

## Battlesuit

**STR:** +12 (10/34), **DEX:** +1 (12), **CON:** +1 (12), **INT:** +5 (20), **WIS:** +2 (14), **CHA:** +0 (10)

**Tough:** +1/+12, **Fort:** +4, **Ref:** +6, **Will:** +7

**Skills:** Computers 7 (+12), Craft: Electronic 7 (+12), Craft: Mechanical 7 (+12), Disable Device 7 (+12), Knowledge: Technology 7 (+12), Notice 5 (+7)

**Feats:** Accurate Attack, Improvised Tools, Inventor, Power Attack, Second Chance - Disable Device Checks 1

**Powers:** **Battlesuit (Device 19)** (**Powers:** Blast 12, Communication 4, Flight 6, Immunity 9, Protection 11, Super-Senses 13, Super-Strength 5); **Communication 4** (Sense Type: Radio); **Enhanced Ability 24** (+24 STR; Ability: Strength); **Flight 6** (Speed: 500 mph); **Force Beams (Blast 12)** (Alternate Powers: Enhanced Ability 24); **Immunity 9** (Life Support); **Protection 11** (+11 Toughness; Extras: Impervious); **Super-Senses 13** (Blindsight: Radio, Darkvision, Direction Sense, Distance Sense, Infravision, Radio, Time Sense, Extended: Blindsight (x10), Radius: Blindsight); **Super-Strength 5** (+25 STR carrying capacity; +5 STR to some checks)

**Attack Bonus:** +8 (Ranged: +8, Melee: +8, Grapple: +20)

**Attacks:** Force Beams (Blast 12), +8 (DC 27), Unarmed Attack, +8 (DC 27)

**Defense:** +8 (Flat-footed: +4), Knockback: +11

**Initiative:** +1

**Drawbacks:** Normal Identity

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## Costumed Adventurer

**STR:** +3 (16), **DEX:** +4 (18), **CON:** +3 (16), **INT:** +3 (16), **WIS:** +4 (18), **CHA:** +4 (18)

**Tough:** +3/+6, **Fort:** +6, **Ref:** +10, **Will:** +10

**Skills:** Acrobatics 8 (+12), Bluff 8 (+12), Climb 7 (+10), Computers 5 (+8), Disable Device 8 (+11), Drive 6 (+10), Escape Artist 6 (+10), Gather Information 6 (+10), Intimidate 8 (+12), Investigate 8 (+11), Knowledge: Streetwise 7 (+10), Notice 8 (+12), Search 9 (+12), Sense Motive 8 (+12), Sleight of Hand 8 (+12), Stealth 10 (+14)

**Feats:** Defensive Roll 3, Evasion 2, Jack-Of-All-Trades, Power Attack, Skill Mastery - Acrobatics, Disable Device, Escape Artist, Stealth 1, Startle, Stunning Attack, Uncanny Dodge - Hearing 1

**Attack Bonus:** +12 (Ranged: +12, Melee: +12, Grapple: +15)

**Attacks:** Unarmed Attack, +12 (DC 18)

**Defense:** +12 (Flat-footed: +6), Knockback: +3

**Initiative:** +4

**Validation:** hero: You must select a hero type - either a normal hero, or a construct.

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## Energy Controller

**STR:** +1 (12), **DEX:** +4 (18), **CON:** +2 (14), **INT:** +0 (10), **WIS:** +1 (12), **CHA:** +3 (16)

**Tough:** +2/+12, **Fort:** +7, **Ref:** +8, **Will:** +8

**Skills:** Acrobatics 8 (+12), Bluff 10 (+13), Concentration 11 (+12), Notice 7 (+8), Prof: Choose 4 (+5)

**Feats:** Accurate Attack, All-Out Attack, Power Attack, Precise Shot 1, Quick Change 1, Taunt

**Powers:** **Flight 6** (Speed: 500 mph); **Force Field 10** (+10 Toughness; Extras: Impervious); **Immunity 5** (Damage Type: Cold); **Kinetic Control 12** (Feats: Improved Range 1 (25 ft. incr), Precise, Ricochet 1 (1 bounce))

