

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)

ΰ 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)

ΰ 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



Defenses

Dodge 9

Parry 7

Fortitude 7

Toughness 3/2

Will 11

Hero Points: 1

Knockback: -3

Damage

☐

Bruises

☐

Dazed

☐

Staggered

☐

Incapacitated

Fatigue

☐

Fatigued

☐

Exhausted



Complications

Accident

Motivation: Doing Good

Background Information

Languages: English, Sokovian

Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-	2	
Athletics	+0	-		
Close Combat: Unarmed	+3	-	3	
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	