

Scarlet Witch

Female; Age: 30; Height: 5' 6"; Weight: 150 lb.
Eyes: Blue; Hair: Red

Power Level 10, 150 PP; Abilities 38 + Powers 64 + Advantages 7 + Skills 19 (38 ranks) + Defenses 22



Abilities

Strength	0	Agility	2	Fighting	3	Awareness	5
Stamina	2	Dexterity	2	Intellect	2	Presence	3

Offense

Initiative: +6

Attack Name Attack Bonus & Resistance DC Notes

Hex Blast: Damage 12 +8, DC 27 300/600/1200 ft., Crit 20

Telekinesis: Move Object 12 +4, DC 27 300/600/1200 ft., Crit 20

Throw +4, DC 15 Bludgeon, Crit 20

Unarmed +3, DC 15 Bludgeon, Crit 20

Powers

Jinx: Affliction 2 (13 PP)

1st degree: Impaired, Vulnerable, 2nd degree: Defenseless, Disabled, Resisted by: Will, DC 12; Extra Condition, Increased Range 2: perception, Indirect 4: any point, any direction, Insidious, Subtle 2: undetectable; Limited Degree (Standard - Perception - Instant)

Psionic Energy Manipulation (43 PP)

Hex Blast: Damage 12 (2 PP)

[0 active, 0/36 PP, 2/r], DC 27; Increased Range: ranged (Standard - Ranged, 300/600/1200 ft. - Instant)

Mental Manipulation: Illusion 5 (2 PP)

[0 active, 0/36 PP, 5/r], Affects: All Sense Types, Area: 30 cft., DC 15 (Standard - Perception - Sustained)

Psionic Force-Field Generation: Protection 13 (2 PP)

[0 active, 0/36 PP, 2/r], +13 Toughness; Impervious, Sustained (Free - Personal - Sustained)

Telekinesis: Move Object 12 (37 PP)

[0 active, 0/36 PP, 3/r], 100 tons, DC 27; Damaging (Standard - Ranged, 300/600/1200 ft. - Sustained)

Psionic Flight: Flight 4 (8 PP)

Speed: 30 miles/hour, 500 feet/round (Free - Personal - Sustained)

Advantages

Attractive Circumstance bonus to interaction based on your looks.

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

Extraordinary Effort Gain two benefits when using extra effort.

Improved Initiative +4 bonus to initiative checks per rank.

Languages 1 Speak and understand additional languages.

Ranged Attack 2 +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)

Psionic Flight: Flight 4 - Speed: 30 miles/hour, 500 feet/round

Routine Jump Distance - Running jump: 10 ft.; standing: 5 ft.; vertical: 2 ft.; standing vert.: 1 ft.

Throwing Distance - Throw 200 lbs. 6 feet; throw 50 lbs. 30 feet; throw 12 lbs. 120 feet

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted



Complications		Skills			
		Total	Ranks	Ability	Other
Accident		Acrobatics	-	-	2
Motivation: Doing Good		Athletics	+0	-	
Background Information		Close Combat: Unarmed	+3	-	3
Languages: English, Sokovian		Deception	+7	4	3
		Expertise: Magic	+12	10	2
		Insight	+11	6	5
		Intimidation	+3	-	3
		Investigation	-	-	2
		Perception	+9	4	5
		Persuasion	+8	5	3
		Ranged Combat: Hex Blast: Damage 12	+6	4	2
		Sleight of Hand	-	-	2
		Stealth	+4	2	2
		Technology	-	-	2
		Treatment	+3	1	2
		Vehicles	+4	2	2