

## Danica "Danger Girl" Gardener (Marie)

Male; Age: 25; Height: 5' 8"; Weight: 175 lb.

Power Level 10, 150 PP; Abilities 34 + Powers 67 + Advantages 13 + Skills 15 (30 ranks) + Defenses 21

### Abilities

Strength	10	Agility	2	Fighting	4	Awareness	0
Stamina	2	Dexterity	4	Intellect	1	Presence	2

### Offense

Initiative: +2

Attack Name

Attack Bonus & Resistance DC

Notes

**Kinetic Projectiles: Damage 8 +10, DC 23 . . . . . 200/400/800 ft., Crit 20**

**Telekinesis: Move Object 8 +4, DC 18 . . . . . 200/400/800 ft., Crit 20**

**Throw . . . . . +4, DC 25 . . . . . Bludgeon, Crit 20**

**Unarmed . . . . . +10, DC 25 . . . . . Bludgeon, Crit 20**

### Powers

#### ✓ **Danger Sense: Senses 1 (1 PP)**

Danger Sense: Mental, Notes: You have a low-level telepathic sense that warns you of imminent danger. When you would be surprised, make a DC 10 Perception check. With 1 degree of success, you are not penalized (though you still cannot act immediately); with 2 degrees, you can act normally. (*Personal - Permanent*)

#### ✓ **Flight 8 (16 PP)**

Speed: 500 miles/hour, 1 mile/round, Notes: You can fly at speeds of up to 500 mph, or 1 mile in a single combat round. (*Free - Personal - Sustained*)

#### ✓ **Kinetic Shield: Protection 8 (16 PP)**

+8 Toughness; Impervious, Sustained, Notes: You constantly and unconsciously project a close-range telekinetic field that protects you from harm, providing you with +8 Toughness. The field goes away if you are knocked unconscious. (*Free - Personal - Sustained*)

#### ✓ **Kinetic Strength: Enhanced Strength 8 (16 PP)**

+8 STR, Notes: You can telekinetically boost your own strength, allowing you to lift and throw up to 25 tons. (*Free - Personal - Sustained*)

#### ✓ **Telekinesis (18 PP)**

Notes: You can telekinetically move up to 6 tons with a range of 800 feet. You can sling small projectiles with the force and accuracy of bullets. When you take a Defense action, you can reflect any physical attack back against your attacker. These abilities cannot be used simultaneously -- i.e., you cannot fire projectiles on the same round that you reflect attacks, etc.

#### **Deflect 10 (1 PP)**

Reflect; Limited: kinetic attacks only, Reduced Range: close (*Standard - Close - Instant*)

#### **Kinetic Projectiles: Damage 8 (16 PP)**

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

#### ✓ **Telekinesis: Move Object 8 (1 PP)**

6 tons (*Standard - Ranged, 200/400/800 ft. - Sustained*)

### Advantages

**All-out Attack** Trade active defense for attack bonus.

**Benefit, Security Clearance: Military** Gain a significant perquisite or fringe benefit.

**Equipment 6** 5 points of equipment per rank.

**Fearless** Immune to fear effects.

**Move-by Action** Move both before and after your standard action.

**Power Attack** Trade attack bonus for effect bonus.

**Seize Initiative** Spend a hero point to go first in the initiative order.

**Skill Mastery: Vehicles** Make routine checks with one skill under any conditions.



### Defenses

Dodge 8

Parry 6

Fortitude 8

Toughness 10  
Impervious: +8

Will 7

Hero Points: 1

Knockback: -10

### Damage

- Bruises  
 Dazed  
 Staggered  
 Incapacitated

### Fatigue

- Fatigued  
 Exhausted

## 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)

**Flight 8** - Speed: 500 miles/hour, 1 mile/round

**Routine Jump Distance** - Running jump: 20 ft.; standing: 10 ft.; vertical: 4 ft.; standing vert.: 2 ft.

**Throwing Distance** - Throw 100 tons 6 feet; throw 25 tons 30 feet; throw 6 tons 120 feet

## Equipment

**Hangar, Prop Plane**

## Complications

**Adrenaline Junkie** Danger Girl's addiction to thrills occasionally sometimes clouds her judgment and gets her into trouble.

**Claustrophobia** Danger Girl cannot remain long in enclosed spaces, and may hesitate, freeze up, or flee if she feels trapped or cut off from the sky.

**Motivation: Thrills** Danger Girl fights crime for the sheer adrenaline-packed thrill of it.

**Reputation** Danger Girl has a reputation for recklessness, and has a strained relationship with local law enforcement and air traffic control.

## Hangar (Headquarters)

**Toughness 8, Size Medium**

### Features:

Communications, Computer, Concealed 1, Garage, Gym, Living Space, Power System, Security System 1

### Power Points

Abilities 1 + Powers 0 + Advantages 0 + Features 8 + Skills 0 (0 ranks) + Defenses 1 + Equipment 0 (0 ep) + Weapons & Armor 0 (0 ep) = 10

## Prop Plane (Vehicle)

**Strength 8, Defense -4, Toughness 9, Size Huge**

### Powers

**Flight 7** (Speed: 250 miles/hour, 0.5 miles/round)

### Power Points

Abilities 2 + Powers 14 + Advantages 0 + Features 0 + Skills 0 (0 ranks) + Defenses 0 + Equipment 0 (0 ep) + Weapons & Armor 0 (0 ep) = 16

## Background Information

**Languages:** Native Language

## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	-	-	2	
<b>Athletics</b>	+10	-	10	
<b>Close Combat: Unarmed</b>	+10	6	4	
<b>Deception</b>	+2	-	2	
<b>Insight</b>	+0	-		
<b>Intimidation</b>	+4	2	2	
<b>Investigation</b>	-	-	1	
<b>Perception</b>	+0	-		
<b>Persuasion</b>	+2	-	2	
<b>Ranged Combat: Kinetic Projectile</b>	+10	6	4	
<b>Sleight of Hand</b>	-	-	4	
<b>Stealth</b>	+2	-	2	
<b>Technology</b>	+7	6	1	
<b>Treatment</b>	-	-	1	
<b>Vehicles</b>	+14	10	4	

## Validation Report

**Validation Report (0 issues):** Nothing identified

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