## **BLUE LIGHT SPECIAL**

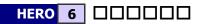


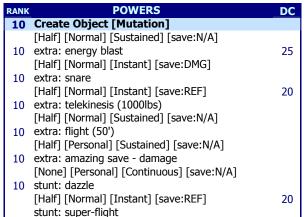
STR	DEX	CON	INT	WIS	CHA
12	16	14	8	6	16
+1	+3	+2	-1	-2	+3

**SPEED DMG FORT REF** WILL INIT 30

**BASE DEFENSE** 10 FLAT **MENTAL DEFENSE FOOTED** 18 24 20

**BASE ATTACK** 9 **MELEE RANGED** MENTAL +10





Dodge (+1 def, or +2 def to one opponent) Evasion (use ref save instead of dmg save) Penetrating Vision (Super) (can see through solid objects) Imp. Initiative (+4 to initiative) Penetrating Vision (Super) (can see through solid objects) Darkvision (Super) (can see in total darkness) Fame (+3 cha if fame is a benefit, -3 if not)

	SK	ILLS	
acrobatics*	4/1	listen	
balance	3	medicine*	
bluff	5/2	move silent	5/2
climb	1	open lock*	
computers*		perform	4/1
concentration	-2	pilot*	
craft	-1	profession	-2
		read lips*	
demolitions*		repair*	
diplomacy	3	ride*	
disable dev*			
disguise	3	science	-1
drive*	4/1		
escape artist	7/4		
forgery			
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
			-, -

## **WEAKNESS**

LIFT AND LOAD			
light	43 lbs	overhead	130 lbs
med	43 lbs 86 lbs 130 lbs	off ground	260 lbs
heavy	130 lbs	push/drag	1300 lbs

MOVEMENT (base/run/sprint)				
Base Speed	30 / 60 / 120			
Flight	50 / 100 / 204800			

skills

20

langs: english

abilities

☐ **STUNNED** [stunned for 1 round, lose dex bonus, +2 to hit] □ **DISABLED** [1/2 action per round. strenuous actions = dying]

☐ **EXHAUSTED** [1/2 speed, -6 str, -6 dex]

☐ **UNCONSCIOUS** [knocked out, addt'l attacks are lethal]

ROLL	STUN	LETHAL
FAIL	BRUISED	INJURED
FAIL > 5	STUNNED	STUNNED
<b>FAIL &gt; 10</b>	UNCON	DISABLED

□ **DYING** [fort save dc:10 or die. +1 dc to save per hour] ☐ **FATIGUED** [no run or charge, -2 str, -2 dex]

47 combat powers 74 feats 12 weakness UNSPENT NEXT SPENT 165

**POWER POINTS** 

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M. T.A.M.

flaw: obvious

character builder 2.14