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

HERO GAMES

CHARACTERISTICS

Val	Char	Base	Cost	Roll	Summary
20/50	STR	10	10	13- / 19-	Lift: 400.0kg/25.6tons
20/30	DEX	10	20	13- / 15-	Initiative: 20 / 30
20/30	CON	10	10	13- / 15-	Stun Threshold: 20/30
33	INT	10	23	16-	Perception Roll: 24-
28	EGO	10	18	15-	
25/35	PRE	10	15	14- / 16-	PRE Attack: 5d6/7d6
5/12	OCV	3	10		STR Dmg: 4d6/10d6
5/8	DCV	3	10		STR END: 2/5
3	OMCV	3	0		
10	DMCV	3	21		
5/35	PD	2	3		5/35 PD • 0/30 Res. PD
5/35	ED	2	3		5/35 ED • 0/30 Res. ED
4/6	SPD	2.0	20		Phases: 3, 6, 9, 12/2, 4, 6, 8, 10, 12
14	REC	4	10		
60	END	20	8		
15	BODY	10	5		
50	STUN	20	15		
13m	Run	12	1		
5m	Swim	4	1		
5m	Leap	4	1		
		Total 203			

CHARACTER IMAGE

EXPERIENCE POINTS

Total earned:	500
Spent:	498
Unspent:	2
Base Points:	500
Complication Points:	75
Characteristic Points:	203
Power Points:	602
Talent Points:	19
Martial Art Points:	25
Skill Points:	114
Perk Points:	35
Total Points:	**998**

MOVEMENT

Type	Top Speed
Run	13m [*26m NC*]
Swim	5m [*10m NC*]
H. Leap	5m [*10m NC*]
V. Leap	2 1/2m [*5m NC*]
Flight	130m [*2080m NC*]
Teleport	70m [*70m NC*]

INFORMATION

Eye Color: Brown   **Height:** 1.85 m
Hair Color: Brown   **Weight:** 75.00 kg

Appearance

This is as he was from 'The Battle of Detroit' through 'Return of the Destroyer.'

The second thing that the Varanyi nanotech proceeded to do after saving his life off-screen in "The Varanyi Civil War" was to slap 20 pounds of he-man muscle on his frame (which is also why his base stats are boosted).

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.

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 first decade of work with ProStar after that (which saw the initial large-scale release of electrogravitics, force weaponry, and monopolar-catalyzed nuclear fusion) was the reason that company went from the brink of bankruptcy to one of the largest market capitalizations in the world. It also saw the emergence of the snarky, powered-armor superhero Starforce, whose quirky wit and offbeat antics were a mainstay of the original TASK FORCE from 1982 to 1992.

This is Starforce roughly as he was during "The Battle of Detroit". He has rebuilt his suit during his sojourn on Varan by merging it with Varanyi light battle armor. He and Biomaster have also spent the return trip to Earth in tweaking the medical nannies injected into him during that trip, which is why his base stats are now so high. O/T, both Bob and Biomaster have figured out the secret of the US Government's Perseus Treatment (The All-American) as a result of this experimentation.

Personality

Snarky and sarcastic in battle. But I think you already knew that.

By 'The Battle of Detroit', he and Julie are engaged, eventually getting married just before "The Legacy of Doctor Destroyer". Once his true heritage becomes public knowledge, he seems guarded and withdrawn around people he doesn't know. We now also start to see the Zerstoiten temper flaring when he gets stressed -- and boy, does he get stressed the 10 years he's using *this* character sheet...

Quotes

"Well guys, the good news is that we should be back on Earth inside of 2 minutes. The bad news is that the resulting impact crater will obliterate Detroit."

