



Character Name: **Starforce**

AKA: Bob Hawkins

Genre: Superheroic

Campaign:

**CHARACTERISTICS**

Val	Char	Base	Cost	Roll
10/40	STR	10	0	11- / 17-
10/30	DEX	10	0	11- / 15-
10/30	CON	10	0	11- / 15-
23	INT	10	13	14-
18	EGO	10	8	13-
20/30	PRE	10	10	13- / 15-
3/12	OCV	3	0	
3/10	DCV	3	0	
3	OMCV	3	0	
9	DMCV	3	18	
3/33	PD	2	1	
2/32	ED	2	0	
3/6	SPD	2.0	10	
6	REC	4	2	
30	END	20	2	
10	BODY	10	0	
42	STUN	20	11	
12m	Run	12	0	
4m	Swim	4	0	
4m	Leap	4	0	
<b>Total</b>				<b>75</b>

**Summary**

Lift: 100.0kg/6400.0kg

Initiative: 10 / 30

Stun Threshold: 10/30

Perception Roll: 16-

PRE Attack: 4d6/6d6

STR Dmg: 2d6/8d6

STR END: 1/4

3/33 PD • 0/30 Res. PD

2/32 ED • 0/30 Res. ED

Phases: 4, 8, 12/2, 4, 6, 8, 10, 12

**CHARACTER IMAGE**



**EXPERIENCE POINTS**

Total earned:	250
Spent:	250
Unspent:	0
Base Points:	500
Complication Points:	75
<hr/>	
Characteristic Points:	75
Power Points:	501
Talent Points:	19
Martial Art Points:	21
Skill Points:	109
Perk Points:	25
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<b>Total Points:</b>	<b>750</b>

**MOVEMENT**

Type	Top Speed
Run	12m [24m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Flight	130m [2080m NC]
Teleport	70m [70m NC]

**INFORMATION**

**Eye Color:** Brown

**Hair Color:** Brown

**Height:** 1.85 m

**Weight:** 65.00 kg

**Appearance**

Looks a lot like a younger David Tennant in secret identity, only without the sideburns. This is the Mark III battlesuit which premiered in "Piranharecho"

**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, and leveraged that into other fields such as pulson engineering. By age 17, 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) acing the Honors Physics program. His work with magnetic monopoles earned him both a PhD and patents by 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.

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).

His years with ProStar after that (which saw the initial large-scale release of electrogravitics, force weaponry, and monopolar-catalyzed nuclear fusion) is the reason that company has recovered from the brink of bankruptcy and is a rapidly-growing force in the high-tech world. It also saw the emergence of the snarky, powered-armor superhero Starforce, whose quirky wit and offbeat antics are a mainstay of TASK FORCE.

#### **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, he will take risks in battle which he probably should not (reflected in THAT particular psych disadvantage).

Gets along well with everyone on TASK FORCE except Ladyhawk (because he secretly has a crush on her, which he will deny loudly and snarkily if called on it). Enjoys forcing Vikon to watch 'Star Trek:The Next Generation' to watch his reactions, which is helping him build a mental picture of Varanyi technical capabilities that would frighten Vikon with its accuracy were he aware of it. The only reason Vikon tolerates this is that Bob has expressed an honest interest in learning the Varanyi language.

#### **Quotes**

"Even Doctor Destroyer has to obey the same laws of physics that I do."

**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>Electrogravitic Bubble</b>	9d6, 9 PD/9 ED Entangle	9
<b>Electrogravitic Shock</b>	9d6 Blast	9
<b>Force Disruption</b>	6d6 Drain	9
<b>Force Blast</b>	12d6 Blast	9
<b>Force Pulse</b>	9d6 Blast	9
<b>Force Spear</b>	6d6 Killing Attack - Ranged	9
<b>Force 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	60	0
<b>Armor</b>	Resistant Protection	20	0
	Damage Reduction	0	0
	Damage Reduction	0	0
<b>Polarized Lenses</b>	Flash Defense	10	0
<b>Earplugs</b>	Flash Defense	10	0

**SENSORY POWERS**

Name	Effect	END
	Enhanced Perception	0
<b>Digital Zoom</b>	+18 versus Range Modifier Telescopic	0
	Nightvision	0
	Ultraviolet Perception	0