**Attack Bonus:** +8 (Ranged: +8, Melee: +8, Grapple: +9)

**Attacks:** Kinetic Control 12, +8 (DC 27), Unarmed Attack, +8 (DC 16)

**Defense:** +8 (Flat-footed: +4), Knockback: +11

**Initiative:** +4

**Validation:** hero: You must select a hero type - either a normal hero, or a construct.

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## Gadgeteer

**STR:** +0 (10), **DEX:** +1 (13), **CON:** +0 (10), **INT:** +10 (30), **WIS:** +5 (20), **CHA:** +0 (10)

**Tough:** +0/+12, **Fort:** +4, **Ref:** +6, **Will:** +8

**Skills:** Computers 8 (+18), Craft: Chemical 8 (+18), Craft: Electronic 8 (+18), Craft: Mechanical 8 (+18), Disable Device 8 (+18), Investigate 4 (+14), Knowledge: Earth Sciences 5 (+15), Knowledge: Life Sciences 6 (+16), Knowledge: Physical Sciences 6 (+16), Knowledge: Technology 10 (+20), Notice 5 (+10), Sense Motive 8 (+13)

**Feats:** Beginner's Luck, Eidetic Memory, Improvised Tools, Inventor, Luck 1, Master Plan, Skill Mastery - Computers, Craft (Electronic), Craft (Mechanical), Disable Device 1

**Powers:** **Blast 12** (Alternate Powers: Dazzle 12); **Blaster (Device 5) [Lose]** (**Powers:** Blast 12); **Dazzle 12** (Affects: One Sense Type (1/r) - Visual); **Flight 5** (Speed: 250 mph); **Force Field 12** (+12 Toughness; Feats: Selective, Extras: Impervious);

**Force Shield Belt (Device 5)** (**Powers:** Force Field 12); **Jet-Pack (Device 2)** (**Powers:** Flight 5); **Quickness 4** (Perform routine tasks at x25 speed; Flaws: Limited (Mental tasks))

**Attack Bonus:** +8 (Ranged: +8, Melee: +8, Grapple: +8)

**Attacks:** Blast 12, +8 (DC 27), Dazzle 12, +8 (DC Fort/Ref 22), Unarmed Attack, +8 (DC 15)

**Defense:** +8 (Flat-footed: +4), Knockback: +12

**Initiative:** +1

**Validation:** hero: You must select a hero type - either a normal hero, or a construct.

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## Martial Artist

**STR: +4** (18), **DEX: +5** (20), **CON: +3** (16), **INT: +0** (10), **WIS: +2** (15), **CHA: +0** (11)

**Tough: +3/+7, Fort: +8, Ref: +13, Will: +6**

**Skills:** Acrobatics 11 (+16), Concentration 10 (+12), Escape Artist 10 (+15), Intimidate 10 (+10), Notice 8 (+10), Sense Motive 8 (+10), Stealth 11 (+16)

**Feats:** Accurate Attack, Acrobatic Bluff, Assessment, Blind-Fight, Chokehold, Critical Strike, Defensive Attack, Defensive Roll 4, Elusive Target, Grappling Finesse, Improved Defense 1, Improved Disarm 1, Improved Grapple, Improved Initiative 1, Improved Pin, Improved Trip, Instant Up, Luck 2, Move-By Action, Power Attack, Redirect, Stunning Attack, Takedown Attack 1, Uncanny Dodge - Sight 1

**Attack Bonus: +16** (Ranged: +16, Melee: +16, Grapple: +21)

**Attacks:** Unarmed Attack, +16 (DC 19)

**Defense: +13** (Flat-footed: +7), Knockback: +3

**Initiative: +9**

**Validation:** hero: You must select a hero type - either a normal hero, or a construct.; Critical Strike: Requires Favored Opponent feat.

