

# BLUE LIGHT SPECIAL

POWER LEVEL **11**

secret ID **Trisha Beauragard**

gender **Female**

age **26**

height **5'10**

weight **140**

size **Medium**

hair **Blonde**

eyes **Blue**



STR	DEX	CON	INT	WIS	CHA
12	16	14	8	6	16
<b>+1</b>	<b>+3</b>	<b>+2</b>	<b>-1</b>	<b>-2</b>	<b>+3</b>

DMG	FORT	REF	WILL	INIT	SPEED
<b>+2</b>	<b>+2</b>	<b>+3</b>	<b>-2</b>	<b>+7</b>	<b>30</b>

BASE DEFENSE			BASE ATTACK		
<b>10</b>			<b>9</b>		
DEFENSE	FLAT FOOTED	MENTAL	MELEE	RANGED	MENTAL
<b>24</b>	<b>20</b>	<b>18</b>	<b>+10</b>	<b>+12</b>	<b>+7</b>

HERO **6**

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RANK	POWERS	DC	FEATS	SKILLS
10	<b>Create Object [Mutation]</b>		Dodge (+1 def, or +2 def to one opponent)	acrobatics* 4/1 listen
	[Half] [Normal] [Sustained] [save:N/A]		Evasion (use ref save instead of dmg save)	balance 3 medicine*
10	extra: energy blast	25	Penetrating Vision (Super) (can see through solid objects)	bluff 5/2 move silent 5/2
	[Half] [Normal] [Instant] [save:DMG]		Imp. Initiative (+4 to initiative)	climb 1 open lock*
10	extra: snare		Penetrating Vision (Super) (can see through solid objects)	computers* perform 4/1
	[Half] [Normal] [Instant] [save:REF]	20	Darkvision (Super) (can see in total darkness)	concentration -2 pilot*
10	extra: telekinesis (1000lbs)		Fame (+3 cha if fame is a benefit, -3 if not)	craft -1 profession -2
	[Half] [Normal] [Sustained] [save:N/A]			read lips*
10	extra: flight (50')			demolitions* repair*
	[Half] [Personal] [Sustained] [save:N/A]			diplomacy 3 ride*
10	extra: amazing save - damage			disable dev* 3 science -1
	[None] [Personal] [Continuous] [save:N/A]			disguise 3
10	stunt: dazzle	20		drive* 4/1
	[Half] [Normal] [Instant] [save:REF]			escape artist 7/4
	stunt: super-flight			forgery
	flaw: obvious			gather info 3
				handle animal* hide 3
				innuendo* search -1
				intimidate 3 sense motive -2
				jump 1 sleight/hand* 6/3
				knowledge -1 spot -2
				survival -2
				swim 1
				taunt 6/3
				langs: english
			<b>WEAKNESS</b>	
			<b>LIFT AND LOAD</b>	<b>MOVEMENT (base/run/sprint)</b>
			light 43 lbs overhead 130 lbs	Base Speed 30 / 60 / 120
			med 86 lbs off ground 260 lbs	Flight 50 / 100 / 204800
			heavy 130 lbs push/drag 1300 lbs	

HITS	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21
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ROLL	STUN	LETHAL
FAIL	BRUISED	INJURED
FAIL > 5	STUNNED	STUNNED
FAIL > 10	UNCON	DISABLED



character builder  
**2.14**

- ☐ **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				<b>165</b>
abilities	12	skills	20	
combat	47	powers	74	
feats	12	weakness	0	
SPENT	UNSPENT	NEXT PL		
<b>165</b>	<b>0</b>	<b>180</b>		