FREEZE FRAME

POWER LEVEL	12	Time Controller

public ID	**Julie Evans**			size	Medium
gender	Female	height	6'2	hair	Blonde
age	35	weight	110	eyes	Blue

STR	DEX	CON	INT	WIS	CHA
14	16	16	14	10	20
+2	+8	+3	+2	0	+15

DMG	FORT	REF	WILL	INIT	SPEED
+3	+3	+8	0	+8	30

BASE DEFENSE	10		BASE ATTACK	5	
DEFENSE	FLAT FOOTED	MENTAL	MELEE	RANGED	MENTAL
28	20	20	+7	+8	+5

HERO	6	☐ ☐ ☐ ☐ ☐

POWERS

RANK	POWERS	DC
10	**Time Freeze [mutation]**	20
	[Half] [Normal] [Sustained] [save:WILL]	
	extra: area effect (50')	
	flaw: reduced range	
	extra: sustained	
10	extra: Deflection	
	[Reaction] [Personal] [Instant] [save:N/A]	
	flaw: obvious (flash of light)	
10	extra: Super-Dexterity	
	[None] [Personal] [Continuous] [save:N/A]	
10	**Super-Charisma**	
	[None] [Personal] [Continuous] [save:N/A]	

FEATS

Attractive (+3 bluff/diplomacy for attractiveness)
Dodge (+1 def, or +2 def to one opponent)
Evasion (use ref save instead of dmg save)
Fame (+3 cha if fame is a benefit, -3 if not)
Imp. Initiative (+4 to initiative)
Surprise Strike (+1 dmg/2 pls if target flat)

SKILLS

acrobatics*		listen	
balance	8	medicine*	
bluff	20/5	move silent	8
climb	2	open lock*	
computers*		perform	17/2
concentration		pilot*	
craft	2	profession	
		read lips*	
demolitions*		repair*	
diplomacy	18/3	ride*	
disable dev*			
disguise	15	science	2
drive*			
escape artist	8		
forgery	2		
gather info	15		
handle animal*			
hide	8		
innuendo*	18/3	search	2
intimidate	15	sense motive	5/5
jump	2	sleight/hand*	
knowledge	2	spot	
		survival	
		swim	2
		taunt	20/5

langs: english

WEAKNESS

LIFT AND LOAD

light	58 lbs	overhead	175 lbs
med	116 lbs	off ground	350 lbs
heavy	175 lbs	push/drag	1750 lbs

MOVEMENT (base/run/sprint)

Base Speed   30 / 60 / 120

HITS	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21

ROLL	STUN	LETHAL
FAIL	BRUISED	INJURED
FAIL > 5	STUNNED	STUNNED
FAIL > 10	UNCON	DISABLED

☐ **STUNNED** [stunned for 1 round, lose dex bonus, +2 to hit]
☐ **DISABLED** [1/2 action per round. strenuous actions = dying]
☐ **DYING** [fort save dc:10 or die. +1 dc to save per hour]
☐ **FATIGUED** [no run or charge, -2 str, -2 dex]
☐ **EXHAUSTED** [1/2 speed, -6 str, -6 dex]
☐ **UNCONSCIOUS** [knocked out, addt'l attacks are lethal]

character builder
2.14

POWER POINTS   180

abilities	30	skills	23
combat	35	powers	80
feats	12	weakness	0

SPENT	UNSPENT	NEXT PL
180	0	195