

WOUNDED KNEE

POWER LEVEL 11

Speedster

secret ID **Silver Fox** size Medium
 gender Female height 5'9 hair Black
 age 28 weight 120 eyes Brown



STR	DEX	CON	INT	WIS	CHA
14	18	12	10	12	12
+2	+4	+1	0	+1	+1

DMG	FORT	REF	WILL	INIT	SPEED
+2	+2	+14	+2	+14	80

BASE DEFENSE			BASE ATTACK		
FLAT	FOOTED	MENTAL	MELEE	RANGED	MENTAL
3			5		
28	13	14	+7	+9	+6

HERO 6 □□□□□□

RANK	POWERS	DC	FEATS	SKILLS	
10	Super Speed, 6pp/rank [Mystic] [Half] [Personal] [Sustained] [save:N/A] includes: Initiative bonus includes: Dodge bonus to Defense includes: Reflex save bonus includes: actions take 1/1024 the time	15	Dodge (+1 def, or +2 def to one opponent) Evasion (use ref save instead of dmg save) Identity Change (Super) (can switch to hero form) Instant Stand (standing up is a free action) Move-By Attack (move before & after attack) Rapid Strike (extra melee attack @ -2)	acrobatics* listen 1 balance 8/4 medicine* bluff 1 move silent 4 climb 2 open lock* computers* perform 1 concentration 1 pilot* craft profession 5/4 demolitions* diplomacy 1 repair* disable dev* 8/8 ride* disguise 1 science drive* escape artist 4 forgery gather info 1 handle animal* hide 4 innuendo* search 5/5 intimidate 2 sense motive 1 jump 2 sleight/hand* knowledge spot 4/3 survival 1 swim 2 taunt 5/4	
10	stunt: Spinning (Force Field), 2pp [Free] [Personal] [Sustained] [save:N/A] stunt: Wall run, 2 pp stunt: Water run, 2 pp				
5	stunt: Whirlwind (Telekinesis), 2pp [Half] [Normal] [Sustained] [save:REF] 500 lbs lift, max diameter 26'				
10	extra: Mach One Punch, 1pp/rank add Super Speed rank to STR bonus for damage				
1	Amazing Save (Damage), 1pp/rank [None] [Personal] [Continuous] [save:N/A]				
1	extra: Amazing Save (Fortitude), 1 pp/rank [None] [Personal] [Continuous] [save:N/A]				
1	extra: Amazing Save (Will), 1 pp/rank [None] [Personal] [Continuous] [save:N/A]				
			WEAKNESS		
			LIFT AND LOAD	MOVEMENT (base/run/sprint)	
			light 58 lbs overhead 175 lbs med 116 lbs off ground 350 lbs heavy 175 lbs push/drag 1750 lbs	Base Speed 80 / 160 / 327680	

langs: english

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

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 18	skills 28
combat 21	powers 81
feats 12	weakness 0
SPENT	UNSPENT
160	5
NEXT PL	
180	

