

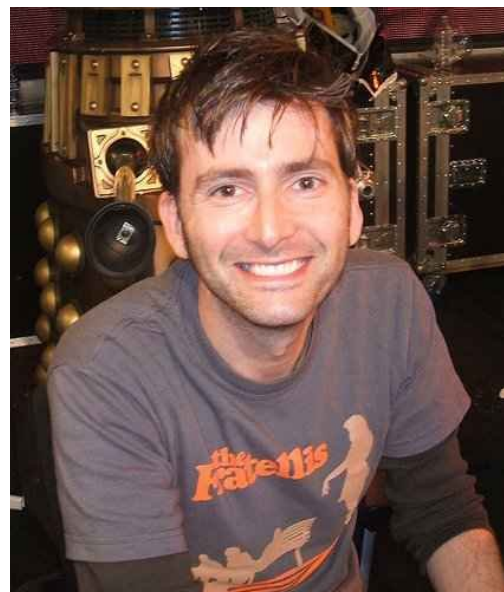
Character Name: **Starforce**  
 AKA: Bob Hawkins  
 Genre: Superheroic  
 Campaign: **TASK FORCE**



**CHARACTERISTICS**

Val	Char	Base	Cost	Roll	Summary
10/40	STR	10	0	11- / 17-	Lift: 100.0kg/6400.0kg
10/20	DEX	10	0	11- / 13-	Initiative: 30 / 40
10/30	CON	10	0	11- / 15-	Stun Threshold: 10/30
23	INT	10	13	14-	Perception Roll: 14-
18	EGO	10	8	13-	
20	PRE	10	10	13-	PRE Attack: 4d6
3/10	OCV	3	0		STR Dmg: 2d6/8d6
3/8	DCV	3	0		STR END: 1/4
3	OMCV	3	0		
8	DMCV	3	15		
2/22	PD	2	0		2/22 PD • 0/20 Res. PD
2/22	ED	2	0		2/22 ED • 0/20 Res. ED
3/6	SPD	2.0	10		Phases: 4, 8, 12/2, 4, 6, 8, 10, 12
4	REC	4	0		
30	END	20	2		
10	BODY	10	0		
40	STUN	20	10		
12m	Run	12	0		
4m	Swim	4	0		
4m	Leap	4	0		
<b>Total</b>					<b>68</b>

**CHARACTER IMAGE**



**EXPERIENCE POINTS**

Total earned:	0
Spent:	0
Unspent:	0
Base Points:	500
Complication Points:	75
Characteristic Points:	68
Power Points:	318
Talent Points:	17
Martial Art Points:	20
Skill Points:	76
Perk Points:	1
<b>Total Points:</b>	<b>500</b>

**INFORMATION**

**Eye Color:** Brown  
**Hair Color:** Brown  
**Height:** 1.83 m  
**Weight:** 65.00 kg

**Appearance**

Looks a lot like a younger David Tennant in secret identity, only without the sideburns. The battlesuit shown is the Mark IIa, in use from "You All Meet In A Lab" through "Reconnaissance In Force"

**Background**

Bob Hawkins never knew his parents. His first memories were of his aunt and uncle raising him in the Broad Ripple neighborhood on the north side of Indianapolis. He also never knew a time when he couldn't instinctively grasp a new science or something technical. By age 13, he had his first patent in holographic computing. By age 16, he was attending Purdue University and in spite of his participation in their Men's Varsity Glee Club as both singer and accompanist (he could never rationally explain his music skills since he concentrated so heavily on his technical knowledge) testing out of three years of the undergraduate Honors Physics program and earning a PhD only three years after \*that\*. In conjunction with his thesis advisor, he also discovered, harnessed, and synthesized the magnetic monopole before finally graduating in May 1982. By this time, he learned that his mother had been a CIA agent assigned to track down Nazi war criminals in South America in the late 1950's - early 1960's, and her last assignment before marrying and giving birth to him had been to track down one Dr. Albert Zerstoiten. He also learned that the government believed Dr. Zerstoiten had been behind the death of his parents.

