

## Black Widow

Female; Age: 30; Height: 5' 6"; Weight: 155 lb.  
Eyes: Green; Hair: Red

Power Level 10, 150 PP; Abilities 66 + Powers 10 + Advantages 18 + Skills 39 (78 ranks) + Defenses 17



### Abilities

Strength	1	Agility	5	Fighting	11	Awareness	2
Stamina	4	Dexterity	6	Intellect	1	Presence	3

### Offense

Initiative: +5

Attack Name	Attack Bonus & Resistance DC	Notes
Blast: Damage 5	+14, DC 20	125/250/500 ft., Crit 20
Club	+11, DC 18	Bludgeon, Crit 20
Knife	+11, DC 17	Piercing, Crit 19-20
Light Machine Gun	+6, DC 19	Ballistic / Multiattack, Crit 20
Throw	+6, DC 16	Bludgeon, Crit 20
Unarmed	+15, DC 16	Bludgeon, Crit 20

### Powers

#### Ü Grappling Gun: Movement 1 (2 PP)

Swinging (Free - Personal - Sustained)

#### Ü Padded Costume: Protection 2 (2 PP)

+2 Toughness (Personal - Permanent)

#### Ü Stringer Brackets (6 PP)

Removable

#### Blast: Damage 5 (6 PP)

DC 20; Increased Range: ranged [1 rank only] (Standard - Ranged, 125/250/500 ft. - Instant)

#### Stun Sticks (alternate)

Removable

#### Taser: Affliction 5 (5 PP)

1st degree: Dazed, 2nd degree: Stunned, 3rd degree: Incapacitated, Resisted by: Fortitude, DC 15 (Standard - Close - Instant)

### Advantages

**Benefit, Security Clearance: S.H.I.E.L.D.** Gain a significant perquisite or fringe benefit.

**Contacts** Make an initial Investigation check in one minute.

**Defensive Roll 3** +1 active defense bonus to Toughness per rank.

**Equipment 5** 5 points of equipment per rank.

**Languages 4** Speak and understand additional languages.

**Skill Mastery: Stealth** Make routine checks with one skill under any conditions.

**Takedown 2** Free extra attack when you incapacitate a minion.

**Uncanny Dodge** Not vulnerable when surprised or caught off-guard.

### Movement

**Base Movement Speed** - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)

**Grappling Gun: Movement 1** - Swinging

**Routine Jump Distance** - Running jump: 17 ft.; standing: 8.5 ft.; vertical: 3.4 ft.; standing vert.: 1.7 ft.

**Throwing Distance** - Throw 400 lbs. 6 feet; throw 100 lbs. 30 feet; throw 25 lbs. 120 feet

### Defenses

Dodge	11
Parry	11
Fortitude	7
Toughness	9/6
Will	10

Hero Points: 1

Knockback: -9

### Damage

<input type="checkbox"/>	Bruises
<input type="checkbox"/>	Dazed
<input type="checkbox"/>	Staggered
<input type="checkbox"/>	Incapacitated

### Fatigue

<input type="checkbox"/>	Fatigued
<input type="checkbox"/>	Exhausted



Real Name: Natasha Romanoff

Equipment		Skills			
		Total	Ranks	Ability	Other
Audio Recorder, Binoculars, Camera, Club, Commlink, Flashlight, Handcuffs, Knife, Light Machine Gun, Multi-tool, Night Vision Goggles, Rebreather					
Complications					
Enemy	The second Black Widow, Yelena Belova, some members of the former Soviet Union, especially those involved with the Red Room experiments.				
Reputation	She's a Russian super-spy who has betrayed others several times...for some reason, that causes others to mistrust her.				
Background Information					
<b>Languages:</b>	Arabic, Chinese (Mandarin), English, French, German, Japanese, Romanian, Russian, Spanish				
Not much is known about Black Widow's history prior to World War II other than she was born as Natasha Romanoff in Stalingrad, Russia to unknown parents. Nazi's set fire to the building that Natasha and her parents were living in and her mother threw Natasha out of the window into the arms of a Russian soldier named Ivan Petrovitch, who was serving in the army at the time. Ivan took care of Natasha while she was growing up and later became her chauffeur.					
After a youth spent travelling through war-torn Europe with Ivan and his company of troops, Natasha was recruited by the Red Room. Her masters there arranged a marriage with the hero pilot Alexei Shostakov, and soon with the help of Red Room brainwashing, Natasha became convinced she was an ordinary Russian housewife. When Alexei was seemingly killed, Natasha found she had a deep-rooted desire to serve her country, and demanded the government let her serve in his place. She became the KGB's top agent.					
<b>Acrobatics</b>	+11	6	5		
<b>Athletics</b>	+7	6	1		
<b>Close Combat: Unarmed</b>	+15	4	11		
<b>Deception</b>	+9	6	3		
<b>Expertise: Politics</b>	+5	4	1		
<b>Insight</b>	+6	4	2		
<b>Intimidation</b>	+9	6	3		
<b>Investigation</b>	+7	6	1		
<b>Perception</b>	+8	6	2		
<b>Persuasion</b>	+3	-	3		
Ranged Combat: Stringer Brackets	+14	8	6		
<b>Sleight of Hand</b>	+10	4	6		
<b>Stealth</b>	+13	8	5		
<b>Technology</b>	+3	2	1		
<b>Treatment</b>	+5	4	1		
<b>Vehicles</b>	+10	4	6		