

Character Name: **Starforce**

AKA: Bob Hawkins

Genre: Superheroic

Campaign: **TASK FORCE:TNG****CHARACTERISTICS**

Val	Char	Base	Cost	Roll
20/50	STR	10	10	13- / 19-
20/30	DEX	10	20	13- / 15-
20/30	CON	10	10	13- / 15-
33	INT	10	23	16-
28	EGO	10	18	15-
30/50	PRE	10	20	15- / 19-
6/13	OCV	3	15	
6/13	DCV	3	15	
3	OMCV	3	0	
10	DMCV	3	21	
5/40	PD	2	3	
5/40	ED	2	3	
4/8	SPD	2.0	20	
14	REC	4	10	
50	END	20	6	
15	BODY	10	5	
62	STUN	20	21	
13m	Run	12	1	
5m	Swim	4	1	
5m	Leap	4	1	

Total 222**Summary**

Lift: 400.0kg/25.6tons

Initiative: 20 / 30

Stun Threshold: 20/30

Perception Roll: 25-

PRE Attack: 6d6/10d6

STR Dmg: 4d6/10d6

STR END: 2/5

5/40 PD • 0/35 Res. PD

5/40 ED • 0/35 Res. ED

Phases: 3, 6, 9, 12/2, 3, 5, 6, 8, 9, 11, 12

CHARACTER IMAGE**EXPERIENCE POINTS**

Total earned:	540
Spent:	540
Unspent:	0
Base Points:	650
Complication Points:	100
Characteristic Points:	222
Power Points:	634
Talent Points:	19
Martial Art Points:	41
Skill Points:	143
Perk Points:	131

Total Points: 1190**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	75m [80m NC]

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

Starforce wears either the second- or third-most advanced suit of powered armor in the world, depending on whether or not Tetsuronin is in earshot. The basic armor, not much bulkier than ordinary clothing thanks to nanotechnological breakthroughs similar to those made by his father, is jet black. Attached to it are a breastplate and shoulder pads colored in old gold, and gauntlets/boots in dark gray. His head and face are concealed by a dark gray helm of distinctive shape which appears to be open at the top but is actually (to people who know him) a ridiculously-fake white wig.

The current version of the Starforce armor (Mk VII) adds 5 cm and 10 kg to the wearer's height and weight, not reflected in the values above. This is roughly as he was from the beginning of 'Black Ops' on. The only thing he adds in "Coup d'Etat" and "World War VIPER" is replacing the OIF limitation on his suit with 'Only in Alternate ID'

Played by David Tennant in "The Battle of Detroit"

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.

Bob attempted to retire after the Battle of Detroit to marry Julie (Ladyhawk) Dormyer and lead a normal life ("The Battle of Detroit"), but his real father had other ideas. After his honeymoon with Julie, he got a surprise package in the mail sent posthumously from Dr. Destroyer with his complete technical database and a message explaining that he was Bob's biological father. Bob confirmed this via DNA testing, and his life was never the same after that ("The Legacy of Doctor Destroyer").

The first year of his life during his father's "death" was spent in a prolonged court fight with the US government, which under the Clinton Administration tried to confiscate Destroyer's tech database and his patent portfolio ("United States v. Hawkins"). That court case also contributed to the Republican takeover of Congress in the 1994 elections. The revelation of his real father also contributed to his continuing persecution by UNTIL until the rest of the civilized galaxy expressed their displeasure at his treatment in 1998 ("The First Dimensional War").

From 1995-2012, he was the unofficial chief armorer for PRIMUS. His armor and energy weaponry went into the new Golden and Silver Avengers which the United States fielded post-Detroit ("Land of the Free"/"Home of the Brave"). From 2014 on, he is the chief armorer for the Star*Guard as a result of a contract between the planet Odrugar and ProStar ("Street Level").

Upon the revelation that Dr. Destroyer was still alive in 2002, President Bush tasked Ranger (Ted Jameson) with forming a black op with the express intent of taking Destroyer down. Bush 43 *strongly* suggested Bob join the effort. He did, massively upgrading his suit in the process.

Co-winner, Nobel Prize in Physics (with his advisor at Purdue, Dr. Albert Overhauser) in 1991 for the discovery and harnessing of magnetic monopoles ("Operation Phoenix").

Personality

Snarky and wisecracking before the Battle of Detroit. That, the revelation of who his father really was, and the federal government's attempt to confiscate his patent portfolio went a long way to burn those traits out of him.