**MOVEMENT**

Type	Top Speed
Run	12m [24m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Flight	40m [80m NC]

His first job out of college was with ProStar in DFW. Working with fellow child genius and doctoral graduate in physics Tara Lemick (the future supervillainess Lady Blue), they perfected an advanced forcefield-based suit of power armor -- which attracted the attention of the local VIPER nest. This prompted Duchess Industries' attempted hostile takeover, which got rather violent one night ("You All Meet in a Lab"). Fortunately, neither prototype ended up in the snake's coils -- Tara took the Mark I prototype, while Bob took the Mark II testbed (which had been used to perfect the tech in the Mark I).

This is Starforce as he was when he started in 1982.

#### **Personality**

Snarky and sarcastic in battle. He is the one who generally is laying horrible puns down on his opponents when not singing altered, situationally-appropriate lyrics to well-known songs in the middle of battle. The clownish exterior hides a deeply-shy inner self afraid of being hurt by those he may let into his life.

Because of his allocatable forcefield and zero-point transducer, he will take risks in battle which he probably should not (reflected in THAT particular psych disadvantage).

For a child genius, he works surprisingly well under Ranger's direction, and gets along well with everyone on TASK FORCE except Ladyhawk.

#### **Quotes**

"What part of the phrase [something he said a moment ago] did you NOT understand a moment ago?"

**Starforce****COMBAT MANEUVERS**

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	--	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½*	+0	-5	+4 DC attack damage
Move By	½	-2	-2	STR/2 + v/10, you take 1/3
Move Through	½	-v/10	-3	STR + v/6
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged Attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target prone
<b>Martial Strike</b>	1/2	+0	+2	4d6 / 10d6 Strike
<b>Offensive Strike</b>	1/2	-2	+1	6d6 / 12d6 Strike
<b>Martial Throw</b>	1/2	+0	+1	2d6 / 8d6 +v/10, Target Falls
<b>Martial Block</b>	1/2	+2	+2	Block, Abort
<b>Counterstrike</b>	1/2	+2	+2	4d6 / 10d6 Strike, Must Follow Block

**ATTACK POWERS**

Name	Effect	END
<b>Force Shackles</b>	7d6, 7 PD/7 ED Entangle	7
<b>Force Blast</b>	10d6 Blast	7
<b>Electrogravitic Shock</b>	7d6 Blast	7
<b>Punch</b>	6d6 Hand-To-Hand Attack	3
	STR	3

**DEFENSE POWERS**

Name	Effect	Defense	END
<b>Intense Willpower</b>	Mental Defense	10	0
<b>Adaptive Forcefield</b>	Resistant Protection	40	0
	Damage Negation	0	0
<b>Armor</b>	Resistant Protection	20	0
<b>Polarized Lenses</b>	Flash Defense	6	0
<b>Noise Cancellation</b>	Flash Defense	6	0

**SENSORY POWERS**

Name	Effect	END
	High Range Radio Perception	0
	Nightvision	0
	Infrared Perception	0
	Ultraviolet Perception	0
	Radar	2
	9- Detect	0

**COMBAT STATS**

Type	Base/Total	Current Vitals
Stunned Threshold	10/30	<b>STUN:</b>
Melee Damage	2d6/8d6	
Physical Defense	2/22	/40
Res. Phys. Defense	0/20	<b>END:</b>
Energy Defense	2/22	
Res. Energy Defense	0/20	/30
Mental Defense	20	<b>BODY:</b>
Power Defense	10	/10

