

## Battlesuit

Power Level: 10; Power Points Spent: 150/150

### Abilities

	MODIFIER	TOTAL SCORE	=	BASE SCORE	+	ENHANCED SCORE
STRENGTH	+12	34	=	10	+	24
DEXTERITY	+1	12	=	12	+	-
CONSTITUTION	+1	12	=	12	+	-
INTELLIGENCE	+5	20	=	20	+	-
WISDOM	+2	14	=	14	+	-
CHARISMA	+0	10	=	10	+	-

### Saving Throws

	TOTAL	=	BASE MODIFIER	+	ABILITY MODIFIER	+	MISC MODIFIERS
TOUGHNESS	+12	=	+0	+	+1	+	+11
Impervious: +11							
FORTITUDE	+4	=	+3	+	+1	+	-
REFLEX	+6	=	+5	+	+1	+	-
WILL	+7	=	+5	+	+2	+	-

### Combat

	TOTAL	=	DEFENSE BONUS	+	DODGE BONUS	+	SIZE MODIFIER	+	FLAT-FOOTED
DEFENSE	+8	=	+4	+	+4	+	-	+	+4

SIZE: MEDIUM	KNOCKBACK RESIST MODIFIER	-11
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	TOTAL	=	DEX MODIFIER	+	PERM MODIFIER	+	TEMP MODIFIER
INITIATIVE	+1	=	+1	+	-	+	-

HERO POINTS

### Damage Conditions

BRUISED	STAGGERED	UNCONSCIOUS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INJURED	DISABLED	DYING

### Fatigue Conditions

FATIGUED	EXHAUSTED	UNCONSCIOUS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### Attacks

ATTACK BONUS	+8	GRAPPLE BONUS	+20/+25
MELEE ATTACK BONUS	+8	RANGED ATTACK BONUS	+8

**Force Beams (Blast 12), +8 (DC 27)**

- Force Beams, Crit 20, Range Incr 120ft.

**Unarmed Attack, +8 (DC 27)** - Bludgeon, Crit 20



### Powers

#### ✓ Battlesuit (Device 19)

Powers: Blast 12, Communication 4, Flight 6, Immunity 9, Protection 11, Super-Senses 13, Super-Strength 5 (*Reaction - Personal - Permanent*)

#### ✓ Communication 4

Sense Type: Radio (*Free - Extended, 1 mile - Sustained*)

#### ✓ Flight 6

Speed: 500 mph, 4400 ft./rnd (*Move - Personal - Sustained*)

#### Force Beams (Blast 12)

DC 27, Alternate Powers: Enhanced Ability 24 [Alt] (*Standard - Ranged, 120ft. - Instant*)

#### ✓ Enhanced Ability 24 [Alt]

+24 STR; Ability: Strength (*Reaction - Personal - Continuous*)

#### ✓ Immunity 9

Life Support (*Reaction - Personal - Permanent*)

#### ✓ Protection 11

+11 Toughness; Extras: Impervious (*Reaction - Personal - Permanent*)

#### ✓ Super-Senses 13

Blindsight: Radio, Darkvision, Direction Sense, Distance Sense, Infravision, Radio, Time Sense, Extended: Blindsight 1 (x10), Radius: Blindsight (*Free - Personal - Permanent*)

#### ✓ Super-Strength 5

+25 STR carrying capacity; +5 STR to some checks (*Reaction - Personal - Continuous*)

### Feats

**Accurate Attack** Reduce the Save DC of an attack by -5 and add that amount to your Attack Bonus.

**Improvised Tools** You ignore the -4 penalty for using skills without proper tools, since you can improvise sufficient tools with whatever is at hand.

**Inventor** You can use Knowledge (Technology) and Craft skills to create inventions and temporary devices.

**Power Attack** Reduce the Attack Bonus of an attack by -5 and add that amount to the Save DC of the attack.

**Second Chance - Disable Device Checks 1** If you fail a saving throw or skill check against your specific hazard, you can re-roll.

### Movement

**Flight 6** - Speed: 500 mph, 4400 ft./rnd

## Carrying Capacity

<b>LIGHT</b> LOAD	<b>14.9 tons</b>	<b>MEDIUM</b> LOAD	<b>29.9 tons</b>	<b>HEAVY</b> LOAD	<b>44.8 tons</b>
<b>MAXIMUM</b> LOAD	<b>89.6 tons</b>	<b>PUSH / DRAG</b> LOAD	<b>224 tons</b>		

