



Starchasers Dazzler

Sheet version 0.10.0

Level _____ Character _____

Experience

Motivators

Sneaky: Whenever the Dazzler uses The Force to avoid detection, they gain 1 Motivation.

Flashy: Whenever the Dazzler uses The Force to make themselves obvious and stand out, they gain 1 Motivation.

Force Powers

Light..... ○○○○○○

Invisibility..... ○○○○○○

Sound..... ○○○○○○

Silence..... ○○○○○○

Dazzle Defaults

Powerful DZ	
Tricky DZ	

Ultimate Move

LASER Blast: As an Action, the Dazzler can spend 3 Motivation to use The Force to create a blast of light energy to strike a target. This attack has a base weapon damage equal to the Force Rating plus the ranks of Powerful DZ. It has an Exotic Weapon Proficiency, which, if learned would allow it to be used with Deftness.

lvl xp total

Features

1

- Learn Force Power
- Force Power Skill Point

2

- Force Power Skill Point
- Force Power Skill Point

3

- Force Power Skill Point
- Force Power Skill Point

4

- Learn Force Power
- Force Power Skill Point

5

- Force Power Skill Point
- Force Power Skill Point

6

- Force Power Skill Point
- Force Power Skill Point

7

- Learn Force Power
- Force Power Skill Point

8

- Force Power Skill Point
- Force Power Skill Point

9

- Force Power Skill Point
- Force Power Skill Point

10

- LASER Blast
- Increase Maximum Force Rating by 1

Base Abilities

Blinding Flash: As an Action, the Dazzler can spend 1 Motivation to create a blinding flash of light. All creatures within 10 squares must make a Resistance check against the Dazzler's Force Rating plus levels in Powerful DZ or become Blinded for 1 Round. While Blinded a character cannot make Line-of-Sight and other creatures have Complete Concealment from them.

Ventriloquism: As an Action, the Dazzler can spend 1 Motivation to send 1 simple sound, like a voice, to another area within 5 squares. The sound is actually transposed to that physical location and emanates from there.