

Dr. Light

Converted by Amy G. Crittenden, 2001
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Vital Statistics:

Height: 5' 11"
Weight: 171#
Hair Color: Black
Eyes Color: Blue
Skin Color: Pale
Handedness: Right
Apparent Age: 42
Date of Birth: 2 April 1958
Gender: Male
Race: Euro-american
Current Home: San Angelo, CA
Home Town: Metropolis, DE
Build: Gaunt

Movement Rates:

Running: 6" or 22 mph
Swimming: 02" or 07 mph
Jumping: 3" or 20 feet

Perception Rolls:

All 13-

Characteristic Rolls:

Strength 12-
Dexterity 12-
Constitution 12-
Intelligence 13-
Ego 14-
Presence 12-
Comeliness 11-

Val	Char	Cost	100+	Disadvantages
15	STR	5	20	Hunted: A.P.E.S, harsh, NCI, 11-
14	DEX	12	15	Hunted: Green Lantern, harsh, 11-
15	CON	10		
10	BOD	0	15	Psc. Lmt.: Fearful of Jacob's Ghost, unc, total
18	INT	8	20	Psc. Lmt.: Power Lust
23	EGO	26	15	Psc. Lmt.: Neurotic
15	PRE	5		
10	COM	0	15	Rep.: Loser supervillain, 11-, extreme
5	PD	2	15	Secret I.D.: Dr. Arthur Light
5	ED	2	10	Watched: Darkseid, nci, 8-
5	SPD	26	10	Unluck: 2d6
6	REC	0		
28	END	0		
26	STN	0		

San Angelo
City of Heroes

COST	Powers & Talents	END
25	Hypnotic Light Powers (Elemental Control): Area Effect, radius (+1) OAF Crystals (-1)	6
a-17	-Hypnotic Lights: Mental Illusions 15d6	6
b-17	-Hypnotic Control: Mind Control 15d6	5
c-12	-Spectral Illusions: Images, x2 radius (+1/4), Affects Sight, smell, hearing, and touch, -5 to PER	
40	Light Manipulation Powers: Multipower 60 pt reserve, OIF costume (-1/2)	4
3u	-Flash, 4d6 vs Sight Group	6
4u	-Light burst: 12d6 EB	3
3u	-Hard Light: 30 STR TK	
60	Light Movement: Multipower 80 pt reserve, OIF costume (-1/2)	8
6u	-Extra Dimensional Movement: Any dimension, any location, UAO (+1)	1/5"
2u	-Light Flight: Flight 15"	4
33	Light Hole: Invisibility to All Sight, OIF Light Suit (-1/2), no fringe	3
20	Light Force: Force Field 15rPD/15rED, OIF Costume (-1/2)	
16	Light Vision: Spatial Awareness (targeting is free, cannot sense fine details), OIF Costume (-1/2)	
18	Detect: Sense Chromatic Flaws, color frequencies from UV to IR, discriminatory, ranged, +5 PER only vs Images/Disguise penalties (-1)	
20	END reserve Light Powers (Battery): 100 END/10 REC, powers all foci	

COST	Skills & Perks	ROLL
10	Combat levels: +2 with Light Powers	
3	Scientist	
2	-Quantum Physics	13-
3	-Optics	14-
2	-Electrical Engineering	13-
2	-Mechanical Engineering	13-
7	Electronics	13-
7	Mechanics	13-
7	Computer Programming	13-
3	Weaponsmith	13-
5	Well Off (ill gotten gains)	
0	Climbing, Concealment, Conversation	8-
0	Deduction, Shadowing, Stealth	8-
0	AK: Los Angeles, CA	8-
0	PS: (Com)	8-
0	TF: Automobiles	8-
0	WF: Clubs	
0	Lang.: English (native)	

OCV: 5 DCV: 5 ECV: 8 Phases 3,5,8,10,12

Char Powers Total Disads Base X-pts.
96 + 354 = 450 = 150 + 100 + 215