Until the story "Leap Day", he was motivated by the irrational belief that somehow bringing Destroyer to justice would magically restore his life to the way it was before 1992. Most of the rest of the world was so afraid he would follow in his father's footsteps that he spent two decades under what amounted to house arrest -- a platoon of UNTIL agents rented the mansion up the street from the DFW compound, and PRIMUS owned the house next door (Dr Matt "Biomaster" Fuseli lives next door on the other side). He literally couldn't go to a convenience store without a team from either agency following him. He was on friendlier terms with the PRIMUS team, and occasionally invited them over for barbeques.

Supers from the late '80s/early '90s view him more favorably, and the technically-inclined ones will sometimes ask him for design advice on weapons or armor. Tetsuronin once invited him over to Japan for a week of armor redesign/testing back in the mid-1990's that turned into two weeks. It's now a yearly tradition with them, alternating between DFW and Tokyo.

Since capturing Dr. Destroyer, everyone considers him a "Godzilla Threshold" superhero. Most supers (and for that matter, most governments) are uncomfortable with the amount of force he is capable of wielding -- and willing to use -- to fight an opponent. In his career:

- he *killed* the Emperor of the Varanyi during their Civil War (without his suit on [!])("The Varanyi Civil War"),
- killed 30 VIPER agents during the attack on Dormyer Manor in late 1992 ("The Legacy of Doctor Destroyer"),
- destroyed a major ARGENT base in the Sultanate of Awad in 1995, killing 100 ARGENT agents and Awadi military personnel defending it ("The Jewel of Awad"),
- Killed The Edomite, helped kill Shadow Destroyer, and betrayed (and almost killed) Dr. Destroyer in the span of one minute during the battle on the Pyramid of the Sun ("Leap Day"),
- condemned Menton to a fate worse than death during the Destroyer Wars in 2013 ("Force of Will"),
- kicked Firewing's ass with the assistance of the East Branch of Lake Lewisville when he challenged Bob to a duel in 2014 ("Malva Awakens"),
- destroyed an entire VIPER armored brigade on the Ellipse in front of the White House during the coup against his wife in 2017 ("Coup d'Etat")

Conversely, he is intensely loyal to people who have earned his trust -- Ladyhawk, Ranger, Sage, Biomaster, Tetsuronin, Golden Avenger II, and Diamond, among others. Given the way the rest of the world has treated him since 1992, he prefers to be left alone.

A pet dream of his is to build Earth's first starship. He has been scouting several craters on the lunar farside for a drydock, and is almost confident enough in his nanotechnological skills to trust nannies in unattended construction. If people on Earth get too upset about that, he has plans to terraform Venus.

Quotes

(to Dr. Destroyer at the climax of 'Leap Day') "By MY calculations, you have 35 seconds to live. Do try to use them wisely."

DEFENSE POWERS

Name	Effect	Defense	END
Intense Willpower	Mental Defense	10	0
	Damage Reduction	0	0
	Damage Reduction	0	0
	Power Defense	10	0
Boosted Forcefield	Resistant Protection	40	0
Shield	Barrier	20	9
Base Forcefield	Resistant Protection	20	0
Destreum Nanoweave	Resistant Protection	40	0
Inertial Dampening	Damage Reduction	0	0
Energy Absorption	Damage Reduction	0	0
	Flash Defense	10	0
	Flash Defense	10	0

SENSORY POWERS

Name	Effect	END
House AI	Mind Link	0
Comm Suite	High Range Radio Perception	0
Digital Zoom	+18 versus Range Modifier Telescopic	0
	Enhanced Perception	0
	Infrared Perception	0
	Ultraviolet Perception	0
	Nightvision	0
	Radar	1
	9- Detect	0
	9- Detect	0

EQUIPMENT

Item	Stats	Range	END
Anti-Psionic	6d6 (standard effect: 18 points) Drain	var.	[8]
EMP Cannon	20d6 Dispel	var.	[8]
Molecular Disruptor	5d6 (standard effect: 15 points) Drain	var.	[8]
Quantum Lock	2d6 (standard effect: 6 points) Drain	var.	4
Weaponized Karaoke	3d6 (standard effect: 9 points) Drain	var.	7

Item	Stats	Range END
Theta-boson Mine	5m Teleportation	[1]
Crowd Control	3d6 Drain	[1 cc]

