

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.



Defenses

Dodge 13/5

Parry 13/5

Fortitude 6

Toughness 6/1

Will 5

Hero Points: 1

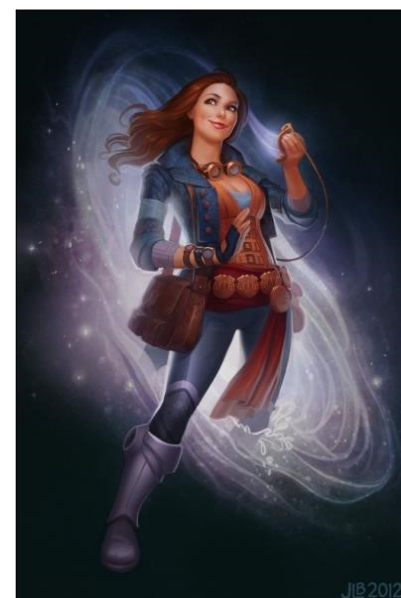
Knockback: -6

Damage

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

Fatigue

- ☐ Fatigued
- ☐ Exhausted



Movement

Base Movement Speed - 4000 miles/hour, 8 miles/round (run 8000 miles/hour, 16 miles/round; swim 1000 miles/hour, 2 miles/r

Blur of Motion: Speed 11 - Speed: 4000 miles/hour, 8 miles/round

Routine Jump Distance - Running jump: 11 ft.; standing: 5.5 ft.; vertical: 2.2 ft.; standing vert.: 1.1 ft.

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

Complications

Enemy Cro-Magnum, the time travelling cave man

Motivation: Responsibility Guard the time line

Background Information

Languages: English

Skills

	Total	Ranks	Ability	Other
Acrobatics	+7	4	3	
Athletics	+1	-	1	
Close Combat: Unarmed	+9	4	5	
Deception	+0	-		
Insight	+0	-		
Intimidation	+0	-		
Investigation	-	-	2	
Perception	+0	-		
Persuasion	+2	2		
Sleight of Hand	-	-	1	
Stealth	+5	2	3	
Technology	-	-	2	
Treatment	-	-	2	
Vehicles	-	-	1	

Validation Report

Validation Report (0 issues): Nothing identified

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