**COMBAT VALUES**

**OCV: 3/10**                      **DCV: 3/8**  
**OMCV: 3**                              **DMCV: 8**

**Initiative and Action Phases**

**DEX: 30 / 40** Action Phases: **4, 8, 12/2, 4, 6, 8, 10, 12**

**COMBAT MODIFIERS**

Range	0-8m	9-16m	17-32m	33-64m	65-125m	129-250m
<b>RMOD</b>	0	-2	-4	-6	-8	-10

## Starforce

## POWERS

END	Description	Cost
0	<b>Intense Willpower:</b> Mental Defense (20 points total), Hardened (+1/4) (12 Active Points); Nonpersistent (-1/4)	10
0	<b>Monopolar Power Cells:</b> Endurance Reserve (120 END, 21 REC) Reserve: (44 Active Points); OIF (Requires Multiple Foci or functions at reduced effectiveness; -1/4), Only for powers bought through battlesuit (-1/4); REC: (14 Active Points); OIF (battlesuit; -1/2), Only for powers bought through battlesuit (-1/4)	28
7	<b>Force Projection System:</b> Multipower, 75-point reserve, (75 Active Points); all slots OIF (battlesuit; -1/2)	50
7	1) <b>Force Shackles:</b> Entangle 7d6, 7 PD/7 ED (70 Active Points); OIF (battlesuit; -1/2)	5f
7	2) <b>Force Blast:</b> Blast 10d6, Variable Advantage (+1/4 Advantages; +1/2) (75 Active Points); OIF (battlesuit; -1/2)	5f
	<i>Notes: Generally APx1 and AE up to 4m radius are the ones he most commonly uses</i>	
7	3) <b>Electrogravitic Shock:</b> Blast 7d6, Attack Versus Alternate Defense (Power Defense; +1) (70 Active Points); OIF (battlesuit; -1/2)	5f
3	4) <b>Punch:</b> Hand-To-Hand Attack +6d6 (30 Active Points); OIF (battlesuit; -1/2), Hand-To-Hand Attack (-1/4)	2f
3	5) +30 STR (30 Active Points); OIF (battlesuit; -1/2)	2f
0	<b>Adaptive Forcefield:</b> Resistant Protection (10 PD/10 ED/10 Mental Defense/10 Power Defense), Allocatable (+1/4) (75 Active Points); OIF (-1/2), Nonpersistent (-1/4)	43
6	Flight 40m, Combat Acceleration/Deceleration (+1/4), No Turn Mode (+1/4) (60 Active Points); OIF (Suit; -1/2), Linked (Adaptive Forcefield; -1/2)	30
	<b>Zero-Point Transducer:</b> Multipower, 40-point reserve, (40 Active Points); all slots OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2), Lockout (Must use Absorption until maxima hit, then must use negation until points fade; -1/2)	16
0	1) Absorption 10 BODY (energy, END Reserve), Absorption As A Defense (Resistant; +1) (20 Active Points); OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2), Lockout (Must use Absorption until maxima hit, then must use negation until points fade; -1/2)	1f
0	2) Absorption 10 BODY (physical, END Reserve), Absorption As A Defense (Resistant; +1) (20 Active Points); OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2), Lockout (Must use Absorption until maxima hit, then must use negation until points fade; -1/2)	1f
0	3) Damage Negation (-4 DCs Physical, -4 DCs Energy) (40 Active Points); OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2), Lockout (Must use Absorption until maxima hit, then must use negation until points fade; -1/2)	2f
	<i>Physical Augmentation, all slots OIF (-1/2), Linked (Adaptive Forcefield; -1/2), Unified Power (-1/4)</i>	
	1) +10 DEX (20 Active Points); OIF (-1/2), Linked (Adaptive Forcefield; -1/2), Unified Power (-1/4)	9
	2) Lightning Reflexes (+10 DEX to act first with All Actions) (10 Active Points); OIF (-1/2), Linked (Adaptive Forcefield; -1/2), Unified Power (-1/4)	4
	3) +7 OCV (35 Active Points); OIF (-1/2), Linked (Adaptive Forcefield; -1/2), Unified Power (-1/4)	15
	4) +5 DCV (25 Active Points); OIF (-1/2), Linked (Adaptive Forcefield; -1/2), Unified Power (-1/4)	11
	5) +3 SPD (30 Active Points); OIF (-1/2), Linked (Adaptive Forcefield; -1/2), Unified Power (-1/4)	13
0	<b>Armor:</b> Resistant Protection (10 PD/10 ED) (30 Active Points); OIF (-1/2)	20
	<i>Armor Core Systems, all slots OIF (-1/2), Linked (Armor; -1/2), Unified Power (-1/4)</i>	
	1) +20 CON (20 Active Points); OIF (-1/2), Linked (Armor; -1/2), Unified Power (-1/4)	9
0	2) Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum) (9 Active Points); OIF (-1/2), Linked (Armor; -1/2), Unified Power (-1/4)	4
	<i>Mask, all slots OIF (-1/2), Unified Power (-1/4)</i>	
0	1) High Range Radio Perception (Radio Group) (12 Active Points); Sense Affected As More Than One Sense Sight & Hearing groups (-1/2), OIF (-1/2), Unified Power (-1/4)	5

