

Cassepia & Valeria

Female; Age: 25; Height: 5' 8"; Weight: 175 lb.

Power Level 10, 164 PP; Abilities 76 + Powers 11 + Advantages 29 + Skills 31 (62 ranks) + Defenses 17

Abilities

Strength	5	Agility	7	Fighting	13	Awareness	5
Stamina	3	Dexterity	5	Intellect	0	Presence	0

Offense

Initiative: +11

Attack Name Attack Bonus & Resistance DC Notes

Throw +5, DC 20 Bludgeon, Crit 20

Unarmed +15, DC 20 Bludgeon, Crit 20

Powers

ü **Environmental Adaptation: Underwater: Feature 1** (1 PP)
(Personal - Permanent)

ü **Immunity: Immunity 3** (3 PP)
Environmental Condition: High Pressure, Environmental Condition: Cold, Suffocation: Drowning
(Personal - Permanent)

ü **Power-lifting: Power-lifting 2** (2 PP)
+2 STR for lifting (Reaction - Personal - Continuous)

ü **Senses: Senses 1** (1 PP)
Low-light Vision (Personal - Permanent)

Strength Effect (2 PP)
(Standard - Close - Instant)

Nerve Strike: Affliction 13 (alternate)
1st degree: Impaired, 2nd degree: Disabled, Resisted by: Fortitude, DC 23; Inaccurate 3: -6,
Limited Degree (Standard - Close - Instant)

Stunning Palm: Affliction 11 (alternate)
1st degree: Dazed, 2nd degree: Stunned, Resisted by: Fortitude, DC 21; Inaccurate 2: -4, Limited
Degree (Standard - Close - Instant)

ü **Swimming: Swimming 2** (2 PP)
Speed: 2 miles/hour, 30 feet/round (Free - Personal - Sustained)

Advantages

Accurate Attack Trade effect DC for attack bonus.

Agile Feint Feint using Acrobatics skill or Speed rank.

All-out Attack Trade active defense for attack bonus.

Contacts Make an initial Investigation check in one minute.

Daze (Intimidation) Use Deception or Intimidation to daze an opponent.

Defensive Attack Trade attack bonus for active defense bonus.

Defensive Roll 4 +1 active defense bonus to Toughness per rank.

Diehard Automatically stabilize when dying.

Evasion Circumstance bonus to avoid area effects.

Extraordinary Effort Gain two benefits when using extra effort.

Fast Grab Make a free grab check after an unarmed attack.

Fearless Immune to fear effects.

Grabbing Finesse Substitute Dex for Str when making grab attacks.

Great Endurance +5 on checks involving endurance.

Improved Disarm No penalty for the disarm action.

Improved Initiative +4 bonus to initiative checks per rank.

Improved Trip No penalty for the trip action.

Interpose Take an attack meant for an ally.

Languages 1 Speak and understand additional languages.



Defenses

Dodge 13

Parry 13

Fortitude 9

Toughness 7/3

Will 10

Hero Points: 1

Damage

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

Advantages

Move-by Action Move both before and after your standard action.

Power Attack Trade attack bonus for effect bonus.

Set-up Transfer the benefit of an interaction skill to an ally.

Takedown Free extra attack when you incapacitate a minion.

Teamwork +5 bonus to support team checks.

Tracking Use Perception to follow tracks.

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: 25 ft.; standing: 12.5 ft.; vertical: 5 ft.; standing vert.: 2.5 ft.

Swimming: Swimming 2 - Speed: 2 miles/hour, 30 feet/round

Throwing Distance - Throw 12 tons 6 feet; throw 3 tons 30 feet; throw 1600 lbs. 120 feet

Background Information

Languages: Atlantean, English

Skills

	Total	Ranks	Ability	Other
Acrobatics	+15	8	7	
Athletics	+15	10	5	
Close Combat: Unarmed	+15	2	13	
Deception	+0	-		
Expertise: Tactics	+4	4		
Insight	+9	4	5	
Intimidation	+4	4		
Investigation	+4	4		
Perception	+13	8	5	
Persuasion	+0	-		
Sleight of Hand	-	-	5	
Stealth	+17	10	7	
Technology	+4	4		
Treatment	-	-		
Vehicles	+9	4	5	

Validation Report

Validation Report (0 issues): Nothing identified

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