

	Identity Name: Denice Carol Title: Scarlet Sentry Religion:	Player Information Player: Anders Campaign: Created On: 29-12-2010	500 Points Attributes: 0 Advantages: 642 Disadvantages: -149 Quirks: -6 Skills: 13 Spells: 0 Race: 0 Earned: 0
	Description Race: Human Height: 5' 9" Hair: Redhead, Wavy, Long Gender: Female Weight: 145 lb Eyes: Red Age: 19 Size: + 0 Skin: Tan Birthday: december 15 TL: 8 Hand: Right		

Attributes Strength (ST): 25 Dexterity (DX): 16 Intelligence (IQ): 10 Health (HT): 16 Will: 10 Fright Check: 10 Basic Speed: 8 Basic Move: 21 Perception: 10 Vision: 10 Hearing: 10 Taste & Smell: 10 Touch: 10 thr: 2d+2 sw: 5d-1	Encumbrance, Move & Dodge <table border="1"> <thead> <tr> <th>Level</th> <th>Max Load</th> <th>Move</th> <th>Dodge</th> </tr> </thead> <tbody> <tr> <td>• None (0)</td> <td>125 lb</td> <td>21</td> <td>11</td> </tr> <tr> <td>Light (1)</td> <td>250 lb</td> <td>16</td> <td>10</td> </tr> <tr> <td>Medium (2)</td> <td>375 lb</td> <td>12</td> <td>9</td> </tr> <tr> <td>Heavy (3)</td> <td>750 lb</td> <td>8</td> <td>8</td> </tr> <tr> <td>X-Heavy (4)</td> <td>1.25 lb</td> <td>4</td> <td>7</td> </tr> </tbody> </table> Lifting & Moving Things Basic Lift: 125 lb One-Handed Lift: 250 lb Two-Handed Lift: 1 lb Shove & Knock Over: 1.5 lb Running Shove & Knock Over: 3 lb Carry On Back: 1.875 lb Shift Slightly: 6.25 lb	Level	Max Load	Move	Dodge	• None (0)	125 lb	21	11	Light (1)	250 lb	16	10	Medium (2)	375 lb	12	9	Heavy (3)	750 lb	8	8	X-Heavy (4)	1.25 lb	4	7	Hit Location <table border="1"> <thead> <tr> <th>Roll</th> <th>Where</th> <th>-</th> <th>DR</th> </tr> </thead> <tbody> <tr><td>-</td><td>Eye</td><td>-9</td><td>0</td></tr> <tr><td>3-4</td><td>Skull</td><td>-7</td><td>62</td></tr> <tr><td>5</td><td>Face</td><td>-5</td><td>60</td></tr> <tr><td>6-7</td><td>R. Leg</td><td>-2</td><td>60</td></tr> <tr><td>8</td><td>R. Arm</td><td>-2</td><td>60</td></tr> <tr><td>9-10</td><td>Torso</td><td>0</td><td>60</td></tr> <tr><td>11</td><td>Groin</td><td>-3</td><td>60</td></tr> <tr><td>12</td><td>L. Arm</td><td>-2</td><td>60</td></tr> <tr><td>13-14</td><td>L. Leg</td><td>-2</td><td>60</td></tr> <tr><td>15</td><td>Hand</td><td>-4</td><td>60</td></tr> <tr><td>16</td><td>Foot</td><td>-4</td><td>60</td></tr> <tr><td>17-18</td><td>Neck</td><td>-5</td><td>60</td></tr> <tr><td>-</td><td>Vitals</td><td>-3</td><td>60</td></tr> </tbody> </table>	Roll	Where	-	DR	-	Eye	-9	0	3-4	Skull	-7	62	5	Face	-5	60	6-7	R. Leg	-2	60	8	R. Arm	-2	60	9-10	Torso	0	60	11	Groin	-3	60	12	L. Arm	-2	60	13-14	L. Leg	-2	60	15	Hand	-4	60	16	Foot	-4	60	17-18	Neck	-5	60	-	Vitals	-3	60	Fatigue/Hit Points Current FP: _____ Basic FP: 16 Tired: 5 Collapse: 0 Unconscious: -16 Current HP: _____ Basic HP: 30 Reeling: 9 Collapse: 0 Check #1: -30 Check #2: -60 Check #3: -90 Check #4: -120 Dead: -150
