

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

Abilities

Strength	0	Agility	3	Fighting	0	Awareness	5
Stamina	3	Dexterity	2	Intellect	3	Presence	5

Offense

Initiative: +3

Attack Name	Attack Bonus & Resistance DC	Notes
-------------	------------------------------	-------

- Focused Totality: Damage 10 +0, DC 25 Crit 20**
- I can see you: Damage 10 +2, DC 25 250/500/1000 ft., Crit 20**
- Telekinesis: Move Object 9 +2, DC 19 225/450/900 ft., Crit 20**
- Throw +2, DC 15 Bludgeon, Crit 20**
- TK Blast: Damage 15 +0, DC 30 Crit 20**
- Unarmed +0, DC 15 Bludgeon, Crit 20**

Powers

- 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
- Incapacitated

Fatigue

- Fatigued
- Exhausted

Powers

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)

Advantages

Assessment Use Insight to learn an opponent's combat capabilities.

Eidetic Memory Total recall, +5 circumstance bonus to remember things.

Uncanny Dodge Not vulnerable when surprised or caught off-guard.

Movement

Base Movement Speed - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)

Levitation: Flight 12 - Speed: 8000 miles/hour, 16 miles/round

Routine Jump Distance - Running jump: 10 ft.; standing: 5 ft.; vertical: 2 ft.; standing vert.: 1 ft.

Throwing Distance - Throw 200 lbs. 6 feet; throw 50 lbs. 30 feet; throw 12 lbs. 120 feet

Complications

Motivation : Compassion Must help those in pain around her.

Responsibility Runs an outreach and support center that is a dance troupe.

Self-Doubt Wracked with guilt when she fails to help or save someone.

Background Information

Languages: English

Real Name is Maria Silva

Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-	3	
Athletics	+0	-		
Deception	+8	3	5	
Expertise (AGL): Dance	+6	3	3	
Expertise: Sociology	+9	6	3	
Insight	+15	10	5	
Intimidation	+5	-	5	
Investigation	-	-	3	
Perception	+10	5	5	
Persuasion	+5	-	5	
Ranged Combat: Teke-er	+8	6	2	
Ranged Combat: Tepe-Er	+8	6	2	
Sleight of Hand	-	-	2	
Stealth	+3	-	3	
Technology	-	-	3	
Treatment	-	-	3	
Vehicles	-	-	2	

Validation Report

Validation Report (0 issues): Nothing identified

Settings: Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Hero High: Hero High; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment

Hero Lab and the Hero Lab logo are Registered Trademarks of LWD Technology, Inc. Free download at <http://www.wolflair.com>
Mutants & Masterminds, Third Edition is ©2010-2017 Green Ronin Publishing, LLC. All rights reserved.