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
Martial Strike	1/2	+0	+2	7d6 / 13d6 Strike
Offensive Strike	1/2	-2	+1	9d6 / 15d6 Strike
Martial Throw	1/2	+0	+1	5d6 / 11d6 +v/10, Target Falls
Martial Block	1/2	+2	+2	Block, Abort
Counterstrike	1/2	+2	+2	7d6 / 13d6 Strike, Must Follow Block

ATTACK POWERS

Name	Effect	END
Force Manipulation	(60 STR) Telekinesis	9
Electrogravitic Bubble	9d6, 9 PD/9 ED Entangle	9
Electrogravitic Shock	9d6 Blast	9
Force Boost	(60 STR) Telekinesis	9
Force Disruption	6d6 (standard effect: 18 points) Drain	9
Force Pulse	9d6 Blast	9
The Vortex of Chaos	2d6 Killing Attack - Ranged	9
Force Punch	6d6 Hand-To-Hand Attack	3
	STR	3

DEFENSE POWERS

Name	Effect	Defense	END
Intense Willpower	Mental Defense	10	0
	Damage Reduction	0	0
	Damage Reduction	0	0
	Power Defense	10	0
Adaptive Forcefield	Resistant Protection	60	0
Varanyi Battle Armor	Resistant Protection	20	0
Inertial Compensation	Damage Reduction	0	0
Energy Absorption	Damage Reduction	0	0

COMBAT STATS

Type	Base/Total	Current Vitals	
Stunned Threshold	20/30	STUN:	
Melee Damage	4d6/10d6		
Physical Defense	5/35		/50
Res. Phys. Defense	*0/30*	END:	
Energy Defense	5/35		
Res. Energy Defense	*0/30*		/60
Mental Defense	20	BODY:	
Power Defense	20		/15

COMBAT VALUES

OCV: 5/12	**DCV: 5/8**
OMCV: 3	**DMCV: 10**

Initiative and Action Phases

DEX: 20 / 30 Action Phases: 3, 6, 9, 12/2, 4, 6, 8, 10, 12

COMBAT MODIFIERS

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

Name	Effect	Defense	END
	Flash Defense	10	0
	Flash Defense	10	0

SENSORY POWERS

Name	Effect	END
	High Range Radio Perception	0
	9- Detect	0
	Enhanced Perception	0
	Nightvision	0
	Infrared Perception	0
	Ultraviolet Perception	0
	Radar	1
	9- Detect	0

Starforce

POWERS

END	Description	Cost
	Strong-Willed, all slots Unified Power (-1/4), Nonpersistent (-1/4)	
0	1) **Intense Willpower:** Mental Defense (20 points total), Hardened (+1/4) (12 Active Points); Unified Power (-1/4), Nonpersistent (-1/4) *Notes: Just like his father :)*	8
	2) **Was That Supposed to Impress Me?:** +15 PRE (15 Active Points); Only to defend against PRE attacks (-1), Unified Power (-1/4), Nonpersistent (-1/4)	6
	Medical Nannies, all slots Unified Power (-1/4) *Notes: Varanyi medical tech, implanted 1992 when injured on their homeworld*	
0	1) Physical Damage Reduction, Resistant, 25% (15 Active Points); Requires A Roll (CON; Must be made each Phase/use; -1), Unified Power (-1/4)	7
0	2) Energy Damage Reduction, Resistant, 25% (15 Active Points); Requires A Roll (CON; Must be made each Phase/use; -1), Unified Power (-1/4)	7
0	3) Life Support (Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Longevity: 200 Years) (11 Active Points); Always On (-1/2), Unified Power (-1/4)	6
0	4) **Really deep breath:** Life Support (Self-Contained Breathing) (10 Active Points); Time Limit (5 Minutes; -1 1/2), Extra Time (Extra Segment, Only to Activate, -1/4, Can only activate in an environment where he can breathe (-1/4), Turns off if stunned, knocked out, or speaks (-1/4), Unified Power (-1/4)	3
0	5) Power Defense (10 points) (10 Active Points); Does not protect powers bought with "Only in Alternate ID" or "Focus" limitations (-1), Always On (-1/2), Unified Power (-1/4)	4
0	6) Regeneration (1 BODY per Hour) (8 Active Points); Always On (-1/2), Unified Power (-1/4)	4
0	7) Reduced Endurance (1/2 END; +1/4) for up to 20 Active Points of STR (5 Active Points); Unified Power (-1/4)	4
	From this point on down, these are powers only available through his suit.	
0	**Power Cells:** Endurance Reserve (180 END, 24 REC) Reserve: (61 Active Points); Only for Powers Bought Through Focus (-1/4), OIF (Requires Multiple Foci or functions at reduced effectiveness; -1/4); REC: (16 Active Points); OIF (Requires Multiple Foci or functions at reduced effectiveness; -1/4), Only for Powers Bough Through Focus (-1/4)	41
9	**Force Manipulation:** Telekinesis (60 STR), Alterable Origin Point (either gauntlet) (95 Active Points); OIF (-1/2), Unified Power (TK systems; -1/4)	54
	Force Projection: Multipower, 90-point reserve, (90 Active Points); all slots OIF Durable (Personal; -1/2), Unified Power (TK systems; -1/4)	51
9	1) **Electrogravitic Bubble:** Entangle 9d6, 9 PD/9 ED (90 Active Points); OIF Durable (Personal; -1/2), Unified Power (TK systems; -1/4)	5f
9	2) **Electrogravitic Shock:** Blast 9d6, Attack Versus Alternate Defense (Power Defense; +1) (90 Active Points); OIF Durable (Personal; -1/2), Unified Power (TK systems; -1/4)	5f
9	3) **Force Boost:** Telekinesis (60 STR) (90 Active Points); Linked (Force Manipulation; -1/2), OIF Durable (Personal; -1/2), Unified Power (TK systems; -1/4) *Notes: Cannot be used independently. Total TK Strength 120 at full power*	4f
9	4) **Force Modulation:** Variable Advantage (+1/2 Advantages; +1) for up to 90 Active Points of Force Manipulation (90 Active Points); OIF Durable (Personal; -1/2), Unified Power (TK systems; -1/4)	5f
9	5) **Force Disruption:** Suppress Resistant Protection 6d6 (standard effect: 18 points), Constant (+1/2) (90 Active Points); Limited Special Effect force-fields (-1/2), OIF Durable (Personal; -1/2), Unified Power (TK systems; -1/4) *Notes: Uses Absolute Effect Rule (6E1:133). Do not bother with damage roll, targeted defense will be at 50% of its designed strength for as long as he maintains this attack on it. He defines whether it's used against Resistant Protection or Barrier when he allocates the pool that phase.*	4f
9	6) **Force Pulse:** 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), Unified Power (TK systems; -1/4)	4f

