

BLUE STREAK

PL 12 **PP** 185 **SPEEDSTER**

REAL NAME SARAH JANE SAMPSON SIZE MEDIUM
 GENDER FEMALE EYES BLUE HEIGHT 5' 6"
 AGE 22 HAIR BROWN WEIGHT 120 LBS.

STR	DEX	CON	INT	WIS	CHA
14	20	14	14	16	10
+2	+5	+2	+2	+3	+0

FORT	REF	WILL	TOUGH	DEFENSES
+6	+15	+13	+5	KNOCKBACK: 2 / FLAT: 1 PROTECTION: 3
	EVASION 2			

DEFENSE	INIT	ATTACK	ATTACKS
29/20	+45	M +11	UNARMED +2 (BRUISE)
		R +11	

HERO	ROLL	NORMAL	LETHAL
<input type="checkbox"/> STAGGERED <input type="checkbox"/> DISABLED <input type="checkbox"/> DYING BRUISES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> INJURIES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> FATIGUED <input type="checkbox"/> EXHAUSTED <input type="checkbox"/> UNCONSCIOUS	FAIL 4- BRUISED FAIL 5+ STUNNED + BRUISED FAIL 10+ STAGRD + STUNNED FAIL 15+ UNCONSCIOUS	INJURED INJURED DISABLED DYING



POWERS	
3	PROTECTION [DEFENSE][REACTION][PERSONAL][PERMANENT]
10	SUPER-SPEED [MOVEMENT][MOVE][PERSONAL][SUSTAINED]
10	STRIKE 25:TOUGH [ATTACK][STANDARD][TOUCH][INSTANT]
10	STUN 20:FORT [ATTACK][STANDARD][TOUCH][INSTANT]
10	SPINNING [DEFENSE][FREE][PERSONAL][SUSTAINED]
10	SPIN-ATTACK (NAUSEATE) 20:FORT [ATTACK][STANDARD][TOUCH][INSTANT (LASTING)]
7	WHIRLWIND ATTACK (50-FT. RADIUS AREA; TARGETED BURST) 22:TOUGH [ATTACK][STANDARD][TOUCH][INSTANT]
10	RAPID ATTACK (ATTACK ALL IN 50-FT. RADIUS ONCE) 25:TOUGH [ATTACK][STANDARD][TOUCH][INSTANT]
10	VIBRATION CONTROL 25:TOUGH [ATTACK][STANDARD][TOUCH][INSTANT]
10	SONIC BOOM (50-FT BURST DAZZLE EFFECT) 20:FORT [SENSORY][STANDARD][RANGED][INSTANT (LASTING)]
10	INSUBSTANTIAL [ALTERATION][FREE][PERSONAL][SUSTAINED]
10	BULLET 25:TOUGH [ATTACK][STANDARD][RANGED][INSTANT]
10	DEFLECT (SLOW AND FAST PROJECTILES) [DEFENSE][STANDARD][TOUCH][INSTANT]
10	AIR CONTROL [GENERAL][STANDARD][PERCEPTION][SUSTAINED]
	WALL-RUN
DRAWBACKS/COMPLICATIONS	

FEATS	
MOVE-BY ACTION	MOVE BOTH BEFORE AND AFTER A STANDARD ACTION
EVASION (2)	SUFFER NO DAMAGE FROM ATTACKS ALLOWING A REFLEX SAVE
MOVEMENT	
BASE 30 / 60 / 120	LEAP 12 / 6 / 3
SUPER-SPEED: 10K M/H, 100K F/R	
LIFTING	
LIGHT: 58 LBS, MED: 116 LBS, HEAVY: 175 LBS	MAX: 350 LBS, PUSH: 875 LBS

SKILLS	
ACROBATICS*	4 (+9)
BLUFF	
CLIMB	(+2)
COMPUTERS*	
CONCENTRATION	(+3)
CRAFT*	
DIPLOMACY	
DISABLE DEVICE*	
DISGUISE	
DRIVE*	1 (+6)
ESCAPE ARTIST	2 (+7)
GATHER INFO	
HANDLE ANIMAL	
INTIMIDATE	
INVESTIGATE*	
KNOWLEDGE*	
MEDICINE*	
NOTICE	4 (+7)
PERFORM*	
PILOT*	1 (+6)
PROFESSION*	
RIDE*	
SEARCH	(+2)
SENSE MOTIVE	(+3)
SLEIGHT OF HAND*	4 (+9)
STEALTH	4 (+9)
SURVIVAL	(+3)
SWIM	(+2)
PERFORM: COMEDY	(+2)
LANGUAGES	1
ENGLISH.	

