

GUITAR HERO

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+0	+3	+2	+1	+1	+6
10	16	14	12	12	22

TOUGHNESS	FORTITUDE	REFLEX	WILL
+10/+2*	+4	+4	+3

*FLATFOOTED

SKILLS

Bluff 7 (+13), Diplomacy 7 (+13), Knowledge (current events) 8 (+9), Knowledge (popular culture) 8 (+9), Perform (singing) 15 (+21), Perform (stringed instruments) 15 (+21)

FEATS

Attack Focus (ranged) 6, Attractive 2, Benefit (draft exemption), Connected, Defensive Roll 8, Distract (Bluff), Dodge Focus 6, Fascinate (Perform), Inspire 4, Taunt, Ultimate Perform

POWERS

Light Control 10 (Dynamic, Alternate Powers [All Dynamic]: **Dazzle 10** [visual, bright light], **Dazzle 5** [visual, bright light; Aura], **Illusion 8** [visual, holograms, 100' radius; Progression 4], **Obscure 10** [visual, white light])
Sonic Control 10 (Dynamic, Alternate Powers [All Dynamic]: **Blast 10**, **Drain Toughness 10** [acoustic resonance; Ranged; Limited to crystalline objects], **Nauseate 10** [vertigo], **Stun 10**)

COMBAT

Attack +4 (melee), +10 (ranged), Grapple +4, Damage +10 (Blast), +0 (unarmed), Defense +10 (+2 flatfooted), Knockback -5 (-2 flatfooted), Initiative +3

Abilities 26 + Skills 15 (60 ranks) + Feats 32 + Powers 56 + Combat 16 + Saves 5 = 150 Total



Customization: This archetype works equally well for either a Monkees-style Silver Age campaign or an MC5-flavored Bronze Age one. If the player would rather follow in Joan Jett and Chrissy Hynde's footsteps and be a Guitar Heroine, just swap the Benefit feat for something appropriate like Cult Hero.

Name Options: Captain Fantastic, The Experience, Lightshow, Six-String