0	2) <b>Polarized Lenses:</b> Sight Group Flash Defense (6 points) (6 Active Points); OIF (-1/2), Unified Power (-1/4)	3
0	3) <b>Noise Cancellation:</b> Hearing Group Flash Defense (6 points) (6 Active Points); OIF (-1/2), Unified Power (-1/4)	3
	<b>Human Tricorder:</b> Multipower, 30-point reserve, (30 Active Points); all slots OIF (Mask; -1/2), Unified Power (Mask; -1/4)	17
0	1) Nightvision (5 Active Points); OIF (Mask; -1/2), Unified Power (Mask; -1/4)	1f
0	2) Infrared Perception (Sight Group) (5 Active Points); OIF (Mask; -1/2), Unified Power (Mask; -1/4)	1f
0	3) Ultraviolet Perception (Sight Group) (5 Active Points); OIF (Mask; -1/2), Unified Power (Mask; -1/4)	1f
2	4) Radar (Radio Group), Penetrative (25 Active Points); Costs Endurance (-1/2), Sense Affected As Sight & Hearing groups (-1/2), OIF (Mask; -1/2), Unified Power (Mask; -1/4)	1f
	<b>Notes:</b> Not through copper or superconductors	
0	5) Detect Energy Fields 9- (no Sense Group), Discriminatory, Analyze, Range, Sense (27 Active Points); Sense Affected As More Than One Sense Sight group (-1/2), OIF (Mask; -1/2), Unified Power (Mask; -1/4)	1f
	<b>Total Powers Cost</b>	<b>318</b>

### TALENTS

Description	Cost
Lightning Calculator	3
Perfect Pitch	3
Speed Reading (x10)	4
Onboard Computer, all slots OIF (-1/2), Unified Power (-1/4)	
1) Absolute Time Sense (3 Active Points); OIF (-1/2), Unified Power (-1/4)	2
2) <b>Inertial Nav System:</b> Bump Of Direction (3 Active Points); OIF (-1/2), Unified Power (-1/4)	2
3) <b>Flight Recorder:</b> Eidetic Memory (5 Active Points); OIF (-1/2), Unified Power (-1/4)	3
<b>Total Talents Cost</b>	<b>17</b>

### MARTIAL ARTS

Description	Cost
Generic Martial Art	
1) <b>Martial Strike</b> 1/2 Phase, +0 OCV, +2 DCV, 4d6 / 10d6 Strike	4
2) <b>Offensive Strike</b> 1/2 Phase, -2 OCV, +1 DCV, 6d6 / 12d6 Strike	5
3) <b>Martial Throw</b> 1/2 Phase, +0 OCV, +1 DCV, 2d6 / 8d6 +v/10, Target Falls	3
4) <b>Martial Block</b> 1/2 Phase, +2 OCV, +2 DCV, Block, Abort	4
5) <b>Counterstrike</b> 1/2 Phase, +2 OCV, +2 DCV, 4d6 / 10d6 Strike, Must Follow Block	4
<b>Total Martial Arts Cost</b>	<b>20</b>