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## Mimic

**STR: +1** (12), **DEX: +1** (12), **CON: +1** (12), **INT: +1** (12), **WIS: +1** (12), **CHA: +2** (14)

**Tough: +1, Fort: +7, Ref: +7, Will: +7**

**Skills:** Bluff 8 (+10), Knowledge: Current Events 4 (+5), Notice 8 (+9), Prof: Choose 4 (+5), Sense Motive 8 (+9)

**Feats:** Assessment, Beginner's Luck, Improved Grapple, Improved Initiative 1, Luck 1, Teamwork 1

**Powers: Mimic 12** (Mimic: All Traits (5/r), Extras: Ranged)

**Attack Bonus: +8** (Ranged: +8, Melee: +8, Grapple: +9)

**Attacks:** Unarmed Attack, +8 (DC 16)

**Defense: +8** (Flat-footed: +4), Knockback: +0

**Initiative: +5**

**Validation:** hero: You must select a hero type - either a normal hero, or a construct.

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## Mystic

**STR: +0** (10), **DEX: +1** (12), **CON: +0** (10), **INT: +3** (16), **WIS: +5** (20), **CHA: +4** (18)

**Tough: +0/+12, Fort: +5, Ref: +6, Will: +12**

**Skills:** Concentration 10 (+15), Knowledge: Arcane Lore 8 (+11), Notice 5 (+10), Search 5 (+8), Sleight of Hand 8 (+9)

**Feats:** Fearless, Quick Change 1, Ritualist, Trance

**Powers: Astral Form 6** (Alternate Powers: [Flight 3, Force Field 12], Drawbacks: Power Loss 1); **Flight 3** (Speed: 50 mph);

**Force Field 12** (+12 Toughness; Extras: Impervious); **Magic 12** (Other Power, Alternate Powers: Regenerative Shield (Absorbion 6), Mass Chaos (Confuse 6), Mystic Bolt (Blast 12), Wandering Plague (Corrosion 8), Telekinesis 12, Mind Control 7, Drawbacks: Power Loss 1); **Mass Chaos (Confuse 6)** (Extras: Area, Cloud (30 ft. diameter, lingers), Duration 2 (sustained));

**Mind Control 7** (Feats: Mental Link, Extras: Conscious); **Mystic Bolt (Blast 12)**; **Regenerative Shield (Absorbion 6)** (Absorbs: Energy, Effect: Healing); **Super-Senses 4** (Awareness: Magical, Acute: Magical Awareness, Extended: Magical Awareness (x10), Radius: Magical Awareness); **Telekinesis 12** (Strength: 60, Carry: 17 tons / 34 tons / 51.2 tons / 102.4 tons); **Wandering Plague (Corrosion 8)** (Extras: Disease, Flaws: Action 1 (full))

**Attack Bonus: +8** (Ranged: +8, Melee: +8, Grapple: +8)

**Attacks:** Mystic Bolt (Blast 12), +8 (DC 27), Unarmed Attack, +8 (DC 15), Wandering Plague (Corrosion 8), +8 (DC Fort/Tou ★)

**Defense: +8** (Flat-footed: +4), Knockback: +12

**Initiative: +1**

**Validation:** hero: You must select a hero type - either a normal hero, or a construct.

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## Paragon

**STR: +12** (14/34), **DEX: +1** (12), **CON: +12** (14/34), **INT: +0** (10), **WIS: +1** (12), **CHA: +1** (13)

**Tough: +12, Fort: +12, Ref: +6, Will: +8**

**Skills:** Notice 8 (+9), Prof: Choose 4 (+5), Search 8 (+8)

**Powers: Enhanced Ability 20** (+20 CON; Ability: Constitution);

**Enhanced Ability 20** (+20 STR; Ability: Strength); **Flight 5**

(Speed: 250 mph); **Immunity 9** (Life Support); **Impervious**

**Toughness 12**; **Quickness 3** (Perform routine tasks at x10 speed); **Super-Strength 6** (+30 STR carrying capacity; +6 STR to some checks)

