

Battlesuit

Power Level: 10; Power Points Spent: 150/150

ABILITIES

	MODIFIER	TOTAL SCORE	=	BASE SCORE	+	ENHANCED SCORE
STRENGTH	+12	34	=	10	+	24
DEXTERITY	+1	12	=	12	+	-
CONSTITUTION	+1	12	=	12	+	-
INTELLIGENCE	+5	20	=	20	+	-
WISDOM	+2	14	=	14	+	-
CHARISMA	+0	10	=	10	+	-

SAVING THROWS

	TOTAL	=	BASE MODIFIER	+	ABILITY MODIFIER	+	MISC MODIFIERS
TOUGHNESS	+12	=	+0	+	+1	+	+11
FORTITUDE	+4	=	+3	+	+1	+	-
REFLEX	+6	=	+5	+	+1	+	-
WILL	+7	=	+5	+	+2	+	-

COMBAT

	TOTAL	=	DEFENSE BONUS	+	DODGE BONUS	+	SIZE MODIFIER	+	FLAT-FOOTED
DEFENSE	+8	=	+4	+	+4	+	-	+	+4

SIZE: MEDIUM

KNOCKBACK
RESIST MODIFIER +6

	TOTAL	=	DEX MODIFIER	+	PERM MODIFIER	+	TEMP MODIFIER
INITIATIVE	+1	=	+1	+	-	+	-

HERO POINTS 1

DAMAGE CONDITIONS

BRUISED	STAGGERED	UNCONSCIOUS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

INJURED DISABLED DYING

FATIGUE CONDITIONS

FATIGUED	EXHAUSTED	UNCONSCIOUS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

ATTACKS

ATTACK BONUS	+8	RANGED ATTACK BONUS	+8	MELEE ATTACK BONUS	+8
GRAPPLE BONUS	+20				

Force Beams (Blast 12), +8 (DC 27)

- Force Beams, Crit 20, Range Incr 120ft.

Unarmed Attack, +8 (DC 27) - Bludgeon, Crit 20



POWERS

Battlesuit (Device 19)

Communication 4

Sense Type: Radio (Free - Extended, 1 mile - Sustained)

Flight 6

Speed: 500 mph (Move - Personal - Sustained)

Force Beams (Blast 12)

Alternate Powers: Enhanced Ability 24 (Standard - Ranged, 120ft. - Instant)

Enhanced Ability 24

+24 STR; Ability: Strength (Reaction - Personal - Continuous)

Immunity 9

Life Support (Reaction - Personal - Permanent)

Protection 11

+11 Toughness; Extras: Impervious (Reaction - Personal - Permanent)

Super-Senses 13

Blindsight: Radio, Darkvision, Direction Sense, Distance Sense, Infravision, Radio, Time Sense, Extended: Blindsight 1 (x10), Radius: Blindsight (Free - Personal - Permanent)

Super-Strength 5

+25 STR carrying capacity; +5 STR to some checks (Reaction - Personal - Continuous)

FEATS

Accurate Attack Reduce the Save DC of an attack by -5 and add that amount to your Attack Bonus.

Improvised Tools You ignore the -4 penalty for using skills without proper tools, since you can improvise sufficient tools with whatever is at hand.

Inventor You can use Knowledge (Technology) and Craft skills to create inventions and temporary devices.

Power Attack Reduce the Attack Bonus of an attack by -5 and add that amount to the Save DC of the attack.

Second Chance - Disable Device Checks 1 If you fail a saving throw or skill check against your specific hazard, you can re-roll.

MOVEMENT

Flight 6 - Speed: 500 mph

EQUIPMENT

LIGHT LOAD	14.9 tons	MEDIUM LOAD	29.9 tons	HEAVY LOAD	44.8 tons
MAXIMUM LOAD	89.6 tons	PUSH / DRAG LOAD	224 tons		

BACKGROUND INFORMATION

Male; Age: 33; Height: 5' 11"; Weight: 195 lb.

DRAWBACKS

Normal Identity

SKILLS

	SKILL BONUS	SKILL RANK	ABILITY MODIFIER	MISC MODIFIER
Bluff	+0	= -		
Climb	+12	= -	+12	
Computers	+12	= 7	+5	
Concentration	+2	= -	+2	
Craft: Electronic	+12	= 7	+5	
Craft: Mechanical	+12	= 7	+5	
Diplomacy	+0	= -		
Disable Device	+12	= 7	+5	
Disguise	+0	= -		
Escape Artist	+1	= -	+1	
Gather Information	+0	= -		
Handle Animal	+0	= -		
Intimidate	+0	= -		
Knowledge: Technology	+12	= 7	+5	
Notice	+7	= 5	+2	
Search	+5	= -	+5	
Sense Motive	+2	= -	+2	
Stealth	+1	= -	+1	
Survival	+2	= -	+2	
Swim	+12	= -	+12	

Validation Report

Validation Report (0 issues): Nothing identified