Living Space, Security System

## COMPLICATIONS

**Motivation (Doing Good):** You see crimefighting as an extension of your mission to help all living creatures, particularly animals.

**Absorbed Personality:** A few years back, you fought a villain named Imprint, who had the ability to mimic the powers of anyone he touched. During the battle the two of you became inextricably entangled, and you somehow... *absorbed* your nemesis. To this day, some vestige of Imprint's personality remains embedded in your cellular makeup, causing odd behavioral quirks and occasional confusion.

**Responsibility:** You take your veterinary responsibilities very seriously, and will do anything to protect the animals under your care.