Starforce

POWERS

END	Description	Cost
	<i>Strong-Willed</i> , all slots Unified Power (-1/4), Nonpersistent (-1/4)	
0	1) Intense Willpower: Mental Defense (25 points total), Hardened (+1/4) (12 Active Points); Unified Power (-1/4), Nonpersistent (-1/4) <i>Notes: Just like his father :)</i>	8
	2) Been There, Done That: +15 PRE (15 Active Points); Only to defend against PRE attacks (-1), Unified Power (-1/4), Nonpersistent (-1/4)	6
	<i>Medical Nannies</i> , all slots Unified Power (-1/4) <i>Notes: Varanyi medical tech, implanted 1992 when injured on their homeworld</i>	
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	ZPE Power Cells: Endurance Reserve (40 END, 30 REC) Reserve: , Trigger (Activating the Trigger is an Action that takes no time, Trigger requires a Turn to reset, Character can set Trigger multiple times; Previously-active END Reserve drops below its REC value in END; +1/4) (37 Active Points); OIF (-1/2), Only for powers bought through battlesuit (-1/4); REC: , Trigger (Activating the Trigger is an Action that takes no time, Trigger requires a Turn or more to reset, Character can set Trigger multiple times; Previously-active END Reserve drops below its REC value in END; +1/4) (25 Active Points); OIF (-1/2), Only for powers bought through battlesuit (-1/4) <i>Notes: (x8 number of items)</i>	36
9	Force Manipulation: Telekinesis (60 STR), Alterable Origin Point (either gauntlet) (95 Active Points); OIF Durable (Personal; -1/2)	63
	Force Control: Variable Power Pool, 112 base + 90 control cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1) (247 Active Points); all slots OIF Durable (personal; -1/2), Lockout (Can only use one offensive, movement, and defensive power simultaneously.; -1/2), Unified Power (-1/4)	172
9	1) Electrogravitic Bubble: Entangle 9d6, 9 PD/9 ED (90 Active Points); OIF Durable (personal; -1/2), Lockout (Can only use one offensive, movement, and defensive power simultaneously.; -1/2), Unified Power (-1/4) Real Cost: 40	0
9	2) Electrogravitic Shock: Blast 9d6, Attack Versus Alternate Defense (Power Defense; +1) (90 Active Points); OIF Durable (personal; -1/2), Lockout (Can only use one offensive, movement, and defensive power simultaneously.; -1/2), Unified Power (-1/4) Real Cost: 40	0
9	3) Force Boost: Telekinesis (60 STR) (90 Active Points); OIF Durable (personal; -1/2), Lockout (Can only use one offensive, movement, and defensive power simultaneously.; -1/2), Unified Power (-1/4) Real Cost: 40 <i>Notes: Cannot be used independently. Total TK Strength 120 at full power</i>	0
9	4) Force Modulation: TBD (+1) for up to 90 Active Points of Force Manipulation (90 Active Points); OIF Durable (personal; -1/2), Lockout (Can only use one offensive, movement, and defensive power simultaneously.; -1/2), Unified Power (-1/4) Real Cost: 40 <i>Notes: 8m AE radius affect Desolid and 16m AE radius selective are his personal favorites. 4m AE Radius, Personal Immunity, Double Knockback (with an additional 'No Range' limitation) duplicates his old "Force Pulse" power. Just about any combination of advantages that adds up to +1 can be used except for 'Reduced Endurance' -- which I strongly discourage.</i>	0

