

Shade

Male; Age: 33; Height: 5' 8"; Weight: 175 lb.
Eyes: Grey; Hair: Blond

Power Level 9, 176 PP, **10 PP left to spend** ; Abilities 40 + Powers 92 + Advantages 11 + Skills 22 (44 ranks) + Defenses 11

Abilities

Strength	4/1	Agility	2	Fighting	5	Awareness	0
Stamina	5	Dexterity	2	Intellect	3	Presence	2

Offense

Initiative: +2

Attack Name	Attack Bonus & Resistance DC	Notes
Darkforce Blast: Damage 10	+8, DC 25 250/500/1000 ft., Crit 20
Darkforce Boxing Glove: Strength-based Damage 5	+9, DC 24 Crit 20
Darkforce Katar: Strength-based Damage 7	+7, DC 26 Crit 20
Darkforce Tendrils: Move Object 8	+10, DC 23 200/400/800 ft., Crit 20
Throw	+2, DC 19 Bludgeon, Crit 20
Unarmed	+5, DC 19 Bludgeon, Crit 20

Powers

- ü Darkforce Bubble: Burst Area Concealment Attack 6 (24 PP)**
 All Visual Senses, Extra Ranks 2, DC 16; Burst Area: 30 feet radius sphere, DC 16, Attack: Dodge, Increased Range: ranged (Free - Ranged, 150/300/600 ft. - Sustained)
- ü Darkforce Manipulation Array (29 PP)**
 - Darkforce Blast: Damage 10 (1 PP)**
DC 25; Increased Range: ranged (Standard - Ranged, 250/500/1000 ft. - Instant)
 - Darkforce Boxing Glove: Strength-based Damage 5 (1 PP)**
DC 24; Accurate 2: +4 (Standard - Close - Instant)
 - Darkforce Bubble: Create 9 (1 PP)**
Volume: 500 cft., DC 19 (Standard - Ranged, 225/450/900 ft. - Sustained)
 - Darkforce Katar: Strength-based Damage 7 (1 PP)**
DC 26; Accurate: +2, Penetrating 9 (Standard - Close - Instant)
- ü Darkforce Tendrils: Move Object 8 (25 PP)**
 6 tons, DC 23; Accurate: +2, Damaging (Standard - Ranged, 200/400/800 ft. - Sustained)
- ü Darkforce Movement (7 PP)**
 - ü Darkforce Flying Platform: Flight 6 (6 PP)**
Speed: 120 miles/hour, 1800 feet/round; Platform (Free - Personal - Sustained)
 - Underdark Access: Movement 1 (1 PP)**
Dimensional: Underdark 1: one dimension, 400 lbs.; Affects Others, Increased Mass 3 (Free - Close - Sustained)
- ü Darkforce-Infused Body: Enhanced Trait 14 (14 PP)**
 Traits: Strength +3 (+4), Toughness +8 (+13) (Free - Personal - Sustained)
- Formerly In Practice: Enhanced Trait 14 (14 PP)**
 Traits: Fighting +2 (+7), Parry +2 (+7), Dodge +4 (+9), Ranged Combat +4 (+12), Strength +1 (+5), Notes: Darkforce Bubble power increases by 2 ranks to 11 (Free - Personal - Sustained)
- ü Seeing in the Dark: Senses 4 (4 PP)**
 Darkvision, Infravision, Ultravision (Personal - Permanent)

Advantages

- Benefit, Wealth 2 (independently wealthy)** Gain a significant perquisite or fringe benefit.
- Benefit: Law Partner** Gain a significant perquisite or fringe benefit.
- Connected** Call in assistance or favors with a Persuasion check.
- Contacts** Make an initial Investigation check in one minute.
- Equipment 1** 5 points of equipment per rank.



Defenses

Dodge	5
Parry	5
Fortitude	8
Toughness	13/5
Will	5

Hero Points: 1



David Knight

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Advantages

- Fascinate (Persuasion)** Use an interaction skill to entrance others.
- Interpose** Take an attack meant for an ally.
- Second Chance: Underdark Attacks** Re-roll a failed check against a hazard once.
- Teamwork** +5 bonus to support team checks.
- Well-informed** Immediate Investigation or Persuasion check to know something.

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)
- Darkforce Flying Platform: Flight 6** - Speed: 120 miles/hour, 1800 feet/round
- Routine Jump Distance** - Running jump: 16 ft.; standing: 8 ft.; vertical: 3.2 ft.; standing vert.: 1.6 ft.
- Throwing Distance** - Throw 3200 lbs. 6 feet; throw 800 lbs. 30 feet; throw 200 lbs. 120 feet
- Underdark Access: Movement 1** - Dimensional: Underdark 1: one dimension, 400 lbs.

Equipment

CoJ Honorary Communicator COJ-115 2

Complications

- Loyal to A Fault** He is loyal to his friends, even when those loyalties run counter to one another.
- My Brother, My Fiend** Shade has sacrificed using his powers, even though they have returned, in a bargain with his brother, who controls the Underdark dimension. In exchange for his sacrifice, others are allowed to use the Underdark energies without causing another dimensional invasion. When David is forced to violate the agreement, however, Umbrageon often "punishes" him for it
- Out of Practice** Eschewing the crimefighting life, David is out of practice. It would take time and practice to get the Formerly In Practice effect back. Presently that power is unavailable.
- Relationship** David is in love with his fiancé, Debbie O'Day, but continually struggles to set a date due to outside interferences.

Background Information

Languages: English

Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-	2	
Athletics	+6	2	4	
Deception	+8	6	2	
Expertise: College Education	+4	1	3	
Expertise: Law	+9	6	3	
Insight	+7	7		
Intimidation	+2	-	2	
Investigation	+5	2	3	
Perception	+3	3		
Persuasion	+8	6	2	
Ranged Combat: Darkforce	+8	6	2	
Sleight of Hand	-	-	2	
Stealth	+2	-	2	
Technology	+7	4	3	
Treatment	+4	1	3	
Vehicles	-	-	2	

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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