

Blue Justice

Male; Age: 18; Height: 5' 8"; Weight: 175 lb.

Eyes: Brown; Hair: Black

Power Level 10, 150 PP; Abilities 36 + Powers 80 + Advantages 10 + Skills 16 (32 ranks) + Defenses 8

Abilities

Strength	0	Agility	1	Fighting	2	Awareness	2
Stamina	1	Dexterity	2	Intellect	8	Presence	2

Offense

Initiative: +1

Attack Name

Attack Bonus & Resistance DC

Notes

Blast: Damage 10 +10, DC 25 250/500/1000 ft., Crit 20

Electrified Shell: Damage 6 +2, DC 21 Crit 20

Throw +2, DC 15 Bludgeon, Crit 20

Unarmed +2, DC 15 Bludgeon, Crit 20

Powers

✓ Ability Amplifier (37 PP)

✓ Armored Shell: Protection 8 (13 PP)

Removable, +8 Toughness; Impervious (Personal - Permanent)

✓ Enhanced Trait: Enhanced Trait 16 (16 PP)

Traits: Dodge +4 (+7), Fortitude +4 (+7), Parry +4 (+8), Will +4 (+8) (Free - Personal - Sustained)

✓ Sealed Systems: Immunity 10 (8 PP)

Removable, Life Support (Personal - Permanent)

✓ Communication System: Radio Communication 2 (6 PP)

Removable (Free - Rank, 1 mile - Sustained)

✓ Rocket Turbines: Flight 7 (12 PP)

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

Linked Effects (alternate)

Aquatic Turbines: Swimming 8 (linked)

Speed: 120 miles/hour, 1800 feet/round (Free - Personal - Sustained)

Movement: Movement 1 (linked)

Environmental Adaptation: Aquatic (Free - Personal - Sustained)

✓ Sensors: Senses 2 (2 PP)

Removable, Extended: Vision 1: x10, Infravision (Personal - Permanent)

✓ Weapons Array (23 PP)

Blast: Damage 10 (1 PP)

Removable, DC 25; Accurate 4: +8, Increased Range: ranged (Standard - Ranged, 250/500/1000 ft. - Instant)

Electrified Shell: Damage 6 (1 PP)

Removable, DC 21; Reaction 3: reaction (Reaction - Close - Instant)

Electro-Stunner: Affliction 10 (19 PP)

Removable, 1st degree: Dazed, 2nd degree: Stunned, 3rd degree: Incapacitated, Resisted by: Fortitude, DC 20; Accurate 4: +8, Increased Range: ranged (Standard - Ranged, 250/500/1000 ft. - Instant)

Force Capsule: Affliction 10 (1 PP)

1st degree: Hindered, Vulnerable, 2nd degree: Defenseless, Immobile, DC 20; Accurate 4: +8, Alternate Resistance (Dodge), Extra Condition; Limited Degree (Standard - Close - Instant)

Strength and Accuracy Booster (1 PP)

Enhanced Trait: Enhanced Trait 6 (linked)

Traits: Stealth +6 (+7), Close Combat +6 (+8) (Free - Personal - Sustained)

Advantages

Eidetic Memory Total recall, +5 circumstance bonus to remember things.

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Defenses

Dodge 7/3

Parry 8/4

Fortitude 7/3

Toughness 9

Impervious: +8

Will 8/4

Hero Points: 1

Knockback: -9

Damage

☐ Bruises

☐ Dazed

☐ Staggered

☐ Incapacitated

Fatigue

☐ Fatigued

☐ Exhausted



Advantages

Equipment 3 5 points of equipment per rank.

Improvised Tools No penalty for using skills without tools.

Inventor Use Technology to create temporary devices.

Skill Mastery: Expertise: Science Make routine checks with one skill under any conditions.

Skill Mastery: Technology Make routine checks with one skill under any conditions.

Ultimate Effort: Technology Spend a hero point to get an effective 20 on a specific check.

Well-informed Immediate Investigation or Persuasion check to know something.

Movement

(Inactive) Aquatic Turbines: Swimming 8 - Speed: 120 miles/hour, 1800 feet/round

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

(Inactive) Movement: Movement 1 - Environmental Adaptation: Aquatic

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

Routine Jump Distance - Running jump: 10 ft.; standing: 5 ft.; vertical: 2 ft.; standing vert.: 1 ft.

Throwing Distance - Throw 200 lbs. 6 feet; throw 50 lbs. 30 feet; throw 12 lbs. 120 feet

Equipment

- Custom Headquarters -

Complications

Identity Blue Justice has a secret identity.

Motivation: Thrills Blue Justice is young and enjoys the thrill of being a superhero

- Custom Headquarters - (Headquarters)

Toughness 10, Size Large

Features:

Communications, Computer, Fire Prevention System, Hangar, Infirmary, Laboratory, Library, Living Space, Power System, Security System 1, Workshop

Power Points

Abilities 2 + Powers 0 + Advantages 0 + Features 11 + Skills 0 (0 ranks) + Defenses 2 + Equipment 0 (0 ep) + Weapons & Armor 0 (0 ep) = 15

Background Information

Languages: English, Japanese

Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-	1	
Athletics	+0	-		
Close Combat: Unarmed	+2	-	2	
Deception	+2	-	2	
Expertise: Science	+18	10	8	
Insight	+2	-	2	
Intimidation	+2	-	2	
Investigation	-	-	8	
Perception	+10	8	2	
Persuasion	+6	4	2	
Sleight of Hand	-	-	2	
Stealth	+1	-	1	
Technology	+18	10	8	
Treatment	-	-	8	
Vehicles	-	-	2	

Validation Report

Validation Report (0 issues): Nothing identified

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