**Attack Bonus: +8** (Ranged: +8, Melee: +8, Grapple: +20)

**Attacks:** Unarmed Attack, +8 (DC 27)

**Defense: +8** (Flat-footed: +4), Knockback: +12

**Initiative: +1**

**Validation:** hero: You must select a hero type - either a normal hero, or a construct.

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## Powerhouse

**STR: +12** (18/34), **DEX: +0** (10), **CON: +14** (18/38), **INT: +0** (10), **WIS: +1** (12), **CHA: +1** (12)

**Tough: +14, Fort: +14, Ref: +4, Will: +6**

**Skills:** Intimidate 7 (+8), Notice 7 (+8), Prof: Choose 6 (+7), Search 6 (+6), Sense Motive 6 (+7)

**Feats:** Improved Pin, Power Attack

**Powers:** **Enhanced Ability 16** (+16 STR; Ability: Strength); **Enhanced Ability 20** (+20 CON; Ability: Constitution); **Immunity 12** (Damage Type: Cold & Heat, Fatigue Effects, Uncommon Descriptor: Pressure); **Impervious Toughness 11**; **Leaping 9** (Jumping distance: x1000); **Super-Strength 7** (+35 STR carrying capacity; +7 STR to some checks; Feats: Groundstrike (Radius: 120 ft., DC 22))

**Attack Bonus: +8** (Ranged: +8, Melee: +8, Grapple: +20)

**Attacks:** Unarmed Attack, +8 (DC 27)

**Defense: +6** (Flat-footed: +3), Knockback: +12

**Initiative: +0**

**Validation:** hero: You must select a hero type - either a normal hero, or a construct.

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## Psionic

**STR: +0** (10), **DEX: +1** (12), **CON: +1** (12), **INT: +2** (15), **WIS: +6** (22), **CHA: +3** (16)

**Tough: +1/+12, Fort: +5, Ref: +6, Will: +14**

**Skills:** Concentration 8 (+14), Diplomacy 8 (+11), Notice 4 (+10), Prof: Choose 4 (+10), Sense Motive 8 (+14)

**Feats:** Ultimate Effort - Will Save 1, Uncanny Dodge - Mental Awareness 1

**Powers:** **Communication 10** (Sense Type: Mental); **Flight 6** (Speed: 500 mph); **Force Field 11** (+11 Toughness); **Illusion 6** (Affects: All Sense Types (4/r), Feats: Selective, Flaws: Phantasms); **Mental Blast 5**; **Mind Control 10**; **Mind Reading 10**; **Super-Senses 2** (Danger Sense: Mental Awareness, Awareness: Mental); **Telekinesis 11** (Strength: 55, Carry: 8.5 tons / 17.1 tons / 25.6 tons / 51.2 tons); **Telepathy 10** (Adds: Communication 10, Mind Reading 10, Alternate Powers: Illusion 6, Mental Blast 5, Mind Control 10)

**Attack Bonus: +5** (Ranged: +5, Melee: +5, Grapple: +5)

**Attacks:** Mental Blast 5, +5 (DC Will 15), Unarmed Attack, +5 (DC 15)

**Defense: +8** (Flat-footed: +4), Knockback: +6

**Initiative: +1**

**Validation:** hero: You must select a hero type - either a normal hero, or a construct.

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## Shapeshifter

**STR: +1** (12), **DEX: +2** (14), **CON: +2** (14), **INT: +1** (12), **WIS: +0** (10), **CHA: +3** (16)

**Tough: +2, Fort: +5, Ref: +8, Will: +5**

**Skills:** Bluff 5 (+8), Knowledge: Life Sciences 4 (+5), Notice 10 (+10), Search 7 (+8), Sleight of Hand 4 (+6), Stealth 6 (+8), Survival 8 (+8)

