

DANGER GIRL

FEARLESS TELEKINETIC

10

STRENGTH

2

AGILITY

4

FIGHTING

0

AWARENESS

2

STAMINA

4

DEXTERITY

1

INTELLECT

2

PRESENCE

INITIATIVE: +2

DEFENSE

DODGE.....8

PARRY6

TOUGHNESS.....10

FORTITUDE.....8

WILL7

DAMAGE

BRUISES

DAZED

STAGGERED

INCAPACITATED

FATIGUE

FATIGUED

EXHAUSTED

Base Movement Speed: 2 mph, 30 ft/rd (run 4 mph, 60 ft/rd; swim 0.5 mph, 6 ft/rd)

Flight: 500 mph, 1 mile/rd

Jump Distance: running jump: 20 ft; standing jump: 10 ft; vertical: 4 ft; standing vertical: 2 ft

Throwing Distance: throw 100 tons 6 feet; throw 25 tons 30 feet; throw 6 tons 120 feet

OFFENSE

	Attack	Damage	Notes
Unarmed	+10	DC 25	
Throw	+4	DC 25	
Kinetic Projectiles	+10	DC 23	ranged 200/400/800 ft.

POWERS

Danger Sense: 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.

Flight: You can fly at speeds of up to 500 mph, or 1 mile in a single combat round.

Kinetic Shield: 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.

Kinetic Strength: You can telekinetically boost your own strength, allowing you to lift and throw up to 25 tons.

Telekinesis: You can project a telekinetic field to move things at a distance. You can manifest the following effects (though no more than one effect at the same time):

Remote Lifting: You can move up to 6 tons at a range of up to 800 feet.

Kinetic Projectiles: You can sling small projectiles with the force and accuracy of bullets.

Deflection: When you take a Defense action, you can reflect any physical attack back against your attacker.

HERO POINTS

ADVANTAGES

Fearless: You are immune to fear effects of all sorts.

Improved All-Out Attack: When you perform an all-out attack, you can take a -5 penalty to your active defenses to gain a +5 bonus to your attack roll.

Improved Power Attack: When you make a power attack, you can take a -5 penalty to your attack roll to gain a +5 bonus to your damage DC.

Move-by Action: You can split your move action to move both before and after your standard action.

Security Clearance (Military): Though no longer active duty, you retain your rank and security clearance in the Air Force.

Seize Initiative: You can spend a hero point to automatically go first in the initiative order.

Skill Mastery (Vehicles): You can make a Vehicles check as a routine check (i.e., you can "take 10" instead of rolling the die) under any conditions.

EQUIPMENT

Single-Prop Cessna Skyhawk: Strength 8; Speed 6; Toughness 9; Defense -4

Private Hangar: Toughness 6; Communications, Garage, Gym, Living Space.

SKILLS

ACROBATICS.....	-
ATHLETICS.....	+10
CLOSE COMBAT (UNARMED).....	+10
DECEPTION.....	+2
EXPERTISE.....	-
INSIGHT.....	+0
INTIMIDATION.....	+4
INVESTIGATION.....	-
PERCEPTION.....	+0
PERSUASION.....	+2
RANGED COMBAT (KINETIC PROJECTILES).....	+10
SLEIGHT OF HAND.....	-
STEALTH.....	+2
TECHNOLOGY.....	+7
TREATMENT.....	-
VEHICLES.....	+14

COMPLICATIONS

Motivation (Thrills): You fight crime for the sheer adrenaline-packed thrill of it.

Adrenaline Junkie: Your addiction to thrills sometimes clouds your judgment and gets you into trouble.

Claustrophobia: You cannot remain long in enclosed spaces, and may hesitate, freeze up, or flee if you feel trapped or cut off from the sky.

Reputation: You have a reputation for recklessness and a strained relationship with local law enforcement and air traffic control.