**COMBAT STATS**

Type	Base/Total	Current Vitals
Stunned Threshold	10/30	<b>STUN:</b>
Melee Damage	2d6/8d6	
Physical Defense	3/33	/42
Res. Phys. Defense	0/30	<b>END:</b>
Energy Defense	2/32	
Res. Energy Defense	0/30	/30
Mental Defense	20	<b>BODY:</b>
Power Defense	10	/10

**COMBAT VALUES**

**OCV: 3/12** **DCV: 3/10**  
**OMCV: 3** **DMCV: 9**

**Initiative and Action Phases**

**DEX: 10 / 30** 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

<b>Name</b>	<b>Effect</b>	<b>END</b>
	Infrared Perception	0
	High Range Radio Perception	0
	Radar	1
	9- Detect	0
	9- Detect	0

## Starforce

## POWERS

END	Description	Cost
	<i>Strong-Willed</i> , all slots Unified Power (-1/4), Nonpersistent (-1/4)	
0	1) <b>Intense Willpower:</b> Mental Defense (20 points total), Hardened (+1/4) (12 Active Points); Unified Power (-1/4), Nonpersistent (-1/4) <i>Notes: just like his father :)</i>	8
	2) <b>Was That Supposed to Impress Me?:</b> +10 PRE (10 Active Points); Only to defend against PRE attacks (-1), Unified Power (-1/4), Nonpersistent (-1/4)	4
	<b>From this point on, these are powers he only has when he is a superhero</b>	
0	<b>Power Cells:</b> Endurance Reserve (40 END, 30 REC) (30 Active Points); OIF (-1/2), Only for powers bought through battlesuit (-1/4), Burnout if totally expended (-1/4) <i>Notes: (x6 number of items)</i>	30
	<b>Power Allocation Program:</b> Fast Draw: END Reserves 15- (15 Active Points); OIF (-1/2)	10
	<b>Force Projection:</b> Multipower, 90-point reserve, all slots: Alterable Origin Point (either gauntlet), (95 Active Points); all slots OIF Durable (Personal); -1/2)	63
9	1) <b>Electrogravitic Bubble:</b> Entangle 9d6, 9 PD/9 ED (90 Active Points); OIF Durable (Personal); -1/2)	6f
9	2) <b>Electrogravitic Shock:</b> Blast 9d6, Attack Versus Alternate Defense (Power Defense; +1) (90 Active Points); OIF Durable (Personal); -1/2)	7f
9	3) <b>Force Disruption:</b> Drain 6d6, Resistant Protection or Barrier (+1/2) (90 Active Points); Limited Special Effect force-fields (-1/2), OIF Durable (Personal); -1/2)	5f
9	4) <b>Force Blast:</b> Blast 12d6, Variable Advantage (+1/4 Advantages; Limited Group of Advantages; APx1, Dimensional/Temporal/Vibrational-based Desolidification, AE 4m radius; +1/2) (90 Active Points); OIF Durable (Personal); -1/2)	6f
9	5) <b>Force Pulse:</b> Blast 9d6, Area Of Effect (4m Radius; +1/4), Personal Immunity (+1/4), Double Knockback (+1/2) (90 Active Points); No Range (-1/2), OIF Durable (Personal); -1/2)	5f
9	6) <b>Force Spear:</b> Killing Attack - Ranged 6d6 (90 Active Points); OIF Durable (Personal); -1/2)	6f
3	7) <b>Force Punch:</b> Hand-To-Hand Attack +6d6 (30 Active Points); OIF Durable (Personal); -1/2), Hand-To-Hand Attack (-1/4)	2f
3	8) +30 STR (30 Active Points); OIF Durable (Personal); -1/2)	2f
3	9) <b>Telekinesis:</b> Stretching 24m, Does Not Cross Intervening Space (+1/4) (30 Active Points); OIF Durable (Personal); -1/2), Range Modifier Applies (-1/4)	2f
0	<b>Adaptive Forcefield:</b> Resistant Protection (20 PD/20 ED/10 Mental Defense/10 Power Defense) (Protect Carried Items), Impenetrable (+1/4), Allocatable (+1/4), Hardened (+1/4) (175 Active Points); OIF Durable (Personal); -1/2), Nonpersistent (-1/4) <i>Notes: The 'Protect Carried Items' adder means that anyone inside his forcefield does NOT experience inertial effects (cf. 'Operation Phoenix')</i>	100
	<b>I Believe I Can Fly:</b> Multipower, 82-point reserve, (82 Active Points); all slots Linked (Adaptive Forcefield; -1/2), OIF Durable (Personal); -1/2)	41
8	1) <b>Combat Mode:</b> Flight 50m, Position Shift, No Turn Mode (+1/4), Combat Acceleration/Deceleration (+1/4) (82 Active Points); Costs END To Maintain (Full END Cost; -1/2), Linked (Adaptive Forcefield; -1/2), OIF Durable (Personal); -1/2)	3f
8	2) <b>Flash-Step Mode:</b> Teleportation 70m, No Relative Velocity (80 Active Points); Linked (Adaptive Forcefield; -1/2), OIF Durable (Personal); -1/2), Must Pass Through Intervening Space (-1/4), no Noncombat movement (-1/4)	3f
8	3) <b>Noncombat Mode:</b> Flight 50m, x16 Noncombat, Rapid Noncombat Movement (+1/4) (81 Active Points); Costs END To Maintain (Full END Cost; -1/2), Linked (Adaptive Forcefield; -1/2), OIF Durable (Personal); -1/2) <i>Notes: Max Velocity 1,440 km/hr</i>	3f
8	4) <b>Underwater mode:</b> Flight 30m, Usable underwater (+1/4), Combat Acceleration/Deceleration (+1/4) (45 Active Points); Costs END To Maintain (Full END Cost; -1/2), Increased Endurance Cost (x2 END; -1/2), Linked (Adaptive Forcefield; -1/2), OIF Durable (Personal); -1/2) <i>Notes: He goes underwater to save someone in both 'Piranharecho' and 'The City That VIPER Built'. Also, let's make it slower speed</i>	1f

