

HERO: _____

PLAYER: _____ IDENTITY: _____ SECRET PUBLIC

GENDER: _____ AGE: _____ HEIGHT: _____ WEIGHT: _____ EYES: _____ HAIR: _____

GROUP AFFILIATION: _____ BASE OF OPERATIONS: _____ POWER LEVEL: 10

POWER POINT TOTALS: ABILITIES 32 • POWERS 78 • ADVANTAGES 1 • SKILLS 12 • DEFENSES 26 = 150

STRENGTH	0	AGILITY	1	FIGHTING	2	AWARENESS	6
STAMINA	0	DEXTERITY	2	INTELLECT	2	PRESENCE	3

DEFENSE

DODGE (AGL)	8
PARRY (FGT)	8
FORTITUDE (STA)	6
TOUGHNESS (STA)	12
WILL (AWE)	14

OFFENSE

	Will	INITIATIVE +1
Mental Blast	DC 20	Perception Range, Damage 5 (Toughness Resistance check DC 20)
Telekinesis	+10	Ranged, Str 8, Disarm, Grab, Trip
Unarmed	+2	Close, Damage 0 (Toughness Resistance check DC 15)

HERO POINTS

POWER POINTS EARNED

POWER POINTS SPENT

NOTES & CONDITIONS

POWERS & DEVICES

*Mental Awareness: Senses 2 (Mental Sense, Radius) - DC 10 Perception check to sense mental effects

*Telekinesis: Move Object 8, Accurate 4 - Can lift up to 6 tons and used to make disarm, grab, and trip attacks

*Telekinetic Field: Protection 12, Impervious, Sustained. Ignore Damage rank 6 and below.

*Telekinetic Levitation: Flight 5 (60 MPH)

*Telepathy

**Mind Reading 5 Linked to Area Mental Communication 2 - +5 vs target's Will check to read mind. In addition you can communicate telepathically with any creature within 1 mile.

**Mental Blast: Perception Range Damage 5, Resisted by Will

**Mind Control: Affliction 5, Cumulative, Perception, Ranged - Target makes a DC 20 Will Resistance check. One degree of failure = dazed. Two degrees = compelled. Three degrees = controlled.

CHARACTER ILLUSTRATION

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MUTANTS & MASTERMINDS

ADVANTAGES

*Ultimate Effort (Will defense): You can spend a hero point to make a Will defense roll a 20.

COMPLICATIONS

*Justice: An overwhelming thirst for justice drives you, a need to see the innocent protected and the guilty punished, even if they are beyond the reach of the law.

*Addiction: You need something, whether for physical or psychological reasons. You'll go out of your way to satisfy your addiction

EQUIPMENT, VEHICLES, AND HEADQUARTERS

SKILLS

ACROBATICS

ATHLETICS

CLOSE COMBAT

DECEPTION

EXPERTISE

Medicine

INSIGHT

INTIMIDATION

INVESTIGATION

PERCEPTION

PERSUASION

RANGED COMBAT

SLEIGHT OF HAND

STEALTH

TECHNOLOGY

TREATMENT

VEHICLES

TOTAL

ABILITY

RANKS

OTHER

SERIES: _____ GAMEMASTER: _____

INFORMATION

NOTES: Psychic