

STRING THEORY

POWER LEVEL 11

Energy Being

secret ID **Jared Elbright**

gender Male

height 5'8

size Medium

hair **Brown**

age 27

weight 145

eyes **Brown**

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 14 | 16 | 14 | 18 | 12 | 12 |
| +2 | +3 | +2 | +4 | +1 | +1 |

| DMG | FORT | REF | WILL | INIT | SPEED |
|-----|------|-----|------|------|-------|
| +2 | +2 | +3 | +1 | +3 | 30 |

| BASE DEFENSE | | | 8 |
|--------------|----------------|--------|---|
| DEFENSE | FLAT FOOTED | MENTAL | |
| 21 | 18 | 19 | |

| BASE ATTACK | | | 8 |
|-------------|--------|--------|---|
| MELEE | RANGED | MENTAL | |
| +10 | +11 | +9 | |

HERO 6



| RANK | POWERS | DC |
|------|--|----|
| 5 | Alternate Form: Energy, 5pp/rank [Mutation] | |
| | [Free] [Personal] [Sustained] [save:N/A] | |
| 5 | includes: Energy Blast | 20 |
| | [Half] [Normal] [Instant] [save:DMG] | |
| 5 | includes: Incorporeal | |
| | [Free] [Personal] [Sustained] [save:N/A] | |
| | special: Ghost Touch - energy only | |
| 5 | includes: Flight | |
| | [Half] [Personal] [Sustained] [save:N/A] | |
| | stunt: Super-flight | |
| 5 | Includes: Immunities | |
| | radiation | |
| | electricity | |
| | magnetism | |
| | gravity | |
| | starvation | |
| 5 | extra: Telekinesis, +1pp/rank | 15 |
| | [Half] [Normal] [Sustained] [save:REF] | |
| 5 | extra: Drain - Electricity, +1pp/rank | 15 |
| | [N/A] [Touch] [Instant] [save:WILL] | |
| 5 | extra: Absorption - Radiation, +2pp/rank | |
| | [None] [Personal] [Continuous] [save:N/A] | |
| 5 | effect: Heal | |
| | [Half] [Touch] [Instant] [save:N/A] | |
| | flaw: Permanent, -1pp/rank | |
| 5 | Energy Field, 2pp/rank [Mutation] | 20 |
| | [Free] [Touch] [Sustained] [save:DMG] | |

FEATS

- Accurate Attack ((- dmg bonus), (+ attack roll), 5 max)
- Ricochet Attack (bounce ranged attacks off objects, -2 per bounce)
- Photographic Memory (can recall anything seen/read/experienced)
- See Invisible (Super) (can see invisible targets)
- Point Blank Shot (+1 to hit & dmg with ranged attacks w/in 30 ft)
- Rapid Shot (extra ranged attack @ -2)

| WEAKNESS | |
|----------|--|
| | |

| LIFT AND LOAD | | | |
|---------------|---------|------------|----------|
| light | 58 lbs | overhead | 175 lbs |
| med | 116 lbs | off ground | 350 lbs |
| heavy | 175 lbs | push/drag | 1750 lbs |

| SKILLS | | | |
|----------------|------|---------------|-------|
| acrobatics* | | listen | 1 |
| balance | 3 | medicine* | |
| bluff | 1 | move silent | 3 |
| climb | 2 | open lock* | 5/2 |
| computers* | 11/7 | perform | 1 |
| concentration | 1 | pilot* | |
| craft | 4 | profession | 1 |
| | | read lips* | |
| demolitions* | 6/2 | repair* | |
| diplomacy | 1 | ride* | |
| disable dev* | 6/2 | | |
| disguise | 1 | science | 4 |
| drive* | | physics | 15/11 |
| escape artist | 3 | | |
| forgery | 4 | | |
| gather info | 7/6 | | |
| handle animal* | | | |
| hide | 3 | | |
| innuendo* | | search | 4 |
| intimidate | 2 | sense motive | 1 |
| jump | 2 | sleight/hand* | |
| knowledge | 4 | spot | 5/4 |
| | | survival | 2/1 |
| | | swim | 2 |
| | | taunt | 3/2 |

langs: english

| 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 |

- ☐ **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 | 31 |
| combat | 40 | powers | 52 |
| feats | 12 | weakness | 0 |
| SPENT | UNSPENT | NEXT PL | |
| 161 | 4 | 180 | |