- 5) **Force Disruption:** Suppress TBD 6d6 (standard effect: 18 points), Constant (+1/2) (90 Active Points); Limited Special Effect force-fields (-1/2), OIF Durable (personal; -1/2), Lockout (Can only use one offensive, movement, and defensive power simultaneously.; -1/2), Unified Power (-1/4) Real Cost: 33 **0**
- 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.
- 6) **Force Punch:** (Total: 77 Active Cost, 32 Real Cost) TBD (+1/2); OIF Durable (personal; -1/2), Lockout (Can only use one offensive, movement, and defensive power simultaneously.; -1/2), Unified Power (-1/4) for up to 50 Active Points of STR (25 Active Points) (Real Cost: 25) **0**
- PLUS**
- 7) Hand-To-Hand Attack +6d6, Variable Advantage (+1/2 Advantages; Limited Group of Advantages; Must be same as set for STR; +3/4) (52 Active Points); OIF Durable (personal; -1/2), Lockout (Can only use one offensive, movement, and defensive power simultaneously.; -1/2), Hand-To-Hand Attack (-1/4), Unified Power (-1/4) (Real Cost: 21) Real Cost: 32 **0**
- 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; -1/2), Lockout (Can only use one offensive, movement, and defensive power simultaneously.; -1/2), Unified Power (-1/4) Real Cost: 18 **0**
- Notes:** Power grows 1 DC & 5m in AE radius each phase it's active until it's up to full strength.
- 8) **Boosted Forcefield:** Resistant Protection (10 PD/10 ED/10 Mental Defense/10 Power Defense), Hardened (+1/4), Impenetrable (+1/4) (90 Active Points); OIF Durable (personal; -1/2), Lockout (Can only use one offensive, movement, and defensive power simultaneously.; -1/2), Nonpersistent (-1/4), Unified Power (-1/4) Real Cost: 36 **0**
- Notes:** This gives him 40 points of hardened, impenetrable resistant DEF to allocate however he wants. The DEF allocation adds to the "Base Forcefield" power and cannot be used independently
- 9) **Shield:** Barrier 10 PD/10 ED, 0 BODY (up to 2m long, 2m tall, and 1/2m thick), Dismissable, Non-Anchored, Invisible Power Effects (Inobvious to sight; +1/4), Impenetrable (+1/2) (87 Active Points); Costs Endurance (to maintain; -1/2), OIF Durable (personal; -1/2), Lockout (Can only use one offensive, movement, and defensive power simultaneously.; -1/2), Limited Range (2 meter; -1/4), Unified Power (-1/4) Real Cost: 29 **0**
- 10) **Combat Flight:** Flight 50m, Position Shift, No Turn Mode (+1/4), Combat Acceleration/Deceleration (+1/4) (82 Active Points); OIF Durable (personal; -1/2), Lockout (Can only use one offensive, movement, and defensive power simultaneously.; -1/2), Unified Power (-1/4) Real Cost: 36 **0**
- 11) **Flash-Step:** Teleportation 70m, No Relative Velocity (80 Active Points); OIF Durable (personal; -1/2), Lockout (Can only use one offensive, movement, and defensive power simultaneously.; -1/2), Must Pass Through Intervening Space (-1/4), no Noncombat movement (-1/4), Unified Power (-1/4) Real Cost: 29 **0**
- 12) **Noncombat Flight:** Flight 50m, x16 Noncombat, Rapid Noncombat Movement (+1/4) (81 Active Points); OIF Durable (personal; -1/2), Lockout (Can only use one offensive, movement, and defensive power simultaneously.; -1/2), Unified Power (-1/4) Real Cost: 36 **0**
- Notes:** Max Velocity 1,440 km/hr
- 13) **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), Lockout (Can only use one offensive, movement, and defensive power simultaneously.; -1/2), Unified Power (-1/4) Real Cost: 16 **0**
- Notes:** It's slower speed with a higher END cost to reflect he's attempting to move through water.
- Base Forcefield:** Resistant Protection (5 PD/5 ED/5 Mental Defense/5 Power Defense/5 Flash Defense: Radio Group/5 Flash Defense: Sight Group) (Protect Carried Items), Hardened (+1/4), Allocatable (+1/4), Impenetrable (+1/4) (96 Active Points); OIF Durable (Personal; -1/2), Nonpersistent (-1/4) **55**
- Notes:** That's a total of 30 DEF. Deal with it.
- Forcefield-Based Augmentation*, all slots OIF Durable (Personal; -1/2), Linked (Base Forcefield; -1/2), Unified Power (-1/4)
- Notes:** It's *so* 1982 :)
- 1) +20 STR (20 Active Points); OIF Durable (Personal; -1/2), Linked (Base Forcefield; -1/2), Unified Power (-1/4) **9**
- 2) +4 OCV (20 Active Points); OIF Durable (Personal; -1/2), Linked (Base Forcefield; -1/2), Unified Power (-1/4) **9**
- 3) +4 DCV (20 Active Points); OIF Durable (Personal; -1/2), Linked (Base Forcefield; -1/2), Unified Power (-1/4) **9**
- 4) +2 SPD (20 Active Points); OIF Durable (Personal; -1/2), Linked (Base Forcefield; -1/2), Unified Power (-1/4) **9**

