

Nefertiti

Female; Age: 30; Height: 5' 9"; Weight: 165 lb.
Eyes: Blue; Hair: Blonde

Power Level 11, 165 PP; Abilities 48 + Powers 64 + Advantages 13 + Skills 19 (38 ranks) + Defenses 21

Abilities					
Strength	0	Agility	3	Fighting	4
Stamina	3	Dexterity	3	Intellect	3
Offense					
Attack Name	Attack Bonus & Resistance DC	Notes	Initiative: +3		
Mystic Blast: Damage 11	+9, DC 26	275/550/1100 ft., Magical, Crit 20			
Throw	+9, DC 15	Bludgeon, Crit 20			
Unarmed	+4, DC 15	Bludgeon, Crit 20			

Powers

Death Touch: Cumulative Affliction 5 (10 PP)

1st degree: Impaired, 2nd degree: Disabled, 3rd degree: Dying, Resisted by: Fortitude, DC 15; Cumulative (Standard - Close - Instant)

✓ Mystical Flight: Flight 5 (11 PP)

Speed: 60 miles/hour, 900 feet/round (Free - Personal - Sustained)

Magic Passage: Teleport 5 (alternate)

900 feet in a move action, carrying 50 lbs. (Move - Rank - Instant)

✓ Mystical Spells (27 PP)

Chains of Darkness: Cumulative Affliction 6 (1 PP)

1st degree: Hindered and Vulnerable, 2nd degree: Defenseless and Immobile, Resisted by: Dodge, Overcome by Damage, DC 16; Affects Insubstantial 2: full rank, Cumulative, Extra Condition, Increased Range: ranged; Limited Degree (Standard - Ranged, 150/300/600 ft. - Instant)

Dispel Magic: Burst Area Nullify 11 (1 PP)

Magical, Counters: Magic, DC 21; Burst Area: 30 feet radius sphere, DC 21 (Standard - Ranged, 275/550/1100 ft. - Instant)

Mystic Blast: Damage 11 (1 PP)

Magical, DC 26; Increased Range: ranged (Standard - Ranged, 275/550/1100 ft. - Instant)

Queen's Commands: Cumulative Affliction 6 (24 PP)

1st degree: Dazed, 2nd degree: Compelled, 3rd degree: Controlled, Resisted by: Will, DC 16; Cumulative, Increased Range 2: perception (Standard - Perception - Instant)

✓ Protective Field: Protection 8 (16 PP)

+8 Toughness; Impervious, Sustained (Free - Personal - Sustained)

Advantages

Attractive 2 Circumstance bonus to interaction based on your looks.

Fascinate (Persuasion) Use an interaction skill to entrance others.

Languages 1 Speak and understand additional languages.

Leadership Spend a hero point to remove a condition from an ally.

Precise Attack (Ranged, Concealment) Ignore attack check penalties for either cover or concealment.

Precise Attack (Ranged, Cover) Ignore attack check penalties for either cover or concealment.

Ranged Attack 6 +1 bonus to ranged attack checks per rank.

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)

Magic Passage: Teleport 5 - 900 feet in a move action, carrying 50 lbs.

Mystical Flight: Flight 5 - Speed: 60 miles/hour, 900 feet/round



Defenses

Dodge 8

Parry 8

Fortitude 8

Toughness 11

Impervious: +8

Will 10

Hero Points: 1

Knockback: -11

Damage

Bruises

Dazed

Staggered

Incapacitated

Fatigue

Fatigued

Exhausted



Movement	Skills			
Routine Jump Distance - Running jump: 12 ft.; standing: 6 ft.; vertical: 2.4 ft.; standing vert.: 1.2 ft.	Total	Ranks	Ability	Other
Throwing Distance - Throw 200 lbs. 6 feet; throw 50 lbs. 30 feet; throw 12 lbs. 120 feet	Acrobatics +5	2	3	
	Athletics +2	2		
	Close Combat: Death Touch: Cumulative Affliction 5 Deception +4	-	4	
	Expertise: Archeology +9	4	5	
	Expertise: Magic +9	6	3	
	Insight +9	6	3	
	Intimidation +5	-	5	
	Investigation +5	2	3	
	Perception +3	-	3	
	Persuasion +9	4	5	
	Sleight of Hand -	-	3	
	Stealth +5	2	3	
	Technology +5	2	3	
	Treatment +5	2	3	
	Vehicles -	-	3	