WOUNDED KNEE

POWER LEVEL Speedster secret ID Silver Fox Medium size

gender Female height 5'9 Black hair weight 120 age 28 eyes Brown

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

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

BASE DEFENSE 3 FLAT **DEFENSE MENTAL FOOTED** 28 13 14

BASE ATTACK 5 **MELEE RANGED MENTAL** +7 +6

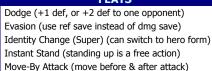
DC



1 extra: Amazing Save (Will), 1 pp/rank

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

POWERS



Rapid Strike (extra melee attack @ -2)

SKILLS					
1	listen		acrobatics*		
	medicine*	8/4	balance		
4	move silent	1	bluff		
	open lock*	2	climb		
1	perform		computers*		
	pilot*	1	concentration		
5/4	profession		craft		
	read lips*				
	repair*		demolitions*		
	ride*	1	diplomacy		
		8/8	disable dev*		
	science	1	disguise		
			drive*		
		4	escape artist		
			forgery		
		1	gather info		
			handle animal*		
		4	hide		
5/5	search	_	innuendo*		
1	sense motive	2	intimidate		
4/2	sleight/hand*	2	jump		
4/3	spot		knowledge		
1	survival				
2	swim				
5/4	taunt				

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	
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	15
	[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]	

WEAKNESS

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

MOVEMENT (base/run/sprint) Base Speed 80 / 160 / 327680

langs: english

HITS -4

ROLL STUN LETHAL INJURED FAIL **BRUISED** NED LED ☐ **STUNNED** [stunned for 1 round, lose dex bonus, +2 to hit] □ **DISABLED** [1/2 action per round. strenuous actions = dying]

☐ **EXHAUSTED** [1/2 speed, -6 str, -6 dex]

☐ **UNCONSCIOUS** [knocked out, addt'l attacks are lethal]

FAIL > 5	STUNNE	D STUNNED
FAIL > 10	UNCON	DISABLED
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		2.14

□ **DYING** [fort save dc:10 or die. +1 dc to save per hour] ☐ **FATIGUED** [no run or charge, -2 str, -2 dex]

**POWER POINTS** 165 abilities 18 skills 28 combat 21 powers 81 feats 12 weakness 0 UNSPENT **NEXT PL** SPENT 160 5 180