

Scarlet Witch

Female; Age: 30; Height: 5' 6"; Weight: 150 lb.
Eyes: Blue; Hair: Red

Power Level 14, 210 PP; Abilities 48 + Powers 87 + Advantages 7 + Skills 34 (68 ranks) + Defenses 34



Abilities

Strength	1	Agility	2	Fighting	3	Awareness	6
Stamina	3	Dexterity	2	Intellect	2	Presence	5

Offense

Initiative: +6

Attack Name	Attack Bonus & Resistance DC	Notes
Hex Blast: Damage 16 +12, DC 31	400/800/1600 ft., Crit 20	
Telekinesis: Move Object 16 +4, DC 31	400/800/1600 ft., Crit 20	
Throw +4, DC 16	Bludgeon, Crit 20	
Unarmed +3, DC 16	Bludgeon, Crit 20	

Powers

Jinx: Affliction 5 (22 PP)

1st degree: Impaired, Vulnerable, 2nd degree: Defenseless, Disabled, Resisted by: Will, DC 15; Extra Condition, Increased Range 2: perception, Indirect 4: any point, any direction, Insidious, Subtle 2: undetectable; Limited Degree (*Standard - Perception - Instant*)

✓ Psionic Energy Manipulation (55 PP)

Hex Blast: Damage 16 (2 PP)

[0 active, 0/48 PP, 2/r], DC 31; Increased Range: ranged (*Standard - Ranged, 400/800/1600 ft. - Instant*)

Mental Manipulation: Illusion 9 (2 PP)

[0 active, 0/48 PP, 5/r], Affects: All Sense Types, Area: 500 cft., DC 19 (*Standard - Perception - Sustained*)

Psionic Force-Field Generation: Protection 17 (2 PP)

[0 active, 0/48 PP, 2/r], +17 Toughness; Impervious, Sustained (*Free - Personal - Sustained*)

Telekinesis: Move Object 16 (49 PP)

[0 active, 0/48 PP, 3/r], 1600 tons, DC 31; Damaging (*Standard - Ranged, 400/800/1600 ft. - Sustained*)

✓ Psionic Flight: Flight 5 (10 PP)

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

Advantages

Attractive Circumstance bonus to interaction based on your looks.

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

Extraordinary Effort Gain two benefits when using extra effort.

Improved Initiative +4 bonus to initiative checks per rank.

Languages 1 Speak and understand additional languages.

Ranged Attack 2 +1 bonus to ranged attack checks per rank.

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)

Psionic Flight: 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	10
Parry	10
Fortitude	10
Toughness	4/3
Will	18

Hero Points: 1

Knockback: -4

Damage

<input type="checkbox"/>	Bruises
<input type="checkbox"/>	Dazed
<input type="checkbox"/>	Staggered
<input type="checkbox"/>	Incapacitated

Fatigue

<input type="checkbox"/>	Fatigued
<input type="checkbox"/>	Exhausted

Complications		Skills			
		Total	Ranks	Ability	Other
Accident		Acrobatics	-	-	2
Motivation: Doing Good		Athletics	+3	2	1
Background Information		Close Combat: Unarmed	+3	-	3
Languages: English, Sokovian		Deception	+15	10	5
		Expertise: Magic	+12	10	2
		Insight	+16	10	6
		Intimidation	+9	4	5
		Investigation	-	-	2
		Perception	+12	6	6
		Persuasion	+14	9	5
		Ranged Combat: Hex Blast: Damage 16	+10	8	2
		Sleight of Hand	-	-	2
		Stealth	+6	4	2
		Technology	-	-	2
		Treatment	+5	3	2
		Vehicles	+4	2	2