**Starforce****SKILLS**

Roll	Description	Cost
	<b>Fast Thinking:</b> +4 with all Intellect Skills (16 Active Points); Only To Counteract Penalties For Rapid Performance (-1)	8
<b>11- (13-)</b>	<b>Can Take a Fall:</b> Breakfall	3
<b>10-</b>	<b>Accidental Chick Magnet:</b> Charm	2
<b>14-</b>	<b>31337 H4xx0r Sk1llz:</b> Computer Programming	3
<b>14-</b>	Deduction	3
<b>14-</b>	<b>Dangerous with a Soldering Iron:</b> Electronics	3
<b>10-</b>	<b>"All those Purdue Glee Club dinners, rubbing elbows with rich alumni...":</b> High Society	2
<b>14-</b>	<b>His patent attorney will be on speed dial when he invents it:</b> Inventor	3
	Language: German (fluent conversation)	2
<b>14-</b>	<b>Dangerous with a Socket Wrench:</b> Mechanics	3
<b>14-</b>	<b>Tells People Where to Go:</b> Navigation (Air, Land)	3
<b>10-</b>	<b>Technobabble:</b> Persuasion	2
<b>10-</b>	<b>Thinks He Can Operate Anything:</b> Systems Operation	2
<b>14-</b>	Weaponsmith (Energy Weapons, Swords And Daggers)	3
	Scientist	3
<b>14-</b>	1) Science Skill: Astronomy (3 Active Points)	2
<b>14-</b>	2) Science Skill: Cybernetics (3 Active Points)	2
<b>14-</b>	3) Science Skill: Electro-Optical Engineering (3 Active Points)	2
<b>14-</b>	4) Science Skill: Electrogravitics (3 Active Points)	2
<b>14-</b>	5) Science Skill: Forcefield Engineering (3 Active Points)	2
<b>14-</b>	6) Science Skill: Physics (3 Active Points)	2
	Jack of All Trades	3
<b>11-</b>	1) PS: Blacksmith (2 Active Points) <b>Notes:</b> <i>Learned from uncle/stepdad</i>	1
<b>14-</b>	2) PS: Piano Tuner (3 Active Points) <b>Notes:</b> <i>Apprenticed in Junior High</i>	2
<b>14-</b>	3) PS: Playing Piano (3 Active Points) <b>Notes:</b> <i>Natural aptitude. Part-time student accompanist for Purdue Varsity Glee Club 1979-1982</i>	2
<b>14-</b>	4) PS: Singing (3 Active Points) <b>Notes:</b> <i>Baritone, Purdue Varsity Glee Club...</i>	2
	Scholar	3
<b>14-</b>	1) KS: Music (3 Active Points)	2
<b>14-</b>	2) KS: Science Fiction/Fantasy (3 Active Points)	2
<b>11-</b>	CK: Indianapolis <b>Notes:</b> <i>Grew up here</i>	2
<b>Total Skills Cost</b>		<b>76</b>

**PERKS**

Description	Cost	
Fringe Benefit: Passport	1	
<b>Total Perks Cost</b>		<b>1</b>

**COMPLICATIONS**

Description	Points
Hunted: Dr. Destroyer Infrequently (Mo Pow; NCI; Watching)	10
Psychological Complication: Fearlessly Heroic; will risk himself in obviously lethal situations (Common; Strong)	15

Psychological Complication: In love with Ladyhawk (Common; Moderate)	<b>10</b>
Psychological Complication: Quirky (Common; Strong)	<b>15</b>
Social Complication: Secret Identity Frequently, Major	<b>15</b>
Susceptibility: when teleported via quantum displacement 2d6 STUN Instant (Uncommon)	<b>10</b>
<b>Total Complications Points</b>	<b>75</b>

## Starforce

### INFORMATION

#### Powers/Tactics

Starforce's battlesuit is based on both electrogravitic forcefields and supercapacitor power cells based on magnetic monopole-based excimers. Sophisticated computer control allows him to modulate the forcefield to preferentially reject specific types of attacks (the allocatable advantage) -- if he knows what to expect. The forcefield is also coupled to a highly-innovative zero-point transduction system which taps attacks hitting it to recharge his suit's power cells during combat. This translates to actually wanting to BE hit in combat in order to keep his suit from running out of endurance.

Starforce almost always follows Ranger's tactical direction in combat. His first jobs entering battle are to scout the opposition for Ranger and provide a landing zone ('spotting the LZ') for Spiritual Warrior to bring the rest of the team in. He then provides air support unless he has specific directions otherwise. His battlesuit makes him almost insanely versatile in combat, either at range or hand-to-hand; however, do note that he burns FAR more energy as a flying ranged combatant as he does hand-to-hand. In long battles, the fade rate of his zero-point transducer may force him into either HTH mode or pure dodging until he can use it to recharge again.

Also note that there is a LOT of math involved in tracking Starforce's END usage thanks to the zero-point transducer. He is not a character you should be running unless you are comfortable with that and familiar with the rules governing adjustment powers in Hero Systems.

#### Campaign Use

He's the team's quirky tech whiz, with enough knowledge of high society and performing arts chops to keep from being completely pigeon-holed as a nerd. Because he memorizes the PRIMUS Superhuman Survey every year, he is the teammate most likely to know something about the latest supervillain(s) TASK FORCE is facing. So yeah, he's basically Spock to Ranger's Kirk.