	5) Range Stabilization: +8 to offset range mods with all attacks (24 Active Points); OIF Durable (Personal; -1/2), Linked (Base Forcefield; -1/2), Unified Power (-1/4)	11
0	Destreum Nanoweave: Resistant Protection (20 PD/20 ED), Hardened (+1/4), Impenetrable (+1/4) (90 Active Points); OIF Durable (Personal; -1/2)	60
	<i>Armor Core Systems, all slots Linked (Destreum Nanoweave; -1/2), OIF Durable (Personal; -1/2)</i>	
	<i>Notes: Special Effect is the nanomachines interwoven with the armor</i>	
1	1) +10 STR (10 Active Points); Linked (Destreum Nanoweave; -1/2), OIF Durable (Personal; -1/2)	5
	2) +10 DEX (20 Active Points); Linked (Destreum Nanoweave; -1/2), OIF Durable (Personal; -1/2)	10
	3) +10 CON (10 Active Points); Linked (Destreum Nanoweave; -1/2), OIF Durable (Personal; -1/2)	5
	4) +3 OCV (15 Active Points); Linked (Destreum Nanoweave; -1/2), OIF Durable (Personal; -1/2)	7
	5) +3 DCV (15 Active Points); Linked (Destreum Nanoweave; -1/2), OIF Durable (Personal; -1/2)	7
	6) +2 SPD (20 Active Points); Linked (Destreum Nanoweave; -1/2), OIF Durable (Personal; -1/2)	10
0	7) Inertial Dampening: Physical Damage Reduction, Resistant, 50% (30 Active Points); Linked (Destreum Nanoweave; -1/2), OIF Durable (Personal; -1/2)	15
0	8) Energy Absorption: Energy Damage Reduction, Resistant, 50% (30 Active Points); Linked (Destreum Nanoweave; -1/2), OIF Durable (Personal; -1/2)	15
0	9) Can Breathe in Space: Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (19 Active Points); Linked (Destreum Nanoweave; -1/2), OIF Durable (Personal; -1/2)	9
	10) ...and it looks badass, too: +20 PRE (20 Active Points); Linked (Destreum Nanoweave; -1/2), OIF Durable (Personal; -1/2)	10
	<i>Immersive VR Environment, all slots OIF Durable (Personal; -1/2), Unified Power (-1/4)</i>	
0	1) House AI: Mind Link, House AI and anyone mind-linked with it, No LOS Needed, Invisible Power Effects (Cannot be traced; +1/4) (25 Active Points); Sense Affected As Sight & Hearing Groups (-1/2), OIF Durable (Personal; -1/2), Unified Power (-1/4)	11
	<i>Notes: Quantum Entanglement Communicator</i>	
0	2) Hearing Group Flash Defense (10 points), Hardened (+1/4) (12 Active Points); OIF Durable (Personal; -1/2), Unified Power (-1/4)	7
0	3) Sight Group Flash Defense (10 points), Hardened (+1/4) (12 Active Points); OIF Durable (Personal; -1/2), Unified Power (-1/4)	7
0	4) Comm Suite: High Range Radio Perception (Radio Group), Tracking (17 Active Points); Affected as Sight and Hearing Groups (-1/2), OIF Durable (Personal; -1/2), Unified Power (-1/4)	7
	Human Tricorder: Multipower, 27-point reserve, (27 Active Points); all slots OIF Durable (Personal; -1/2), Unified Power (-1/4)	15
	<i>Notes: He defaults to keeping it on "Detect Energy" if he's not doing something else specific with it</i>	
0	1) Digital Zoom: +18 versus Range Modifier for Sight Group (27 Active Points); OIF Durable (Personal; -1/2), Unified Power (-1/4)	3v
0	2) +9 PER with all Sense Groups (27 Active Points); OIF Durable (Personal; -1/2), Unified Power (-1/4)	3v
0	3) Infrared Perception (Sight Group) (5 Active Points); OIF Durable (Personal; -1/2), Unified Power (-1/4)	1f
0	4) Ultraviolet Perception (Sight Group) (5 Active Points); OIF Durable (Personal; -1/2), Unified Power (-1/4)	1f
0	5) Nightvision (5 Active Points); OIF Durable (Personal; -1/2), Unified Power (-1/4)	1f
1	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)	1f
0	7) 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)	1f
	<i>Notes: Bug in Hero Designer. Should be 16-</i>	
0	8) 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)	1f
	<i>Notes: Bug in Hero Designer. Should be 16-</i>	
	Total Powers Cost	634

EQUIPMENT

END	Item	Cost
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Secondary Weapons Array, all slots Lockout (Cannot use anything else in his equipment pool; -1/2), OIF (Pauldron mounts; -1/2)

