

Dr. Sara Powers, Cosmic Scientist

Female; Age: 30; Height: 5' 3"; Weight: 125 lb.

Eyes: Brown; Hair: Red

Power Level 10, 150 PP; Abilities 50 + Powers 40 + Advantages 11 + Skills 26 (52 ranks) + Defenses 23

Abilities

Strength	2	Agility	2	Fighting	4	Awareness	4
Stamina	1	Dexterity	2	Intellect	9	Presence	1

Offense

Initiative: +2

Attack Name

Attack Bonus & Resistance DC

Notes

Cosmic Ray Gun: Damage 12 +8, DC 27 300/600/1200 ft., Crit 20

Power Truncheon: Strength-based Damage 8 +10, DC 25 Crit 20

Throw +2, DC 17 Bludgeon, Crit 20

Unarmed +4, DC 17 Bludgeon, Crit 20

Powers

✓ **Energy-absorbing Bodysuit (13 PP)**

Removable

✓ **Protection: Protection 10 (16 PP)**

+10 Toughness; Impervious [6 ranks only] (*Personal - Permanent*)

✓ **Flight Harness (8 PP)**

Removable

✓ **Flight: Flight 5 (10 PP)**

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

✓ **High-tech Arsenal (17 PP)**

Easily Removable

Cosmic Ray Gun: Damage 12 (27 PP)

DC 27; Increased Range: ranged (*Standard - Ranged, 300/600/1200 ft. - Instant*)

Force Capsule Grenade Launcher: Affliction 12 (alternate)

1st degree: Hindered, Vulnerable, 2nd degree: Defenseless, Immobility, DC 22; Alternate Resistance (Dodge), Extra Condition; Limited Degree (*Standard - Close - Instant*)

Power Truncheon: Strength-based Damage 8 (alternate)

DC 25 (*Standard - Close - Instant*)

Ray Gun Stun Setting: Affliction 12 (alternate)

1st degree: Dazed, 2nd degree: Stunned, 3rd degree: Incapacitated, Resisted by: Fortitude, DC 22; Increased Range: ranged (*Standard - Ranged, 300/600/1200 ft. - Instant*)

✓ **Polymath: Quickness 4 (2 PP)**

Perform routine tasks in -4 time ranks; Limited to One Type: Mental Tasks (*Free - Personal - Sustained*)

Advantages

Accurate Attack Trade effect DC for attack bonus.

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

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

Equipment 3 5 points of equipment per rank.

Improvised Tools No penalty for using skills without tools.

Inventor Use Technology to create temporary devices.

Luck Re-roll a die roll once per rank.

Power Attack Trade attack bonus for effect bonus.

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



Defenses

Dodge 8

Parry 8

Fortitude 8

Toughness 11

Impervious: +6

Will 10

Hero Points: 1

Knockback: -11

Damage

☐ Bruises

☐ Dazed

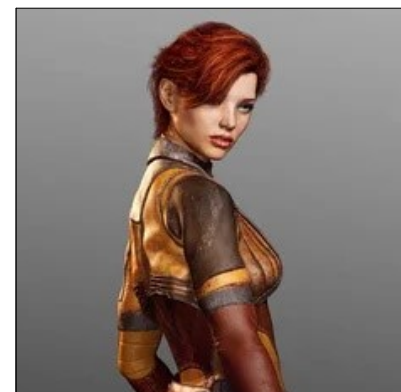
☐ Staggered

☐ Incapacitated

Fatigue

☐ Fatigued

☐ Exhausted



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)

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

Routine Jump Distance - Running jump: 12 ft.; standing: 6 ft.; vertical: 2.4 ft.; standing vert.: 1.2 ft.

Throwing Distance - Throw 800 lbs. 6 feet; throw 200 lbs. 30 feet; throw 50 lbs. 120 feet

Equipment

Headquarters

Complications

Fame

Rivalry

Headquarters (Headquarters)

Toughness 10, Size Large

Features:

Communications, Computer, Fire Prevention System, Infirmary, Laboratory, Library, Living Space, Personnel, 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

Dr. Sara Powers

Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-	2	
Athletics	+2	-	2	
Close Combat: Power Truncheon: Strength-based	+10	6	4	
Deception	+1	-	1	
Expertise: Business	+14	5	9	
Expertise: Science	+19	10	9	
Insight	+10	6	4	
Intimidation	+1	-	1	
Investigation	-	-	9	
Perception	+9	5	4	
Persuasion	+1	-	1	
Ranged Combat: High-tech Arsenal	+8	6	2	
Sleight of Hand	-	-	2	
Stealth	+2	-	2	
Technology	+19	10	9	
Treatment	-	-	9	
Vehicles	+6	4	2	

Validation Report

Validation Report (0 issues): Nothing identified

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