

D-Girl (810 points)

ST 11 [10]; DX 13 [60]; IQ 14 [80]; HT 13 [30].
Damage 1d-1/1d+1; BL 24 lb; HP 11 [0]; Will 14 [0]; Per 15 [5]; FP 16 [9].
Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 9.

Social Background

TL: 8 [0].
CF: Western (Native) [0].
Languages: English (Native) [0].

Advantages

3D Spatial Sense [10]; Affliction 1* (Dimension Door Other; Advantage (Warp) (+255)) [265]; Appearance (Attractive) [4]; Damage Resistance 5* (Dimensional Barrier; Front only; Force Field; Ranged; Reflection; Requires Active Defense; Requires IQ Roll) [43]; Detect (Dimensional Doors; Rare) [5]; Fashion Sense [5]; Super-Spy 1 [15]; Teleportation Talent 4 (Affliction; Body Sense; Damage Resistance (Dimensional Barrier); Detect (Dimensional Ripples); Snatcher; Warp) [20]; Warp* (Dimension Door; Cosmic: Unlimited Encumbrance; Mutant; No Strain; Reliable (+10); Special Movement (Walk into portal) (+1)) [255]; Wealth (Very Wealthy) [30].
Perks: Sexy Pose; Skintight. [2]

Disadvantages

Bad Temper (12 or less) [-10]; Enemy (G-Girl; Equal in power to the PC; 9 or less) [-10]; Greed (12 or less) [-15]; Impulsiveness (12 or less) [-10]; Jealousy [-10]; Reputation -2 (Mean tempered villain; All the time; Almost everyone) [-10]; Secret (Base; Imprisonment or Exile) [-20]; Secret Identity (Serious Embarrassment) [-5]; Social Stigma (Criminal Record) [-5].
Quirks: Proud; Spoiled; Staid. [-3]

Skills

Body Sense (H) DX+7 [4]-20†; Carousing (E) HT [1]-13; Current Affairs/TL8 (High Culture) (E) IQ [1]-14; Current Affairs/TL8 (People) (E) IQ [1]-14; Current Affairs/TL8 (Politics) (E) IQ+1 [1]-15‡; Current Affairs/TL8 (Popular Culture) (E) IQ+1 [2]-15; Current Affairs/TL8 (Travel) (E) IQ+3 [8]-17; Dancing (A) DX-1 [1]-12; Disguise/TL8 (Human) (A) IQ [1]-14‡; Fast-Talk (A) IQ+1 [2]-15‡; Filch (A) DX [2]-13; Geography/TL8 (Political) (H) IQ [4]-14; Holdout (A) IQ [1]-14‡; Judo (H) DX+1 [8]-14; Lockpicking/TL8 (A) IQ [2]-14; Navigation/TL8 (Land) (A) IQ+3 [2]-17§; Observation (A) Per+2 [4]-17¶; Savoir-Faire (High Society) (E) IQ [1]-14; Sex Appeal (Human) (A) HT [1]-13**; Shadowing (A) IQ+2 [4]-16††; Smuggling (A) IQ-1 [1]-13; Stealth (A) DX+3 [8]-16‡.

* Includes +4 skillscore from 'Teleportation Talent'.

† Includes +4 from 'Teleportation Talent', +3 from '3D Spatial Sense'.

‡ Includes +1 from 'Super-Spy'.

§ Includes +3 from '3D Spatial Sense'.

¶ Includes +1 from 'Super-Spy'; Conditional +2 from 'Detect (Dimensional Ripples)' when intentionally seeking anything you can detect.

** Includes +1 from 'Appearance'.

†† Includes +1 from 'Super-Spy'; Conditional +2 from 'Warp (Dimension Door)' when attempting to follow someone on foot, to bypass crowds, watch quarry from rooftops, etc..