

Starlight

Female; Age: 22; Height: 5' 8"; Weight: 175 lb.
Hair: blond

Power Level 11, 182 PP, **3 PP left to spend** ; Abilities 44 + Powers 86 + Advantages 20 + Skills 15 (30 ranks) + Defenses 17

Abilities

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

Offense

Initiative: +8

Attack Name	Attack Bonus & Resistance DC	Notes
Cosmic Energy Blast: Damage 12	+10, DC 27	300/600/1200 ft., Crit 16-20
Cosmic Shift 1: Move Object 11	DC 21	Crit 20
Cosmic Shift 2: Move Object 12	+10, DC 27	300/600/1200 ft., Crit 20
Throw	+4, DC 16	Bludgeon, Crit 20
Unarmed	+1, DC 16	Bludgeon, Crit 20

Powers

- ü **Cosmic Energy Array** (40 PP)
- ü **Cosmic Constructs: Create 11** (1 PP)
Volume: 2000 cft., DC 21; Movable (Standard - Ranged, 275/550/1100 ft. - Sustained)
- ü **Cosmic Energy Blast: Damage 12** (1 PP)
DC 27, Advantages: Improved Critical 4; Increased Range: ranged, Variable Descriptor: close group - Any Energy (Standard - Ranged, 300/600/1200 ft. - Instant)
- ü **Cosmic Shift 1: Move Object 11** (1 PP)
50 tons; Increased Range: perception (Standard - Perception - Sustained)
- ü **Cosmic Shift 2: Move Object 12** (36 PP)
100 tons, DC 27; Damaging (Standard - Ranged, 300/600/1200 ft. - Sustained)
- ü **Cosmic Stuff: Variable 4** (1 PP)
Action 2: free (Free - Personal - Sustained)
- ü **Static Shield** (contains 20 PP)
Powers: Create 7
- ü **Create 7** (20 PP)
Volume: 125 cft., DC 17; Increased Duration: continuous; Quirk: ... (Standard - Ranged, 175/350/700 ft. - Continuous)
- ü **Energy Flight: Flight 9** (18 PP)
Speed: 1000 miles/hour, 2 miles/round (Free - Personal - Sustained)
- ü **Energy Shield** (28 PP)
- ü **Immunity 10** (linked)
Life Support; Sustained (Free - Personal - Sustained)
- ü **Protection 9** (linked)
+9 Toughness; Impervious, Sustained (Free - Personal - Sustained)

Advantages

- Agile Feint** Feint using Acrobatics skill or Speed rank.
- All-out Attack** Trade active defense for attack bonus.
- Attractive** Circumstance bonus to interaction based on your looks.
- Benefit, Athletics Based on Agility** Gain a significant perquisite or fringe benefit.
- Defensive Attack** Trade attack bonus for active defense bonus.
- Diehard** Automatically stabilize when dying.
- Equipment 1** 5 points of equipment per rank.
- Extraordinary Effort** Gain two benefits when using extra effort.
- Fascinate (Persuasion)** Use an interaction skill to entrance others.



Defenses

Dodge	8
Parry	8
Fortitude	8
Toughness	14
Impervious: +9	
Will	7

Hero Points: 1



Sarah Yena

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Updated 5/22/19

Advantages

- Improved Critical 4: Cosmic Blast** +1 to critical threat range with an attack per rank.
- Improved Initiative** +4 bonus to initiative checks per rank.
- Inspire 3** Spend a hero point to grant allies a +1 circumstance bonus per rank.
- Move-by Action** Move both before and after your standard action.
- Power Attack** Trade attack bonus for effect bonus.
- Ranged Attack 2** +1 bonus to ranged attack checks per rank.
- Taunt** Use Deception to demoralize in combat.
- Teamwork** +5 bonus to support team checks.
- Well-informed** Immediate Investigation or Persuasion check to know something.

Power Settings

Flight Boost - Cosmic Stuff: Variable 4
Powers: Flight 10

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)
- Energy Flight: Flight 9** - Speed: 1000 miles/hour, 2 miles/round
- (Inactive) Flight 10** - Speed: 2000 miles/hour, 4 miles/round
- Routine Jump Distance** - Running jump: 14 ft.; standing: 7 ft.; vertical: 2.8 ft.; standing vert.: 1.4 ft.
- Throwing Distance** - Throw 400 lbs. 6 feet; throw 100 lbs. 30 feet; throw 25 lbs. 120 feet

Equipment

Guardian Communicator 1

Complications

- Motivation: Doing Good** Sarah's sunny disposition leads her to use her powers for good.
- Responsibility** Sarah is bound by the Hippocratic Oath as a psychologist and tries her best to do no harm, especially when it comes to mental health.

Background Information

Languages: English

Skills

	Total	Ranks	Ability	Other
Acrobatics	+8	4	4	
Athletics	+4	-	1	+3
Close Combat: Unarmed	+1	-	1	
Deception	+5	2	3	
Expertise: Psychology	+6	4	2	
Insight	+5	1	4	
Intimidation	+3	-	3	
Investigation	-	-	2	
Perception	+5	1	4	
Persuasion	+8	5	3	
Ranged Combat: Cosmic Energy Array	+8	6	2	
Sleight of Hand	+5	3	2	
Stealth	+4	-	4	
Technology	+5	3	2	
Treatment	+3	1	2	
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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