

REFRACTA

POWER LEVEL 11

Light Controller

secret ID **Laura Paul** size Medium
 gender Female height 5'10 hair Brown
 age 21 weight 140 eyes Brown



STR	DEX	CON	INT	WIS	CHA
14	15	13	15	14	15
+2	+2	+1	+2	+2	+2

DMG	FORT	REF	WILL	INIT	SPEED
+12	+1	+2	+2	+6	30

BASE DEFENSE			BASE ATTACK		
FLAT	FOOTED	MENTAL	MELEE	RANGED	MENTAL
10			10		
23	20	22	+12	+13	+12

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RANK	POWERS	DC	FEATS	SKILLS
11	Energy Control - Light, 2pp/rank [Half] [Normal] [Sustained] [save:Varies]		Dodge (+1 def, or +2 def to one opponent) Evasion (use ref save instead of dmg save)	acrobatics* listen 2 balance 2 medicine* bluff 2 move silent 2 climb 2 open lock* computers* perform 2 concentration 2 pilot* craft 2 profession 2
11	includes: Dazzle [Half] [Normal] [Instant] [save:REF]	21	Aerial Combat (+1 attack or def when in air) Imp. Initiative (+4 to initiative)	read lips* repair* ride*
11	Stunt: Energy Blast - Laser, 2pp [Half] [Normal] [Instant] [save:DMG]	26	Rapid Shot (extra ranged attack @ -2) Startle (intimidate opponent, they lose dodge bonus)	demolitions* diplomacy 2 disable dev* disguise 2 science 2 drive* escape artist 2 forgery 2 gather info 2 handle animal* hide 2 innuendo* search 7/5 intimidate 2 sense motive 2 jump 2 sleight/hand* knowledge 2 spot 7/5 survival 2 swim 2 taunt 2
11	Stunt: Illusion - sight only [Half] [Sight] [Sustained] [save:WILL]	21	Darkvision (Super) (can see in total darkness) See Invisible (Super) (can see invisible targets)	
11	Stunt: Obscure [Half] [Normal] [Sustained] [save:N/A]			
11	extra: Flight, +1pp/rank [Half] [Personal] [Sustained] [save:N/A] stunt: super-flight, 2pp			
11	Amazing Save: Damage [None] [Personal] [Continuous] [save:N/A]			
			WEAKNESS	langs: english
			LIFT AND LOAD	MOVEMENT (base/run/sprint)
			light 58 lbs overhead 175 lbs med 116 lbs off ground 350 lbs heavy 175 lbs push/drag 1750 lbs	Base Speed 30 / 60 / 120 Super-Flight 55 / 110 / 450560

HITS -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19 -20 -21

ROLL	STUN	LETHAL
FAIL	BRUISED	INJURED
FAIL > 5	STUNNED	STUNNED
FAIL > 10	UNCON	DISABLED

- STUNNED** [stunned for 1 round, lose dex bonus, +2 to hit]
- DISABLED** [1/2 action per round. strenuous actions = dying]
- DYING** [fort save dc:10 or die. +1 dc to save per hour]
- FATIGUED** [no run or charge, -2 str, -2 dex]
- EXHAUSTED** [1/2 speed, -6 str, -6 dex]
- UNCONSCIOUS** [knocked out, add'l attacks are lethal]

POWER POINTS		165
abilities	26	skills 10
combat	50	powers 63
feats	16	weakness 0
SPENT	UNSPENT	NEXT PL
165	0	180



character builder
2.14