

## Era, The Lady of Time (Angela Farcus)

Female; Age: 25; Height: 5' 8"; Weight: 175 lb.

Power Level 10, 150 PP; Abilities 26 + Powers 106 + Advantages 0 + Skills 6 (12 ranks) + Defenses 12



### Abilities

|          |   |           |   |           |   |           |   |
|----------|---|-----------|---|-----------|---|-----------|---|
| Strength | 1 | Agility   | 3 | Fighting  | 5 | Awareness | 0 |
| Stamina  | 1 | Dexterity | 1 | Intellect | 2 | Presence  | 0 |

### Offense

Initiative: +19

| Attack Name                              | Attack Bonus & Resistance DC | Notes             |
|--|------------------------------|-------------------|
| Flurry of Blows: Strength-based Damage 4 | +13, DC 20                   | Crit 20           |
| Throw                                    | +1, DC 16                    | Bludgeon, Crit 20 |
| Unarmed                                  | +9, DC 16                    | Bludgeon, Crit 20 |

### Powers

#### ✓ Every Woman From the Past (12 PP)

##### ✓ Any Female Face Ever Seen: Morph 1 (linked)

+20 Deception checks to disguise; Single form; Limited: Females Only (Free - Personal - Sustained)

##### ✓ Any Outfit in History: Feature 1 (linked)

(Personal - Permanent)

##### ✓ Mimicry (Any Female Voice Ever Spoken): Feature 1 (linked)

(Personal - Permanent)

##### ✓ Yeah, I can speak that: Comprehend 3 (linked)

Languages - Read All, Languages - Speak All, Languages - Understand All (Personal - Permanent)

#### ✓ Immortal Time Goddess (25 PP)

##### ✓ Time is Eternal: Immortality 5 (linked)

Return after 1 day (Personal - Permanent)

##### ✓ Untouched by Time: Immunity 12 (linked)

Aging, Life Support, Sleep (Personal - Permanent)

#### ✓ Time Control (59 PP)

Advantages: Improved Initiative 4, Improved Trip, Move-by Action, Takedown 2

##### ✓ Blur of Motion: Speed 11 (11 PP)

Speed: 4000 miles/hour, 8 miles/round (Free - Personal - Sustained)

##### Flurry of Blows: Strength-based Damage 4 (10 PP)

DC 20; Accurate 2: +4, Multiattack (Standard - Close - Instant)

##### ✓ Hard to hit: Enhanced Trait 21 (21 PP)

Traits: Dodge +8 (+13), Parry +8 (+13), Advantages: Defensive Roll 5 (Free - Personal - Sustained)

##### ✓ There is Always Plenty of Time: Quickness 9 (9 PP)

Perform routine tasks in -9 time ranks (Free - Personal - Sustained)

#### Time Freeze: Cumulative Affliction 5 (10 PP)

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

### Advantages

**Beginner's Luck** Spend a hero point to gain 5 temporary ranks in a skill.

**Defensive Roll 5** +1 active defense bonus to Toughness per rank.

**Eidetic Memory** Total recall, +5 circumstance bonus to remember things.

**Improved Initiative 4** +4 bonus to initiative checks per rank.

**Improved Trip** No penalty for the trip action.

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

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

**Well-informed** Immediate Investigation or Persuasion check to know something.

**Hero Points: 1**

**Knockback: -6**

### Damage

Bruises

Dazed

Staggered

Incapacitated

### Fatigue

Fatigued

Exhausted



| Movement  |  | Skills                       |       |         |       |
|---|--|------------------------------|-------|---------|-------|
|   |  | Total                        | Ranks | Ability | Other |
| <b>Base Movement Speed</b> - 4000 miles/hour, 8 miles/round (run 8000 miles/hour, 16 miles/round; swim 1000 miles/hour, 2 miles/r |  | <b>Acrobatics</b>            | +7    | 4       | 3     |
| <b>Blur of Motion: Speed 11</b> - Speed: 4000 miles/hour, 8 miles/round   |  | <b>Athletics</b>             | +1    | -       | 1     |
| <b>Routine Jump Distance</b> - Running jump: 11 ft.; standing: 5.5 ft.; vertical: 2.2 ft.; standing vert.: 1.1 ft.                |  | <b>Close Combat: Unarmed</b> | +9    | 4       | 5     |
| <b>Throwing Distance</b> - Throw 400 lbs. 6 feet; throw 100 lbs. 30 feet; throw 25 lbs. 120 feet                                  |  | <b>Deception</b>             | +0    | -       |       |
| <b>Complications</b>  |  | <b>Insight</b>               | +0    | -       |       |
| Enemy Cro-Magnum, the time travelling cave man  |  | <b>Intimidation</b>          | +0    | -       |       |
| Motivation: Responsibility Guard the time line  |  | <b>Investigation</b>         | -     | -       | 2     |
| <b>Background Information</b>   |  | <b>Perception</b>            | +0    | -       |       |
| <b>Languages:</b> English   |  | <b>Persuasion</b>            | +2    | 2       |       |
|   |  | <b>Sleight of Hand</b>       | -     | -       | 1     |
|   |  | <b>Stealth</b>               | +5    | 2       | 3     |
|   |  | <b>Technology</b>            | -     | -       | 2     |
|   |  | <b>Treatment</b>             | -     | -       | 2     |
|   |  | <b>Vehicles</b>              | -     | -       | 1     |

## Validation Report

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

**Settings:** Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Gadget Guides: Gadget Guides; Sourcebooks -> Hero High: Hero High; Sourcebooks -> Power Profiles: Power Profiles; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment, Gamemaster's Guide Fighting Styles, Gamemaster's Guide Knockback