

SHIELD MAIDEN

POWER LEVEL **11**

Alien Warrior

secret ID **K'sar M'roan**
gender Female
age 16

height 5'9
weight 135

size Medium
hair Tawny
eyes Green



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

DMG	FORT	REF	WILL	INIT	SPEED
+6	+4	+12	+2	+12	30

BASE DEFENSE			BASE ATTACK		
7			3		
DEFENSE	FLAT FOOTED	MENTAL	MELEE	RANGED	MENTAL
30	17	17	+5	+7	+3

HERO **6**



RANK	POWERS	DC
8	Armor, 1pp/rank [Super-Science] [None] [Personal] [Continuous] [save:N/A]	
8	extra: Immunities, +1pp/rank Suffocation Fire Cold Electricity Critical Hits Poisons Pressure	
8	extra: Super-Strength, +3pp/rank [None] [Personal] [Continuous] [save:N/A]	
8	extra: Super-Dexterity, +3pp/rank [None] [Personal] [Continuous] [save:N/A]	
8	extra: Flight, +1pp/rank [Half] [Personal] [Sustained] [save:N/A]	
8	extra: Deflection, +1pp/rank [Reaction] [Personal] [Instant] [save:N/A]	
8	extra: Deflect Others, +1pp/rank 80' range stunt: Super-Flight	
3	Strike, 2pp/rank [Super-Science] [Half] [Personal] [Instant] [save:DMG]	18
3	extra: Stun/Lethal, +1pp/rank	
3	flaw: device, -1pp/rank	
1	Natural Weapons (Claws), 2pp/rank [Alien] [Half] [Touch] [Continuous] [save:DMG]	16
2	Amazing Save: Damage, 1pp/rank [Alien] [None] [Personal] [Continuous] [save:N/A]	

FEATS
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)

WEAKNESS
Naïve (-5 sense motive checks)
Disturbing (-5 bluff / diplomacy)

LIFT AND LOAD			
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

SKILLS			
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
langs: english			

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MOVEMENT (base/run/sprint)
Base Speed 30 / 60 / 120
Flight 35 / 70 / 17920

HITS	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21
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ROLL	STUN	LETHAL
FAIL	BRUISED	INJURED
FAIL > 5	STUNNED	STUNNED
FAIL > 10	UNCON	DISABLED

MUTANTS character builder **2.14**

- ☐ **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, add'l attacks are lethal]

POWER POINTS		165	
abilities	30	skills	18
combat	23	powers	100
feats	14	weakness	-20
SPENT		UNSPENT	
165		0	
NEXT PL		180	