

Snowangel

Female; Age: 29; Height: 5' 8"; Weight: 175 lb.

Eyes: Blue; Hair: Blonde

Power Level 10, 150 PP; Abilities 68 + Powers 7 + Advantages 28 + Skills 23 (46 ranks) + Defenses 24

Abilities

Strength	3	Agility	5	Fighting	8	Awareness	2
Stamina	3	Dexterity	5	Intellect	7	Presence	1

Offense

Initiative: +9

Attack Name

Attack Bonus & Resistance DC

Notes

Throw +12, DC 18 Bludgeon, Crit 20
Unarmed +10, DC 18 Bludgeon, Crit 20
Winter Blast: Damage 5 . +14, DC 20 125/250/500 ft., Crit 20

Powers

✓ **Winter Gun (7 PP)**

Easily Removable

Winter Blast: Damage 5 (13 PP)

DC 20; Accurate: +2, Increased Range: ranged (Standard - Ranged, 125/250/500 ft. - Instant)

Blast of Winter: Cloud Area Affliction 3 (alternate)

1st degree: Dazed, 2nd degree: Stunned, 3rd degree: Incapacitated, Resisted by: Fortitude, DC 13;
 Cloud Area: 15 feet radius sphere, DC 13, Increased Range: ranged (Standard - Ranged, 75/150/300 ft. - Instant)

Winter's Helpers: Movement 2 (alternate)

Safe Fall, Swinging (Free - Personal - Sustained)

Advantages

Assessment Use Insight to learn an opponent's combat capabilities.

Benefit, Wealth 3 (millionaire) Gain a significant perk or fringe benefit.

Close Attack 2 +1 bonus to close attack checks per rank.

Connected Call in assistance or favors with a Persuasion check.

Defensive Attack Trade attack bonus for active defense bonus.

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

Equipment 3 5 points of equipment per rank.

Improved Initiative +4 bonus to initiative checks per rank.

Inventor Use Technology to create temporary devices.

Jack-of-all-trades Use any skill untrained.

Power Attack Trade attack bonus for effect bonus.

Ranged Attack 7 +1 bonus to ranged attack checks per rank.

Skill Mastery: Expertise: Psychology Make routine checks with one skill under any conditions.

Skill Mastery: Technology Make routine checks with one skill under any conditions.

Uncanny Dodge Not vulnerable when surprised or caught off-guard.

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

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)

Routine Jump Distance - Running jump: 21 ft.; standing: 10.5 ft.; vertical: 4.2 ft.; standing vert.: 2.1 ft.

Throwing Distance - Throw 1600 lbs. 6 feet; throw 400 lbs. 30 feet; throw 100 lbs. 120 feet

MUTANTS & MASTERMINDS

HERO LAB

Defenses

Dodge 12

Parry 13

Fortitude 7

Toughness 5/3

Will 10

Hero Points: 1

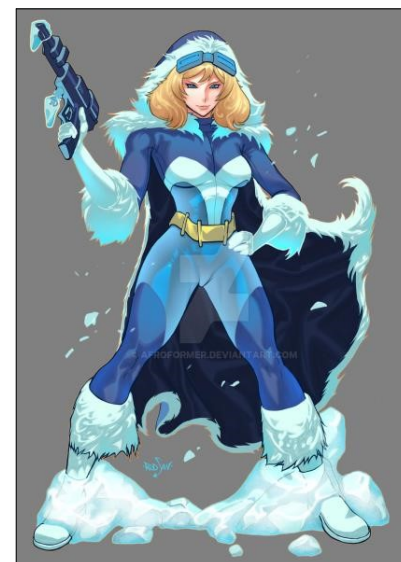
Knockback: -5

Damage

- ☐ Bruises
☐ Dazed
☐ Staggered
☐ Incapacitated

Fatigue

- ☐ Fatigued
☐ Exhausted



Real Name: Sally Snow

Movement		Skills			
Winter's Helpers: Movement 2 - Safe Fall, Swinging		Total	Ranks	Ability	Other
		Acrobatics	+11	6	5
		Athletics	+11	8	3
		Deception	+1	-	1
		Expertise: Psychology	+7	-	7
		Insight	+2	-	2
		Intimidation	+7	6	1
		Investigation	+7	-	7
		Perception	+8	6	2
		Persuasion	+1	-	1
		Sleight of Hand	+5	-	5
		Stealth	+5	-	5
		Technology	+15	8	7
		Treatment	+13	6	7
		Vehicles	+5	-	5
Equipment					
- Custom Headquarters -					
Complications					
Motivation: Justice Bring criminals to justice					
Motivation: Thrills Enjoys the thrill of being a hero					
- Custom Headquarters - (Headquarters)					
Toughness 10, Size Large					
Features:					
Communications, Computer, Concealed 1, Fire Prevention System, Gym, Infirmary, Laboratory, Living Space, Power System, Security System 1, Workshop					
Power Points					
Abilities 2 + Powers 0 + Advantages 0 + Features 11 + Skills 0 (0 ranks) + Defenses 2 + Equipment 0 (0 ep) + Weapons & Armor 0 (0 ep) = 15					
Background Information					
Languages: English					

Validation Report
Validation Report (0 issues): Nothing identified
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