9	7) **The Vortex of Chaos:** Killing Attack - Ranged 2d6, Area Of Effect (16m Radius Explosion; +1/4), Hole In The Middle (fixed size; +1/4), Constant (+1/2), Penetrating (x2; +1) (90 Active Points); Extra Time (1 Turn (Post-Segment 12), see notes; -1 1/4), Conditional Power Power requires an available supply of shrapnel and debris (-1/2), No Range (-1/2), Costs END To Maintain (Full END Cost; -1/2), OIF Durable (Personal), Unified Power (TK systems; -1/4) **Notes:** *Power grows 1 DC & 10m in AE radius each phase it's active until it's up to full strength.*	**2f**

0	**Adaptive Forcefield:** Resistant Protection (20 PD/20 ED/10 Mental Defense/10 Power Defense) (Protect Carried Items), Hardened (+1/4), Impenetrable (+1/4), Allocatable (+1/4) (175 Active Points); OIF Durable (Personal; -1/2), Nonpersistent (-1/4)	**100**

Zero-Point Transducer, all slots OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2), Unified Power (-1/4)

0	1) Absorption 12 BODY (energy, END Reserve), Increased Maximum (x4 points) (+1/2), Absorption As A Defense (Resistant; +1) (30 Active Points); OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2), Unified Power (-1/4) **Notes:** *Maximum 96 BODY absorbed*	**13**
0	2) Absorption 12 BODY (physical, END Reserve), Increased Maximum (x4 points) (+1/2), Absorption As A Defense (Resistant; +1) (30 Active Points); OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2), Unified Power (-1/4) **Notes:** *Maximum 96 BODY absorbed*	**13**

	I Believe I Can Fly: Multipower, 82-point reserve, (82 Active Points); all slots OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2)	**41**
8	1) **Combat Flight:** Flight 50m, Position Shift, No Turn Mode (+1/4), Combat Acceleration/Deceleration (+1/4) (82 Active Points); OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2)	**4f**
8	2) **Flash-Step:** Teleportation 70m, No Relative Velocity (80 Active Points); OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2), Must Pass Through Intervening Space (-1/4), no Noncombat movement (-1/4)	**3f**
8	3) **Noncombat Flight:** Flight 50m, x16 Noncombat, Rapid Noncombat Movement (+1/4) (81 Active Points); OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2) **Notes:** *Max Velocity 1,440 km/hr*	**4f**
8	4) **Underwater movement:** Flight 30m, Usable underwater (+1/4), Combat Acceleration/Deceleration (+1/4) (45 Active Points); Increased Endurance Cost (x2 END; -1/2), OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2) **Notes:** *It's slower speed with a higher END cost to reflect he's attempting to move through water.*	**2f**