ABILITIES 28 + SKILLS 5 (20 RANKS) + FEATS 3 + POWERS 65 + COMBAT 60 + SAVES 24 - DRAWBACKS 0 = 185 / 185

CONDITIONS

BLINDED 50% MISS IN COMBAT, NO DODGE, -2 TO DEF, -4 STR & DEX
DAZED CAN TAKE NO ACTIONS, KEEPS DODGE BONUS
DEAFENED CANNOT HEAR, -4 INIT
DISABLED SINGLE ACTION PER ROUND. STRENUOUS ACTIONS = DYING
DYING FORT SAVE DC:10 OR DIE. +1 DC TO SAVE PER HOUR
ENTANGLED -2 ATT & DEF, -4 DEX, MOVE 1/2 SPEED UNLESS ANCHORED
EXHAUSTED 1/2 SPEED, -6 STR & DEX, -3 ATT & DEF
FATIGUED NO RUN OR CHARGE, -2 STR & DEX, -1 ATT & DEF
GRAPPLED CAN ONLY MAKE SIMPLE ATTACK OR BREAK FREE OF GRAPPLE
HELPLESS +4 TO BE HIT (MELEE), 5 DEFENSE
INJURED EACH INJURY INCURS AN ADDITIONAL -1 TOUGHNESS SAVE
INVISIBLE +2 TO HIT DEFENDERS 50% CHANCE MISS TO BE HIT
NAUSEATED MOVE ACTIONS ONLY, FORT SAVE DC 10+ POWER RANK
PARALYZED 0 STR & DEX, 5 DEF, CAN TAKE MENTAL ACTIONS
PINNED HELD IMMOBILE IN GRAPPLE, NO DODGE, -4 DEF
PRONE -4 MELEE ATTACKS, +4 TO BE HIT (MELEE), -4 (RANGED)
SHAKEN -2 TO ALL SAVES AND CHECKS
SICKENED -2 TO ALL ATTACK ROLLS AND CHECKS
SLOWED -1 ATTACKS, DEFENSE, REFLEX. MOVE AT HALF SPEED
STAGGERED 1 MOVE OR STANDARD ACTION PER ROUND
STUNNED STUNNED FOR 1 ROUND, LOSE DODGE BONUS, +2 TO BE HIT
UNCONSCIOUS KNOCKED OUT & HELPLESS

EXTRA EFFORT

CHECK BONUS +2 STR BONUS ON A SINGLE CHECK
INCREASE CARRY CAPACITY +5 STR CARRY CAPACITY FOR ONE ROUND
INCREASE MOVE DOUBLE MOVEMENT SPEED FOR ONE ROUND
INCREASE POWER +2 RANKS TO A POWER
GAIN POWER FEAT ADD POWER FEAT UNTIL END OF ENCOUNTER
WILLPOWER ADDT'L WILL SAVE WITH LASTING EFFECT
SURGE GAIN ADDITIONAL STD OR MOVE ATTACK

HERO POINTS

IMPROVE ROLL REROLL AN ACTION. MIN 10+LOWEST ROLL
IMPROVE YOUR DEFENSE +5 DEF FOR 1 ROUND
HEROIC FEAT ADD FEAT (NO FORTUNE FEATS), 1 RANK PER HERO PT
DODGE DOUBLE DODGE BONUS PER ROUND
INSTANT COUNTER COUNTER A POWER USED AGAINST YOU
CANCEL FATIGUE REDUCE FATIGUE BY 1 LEVEL
RECOVER SHAKE OFF STUNNED OR FATIGUE
ESCAPE DEATH STABILIZES DYING CONDITION
INSPIRATION HINT, CLUE, OR OTHER HELP FROM GM

GAME INFO

PLAYER ROBIN SULLIVAN
 CAMPAIGN FREEDOM CITY
 GM ETHAN PARKER
 PLAYER EMAIL

TEAM NAME

CITY
 BASE
 OTHER MEMBERS

TEAM NOTES

NPCS

BATTLE TACTICS

BACKGROUND

REAL NAME SARAH JANE SAMPSON
ORIGIN MUTANT
ALLEGIANCE BELIEF SYSTEM
OCCUPATION TYPIST
1ST APPEARANCE
NATIONALITY AMERICAN
ETHNICITY CAUCASIAN
GENDER FEMALE
AGE 22
HEIGHT 5' 6"
WEIGHT 120 LBS.
HAIR BROWN
EYES BLUE
MOTIVATION JUSTICE

PERSONALITY

PHYSICAL APPEARANCE

DETAILS

RANK	TIME	VALUE	EXTENDED RANGE
1	3 SECONDS	1	10 FT
2	6 SECONDS	2	100 FT
3	1 MINUTE	5	1,000 FT
4	5 MINUTES	10	1 MILE
5	20 MINUTES	25	5 MILES
6	1 HOUR	50	20 MILES
7	5 HOURS	100	200 MILES
8	1 DAY	250	2,000 MILES
9	1 WEEK	500	20,000 MILES
10	1 MONTH	1,000	200,000 MILES
11	3 MONTHS	2,500	2 MILLION MILES
12	1 YEAR	5,000	20 MILLION MILES
13	5 YEARS	10,000	200 MILLION MILES
14	10 YEARS	25,000	2 BILLION MILES
15	50 YEARS	50,000	ANYWHERE IN SOLAR SYSTEM
16	100 YEARS	100,000	NEARBY STAR SYSTEMS
17	500 YEARS	250,000	DISTANT STAR SYSTEMS
18	1,000 YEARS	500,000	ANYWHERE IN GALAXY
19	5,000 YEARS	1,000,000	NEARBY GALAXIES
20	10,000 YEARS	2,500,000	ANYWHERE IN UNIVERSE