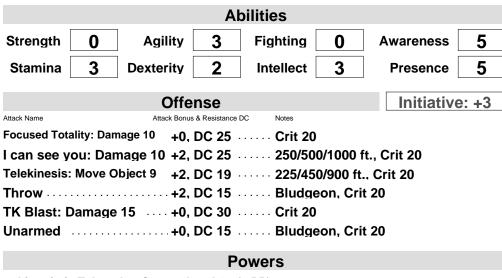
Bright Star

Female; Age: 25; Height: 5' 4"; Weight: 110 lb. Eyes: Black; Hair: Dark Brown, Dyed Blonde

Power Level 11, 165 PP; Abilities 42 + Powers 90 + Advantages 3 +

Skills 20 (39 ranks) + Defenses 10



ü Linguistic Telepathy: Comprehend 1 (2 PP)

Languages - Understand All (Personal - Permanent)

ü Mental Leech (2 PP)

Custom: Beginners Luck Advantage; Limited: Needs a Host Brain

ü Mind Net: Mental Area Communication 4 (21 PP)

Sense Type: Communication; Area, Subtle: subtle (Free - Rank, Anywhere on earth - Sustained)

ü Teke-er (36 PP)

Focused Totality: Damage 10 (2 PP)

[0 active, 0/23 PP, 1/r], DC 25; Penetrating; Noticeable: glow (Standard - Close - Instant)

I can see you: Damage 10 (2 PP)

[0 active, 0/23 PP, 2/r], DC 25; Homing: 1 extra attempt, Increased Range: ranged; Noticeable: glow (Standard - Ranged, 250/500/1000 ft. - Instant)

Levitation: Flight 12 (24 PP)

[0 active, 0/23 PP, 2/r-1], Speed: 8000 miles/hour, 16 miles/round; Noticeable: Glow (Free - Personal - Sustained)

Telekinesis: Move Object 9 (2 PP)

[0 active, 0/23 PP, 2/r], 12 tons; Precise; Noticeable: glow (Standard - Ranged, 225/450/900 ft. - Sustained)

TK Blast: Damage 15 (2 PP)

[0 active, 0/23 PP, 1/r-1], DC 30; Noticeable: Glow (Standard - Close - Instant)

TK Field: Protection 10 (2 PP)

[0 active, 0/23 PP, 1/r-1], +10 Toughness; Affects Others; Noticeable: Glow, Tiring (Close - Permanent)

TK Shield: Protection 18 (2 PP)

[0 active, 0/23 PP, 1/r-1], +18 Toughness; Noticeable: Glow (Personal - Permanent)

ü Tepe-Er (29 PP)

Mental Control: Affliction 6 (1 PP)

1st degree: Dazed, 2nd degree: Compelled, 3rd degree: Controlled, Resisted by: Will, DC 16; Increased Range 2: perception (Standard - Perception - Instant)

Mental Illusion: Illusion 5 (25 PP)

Affects: All Sense Types, Area: 30 cft., DC 15; Selective; Resistible: Will (Standard - Perception - Sustained)

Mental Invasion: Cumulative Mind Reading 1 (1 PP)

DC 11; Cumulative (Standard - Perception - Sustained)

Psychic Attack: Damage 8 (1 PP)

DC 23; Alternate Resistance: Will, Increased Range: ranged (Standard - Ranged, 200/400/800 ft. - Instant)





Defenses					
Dodge	3				
Parry	3				
Fortitude	3				
Toughness	3				
Will	12				
Hero Points: 1					
Damage					
Bruises					
Dazed					
☐ Staggered					
☐ Incapacitat	ed				
Fatigue					
☐ Fatigued					

Exhausted

Powers	Skills				
Synaptic Shutdown: Affliction 8 (1 PP) 1st degree: Fatigued, 2nd degree: Exhausted, 3rd degree: Asleep, Resisted by: Will, DC 18; Increased Range: ranged (Standard - Ranged, 200/400/800 ft Instant)	Acrobatics	Total	Ranks -	Ability 3	Other
	Athletics	+0	-		
Advantages	Deception	+8	3	5	
Assessment Use Insight to learn an opponent's combat capabilities.	Expertise (AGL): Dance	+6	3	3	
Eidetic Memory Total recall, +5 circumstance bonus to remember things. Uncanny Dodge Not vulnerable when surprised or caught off-guard.	Expertise: Sociology	+9	6	3	
	Insight	+15	10	5	
Movement	Intimidation	+5	-	5	
Base Movement Speed - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)	Investigation	_	-	3	
Levitation: Flight 12 - Speed: 8000 miles/hour, 16 miles/round	Perception	+10	5	5	
Routine Jump Distance - Running jump: 10 ft.; standing: 5 ft.; vertical: 2 ft.; standing vert.: 1 ft.	Persuasion	+5	-	5	
Throwing Distance - Throw 200 lbs. 6 feet; throw 50 lbs. 30 feet; throw 12 lbs. 120 feet	Ranged Combat: Teke-er	+8	6	2	
	Ranged Combat: Tepe-Er	+8	6	2	
Complications	Sleight of Hand	-	-	2	
Motivation : Compassion Must help those in pain around her.	Stealth	+3	-	3	
Responsibility Runs an outreach and support center that is a dance troupe.	Technology	-	-	3	
Self-Doubt Wracked with guilt when she fails to help or save someone.	Treatment	-	-	3	
Background Information	Vehicles	-	-	2	

Languages: English Real Name is Maria Silva

Validation Report