Notes: Has to decide pre-scenario which slots he is loading in his pauldrons

- | | | |
|--------|--|------|
| [8] | 1) Anti-Psionic: Drain 6d6 (standard effect: 18 points), Mental/Psionic Powers (+1/2) (90 Active Points); Limited Special Effect Most powerful mental/psionic power (-1/2), 8 Charges (-1/2), Lockout (Cannot use anything else in his equipment pool; -1/2), OIF (Pauldron mounts; -1/2), Limited Range (50m; -1/4) | \$28 |
| | Notes: Uses the Absolute Effect Rule (6E1:133), don't bother with the effect roll if he hits. Target will lose their most powerful mental/psionic power for one turn (and given that most mentalists are built with their powers in a VPP or Multipower, probably ALL of them). The weapon he invented in 1992 for the Varanyi Civil War, except modified to fit in a battlesuit. | |
| [8] | 2) EMP Cannon: Dispel 20d6, any one technological device/power (+1/2) (90 Active Points); Limited Special Effect Common SFX (Technology-based; -1/2*), 8 Charges (-1/2), Lockout (Cannot use anything else in his equipment pool; -1/2), OIF (Pauldron mounts; -1/2), Limited Range (50m; -1/4) | \$28 |
| [8] | 3) Molecular Disruptor: Drain Damage Reduction 5d6 (standard effect: 15 points), Attack Versus Alternate Defense (DR based on forcefields; All Or Nothing; +0), Expanded Effect (x2 Characteristics or Powers simultaneously) (Physical and Energy; +1/2) (75 Active Points); All points come back in one turn (-1/2), 8 Charges (-1/2), Lockout (Cannot use anything else in his equipment pool; -1/2), OIF (Pauldron mounts; -1/2), Limited Range (50m; -1/4) | \$23 |
| | Notes: Uses Absolute Effect Rule (6E1:133), defined as reducing the effectiveness of resistant Physical and Energy Damage Reduction by half. The standard effect are the points required to halve the effectiveness of 50% resistant Damage Reduction. | |
| 4 | 4) Quantum Lock: Suppress Teleportation 2d6 (standard effect: 6 points), Attack Versus Alternate Defense (Teleportation NOT based on quantum displacement or psychokinetic transmission; +1/2), Constant (+1/2) (40 Active Points); Costs Endurance (to maintain; -1/2), Lockout (Cannot use anything else in his equipment pool; -1/2), OIF (Pauldron mounts; -1/2), Limited Range (40 m; -1/4) | \$14 |
| | Notes: Uses the Absolute Effect Rule (6E1:133). Do not bother with the effect roll; it renders most forms of teleportation in the TASK FORCE universe useless. | |
| 7 | 5) Weaponized Karaoke: Suppress PRE 3d6 (standard effect: 9 points), Area Of Effect (16m Cone; +1/2), Thin Cone (-1/4), Attack Versus Alternate Defense (Impenetrable Defenses (either straight or bought as Resistant Defense); +1/2), Constant (+1/2) (67 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the recipient of the benefits of the Power, Side Effect does a predefined amount of damage; +5 to Hearing Group PER rolls; -1), Costs Endurance (to maintain; -1/2), Lockout (Cannot use anything else in his equipment pool; -1/2), OIF (Pauldron mounts; -1/2), Limited Range (50m; -1/4) | \$18 |
| | Notes: Uses Absolute Effect Rule (6E1:133), lowers the target's PRE by half. This is basically loudspeakers with really, REALLY powerful subwoofers. | |
| [1] | Theta-boson Mine: Teleportation 5m, MegaScale (1m = 10,000 km; +2), Usable As Attack (x1,024 maximum weight per inanimate target; +3 1/4), Grantor can only grant the power to others (31 Active Points); 1 Charge (-2), OAF (-1), Extra Time (Full Phase, Only to Activate, -1/4) | \$7 |
| | Notes: This is a tracking beacon allowing the portal generator underneath Stately Dormyer Manor Mark II to initiate a teleport from the location where it's activated to any target Starforce designates | |
| [1 cc] | Crowd Control: Drain END 3d6, Area Of Effect (1m Radius; +1/4), Personal Immunity (+1/4), Constant (+1/2), MegaScale (1m = 1 km; +1), Cannot alter scale (-1/4) (82 Active Points); OAF Immobile (-2), 1 Continuing Charge lasting 1 Extra Phase (-1 1/2), No Range (-1/2), Requires A Roll (System Operations roll; -1/2) | \$15 |

TALENTS

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

MARTIAL ARTS

Description	Cost
+2 HTH Damage Class(es) +2 HTH Damage Class(es)	8
+2 Ranged Damage Class(es) +2 Ranged Damage Class(es)	8
Generic Martial Art	
1) Martial Strike 1/2 Phase, +0 OCV, +2 DCV, 8d6 / 14d6 Strike	4
2) Offensive Strike 1/2 Phase, -2 OCV, +1 DCV, 10d6 / 16d6 Strike	5
3) Martial Throw 1/2 Phase, +0 OCV, +1 DCV, 6d6 / 12d6 +v/10, Target Falls	3
4) Martial Block 1/2 Phase, +2 OCV, +2 DCV, Block, Abort	4
5) Martial Dodge 1/2 Phase, -- OCV, +5 DCV, Dodge, Affects All Attacks, Abort	4
6) Counterstrike 1/2 Phase, +2 OCV, +2 DCV, 8d6 / 14d6 Strike, Must Follow Block	4
Weapon Element Weapon Element: Telekinesis	1
Total Martial Arts Cost	41

