

## 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
Stamina	1	Dexterity	2	Intellect	8
Offense					
Attack Name	Attack Bonus & Resistance DC	Notes	Initiative: +1		
<b>Blast: Damage 10</b>	.....+10, DC 25	.....250/500/1000 ft., Crit 20			
<b>Electrified Shell: Damage 6</b>	+2, DC 21	.....Crit 20			
<b>Throw</b>	.....+2, DC 15	.....Bludgeon, Crit 20			
<b>Unarmed</b>	.....+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.



## 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		Skills			
		Total	Ranks	Ability	Other
<b>Equipment 3</b>	5 points of equipment per rank.	<b>Acrobatics</b>	-	-	1
<b>Improvised Tools</b>	No penalty for using skills without tools.	<b>Athletics</b>	<b>+0</b>	-	
<b>Inventor</b>	Use Technology to create temporary devices.	<b>Close Combat: Unarmed</b>	<b>+2</b>	-	2
<b>Skill Mastery: Expertise: Science</b>	Make routine checks with one skill under any conditions.	<b>Deception</b>	<b>+2</b>	-	2
<b>Skill Mastery: Technology</b>	Make routine checks with one skill under any conditions.	<b>Expertise: Science</b>	<b>+18</b>	10	8
<b>Ultimate Effort: Technology</b>	Spend a hero point to get an effective 20 on a specific check.	<b>Insight</b>	<b>+2</b>	-	2
<b>Well-informed</b>	Immediate Investigation or Persuasion check to know something.	<b>Intimidation</b>	<b>+2</b>	-	2
<b>Movement</b>		<b>Investigation</b>	-	-	8
<b>(Inactive) Aquatic Turbines: Swimming 8</b> - Speed: 120 miles/hour, 1800 feet/round		<b>Perception</b>	<b>+10</b>	8	2
<b>Base Movement Speed</b> - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)		<b>Persuasion</b>	<b>+6</b>	4	2
<b>(Inactive) Movement: Movement 1</b> - Environmental Adaptation: Aquatic		<b>Sleight of Hand</b>	-	-	2
<b>Rocket Turbines: Flight 7</b> - Speed: 250 miles/hour, 0.5 miles/round		<b>Stealth</b>	<b>+1</b>	-	1
<b>Routine Jump Distance</b> - Running jump: 10 ft.; standing: 5 ft.; vertical: 2 ft.; standing vert.: 1 ft.		<b>Technology</b>	<b>+18</b>	10	8
<b>Throwing Distance</b> - Throw 200 lbs. 6 feet; throw 50 lbs. 30 feet; throw 12 lbs. 120 feet		<b>Treatment</b>	-	-	8
		<b>Vehicles</b>	-	-	2
<b>Equipment</b>					
<b>- Custom Headquarters -</b>					
<b>Complications</b>					
<b>Identity</b> Blue Justice has a secret identity.					
<b>Motivation: Thrills</b> Blue Justice is young and enjoys the thrill of being a superhero					
<b>- Custom Headquarters - (Headquarters)</b>					
<b>Toughness 10, Size Large</b>					
<b>Features:</b>					
Communications, Computer, Fire Prevention System, Hangar, Infirmary, Laboratory, Library, Living Space, Power System, Security System 1, Workshop					
<b>Power Points</b>					
Abilities 2 + Powers 0 + Advantages 0 + Features 11 + Skills 0 (0 ranks) + Defenses 2 + Equipment 0 (0 ep) + Weapons & Armor 0 (0 ep) = 15					
<b>Background Information</b>					
<b>Languages:</b> English, Japanese					
<b>Validation Report</b>					
<b>Validation Report (0 issues):</b> Nothing identified					
<b>Settings:</b> Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Gadget Guides: Gadget Guides; Sourcebooks -> Hero High: Hero High; Sourcebooks -> Power Profiles: Power Profiles; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment, Gamemaster's Guide Fighting Styles, Gamemaster's Guide Knockback					