

## Star-Band

Male; Age: 25; Height: 5' 8"; Weight: 175 lb.

Power Level 10, 111 PP, **49 PP left to spend** ; Abilities 26 + Powers 69  
+ Advantages 1 + Skills 2 (4 ranks) + Defenses 13

## Abilities

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

## Offense

Initiative: +5

Attack Name                      Attack Bonus & Resistance DC                      Notes

**Energy Blast: Damage 13 +7, DC 28** ..... 325/650/1300 ft., Crit 17-20

**Give 'em a Hand: Move Object 9** ..... +11, DC 24 ..... 225/450/900 ft., Crit 20

**Move Object 5** ..... +1, DC 15 ..... Crit 20

**Pulsed Blasts: Damage 9 +11, DC 24** ..... 225/450/900 ft., Crit 20

**Throw** ..... +1, DC 16 ..... Bludgeon, Crit 20

**Unarmed** ..... +1, DC 16 ..... Bludgeon, Crit 20

## Powers

ü **Gloves: Immunity 20** (4 PP)

Very Common Descriptor: Energy; Custom 3: Only works on the hands and wrists, Limited - Half Effect (Personal - Permanent)

ü **Goggles** (2 PP)

Removable

ü **Earpieces: Feature 1** (1 PP)

Notes: Allows the wearer to control the Star-Bands (Personal - Permanent)

ü **Lenses: Immunity 5** (2 PP)

Sensory Affliction Effects; Limited: Visual Only, Limited - Half Effect (Personal - Permanent)

ü **Star-Bands** (63 PP)

Removable (indestructible)

ü **Defy Gravity: Flight 3+14** (6 PP)

[Stacking ranks: +14], Speed: 250000 miles/hour, 500 miles/round (Free - Personal - Sustained)

ü **Energy Constructs Array** (37 PP)

**Energy Barriers: Create 10** (1 PP)

Volume: 1000 cft., DC 20; Movable, Stationary (Standard - Ranged, 250/500/1000 ft. - Sustained)

**Energy Blast: Damage 13** (1 PP)

DC 28, Advantages: Improved Critical 3; Accurate: +2, Increased Range: ranged, Precise (Standard - Ranged, 325/650/1300 ft. - Instant)

**Energy Shields: Deflect 10** (1 PP)

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

ü **Flight Boost** (1 PP)

ü **Flight 14** (28 PP)

Speed: 32000 miles/hour, 60 miles/round; Stacks with: Defy Gravity: Flight 3+14 (Free - Personal - Sustained)

ü **Movement 1** (2 PP)

Space Travel 1: within solar system (Free - Personal - Sustained)

**Give 'em a Hand: Move Object 9** (1 PP)

12 tons, DC 24; Accurate 3: +6, Damaging (Standard - Ranged, 225/450/900 ft. - Sustained)

**Pulsed Blasts: Damage 9** (1 PP)

DC 24; Accurate 3: +6, Increased Range: ranged, Multiattack (Standard - Ranged, 225/450/900 ft. - Instant)

**Team Transport** (31 PP)

**Burst Area Immunity 6** (12 PP)

Disease, Environmental Conditions (All); Affects Others Only, Burst Area: 30 feet radius sphere, DC 16 (Close - Permanent)

# MUTANTS & MASTERMINDS



## Defenses

Dodge 10/5

Parry 10/5

Fortitude 5

Toughness 10

Impervious: +7

Will 5

Hero Points: 1



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## Powers

### Create 4 (4 PP)

Volume: 15 cft., DC 14; Reduced Range: close (Standard - Close - Sustained)

### Flight 5 (10 PP)

Speed: 60 miles/hour, 900 feet/round (Free - Personal - Sustained)

### Move Object 5 (5 PP)

1600 lbs.; Reduced Range: close (Standard - Close - Sustained)

### ü Force Field (24 PP)

#### ü Immunity 10 (linked)

Life Support (Personal - Permanent)

#### ü Protection 7 (linked)

+7 Toughness; Impervious, Sustained (Free - Personal - Sustained)

### ü Shield Array (11 PP)

#### Enhanced Force Field: Protection 5 (1 PP)

+5 Toughness; Impervious, Sustained (Free - Personal - Sustained)

#### ü Movable Shields: Enhanced Trait 10 (10 PP)

Traits: Parry +5 ( +10), Dodge +5 ( +10) (Free - Personal - Sustained)

## Advantages

**Improved Critical 3: Energy Blast: Damage 13** +1 to critical threat range with an attack per rank.

**Improved Initiative** +4 bonus to initiative checks per rank.

## 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)

**Defy Gravity: Flight 3+14** - Speed: 250000 miles/hour, 500 miles/round

**Flight 14** - Speed: 32000 miles/hour, 60 miles/round

**(Inactive) Flight 5** - Speed: 60 miles/hour, 900 feet/round

**Movement 1** - Space Travel 1: within solar system

**Routine Jump Distance** - Running jump: 11 ft.; standing: 5.5 ft.; vertical: 2.2 ft.; standing vert.: 1.1 ft.

**Throwing Distance** - Throw 400 lbs. 6 feet; throw 100 lbs. 30 feet; throw 25 lbs. 120 feet

## Equipment

**Discoloured with Age, mis-coloured Freedom Eagle costume**  
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## Complications

- Custom Complication -

**Power Complication** Without the protective gloves, users of the Starbands take Damage 8 to their hands every round the bands are active.

## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	-	-	1	
<b>Athletics</b>	+1	-	1	
<b>Deception</b>	+2	-	2	
<b>Insight</b>	+2	-	2	
<b>Intimidation</b>	+2	-	2	
<b>Investigation</b>	-	-	2	
<b>Perception</b>	+2	-	2	
<b>Persuasion</b>	+2	-	2	
<b>Ranged Combat: Energy Constructs</b>	+5	4	1	
<b>Sleight of Hand</b>	-	-	1	
<b>Stealth</b>	+1	-	1	
<b>Technology</b>	-	-	2	
<b>Treatment</b>	-	-	2	
<b>Vehicles</b>	-	-	1	

## 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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## Portraits



## Background Information

**Languages:** Native Language