**Feats:** Elusive Target, Move-By Action, Taunt

**Powers:** **Shapeshift 8** (Extras: Action 1 (free), Flaws: Limited (Animal Forms))

**Attack Bonus: +10** (Ranged: +10, Melee: +10, Grapple: +11)

**Attacks:** Unarmed Attack, +10 (DC 16)

**Defense: +10** (Flat-footed: +5), Knockback: +1

**Initiative: +2**

**Validation:** hero: You must select a hero type - either a normal hero, or a construct.

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## Speedster

**STR: +2** (14), **DEX: +4** (18), **CON: +2** (14), **INT: +0** (10), **WIS: +1** (12), **CHA: +1** (12)

**Tough: +2, Fort: +5, Ref: +14, Will: +5**

**Skills:** Acrobatics 4 (+8), Bluff 8 (+9), Disable Device 10 (+10), Notice 7 (+8), Prof: Choose 4 (+5), Search 7 (+7)

**Feats:** Evasion 1, Fast Overrun, Instant Up, Move-By Action

**Powers:** **Deflect 16** (Deflects: Rng, Mental Attacks (3/r), Feats: Extended Reach 2 (10 ft.)); **Hypnotic Pattern (Nauseate 12)** (Feats: Incurable, Reversible, Extras: Area, Trail (300 ft. trail), Selective Attack); **Quickness 10** (Perform routine tasks at x2500 speed); **Speed 10** (Speed: 10000 mph); **Strike 12** (Feats: Precise, Subtle 1 (subtle), Extras: Penetrating, Area, Trail (300 ft. trail), Autofire 1 (interval 2, max +5)); **Super-Speed 10** (+40 Initiative; Adds: Quickness 10, Speed 10, Alternate Powers: Strike 12, Hypnotic Pattern (Nauseate 12), Deflect 16, Feats: Wall Run)

**Attack Bonus: +8** (Ranged: +8, Melee: +8, Grapple: +10)

**Attacks:** Hypnotic Pattern (Nauseate 12), +8 (DC Fort 22), Strike 12, +8 (DC 27), Unarmed Attack, +8 (DC 17)

**Defense: +15** (Flat-footed: +8), Knockback: +1

**Initiative: +4/+44**

**Validation:** hero: You must select a hero type - either a normal hero, or a construct.

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## Weapon Master

**STR: +3** (16), **DEX: +5** (20), **CON: +2** (14), **INT: +0** (10), **WIS: +1** (12), **CHA: +2** (14)

**Tough: +2/+6, Fort: +8, Ref: +10, Will: +8**

**Skills:** Acrobatics 8 (+13), Bluff 8 (+10), Climb 8 (+11), Concentration 4 (+5), Intimidate 8 (+10), Knowledge: Streetwise 8 (+8), Notice 8 (+9), Prof: Choose 4 (+5), Sense Motive 8 (+9), Sleight of Hand 4 (+9), Stealth 8 (+13)

**Feats:** Accurate Attack, Acrobatic Bluff, Assessment, Attack Focus (Melee) 4, Blind-Fight, Critical Strike, Defensive Attack, Defensive Roll 4, Elusive Target, Evasion 2, Improved Critical 1, Improved Defense 1, Improved Disarm 1, Improved Initiative 1, Improved Sunder, Improved Trip, Luck 1, Power Attack, Ranged Pin, Takedown Attack 1, Taunt, Uncanny Dodge - Sight 1

**Powers:** **Dazzle 5** (Affects: One Sense Type (1/r) - Sight, Extras: Action 2 (free)); **Device 4 [Lose] (Powers: Strike 5); Strike 5** (Alternate Powers: Dazzle 5, Feats: Mighty, Thrown 2 (Range: 100 ft., incr 20 ft.), Precise, Ricochet 1 (1 bounce), Split Attack 1 (1 target), Extras: Penetrating); **Super-Movement 1** (Swinging)

**Attack Bonus: +8** (Ranged: +8, Melee: +12, Grapple: +11)

**Attacks:** Dazzle 5, +8 (DC Fort/Ref 15), Strike 5, +12 (DC 23), Unarmed Attack, +12 (DC 18)

**Defense: +14** (Flat-footed: +7), Knockback: +3

**Initiative: +9**

**Validation:** Improved Critical 1: You must choose an option.; hero: You must select a hero type - either a normal hero, or a construct.; Critical Strike: Requires Favored Opponent feat.

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