Enhanced Reflexes, all slots OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2), Unified Power (-1/4)

3	1) **Force Punch:** Hand-To-Hand Attack +6d6 (30 Active Points); OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2), Hand-To-Hand Attack (-1/4), Unified Power (-1/4)	**12**
	2) +4 OCV (20 Active Points); OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2), Unified Power (-1/4)	**9**
	3) +2 SPD (20 Active Points); OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2), Unified Power (-1/4)	**9**
	4) **Range Stabilization:** +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)	**7**

0	**Varanyi Battle 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 (Varanyi Battle Armor; -1/2)

3	1) +30 STR (30 Active Points); OIF (-1/2), Linked (Varanyi Battle Armor; -1/2)	**15**
	2) +10 DEX (20 Active Points); OIF (-1/2), Linked (Varanyi Battle Armor; -1/2)	**10**
	3) +10 CON (10 Active Points); OIF (-1/2), Linked (Varanyi Battle Armor; -1/2)	**5**
	4) +3 OCV (15 Active Points); OIF (-1/2), Linked (Varanyi Battle Armor; -1/2)	**7**
	5) +3 DCV (15 Active Points); OIF (-1/2), Linked (Varanyi Battle Armor; -1/2)	**7**
0	6) **Inertial Compensation:** Physical Damage Reduction, Resistant, 50% (30 Active Points); OIF (-1/2), Linked (Varanyi Battle Armor; -1/2)	**15**
0	7) **Energy Absorption:** Energy Damage Reduction, Resistant, 50% (30 Active Points); OIF (-1/2), Linked (Varanyi Battle Armor; -1/2)	**15**

0	8) 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 (Varanyi Battle Armor; -1/2)	4
	9) **...and it looks badass, too:** +10 PRE (10 Active Points); OIF (-1/2), Linked (Varanyi Battle Armor; -1/2)	5

Immersive VR Environment, all slots OIF (Mask; -1/2), Unified Power (Human Tricorder; -1/4)

0	1) High Range Radio Perception (Radio Group) (12 Active Points); Sense Affected As More Than One Sense Sight & Hearing groups (-1/2), OIF (Mask; -1/2), Unified Power (Human Tricorder; -1/4)	5
0	2) Hearing Group Flash Defense (10 points), Hardened (+1/4) (12 Active Points); OIF (Mask; -1/2), Unified Power (Human Tricorder; -1/4)	7
0	3) Sight Group Flash Defense (10 points), Hardened (+1/4) (12 Active Points); OIF (Mask; -1/2), Unified Power (Human Tricorder; -1/4)	7
0	4) Detect Energy Fields 9- (no Sense Group), Discriminatory, Analyze, Range, Sense (26 Active Points); Sense Affected As More Than One Sense Sight group (-1/2), OIF (Mask; -1/2), Unified Power (Human Tricorder; -1/4) **Notes:** Bug in Hero Designer. Should be 16-	11
	Human Tricorder: Multipower, 25-point reserve, (25 Active Points); all slots OIF (Mask; -1/2), Sense Affected As More Than One Sense Sight group (-1/2), Unified Power (Mask; -1/4)	11
0	1) +8 PER with all Sense Groups (24 Active Points); OIF (Mask; -1/2), Sense Affected As More Than One Sense Sight group (-1/2), Unified Power (Mask; -1/4)	2v
0	2) Nightvision (5 Active Points); OIF (Mask; -1/2), Sense Affected As More Than One Sense Sight group (-1/2), Unified Power (Mask; -1/4)	1f
0	3) Infrared Perception (Sight Group) (5 Active Points); OIF (Mask; -1/2), Sense Affected As More Than One Sense Sight group (-1/2), Unified Power (Mask; -1/4)	1f
0	4) Ultraviolet Perception (Sight Group) (5 Active Points); OIF (Mask; -1/2), Sense Affected As More Than One Sense Sight group (-1/2), Unified Power (Mask; -1/4)	1f
1	5) Radar (Radio Group), Penetrative (25 Active Points); Sense Affected As Sight & Hearing groups (-1/2), OIF (Mask; -1/2), Costs Half Endurance (-1/4), Unified Power (Mask; -1/4) **Notes:** Not through copper or superconductors	1f
0	6) Detect Molecular Composition 9- (no Sense Group), Discriminatory, Analyze, Range (19 Active Points); OIF (Mask; -1/2), Sense Affected As More Than One Sense Sight group (-1/2), Unified Power (Mask; -1/4) **Notes:** Bug in Hero Designer. Should be 16-	1f
	Total Powers Cost	**602**