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Advantages & Disadvantages Archetype Power 621 Ref ▽ Power Modifier (Super), -10%; Required Disadvantage: Addiction, -10%. ▽ Increased ST 15/75 253 Lifting ST 6 15 B65 Lifting ST 9 108 B65 Super-Effort, x5. Basic Lift w/ Super-Effort: 1.479 lb / 2958 lb / 11.832 lb Striking ST 15 98 B88 Super-charged, x2; Vow (unarmed or improvised only), -15%. 9d+2 / 11d+2 for ST 85 Extra Hit Points 20 32 B16 Increased Dexterity 6 96 B15 Increased Health 6 48 B14 Regeneration 56 B80 Very Fast (You recover 3 HP per second), +100; Temporary Disadvantage (Numb), -16%; Temporary Disadvantage (Increased Consumption 1), -8%. Flight 21 40 B56 Unkillable 1 38 B95 Hindrance (...), -5%. Damage Resistance 30 30 B47 Can't wear armor, -40%; Flexible, -20%; Hardened 1, +20%; Semi-Ablative, -20%. Damage Resistance 30 30 B47 Can't wear armor, -40%; Hardened 1, +20%; Tough Skin, -40%. Enhanced Move (Air: 63) ½ + 1 18 B52 All-Out, -20%. High Pain Threshold 8 B59 No shock penalties; +3 on all rolls to resist knockdown, stunning & torture Claws, Blunt 3 B42 No Signature, +20%. No Visible Damage 1 Sup31 Appearance, Very Beautiful 16 B21 Classic Features (Redhead) 1 PU2:4	Skills Area Knowledge SL RSL Pts Ref New York Bartender 13 IQ+3 0 B216 Flight 15 HT-1 1 B195 Lifting 15 HT-1 1 B205 Aerobatics 15 DX-1 2 B174 Carousing 16 HT+0 1 B183 Wrestling 16 DX+0 2 B228 Brawling 18 DX+2 4 B182 Sex Appeal 22 HT+6 1 B219
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Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Extreme Sexual Dimorphism	1	PU2:10					
No Hangover	1	B101					
Nonprotective Clothing	1	Sup30					
Skintight	1	Sup30					
Broad-Minded	-1	B163					
Chauvinistic (Nats)	-1	B163					
Dual Identity	-1	Sup33					
Expression ("What could possibly hurt me!")	-1	B164					
Likes Fame & Fortune	-1	B164					
Responsive	-1	B164					
Bad Temper (CR: 15)	-5	B124					
Chummy React to others at +2; -1 to IQ-based skills when alone	-5	B126					
Compulsive Carousing (CR: 12)	-5	B128					
Compulsive Thrill-Seeking (CR:12)	-5	B128					
Delusion (I'm Invulnerable)	-5	B130					
Hidebound	-5	B138					
Incurious (CR: 12)	-5	B140					
Obsession (Become A famous hero)	-5	B146					
Odious Personal Habit Teenage Snot; -1 Reaction	-5	B22					
Selfish (CR: 12)	-5	B153					
Short Attention Span (CR: 15)	-5	B153					
Trademark (Red)	-5	B159					
Lecherousness (CR:15)	-7	B142					
Overconfidence (CR: 9)	-7	B148					
Addiction to Super Drug Cost: Expensive, -10; Effects: Highly Addictive (-5 on withdrawal roll), -5; Legal, +5.	-10	B122					
Honesty (CR: 12)	-10	B138					
Impulsiveness (CR: 12)	-10	B139					
Laziness	-10	B142					
Pacifism: Cannot Harm Innocents	-10	B148					
Sense of Duty (Innocent Nats)	-10	B153					
Code of Honor (Comics Code)	-15	Sup31					

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Claws, Blunt	Kick	16		No	9d+20 cr	C,1	
Claws, Blunt	Punch	18	12	No	9d+19 cr	C	
Natural	Kick	16	No		2d+6 cr	C,1	
Natural	Punch	18	12		2d+5 cr	C	

Notes
Combat Reflexes [15] Resistant to Metabolic Hazards +8 [12] Temperature Tolerance 10 [8] Very Fit [12] Doesn't Breathe [8] ST 30 / 120 [51] Injury Tolerance, Damage Reduction [40] Microscopic Vision 3, Ranged [18] Telescopic Vision 9 [9] Night Vision 9 [8] Parabolic Hearing 3 [10] 191 Karate DX+2 [12] Wrestling DX+2 [6] Lifting DX+0 [1] Flight DX+0 [1]