*with a higher END cost to reflect he's attempting to move through water.*

*Physical Augmentation*, all slots OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2), Unified Power (-1/4)

- |    |  |           |
|----|--|-----------|
| 1) | +20 DEX (40 Active Points); OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2), Unified Power (-1/4)   | <b>18</b> |
| 2) | +9 OCV (45 Active Points); OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2), Unified Power (-1/4)  | <b>20</b> |
| 3) | +7 DCV (35 Active Points); OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2), Unified Power (-1/4)  | <b>15</b> |
| 4) | +3 SPD (30 Active Points); OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2), Unified Power (-1/4)  | <b>13</b> |
| 5) | <b>Range Stabilization:</b> +8 to offset Range Mods with Force Projection (16 Active Points); OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2), Unified Power (-1/4) | <b>7</b>  |

**0** **Armor:** Resistant Protection (10 PD/10 ED), Hardened (+1/4), Impenetrable (+1/4) (45 Active Points); OIF (-1/2) **30**

*Armor Core Systems*, all slots OIF (-1/2), Linked (Armor; -1/2)

- |          |  |           |
|----------|--|-----------|
| <b>0</b> | 1) Physical Damage Reduction, Resistant, 50% (30 Active Points); OIF (-1/2), Linked (Armor; -1/2)  | <b>15</b> |
| <b>0</b> | 2) Energy Damage Reduction, Resistant, 50% (30 Active Points); OIF (-1/2), Linked (Armor; -1/2)  | <b>15</b> |
|          | 3) +20 CON (20 Active Points); OIF (-1/2), Linked (Armor; -1/2)  | <b>10</b> |
| <b>0</b> | 4) 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) | <b>4</b>  |
|          | 5) <b>...and it's badass, too:</b> +10 PRE (10 Active Points); OIF (-1/2), Linked (Armor; -1/2)  | <b>5</b>  |

*Mask*, all slots OIF (-1/2), Unified Power (-1/4)

- |          |   |          |
|----------|---|----------|
| <b>0</b> | 1) +2 PER with all Sense Groups (6 Active Points); OIF (-1/2), Unified Power (-1/4)   | <b>3</b> |
| <b>0</b> | 2) <b>Polarized Lenses:</b> Sight Group Flash Defense (10 points), Hardened (+1/4) (12 Active Points); OIF (-1/2), Unified Power (-1/4) | <b>7</b> |
| <b>0</b> | 3) <b>Earplugs:</b> Hearing Group Flash Defense (10 points), Hardened (+1/4) (12 Active Points); OIF (-1/2), Unified Power (-1/4)       | <b>7</b> |