TALENTS

Description	Cost
Lightning Calculator	3
Perfect Pitch	3
Speed Reading (x10)	4
Onboard Computer, all slots OIF (Helmet; -1/2), Unified Power (Immersive VR Environment; -1/4)	
1) **Rangefinder:** Absolute Range Sense (3 Active Points); OIF (Helmet; -1/2), Unified Power (Immersive VR Environment; -1/4)	2
2) **Atomic Clock:** Absolute Time Sense (3 Active Points); OIF (Helmet; -1/2), Unified Power (Immersive VR Environment; -1/4)	2
3) **Inertial Nav System:** Bump Of Direction (3 Active Points); OIF (Helmet; -1/2), Unified Power (Immersive VR Environment; -1/4)	2
4) **Recorder:** Eidetic Memory (5 Active Points); OIF (Helmet; -1/2), Unified Power (Immersive VR Environment; -1/4)	3
Total Talents Cost	**19**

MARTIAL ARTS

Description	Cost
+1 HTH Damage Class(es) +1 HTH Damage Class(es) **Notes:** Training with Julie since late 1990	4
Generic Martial Art	
1) **Martial Strike** 1/2 Phase, +0 OCV, +2 DCV, 7d6 / 13d6 Strike	4

2)	**Offensive Strike**	1/2 Phase, -2 OCV, +1 DCV, 9d6 / 15d6 Strike		**5**
3)	**Martial Throw**	1/2 Phase, +0 OCV, +1 DCV, 5d6 / 11d6 +v/10, Target Falls		**3**
4)	**Martial Block**	1/2 Phase, +2 OCV, +2 DCV, Block, Abort		**4**
5)	**Counterstrike**	1/2 Phase, +2 OCV, +2 DCV, 7d6 / 13d6 Strike, Must Follow Block		**4**
Weapon Element	Weapon Element: Telekinesis			**1**
			Total Martial Arts Cost	**25**

Starforce

SKILLS

Roll	Description	Cost
	Fast Thinking: +6 with all Intellect Skills (24 Active Points); Only To Counteract Penalties For Rapid Performance (-1)	12
16-	**"There are only so many ways you can augment the human body"**: Analyze: Powered Armor	3
13- (15-)	**Can Take A Fall**: Breakfall	3
10-	**Accidental Chick Magnet**: Charm	2
16-	**31337 h4xx0r sk1llz**: Computer Programming	3
16-	**"Why are you showing me robots in spandex?"**: Deduction	3
16-	**Dangerous With A Soldering Iron**: Electronics	3
10-	**"All those Purdue Glee Club dinners, rubbing elbows with rich alumni..."**: High Society	2
16-	**His Patent Attorney is on Speed Dial**: Inventor	3
16-	**Dangerous With A Socket Wrench**: Mechanics	3
16-	**Tells People Where to Go**: Navigation (Air, Land, Space)	4
14- (16-)	**Expert at Technobabble**: Persuasion	3
16-	**Can Operate Anything**: Systems Operation	3
13- (15-)	Teamwork	3
	TF: Common Motorized Ground Vehicles, Science Fiction & Space Vehicles	4
16-	Weaponsmith (Energy Weapons, Power Armor, Swords And Daggers)	4
	Scholar	3
16-	1) KS: Dr. Destroyer (3 Active Points)	2
16-	2) KS: Music (3 Active Points)	2
16-	3) KS: Science Fiction/Fantasy (3 Active Points)	2
16-	4) KS: Technology-based Superhumans (3 Active Points)	2
16-	5) KS: The Superhuman World (3 Active Points)	2
	Jack of All Trades	3
16-	1) PS: Blacksmith (3 Active Points) **Notes:** *Learned from uncle/stepdad*	2
16-	2) PS: Piano Tuner (3 Active Points) **Notes:** *Apprenticed in Junior High*	2
16-	3) PS: Playing Piano (3 Active Points) **Notes:** *Natural aptitude. Part-time student accompanist for Purdue Varsity Glee Club 1978-1982*	2
16-	4) PS: Singing (3 Active Points) **Notes:** *Baritone, Purdue Varisity Glee Club...*	2
	Linguist	3
	1) Language: German (fluent conversation) (2 Active Points)	1
	2) Language: Varanyi (fluent conversation) (2 Active Points)	1
	Scientist	3
16-	1) Science Skill: Astronomy (3 Active Points)	2
16-	2) Science Skill: Computer Science (3 Active Points)	2
16-	3) Science Skill: Cybernetics (3 Active Points)	2
16-	4) Science Skill: Electro-Optical Engineering (3 Active Points)	2
16-	5) Science Skill: Electrogravitics (3 Active Points)	2
16-	6) Science Skill: Forcefield Engineering (3 Active Points)	2
16-	7) Science Skill: Materials Science (3 Active Points)	2
16-	8) Science Skill: Physics (3 Active Points)	2
16-	9) Science Skill: Zero-point Engineering (3 Active Points)	2
	Traveler	3

