

## Wasp

Female; Age: 30; Height: 5' 8"; Weight: 175 lb.

Eyes: Brown; Hair: Reddish Brown

Power Level 10, 150 PP; Abilities 28 + Powers 83 + Advantages 8 +

Skills 12 (24 ranks) + Defenses 19

## Abilities

Strength	1	Agility	3	Fighting	2	Awareness	2
Stamina	2	Dexterity	3	Intellect	0	Presence	1

## Offense

Initiative: +3

Attack Name

Attack Bonus & Resistance DC

Notes

Bio-Stringer Blast: Damage 10 +11, DC 25 ..... 250/500/1000 ft.. Force. Crit 20

Throw ..... +3, DC 16 ..... Bludgeon, Crit 20

Unarmed ..... +4, DC 16 ..... Bludgeon, Crit 20

## Powers

Ü Shrinking (81 PP)

Ü Bio-Stringer Blast: Damage 10 (linked)

Force, DC 25; Increased Range: ranged (Standard - Ranged, 250/500/1000 ft. - Instant)

Ü Insect Wings: Flight 5 (linked)

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

Ü Shrinking: Shrinking 16 (linked)

+16 Stealth, +8 active defenses, -4 size ranks; Normal Strength (Free - Personal - Sustained)

Ü Wasp Body Suit: Protection 2 (2 PP)

+2 Toughness (Personal - Permanent)

## Advantages

Attractive Circumstance bonus to interaction based on your looks.

Benefit, Wealth 2 (independently wealthy) Gain a significant perquisite or fringe benefit.

Daze (Deception) Use Deception or Intimidation to daze an opponent.

Defensive Roll 2 +1 active defense bonus to Toughness per rank.

Evasion Circumstance bonus to avoid area effects.

Hide in Plain Sight Hide while observed without need for a diversion.

Improved Defense +2 bonus to active defense when you take the defend action.

Improved Trip No penalty for the trip action.

Move-by Action Move both before and after your standard action.

Power Attack Trade attack bonus for effect bonus.

Redirect Use Deception to redirect a missed attack at another target.

Set-up Transfer the benefit of an interaction skill to an ally.

Taunt Use Deception to demoralize in combat.

Ultimate Effort: Dodge Checks Spend a hero point to get an effective 20 on a specific check.

## Movement

Base Movement Speed - 0.5 miles/hour, 6 feet/round (run 1 mile/hour, 15 feet/round; swim 900 feet/hour, 1 foot/round)

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

Routine Jump Distance - Running jump: 13 ft.; standing: 6.5 ft.; vertical: 2.6 ft.; standing vert.: 1.3 ft.

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



## Defenses

Dodge 14

Parry 14

Fortitude 8

Toughness 6/4

Will 8

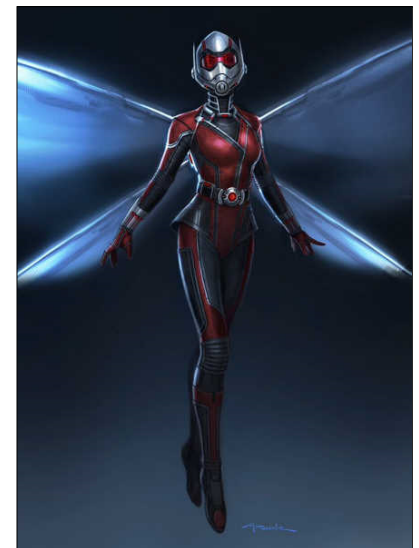
Hero Points: 1

## Damage

- ☐ Bruises
- ☐ Dazed
- ☐ Staggered
- ☐ Incapacitated

## Fatigue

- ☐ Fatigued
- ☐ Exhausted



Real Name: Janet Van Dyne-Pym

## Complications

**Fame** As a long term hero and successful fashion designer, everyone knows Janet Van Dyne-Pym.

**Relationship** Her most significant relationship is of course, with Hank Pym (Giant Man)

**Responsibility** She feels a strong sense of responsibility to use her powers to help and protect mankind. And to dress them better...

## Portraits



## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	-	-	3	
<b>Athletics</b>	+3	2	1	
<b>Close Combat: Unarmed</b>	+4	2	2	
<b>Deception</b>	+1	-	1	
<b>Expertise: Business</b>	+4	4		
<b>Insight</b>	+4	2	2	
<b>Intimidation</b>	+1	-	1	
<b>Investigation</b>	-	-		
<b>Perception</b>	+4	2	2	
<b>Persuasion</b>	+3	2	1	
<b>Ranged Combat: Bio-Stringer Blast: Damage 10</b>	+11	8	3	
<b>Sleight of Hand</b>	-	-	3	
<b>Stealth</b>	+19	-	3	+16
<b>Technology</b>	+2	2		
<b>Treatment</b>	-	-		
<b>Vehicles</b>	-	-	3	

## Background Information

**Languages:** English

Janet Van Dyne was born in Cresskill, New Jersey. She was initially a shallow, self-centered, flighty heiress and debutante, daughter of wealthy scientist Vernon Van Dyne. During an experiment, however, an alien monster was unleashed from an alternate dimension and Dr. Van Dyne was killed. Her father's associate, Dr. Henry "Hank" Pym, had created a substance called "Pym particles", which allows the user to grow or shrink in size, and had become the superhero Ant-Man. When Janet's father died she convinced Pym to help her.

He gave her a supply of "Pym particles" and subjected her to a biochemical procedure which grants her the ability to grow wings upon shrinking. She also gained the ability to harness her body's bio-electrical current and fire blasts of energy which she calls her "wasp's stings". Ant-Man and the Wasp defeated the monster and sent it back to its own dimension.

## Validation Report

**Validation Report (0 issues):** Nothing identified

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