**Human Tricorder:** Multipower, 27-point reserve, (27 Active Points); all slots OIF Durable (Personal; -1/2), Unified Power (-1/4) **15**

*Notes: He defaults to keeping it on "Detect Energy" if he's not doing something else specific with it*

- |          |   |           |
|----------|---|-----------|
| <b>0</b> | 1) <b>Digital Zoom:</b> +18 versus Range Modifier for Sight Group (27 Active Points); OIF Durable (Personal; -1/2), Unified Power (-1/4)  | <b>3v</b> |
| <b>0</b> | 2) Nightvision (5 Active Points); OIF Durable (Personal; -1/2), Unified Power (-1/4)  | <b>1f</b> |
| <b>0</b> | 3) Ultraviolet Perception (Sight Group) (5 Active Points); OIF Durable (Personal; -1/2), Unified Power (-1/4)   | <b>1f</b> |
| <b>0</b> | 4) Infrared Perception (Sight Group) (5 Active Points); OIF Durable (Personal; -1/2), Unified Power (-1/4)  | <b>1f</b> |
| <b>0</b> | 5) High Range Radio Perception (Radio Group) (12 Active Points); Sense Affected As More Than One Sense (Sight & Hearing; -1/2), OIF Durable (Personal; -1/2), Unified Power (-1/4)                                  | <b>1f</b> |
| <b>1</b> | 6) Radar (Radio Group), Penetrative (25 Active Points); OIF Durable (Personal; -1/2), Affected as Sight Group as well as Radio Group (-1/4), Costs Half Endurance (-1/4), Unified Power (-1/4)                      | <b>1f</b> |
| <b>0</b> | 7) Detect Molecular Composition 9- (Unusual Group), Discriminatory, Analyze, Range (19 Active Points); Sense Affected As More Than One Sense Sight Group (-1/2), OIF Durable (Personal; -1/2), Unified Power (-1/4) | <b>1f</b> |
|          | <i>Notes: Bug in Hero Designer. Should be 14-</i>   |           |
| <b>0</b> | 8) Detect Energy Fields 9- (Unusual Group), Discriminatory, Analyze, Range, Sense (26 Active Points); Sense Affected As More Than One Sense Sight group (-1/2), OIF Durable (Personal; -1/2), Unified Power (-1/4)  | <b>1f</b> |
|          | <i>Notes: Bug in Hero Designer. Should be 14-</i>   |           |

**Total Powers Cost 501**

## TALENTS

Description	Cost
Lightning Calculator	<b>3</b>
Perfect Pitch	<b>3</b>

Speed Reading (x10)	4
Onboard Computer, all slots OIF (-1/2), Unified Power (-1/4)	
1) <b>Rangefinder:</b> Absolute Range Sense (3 Active Points); OIF (-1/2), Unified Power (-1/4)	2
2) <b>Atomic Clock:</b> Absolute Time Sense (3 Active Points); OIF (-1/2), Unified Power (-1/4)	2
3) <b>Inertial Nav System:</b> Bump Of Direction (3 Active Points); OIF (-1/2), Unified Power (-1/4)	2
4) <b>Flight Recorder:</b> Eidetic Memory (5 Active Points); OIF (-1/2), Unified Power (-1/4)	3
<b>Total Talents Cost</b>	<b>19</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>Weapon Element</b> Weapon Element: Telekinesis	1
<b>Total Martial Arts Cost</b>	<b>21</b>