Starforce

SKILLS

Roll	Description	Cost
	Fast Thinking: +6 with all Intellect Skills (24 Active Points); Only To Counteract Penalties For Rapid Performance (-1)	12
	+1 Overall	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 Ski11z: 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, Dimensional, Land, Space, Temporal)	6
19-	"Didn't think I could do that, did you?": Power: Force Beam Tricks	9
10-	Expert at Technobabble: Persuasion	2
16-	Can Operate Anything: Systems Operation	3
13- (15-)	Teamwork	3
	TF: Common Motorized Ground Vehicles, Science Fiction & Space Vehicles, Small Wind-Powered Boats	5
16-	Weaponsmith (Energy Weapons, Power Armor, Swords And Daggers)	4
	Jack of All Trades	3
16-	1) PS: Blacksmith (3 Active Points) Notes: <i>Learned from uncle/stepdad</i>	2
16-	2) PS: Piano Tuner (3 Active Points) Notes: <i>Apprenticed in Junior High</i>	2
16-	3) PS: Playing Piano (3 Active Points) Notes: <i>Natural aptitude. Part-time student accompanist for Purdue Varsity Glee Club 1979-1982</i>	2
16-	4) PS: Singing (3 Active Points) Notes: <i>Baritone, Purdue Varsity Glee Club...</i>	2
	Linguist	3
	Notes: <i>Inherited from his mother. He still doesn't realize that he has a natural talent for picking up languages.</i>	
	1) Language: German (fluent conversation) (2 Active Points)	1
	2) Language: Japanese (fluent conversation) (2 Active Points) Notes: <i>Yearly practice with Tetsuronin</i>	1
	3) Language: Varanyi (basic conversation) Notes: <i>20+ years out of practice</i>	1
	Scholar	3
11-	1) KS: Anime (2 Active Points) Notes: <i>Tetsuronin's revenge for Bob addicting him to Tolkien, "The Mote in God's Eye", and "The Chronicles of Amber" was to get Bob addicted to Bleach, "Gundam Wing", and "Neon Genesis Evangelion" (among others)</i>	1
16-	2) KS: Dr. Destroyer (3 Active Points)	2
16-	3) KS: Music (3 Active Points)	2
16-	4) KS: Science Fiction/Fantasy (3 Active Points)	2
16-	5) KS: The Superhuman World (3 Active Points)	2
	Scientist	3
16-	1) Science Skill: Astronomy (3 Active Points)	2
16-	2) Science Skill: Cybernetics (3 Active Points)	2
16-	3) Science Skill: Dimensional Engineering (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: Materials Science (3 Active Points)	2
16-	7)	Science Skill: Nanotechnology (3 Active Points)	2
16-	8)	Science Skill: Physics (3 Active Points)	2
11-	9)	Science Skill: Robotics (2 Active Points)	1
11-	10)	Science Skill: Terraforming (2 Active Points)	1
16-	11)	Science Skill: Zero-Point Energy Engineering (3 Active Points)	2
		Traveler	3
11-	1)	AK: British Virgin Islands (2 Active Points)	1
11-	2)	AK: Earth's Moon (2 Active Points)	1
11-	3)	AK: The Solar System (2 Active Points)	1
12-	4)	CK: DFW Metroplex (3 Active Points) <i>Notes: Lives here</i>	2
11-	5)	CK: Indianapolis (2 Active Points) <i>Notes: Grew up here. Jokes about how his knowledge is useful only to time travelers.</i>	1
11-	6)	CuK: Varanyi (2 Active Points)	1
Total Skills Cost			143

