



Deflector

Male; Age: 32; Height: 5' 11"; Weight: 178 lb.
Eyes: Brown; Hair: Black

Power Level 10, 150 PP, **12 PP left to spend** ; Abilities 42 + Powers 59
+ Advantages 12 + Skills 23 (45 ranks) + Defenses 14

Abilities

Strength	3	Agility	2	Fighting	3	Awareness	3
Stamina	4	Dexterity	2	Intellect	2	Presence	2

Offense

Initiative: +2

Attack Name Attack Bonus & Resistance DC Notes

Force Beams: Damage 11 +9, DC 26 275/550/1100 ft., Crit 20

Throw +2, DC 18 Bludgeon, Crit 20

Unarmed +4, DC 18 Bludgeon, Crit 20

Powers

ü **Force Emissions Array (26 PP)**

Force Beams: Damage 11 (1 PP)

DC 26; Accurate 2: +4, Increased Range: ranged (Standard - Ranged, 275/550/1100 ft. - Instant)

Force Deflection: Deflect 10 (1 PP)

(Standard - Ranged, 250/500/1000 ft. - Instant)

Force Wall: Create 8 (24 PP)

Volume: 250 cft., DC 18; Movable (Standard - Ranged, 200/400/800 ft. - Sustained)

ü **Force Field (26 PP)**

ü **Enhanced Trait: Enhanced Trait 10 (10 PP)**

Traits: Dodge +5 (+10), Parry +5 (+10); Linked: Protection: Protection 6 (Free - Personal - Sustained)

ü **Protection: Protection 6 (16 PP)**

+6 Toughness; Impervious [4 extra ranks], Sustained (Free - Personal - Sustained)

ü **Force Flight: Flight 7 (7 PP)**

Speed: 250 miles/hour, 0.5 miles/round; Platform (Free - Personal - Sustained)

Advantages

Accurate Attack Trade effect DC for attack bonus.

All-out Attack Trade active defense for attack bonus.

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

Attractive Circumstance bonus to interaction based on your looks.

Contacts Make an initial Investigation check in one minute.

Defensive Attack Trade attack bonus for active defense bonus.

Improved Aim Double circumstance bonuses for aiming.

Improved Smash No penalty for the smash action.

Interpose Take an attack meant for an ally.

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

Power Attack Trade attack bonus for effect bonus.

Teamwork +5 bonus to support team checks.

Movement

Base Movement Speed - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)

Force Flight: Flight 7 - Speed: 250 miles/hour, 0.5 miles/round

Routine Jump Distance - Running jump: 15 ft.; standing: 7.5 ft.; vertical: 3 ft.; standing vert.: 1.5 ft.

Throwing Distance - Throw 1600 lbs. 6 feet; throw 400 lbs. 30 feet; throw 100 lbs. 120 feet

Defenses

Dodge 10/5

Parry 10/5

Fortitude 6

Toughness 10

Impervious: +10

Will 10

Hero Points: 1

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted

Herman Vancil

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Complications

Police Record Deflector was wanted by local and federal law enforcement agencies.

Quirk: Masochist

Vulnerability Sonic and magnetic attacks get a +5 Damage.

Background Information

Languages: English

Skills

	Total	Ranks	Ability	Other
Acrobatics	+3	1	2	
Athletics	+5	2	3	
Close Combat: Unarmed	+4	1	3	
Deception	+10	8	2	
Expertise: Underworld	+8	6	2	
Insight	+4	1	3	
Intimidation	+4	2	2	
Investigation	+3	1	2	
Perception	+5	2	3	
Persuasion	+8	6	2	
Ranged Combat: Force Beams	+5	3	2	
Sleight of Hand	+7	5	2	
Stealth	+7	5	2	
Technology	+4	2	2	
Treatment	-	-	2	
Vehicles	-	-	2	

Validation Report

Validation Report (0 issues): Nothing identified

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