

KID STRANGE

POWER LEVEL **5**

mentalist

secret ID **Seann Hamilton**

gender **male**

age **17**

height **71 in**

weight **185 lbs**

size **Medium**

hair **Blonde**

eyes **Green**

STR	DEX	CON	INT	WIS	CHA
10	20	20	10	20	10
0	+5	+5	0	+5	0

DMG	FORT	REF	WILL	INIT	SPEED
+12	+12	+12	+12	+5	30

BASE DEFENSE			BASE ATTACK		
0			0		
DEFENSE	FLAT	MENTAL	MELEE	RANGED	MENTAL
15	10	15	0	+5	+5

HERO **4**

□ □ □ □



RANK	POWERS	DC	FEATS	SKILLS
5	amazing save: damage		Durability (Super) (lethal dmg < = to dmg save is stun)	acrobatics* listen 5
5	amazing save: fortitude		Hero's Luck (+1 hero point)	balance 5 medicine* 5
5	amazing save: reflexes		Psychic Awareness (Super) (detect psionics (sense motive, dc 10, +1 / 10 ft))	bluff move silent 5
5	amazing save: willpower		Indomitable Will (can re-roll missed will save after 1 round)	climb open lock*
5	telepathy	15	Identity Change (Super) (can switch to hero form)	computers* perform
5	extra:flight		Attack Focus (+1 attack (unarmed, armed, weapon, etc))	concentration 5 pilot* 5
5	extra:superflight		Point Blank Shot (+1 to hit & dmg with ranged attacks w/in 30 ft)	craft profession 5
5	extra:mental blast	20	Precise Shot (no penalty attacking targets in melee combat)	demolitions* read lips*
5	flaw: full power		Rapid Shot (extra ranged attack @ -2)	diplomacy repair*
0	0		Multishot (multifire penalty -2, autofire -4)	disable dev* ride*
			Penetrating Attack (Super) (choose attack, reduce protection by 2)	disguise science
			Lightning Reflexes (+2 ref saves)	drive*
			Greater Fortitude (+2 fort save)	escape artist 5
			Toughness (+2 to damage saves)	forgery
			Iron Will (+2 will saves)	gather info
				handle animal*
				hide 5
				innuendo*
				intimidate search
				jump sense motive 5
				knowledge sleight/hand* 5
				spot 5
				survival 5
				swim
				taunt
				langs: english
			WEAKNESS	
			Vulnerable (no dmg save to a substance)	
			LIFT AND LOAD	
			light 33 lbs overhead 100 lbs	
			med 66 lbs off ground 200 lbs	
			heavy 100 lbs push/drag 1000 lbs	
			MOVEMENT (base/run/sprint)	
			Base Speed 30 / 60 / 120	
			flight 25 / 50 / 3200	

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

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 75			
abilities	30	skills	0
combat	0	powers	40
feats	17	weakness	-10
SPENT	UNSPENT	NEXT PL	
77	6	90	