PERKS

Description	Cost	
DFW and Vanshakarana: 2 Bases of up to 800 points <i>Notes: Cost split with Julie</i>	85	
Secondary Weapons Array: Equipment Points: 100 <i>Notes: The equipment pool is sized so he can carry any 3-4 extra weapons which fit into the shoulder pauldrons. He just has to choose which ones before he leaves the lab.</i>	10	
Reverse (PRIMUS): Computer Link <i>Notes: Goes away on 9/30/2011 when PRIMUS is disbanded due to budget sequestration. This becomes a Contact with the Star*Guard's Council of Overseers in 2014</i>	3	
Fringe Benefit: Galactic Computernet Access Card, Passport <i>Notes: The Access Card is a gift from Vikon Sh'Garothayn Varanyi</i>	4	
Positive Reputation: Nobel Laureate in Physics (A large group) 11-, +1/+1d6	2	
Money: Wealthy <i>Notes: About \$5M/year. The vast majority of it is patent royalties and capital gains from his stock options.</i>	7	
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) (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) Diamond: Contact: James 'Whit' Whitley (Contact has significant Contacts of his own, Contact has very useful Skills or resources, Good relationship with Contact) (5 Active Points) 8- <i>Notes: First met 12/5/1988 during the 'Day of the Destroyer'</i>	4	
3) Dr. Tara Lemick (Lady Blue): Favor (2 Active Points) <i>Notes: Goes away after the epilogue of "Force of Will". The points go into the Star*Guard contact in/after 2014</i>	1	
4) Sergei Varinnikov (The Warlord): Favor (2 Active Points) <i>Notes: Owed for salvaging Project TETHYS at the last second ('Tethys Rising') and the Larisagrad Incident ('Like a Jewel in the Heavens')</i>	1	
5) Tetsuronin: Contact: Masahara Yoshihiro (Contact has extremely useful Skills or resources, Contact has significant Contacts of his own, Good relationship with Contact) (7 Active Points) 11- <i>Notes: The reason these two are the foremost powered-armor experts in the world is that they spend two weeks a year in each other's lab inventing, playing videogames, watching anime, and experimenting with fine Scotch and Sake.</i>	6	
Total Perks Cost		131

COMPLICATIONS

Description	Points
Enraged: Family threatened (Uncommon), go 11-, recover 11-	15
Hunted: UNTIL Frequently (Mo Pow; NCI; PC has a Public ID or is otherwise very easy to find; Watching)	20
Negative Reputation: The Son of Dr. Destroyer, Frequently	10

Psychological Complication: Fearlessly Heroic; will risk himself in obviously lethal situations (Common; Strong)	15
Psychological Complication: Quirky (Common; Moderate)	10
<i>Notes: Watched FAR too much "Doctor Who" in college. Many people have commented that he thinks he is Tom Baker. He would argue that he's Peter Capaldi.</i>	
Social Complication: Public Identity Frequently, Major	15
Susceptibility: when teleported via quantum displacement 3d6 STUN Instant (Uncommon)	15
<i>Notes: The special effect is him throwing up.</i>	
Total Complications Points	100

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

The base stats are a result of his reverse-engineering the programming behind his Varanyi medical nannies and discovering the secret behind the US Super-Soldier Program's Perseus Treatment in the process. Subtract 10 from all base stats to see what he was like in secret ID pre-1992.

The original inventor of Destreum (his father was not above stealing superior technology). His unique weave of this substance with nanotechnology, zero-point-energy nodes, and forcefields yields the exact same power armor core that Dr. Destroyer has: light and flexible as clothes, yet stronger than titanium and capable of absorbing massive quantities of physical and energy damage. In combination with advanced forcefield technology, the defenses shown are built to take -- and have taken -- a pushed Destroyer-beam at point-blank range without seriously injuring him.

Starforce IS the tactical reserve for standard TASK FORCE:TNG missions. Should it become necessary, his job is to generate a distraction (the messier and more spectacular, the better) to cover the infiltration group's exit. In battle, he will almost always follow Ranger's tactical lead. Against a hard target, he is usually the teammate everyone else is setting up to take the finishing move. Between his TK and martial arts, he can toss a ranged attack of up to 30d6 without pushing. Hand-to-hand, he can take down most bricks. For all practical purposes, he is a force of nature.

Campaign Use

This build of Starforce is not as complicated to run in combat as his earlier versions are. All you need to keep in mind is that he can have only three powers active in his VPP in any phase -- one offensive, one defensive, and one movement. Powers he usually uses out of it have been helpfully pre-defined for you; if you have any other ideas you should pre-define them as well to save time during combat.

Being one of the five most knowledgeable designers of power armor in the world, he can also appear in your campaigns in a tech-advisory role.

Note that he will not have the Equipment Pool until after "Black Ops"

If for some inexplicable reason he should be underpowered for your campaign, change the OIF limitation on his suit to 'Only in Alternate ID' (but keep it on his various equipment pool powers) and add an overall level or two -- even then, you'll be straining to get him close to 1,300 points (!). In the (likely) event he is too powerful, use his 1987 character sheet :)