## Background Information

**Male; Age: 33; Height: 5' 11"; Weight: 195 lb.**

**Languages: Native Language**

## Movement

**Jumping** - Running jump: 22 ft.; standing jump: 11 ft.; high jump: 5 ft.

## Drawbacks

**Normal Identity - Common**

## Skills

	SKILL BONUS	SKILL RANK	ABILITY MODIFIER	MISC MODIFIER
<b>Bluff</b>	<b>+0</b>	= -		
<b>Climb</b>	<b>+12</b>	= -	+12	
<b>Computers</b>	<b>+12</b>	= 7	+5	
<b>Concentration</b>	<b>+2</b>	= -	+2	
<b>Craft: Electronic</b>	<b>+12</b>	= 7	+5	
<b>Craft: Mechanical</b>	<b>+12</b>	= 7	+5	
<b>Diplomacy</b>	<b>+0</b>	= -		
<b>Disable Device</b>	<b>+12</b>	= 7	+5	
<b>Disguise</b>	<b>+0</b>	= -		
<b>Escape Artist</b>	<b>+1</b>	= -	+1	
<b>Gather Information</b>	<b>+0</b>	= -		
<b>Handle Animal</b>	<b>+0</b>	= -		
<b>Intimidate</b>	<b>+0</b>	= -		
<b>Knowledge: Technology</b>	<b>+12</b>	= 7	+5	
<b>Notice</b>	<b>+7</b>	= 5	+2	
<b>Search</b>	<b>+5</b>	= -	+5	
<b>Sense Motive</b>	<b>+2</b>	= -	+2	
<b>Stealth</b>	<b>+1</b>	= -	+1	
<b>Survival</b>	<b>+2</b>	= -	+2	
<b>Swim</b>	<b>+12</b>	= -	+12	

## Validation Report

**Validation Report (0 issues):** Nothing identified

## Damage Effects

RESULT	NONLETHAL	LETHAL
Fail	Bruised	Bruised + Injured
Fail by 5+	Stunned + Bruised	Stunned + Bruised + Injured
Fail by 10+	Staggered + Stunned	Staggered + Disabled + Stunned
Fail by 15+	Unconscious	Unconscious + Dying



## Extra Effort

- Check Bonus** +2 bonus on an ability, skill or power check (not an attack roll).
- Increase Carrying Capacity** +5 Strength for determining carrying capacity. Lasts 1 round.
- Increase Movement** Hero moves at double speed for 1 round.
- Increase Power** Increase a power by 2 ranks for 1 round. Can't be applied to Permanent powers.
- Power Stunt** Temporarily add a power feat to a power. Lasts for the duration of the encounter or until you stop maintaining it. Can't be applied to Permanent powers.
- Surge** Gain an additional standard or move action.
- Willpower** Gain an immediate saving throw against a power with a Lasting effect.

## Hero Point Uses

- Cancel Fatigue** Any time you would suffer fatigue, you can reduce the amount of fatigue by one level.
- Dodge** Double your dodge bonus for one round, or stop yourself from losing it until your next action.
- Escape Death** Automatically stabilize a dying character.
- Heroic Feat** Gain the benefits of any feat or power feat you don't have for one round.
- Improve Roll** Re-roll any die roll and pick the better result. If the second roll is a 1-10, add 10 to it.
- Inspiration** Once per session, get a hint from the GM.
- Instant Counter** You can attempt to counter a power used against you as a free action.
- Recover** Immediately shake off a stunned or fatigued condition, or become Fatigued instead of Exhausted, or allow an immediate recovery check as a full-round action (2 rounds if you're staggered), or recover all bruised or injured conditions instead of just 1. While disabled, you can spend a hero point to take an action without worrying about dying.

## Time & Value Progression

RANK	TIME	VALUE
1	3 seconds	1
2	6 seconds	2
3	1 minute	5
4	5 minutes	10
5	20 minutes	25
6	1 hour	50
7	5 hours	100
8	1 day	250
9	1 week	500
10	1 month	1000
11	3 months	2500
12	1 year	5000
13	5 years	10000
14	10 years	25000
15	50 years	50000
16	100 years	100000
17	500 years	250000
18	1000 years	500000
19	5000 years	1000000
20	10000 years	2500000

## Extended Range

RANK	RANGE
1	10 feet
2	100 feet
3	1000 feet
4	1 mile
5	5 miles
6	20 miles
7	200 miles
8	2000 miles
9	20000 miles
10	200000 miles
11	2 million miles
12	20 million miles
13	200 million miles
14	2 billion miles
15	Anywhere in the same solar system
16	Nearby star systems
17	Distant star systems
18	Anywhere in the same galaxy
19	Nearby galaxies
20	Anywhere in the universe

## Condition Summary

- Blinded** 50% miss, no dodge, -2 def, 1/2 move, -4 STR/DEX skills.
- Dazed** Take no actions, but you can still dodge.
- Disabled** Attack or move. Any strenuous action makes you Dying.
- Entangled** -2 attacks, -2 defense, -4 DEX. No move / half move.
- Flat-Footed** No dodge bonus to defense.
- Helpless** +4 to be attacked in melee, no dodge bonus, -9/-5 to defense.
- Invisible** +2 to hit & no dodge bonus vs. unaware; 50% miss chance.
- Panicked** Flee as fast as possible or be dazed. Can defend, no attacks.
- Pinned** No dodge bonus, -4 to defense.
- Shaken** -2 to attacks, saves, and checks.
- Slowed** Attack or move. -1 to attack, defense, reflex. move at half speed.
- Stunned** No dodge bonus, -2 defense, cannot act other than reactions.
- Bruised** N\*-1 to Toughness saves to resist nonlethal damage.
- Deafened** -4 to Initiative checks.
- Dying** Fort save (DC 10 + 1 per hour) or die.
- Fascinated** -4 to reactions.
- Frightened** Flee as fast as possible, or be Shaken.
- Injured** N\*-1 to Toughness saves to resist lethal damage.
- Nauseated** Take only a single move action each round.
- Paralyzed** STR 0, DEX 0, defense 5. May take purely mental actions.
- Prone** -4 to melee attack; opponents get +4 in melee, -4 at range.
- Sickened** -2 to attacks and checks.
- Staggered** Move or act. 2nd Staggered result causes unconsciousness.