11-	1)	CK: DFW Metroplex (2 Active Points) **Notes:** *Lives here*	**1**
11-	2)	CK: Indianapolis (2 Active Points) **Notes:** *Grew up here.*	**1**
11-	3)	CuK: Varanyi (2 Active Points)	**1**
		Total Skills Cost	**114**

PERKS

Description	Cost
Fringe Benefit: Galactic Computernet Access Card 　　　**Notes:** *A gift from Vikon*	**3**
PRIMUS-Sanctioned Superhero: Fringe Benefit: Federal/National Police Powers, Passport, Security Clearance	**7**
Money: Well Off 　　　**Notes:** *His patent royalties from his invention of holographic computing in the mid-late 1970's are fairly substantial but are about to expire. Also, in the past two years he has been the recipient of $550,000 in prize money for co-winning both the Wolf and Nobel Prizes in Physics. Add to that he doesn't pay rent or utilities or have a car payment, and...*	**5**
Nobel Laureate in Physics: Positive Reputation (A large group) 11-, +1/+1d6	**2**
Well-Connected	**3**
1) **Amazing Man I:** Contact: Dr. Michael Renton (Contact has access to major institutions, Contact has extremely useful Skills or resources, Contact has significant Contacts of his own, Contact limited by identity, Good relationship with Contact) (6 Active Points) 8- 　　　**Notes:** *First met in Starforce's timeline 1986, but to Dr. Renton it was Nazi Germany in 1944 (yeah, time travel). The story of their first meeting is detailed in 'Greatest Generation'*	**5**
2) **Lady Blue:** Favor (3 Active Points)	**2**
3) **Tetsuronin:** Contact: Masahara Yoshihiro (Contact has extremely useful Skills or resources, Contact has significant Contacts of his own, Good relationship with Contact) (6 Active Points) 8-	**5**
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**
Total Perks Cost	**35**

COMPLICATIONS

Description	Points
Enraged: Family seriously or mortally threatened (Uncommon), go 11-, recover 14-	**10**
Negative Reputation: The Son of Doctor Destroyer, Frequently (Extreme)	**15**
Psychological Complication: Fearlessly Heroic; will risk himself in obviously lethal situations (Common; Strong)	**15**
Psychological Complication: Quirky (Common; Moderate)	**10**
Social Complication: Public Identity Frequently, Major	**15**
Susceptibility: when teleported via quantum displacement 2d6 damage Instant (Uncommon)	**10**
Total Complications Points	**75**

Starforce

INFORMATION

Powers/Tactics

He actually came this >< close to one-shotting Doctor Destroyer during "The Battle of Detroit". Full 120 STR TK is usable with his Martial Arts, which means he can toss a 29d6 ranged attack without pushing.

His battlesuit makes him almost insanely versatile in combat, either at range or hand-to-hand. Do note, however, 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