

Star Knight N'tx'n

Male; Age: 41; Height: 5' 9"; Weight: 176 lb.
Eyes: Purple; Hair: Purple

Power Level 12, 217 PP, **4 PP left to spend** ; Abilities 74 + Powers 68 + Advantages 33 + Skills 25 (50 ranks) + Defenses 17

Abilities

Strength	4	Agility	8/4	Fighting	12/8	Awareness	7
Stamina	4	Dexterity	4	Intellect	3	Presence	3

Offense

Initiative: +12

Attack Name	Attack Bonus & Resistance DC	Notes
Blade on Offense: Strength-based Damage 7	+13, DC 26 Crit 16-20
Blade on: Damage 5	+13, DC 20 Crit 20
Blaster Pistol	+4, DC 20 Energy, Crit 20
Size Matters Not: Move Object 11	DC 21 Crit 20
Things Know the Way: Move Object 7	DC 11 Crit 20
Throw	+4, DC 19 Bludgeon, Crit 20
Unarmed	+12, DC 19 Bludgeon, Crit 20

Powers

- ü **Energy Sword (18 PP)**
Easily Removable
- ü **Plasma Blade (22 PP)**
Blade on Defense: Immunity 20 (1 PP)
Very Common Descriptor: Ranged Attacks (*Personal - Permanent*)
Blade on Offense: Strength-based Damage 7 (20 PP)
DC 26, Advantages: Improved Critical 4; Penetrating 9 (*Standard - Close - Instant*)
Blade on: Damage 5 (1 PP)
DC 20; Penetrating 5, Reaction 3: reaction; Limited: must touch blade (*Reaction - Close - Instant*)
- ü **Swinging About: Enhanced Trait 8 (8 PP)**
Traits: Dodge +4 (**+17**), Parry +4 (**+17**) (*Free - Personal - Sustained*)
- ü **Know the Way (32 PP)**
ü **Follow the Way: Enhanced Trait 18 (2 PP)**
[18 active, 23/23 PP, 1/r], Agility +4 (**+8**), Fighting +4 (**+12**), Defensive Roll 3 +2 (**+3**) (*Free - Personal - Sustained*)
Powerful Influence: Mind Control 11 (2 PP)
[0 active, 23/23 PP, 2/r], DC 21; Distracting, Sense-dependent: Must be able to be heard (*Standard - Perception - Instant*)
Size Matters Not: Move Object 11 (24 PP)
[0 active, 23/23 PP, 2/r+1], 50 tons; Increased Range: perception, Subtle: subtle; Distracting (*Standard - Perception - Sustained*)
That's The Wrong Way: Deflect 11 (2 PP)
[0 active, 23/23 PP, 2/r]; Reflect (*Standard - Ranged, 275/550/1100 ft. - Instant*)
ü **Things Know the Way: Move Object 7 (2 PP)**
[1 active, 23/23 PP, 3/r+2], 100 lbs.; Increased Range: perception, Precise, Subtle: subtle (*Standard - Perception - Sustained*)
- ü **Search Your Feelings: Senses 11 (11 PP)**
Accurate: special, Acute: special, Awareness: special, Danger Sense: special, Penetrates Concealment: special, Radius: special, Ranged: special (*Personal - Permanent*)
- ü **Star Knight Muscle-Control (7 PP)**
Boosted Lifting: Enhanced Strength 4 (4 PP)
+4 STR; Limited to Lifting (*Free - Personal - Sustained*)
Jumping: Leaping 4 (1 PP)
Leap 120 feet at 30 miles/hour (*Free - Personal - Instant*)



Defenses

Dodge	17/13
Parry	17/13
Fortitude	8
Toughness	7/4
Will	14

Hero Points: 1



N'tx'n

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Powers

Running: Speed 4 (1 PP)

Speed: 30 miles/hour, 500 feet/round (Free - Personal - Sustained)

While I Stood On My Head: Enhanced Trait 4 (1 PP)

Traits: Acrobatics +8 (+18) (Free - Personal - Sustained)

Advantages

Accurate Attack Trade effect DC for attack bonus.

All-out Attack Trade active defense for attack bonus.

Animal Empathy Use interaction skills normally with animals.

Assessment Use Insight to learn an opponent's combat capabilities.

Benefit, Cipher Gain a significant perquisite or fringe benefit.

Benefit, Status: Star Knight Gain a significant perquisite or fringe benefit.

Benefit: Champion of Justice Gain a significant perquisite or fringe benefit.

Defensive Attack Trade attack bonus for active defense bonus.

Defensive Roll 3 +1 active defense bonus to Toughness per rank.

Equipment 6 5 points of equipment per rank.

Evasion Circumstance bonus to avoid area effects.

Extraordinary Effort Gain two benefits when using extra effort.

Great Endurance +5 on checks involving endurance.

Hide in Plain Sight Hide while observed without need for a diversion.

Improved Critical 4: Blade on Offense: Strength-based Damage 7
+1 to critical threat range with an attack per rank.

Improved Initiative +4 bonus to initiative checks per rank.

Improvised Tools No penalty for using skills without tools.

Languages 2 Speak and understand additional languages.

Luck 2 Re-roll a die roll once per rank.

Move-by Action Move both before and after your standard action.

Precise Attack (Close, Cover) Ignore attack check penalties for either cover or concealment.

Quick Draw Draw a weapon as a free action.

Seize Initiative Spend a hero point to go first in the initiative order.

Takedown Free extra attack when you incapacitate a minion.

Teamwork +5 bonus to support team checks.

Trance Go into a deathlike trance that slows bodily functions.

Uncanny Dodge Not vulnerable when surprised or caught off-guard.

Movement

Base Movement Speed - 30 miles/hour, 500 feet/round (run 60 miles/hour, 900 feet/round; swim 8 miles/hour, 120 feet/round)

Jumping: Leaping 4 - Leap 120 feet at 30 miles/hour

Routine Jump Distance - Running jump: 20 ft.; standing: 10 ft.; vertical: 4 ft.; standing vert.: 2 ft.

Running: Speed 4 - Speed: 30 miles/hour, 500 feet/round

Throwing Distance - Throw 3200 lbs. 6 feet; throw 800 lbs. 30 feet; throw 200 lbs. 120 feet

Skills

	Total	Ranks	Ability	Other
Acrobatics	+10	2	8	
Athletics	+10	6	4	
Close Combat: Swords	+13	1	12	
Deception	+3	-	3	
Expertise: Space Community	+8	5	3	
Insight	+10	3	7	
Intimidation	+4	1	3	
Investigation	+4	1	3	
Perception	+10	3	7	
Persuasion	+8	5	3	
Ranged Combat: Energy Pistols	+9	5	4	
Sleight of Hand	+8	4	4	
Stealth	+10	2	8	
Technology	+7	4	3	
Treatment	+5	2	3	
Vehicles	+10	6	4	

Validation Report

Validation Report (0 issues): Nothing identified

Settings: Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Hero High: Hero High; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment; Optional Rules: Hide Default Power Name; Output Options: No Damage / Fatigue Trackers

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Equipment

Blaster Pistol, CoJ Bases 1, CoJ Communicator COJ-016 2, CoJ Equipment 1, Commlink, Contribution to local Star Knight base 5, Contribution to other Star Knight bases 4, Contribution to Star Knight Vehicle 5

Complications

Guardian N'tx'n has an inexplicable fondness for Terrans.

Responsibility As a member of the Stellar Brotherhood, N'tx'n is sworn to uphold, across the galaxy, what is right through strict adherent of the Way.

Background Information

Languages: English, Sternzunge, Ukhanian