HIELD MAIDEN

POWER LEVEL 11 Alien Warrior

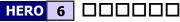
secret ID K'sar M'roan Medium size Female height 5'9 Tawny gender hair weight 135 age 16 eyes Green

DEX INT WIS CHA STR CON 14 14 18 18 16 10 +12 +4 +10 +3 0 +2

DMG FORT REF WILL INIT **SPEED** 30 +12 +6

BASE DEFENSE 7 FLAT **DEFENSE MENTAL FOOTED** 17 30

BASE ATTACK MELEE RANGED MENTAL +5





POWERS RANK DC Armor, 1pp/rank [Super-Science] [None] [Personal] [Continuous] [save:N/A] extra: Immunities, +1pp/rank Suffocation Fire Cold Electricity Critical Hits Poisons Pressure extra: Super-Strength, +3pp/rank [None] [Personal] [Continuous] [save:N/A] extra: Super-Dexterity, +3pp/rank [None] [Personal] [Continuous] [save:N/A] extra: Flight, +1pp/rank [Half] [Personal] [Sustained] [save:N/A] extra: Deflection, +1pp/rank [Reaction] [Personal] [Instant] [save:N/A] extra: Deflect Others, +1pp/rank 80' range stunt: Super-Flight Strike, 2pp/rank [Super-Science] 18 [Half] [Personal] [Instant] [save:DMG] extra: Stun/Lethal, +1pp/rank

Natural Weapons (Claws), 2pp/rank [Alien] 16

[Half] [Touch] [Continuous] [save:DMG] Amazing Save: Damage, 1pp/rank [Alien]

[None] [Personal] [Continuous] [save:N/A]

Darkvision (Super) (can see in total darkness) Dodge (+1 def, or +2 def to one opponent)Evasion (use ref save instead of dmg save) Headquarters (starship) Identity Change (Super) (can switch to hero form) Iron Will (+2 will saves) Radio Hearing (Super) (can hear radio signals) Rapid Strike (extra melee attack @ -2)

	SK	ILLS	
acrobatics*	13/1	listen	3/3
balance	12	medicine*	
bluff	-3/-5	move silent	12
climb	10	open lock*	13/1
computers*	6/3	perform	2
concentration		pilot*	
craft	6/3	profession	2/2
		read lips*	6/3
demolitions*		repair*	
diplomacy	-3/-5	ride*	
disable dev*			
disguise	2	science	3
drive*			
escape artist	12		
forgery	3		
gather info	2		
handle animal*			
hide	12		
innuendo*		search	3
intimidate	10	sense motive	-5/-5
jump	10	sleight/hand*	
knowledge	3	spot	2/2
		survival	
		swim	10
		taunt	2

WEAKNESS

Naïve (-5 sen Disturbing (-5 bluff / diplomacy)

se motive checks)	
bluff / diplomacy)	

	LIFT AND LOAD			
l	light	7.4 tons	overhead	22.4 tons
	med	14.8 tons	off ground	44.8 tons
	heavy	22.4 tons	push/drag	224.0 tons

MOVEMENT ((base/run/sprint)
Base Speed	30 / 60 / 120

35 / 70 / 17920

Flight

langs: english

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

flaw: device, -1pp/rank

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HITS

☐ **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]

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character builder		
		2.14

POWER POINTS 165 30 abilities skills 18 combat 23 powers 100 feats weakness -20 UNSPENT NEXT PL SPENT 165 0