## Starforce

## SKILLS

Roll	Description	Cost
	<b>Fast Thinking:</b> +6 with all Intellect Skills (24 Active Points); Only To Counteract Penalties For Rapid Performance (-1)	12
14-	<b>"There are only so many ways you can augment the human body":</b> Analyze: Powered Armor	3
11- (15-)	<b>Can Take a Fall:</b> Breakfall	3
10-	<b>Accidental Chick Magnet:</b> Charm	2
14-	<b>31337 h4xx0r sk1llz:</b> Computer Programming	3
14-	<b>"Why are you showing me robots in spandex?":</b> Deduction	3
14-	<b>Dangerous with a Soldering Iron:</b> Electronics	3
10-	<b>"All those Purdue Glee Club dinners, rubbing elbows with rich alumni...":</b> High Society	2
14-	<b>His Patent Attorney is on Speed Dial:</b> Inventor	3
14-	<b>Dangerous with a Socket Wrench:</b> Mechanics	3
14-	<b>Tells People Where to Go:</b> Navigation (Air, Land)	3
10-	<b>Expert at Technobabble:</b> Persuasion	2
16-	Power: Force Manipulation Tricks	7
14-	<b>Can Operate Anything:</b> Systems Operation	3
11- (15-)	Teamwork	3
	TF: Common Motorized Ground Vehicles, Science Fiction & Space Vehicles	4
14-	Weaponsmith (Energy Weapons, Swords And Daggers)	3
	Scholar	3
14-	1) KS: Doctor Destroyer (3 Active Points)	2
14-	2) KS: Music (3 Active Points)	2
14-	3) KS: Science Fiction/Fantasy (3 Active Points)	2
16-	4) KS: The Superhuman World (5 Active Points) <b>Notes:</b> He memorizes the annual PRIMUS Superhuman Survey	4
	Jack of All Trades	3
11-	1) PS: Blacksmith (2 Active Points) <b>Notes:</b> Learned from uncle/stepdad	1
14-	2) PS: Piano Tuner (3 Active Points) <b>Notes:</b> Apprenticed in Junior High	2
14-	3) PS: Playing Piano (3 Active Points) <b>Notes:</b> Natural aptitude. Part-time student accompanist for Purdue Varsity Glee Club 1979-1982	2
14-	4) PS: Singing (3 Active Points) <b>Notes:</b> Baritone, Purdue Varsity Glee Club...	2
	Language: German (fluent conversation)	2
	Language: Varanyi (basic conversation) <b>Notes:</b> Daily practice with Vikon	1
	Scientist	3
14-	1) Science Skill: Astronomy (3 Active Points)	2
14-	2) Science Skill: Cybernetics (3 Active Points)	2
14-	3) Science Skill: Electro-Optical Engineering (3 Active Points)	2
14-	4) Science Skill: Electrogravitics (3 Active Points)	2
14-	5) Science Skill: Forcefield Engineering (3 Active Points)	2
14-	6) Science Skill: Materials Science (3 Active Points)	2
14-	7) Science Skill: Physics (3 Active Points)	2
11-	CK: Indianapolis <b>Notes:</b> Grew up here.	2

<b>11-</b>	CK: DFW Metroplex <i>Notes: Lives here</i>	2
<b>Total Skills Cost</b>		<b>109</b>

### PERKS

Description	Cost	
<b>PRIMUS-Sanctioned Superhero:</b> Fringe Benefit: Federal/National Police Powers, Passport, Security Clearance	7	
Money: Well Off	3	
Well-Connected	3	
1) <b>Amazing Man I:</b> Contact: Dr. Michael Renton (Contact has access to major institutions, Contact has extremely useful Skills or resources, Contact has significant Contacts of his own) (6 Active Points) 8- <i>Notes: First met in Starforce's timeline 1986, but to Dr. Renton it was 1944. The meeting is chronicled in the story 'Greatest Generation'</i>	5	
2) <b>Digitak:</b> Contact: Daniel Gibson (Contact has extremely useful Skills or resources, Contact has significant Contacts of his own, Contact limited by identity) (4 Active Points) 8-	3	
3) <b>Lady Blue:</b> Favor (1 Active Points) <i>Notes: For protecting her during "Escalation"</i>	1	
4) Contact: The Mechanic (Contact has extremely useful Skills or resources, Contact has significant Contacts of his own, Contact limited by identity) (4 Active Points) 8-	3	
<b>Total Perks Cost</b>		<b>25</b>

### COMPLICATIONS

Description	Points	
Enraged: Ladyhawk seriously or mortally threatened (Uncommon), go 11-, recover 14-	10	
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: Quirky (Common; Strong) <i>Notes: Watched FAR too much "Doctor Who" in college. Some have commented that he thinks he is Tom Baker.</i>	15	
Social Complication: Secret Identity Frequently, Major	15	
Susceptibility: when teleported via quantum displacement 2d6 STUN Instant (Uncommon) <i>Notes: The special effect is that he throws up</i>	10	
<b>Total Complications Points</b>		<b>75</b>

**Starforce****INFORMATION****Powers/Tactics**

Starforce's battlesuit is based on both electrogravitic forcefields and power cells based on pulson-catalyzed fusion. 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.

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.

**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.