

Anatharasila

Female; Age: 334; Height: 5' 2"; Weight: 108 lb.
Eyes: Green; Hair: Red

Power Level 10, 198 PP; Abilities 92 + Powers 34 + Advantages 28 +
Skills 20 (40 ranks) + Defenses 24

Abilities

Strength	1	Agility	6	Fighting	1	Awareness	9
Stamina	4	Dexterity	7	Intellect	14	Presence	4

Offense

Initiative: +6

Attack Name Attack Bonus & Resistance DC Notes

Move Object 3 +7, DC 18 6/15/30 ft., Sonic, Crit 20
Throw +7, DC 16 Bludgeon, Crit 20
Unarmed +1, DC 16 Bludgeon, Crit 20

Powers

Ü DIRSAT Translation Matrix: Comprehend 3 (5 PP)

Languages - Read All, Languages - Understand All, Languages - You're Understood; Quirk: Takes a while for the written word (Personal - Permanent)

Ü Empathic Link with DIRSAT: Senses 1 (1 PP)

Communication Link: Mind (Personal - Permanent)

Ü Psychic Paper: Feature 1 (1 PP)

(Personal - Permanent)

Ü Regeneration: Immortality 16 (6 PP)

Return after 1 minute; Limited: see notes., Side Effect 2: always - Body and personality changes, Notes: Side Effect: Her body will change height, weight, hair and eye colour, facial structure, teeth, etc. Her personality will change somewhat as well. Certain personality traits will stay the same of course, but many things may change.

Limitation: There may be a limit on the number of times Regeneration can occur. Traditionally, the number was 12, but this seems to be something enforced by an outside agency and could be side stepped. Similarly, this outside agency seemed to be able to trigger the change.

Also, if fatally injured during the start of the Regeneration process, it will kill her, dead.

Certain things (e.g. zetronic energy and the poison of the Judas Tree) will kill without triggering the Regeneration process. (Personal - Permanent)

Ü Sonic Tool (5 PP)

Easily Removable

Assorted settings: Variable 1 (1 PP)

Sonic; Action: move (Move - Personal - Sustained)

Move Object 3 (8 PP)

Sonic, 400 lbs., DC 18; Damaging, Precise, Reversible; Diminished Range 3 (Standard - Ranged, 6/15/30 ft. - Sustained)

Ü Time Sense: Senses 2 (2 PP)

Detect: Fixed and unfixed points in time 2: ranged (Personal - Permanent)

Ü Various oddball abilities: Variable 2 (14 PP)

Psionic or Biological; Variable Descriptor 2: broad group - Psionics/Regeneration/Biologic Powers; Limited: GM approval needed for any use of this; and the GM may decide it's use., Notes: The occasionally seen telepathic abilities are a part of this, as are the oddball physical abilities that usually don't seem to be in play (e.g. strength to dig out a buried TARDIS on Skaro; the incredible targeting abilities).

This also covers the secondary Regeneration affects (healing injuries within 17 hours of regeneration; the energy bursts; Romana's ability to reshape herself several times trying bodies out; Mels/River "concentrating on a dress size". (Standard - Personal - Sustained)

Advantages

Animal Empathy Use interaction skills normally with animals.

Attractive 2 Circumstance bonus to interaction based on your looks.

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HERO LAB

Defenses

Dodge 12

Parry 12

Fortitude 7

Toughness 7/4

Will 13

Hero Points: 1



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Advantages

Benefit, Cipher Gain a significant perquisite or fringe benefit.

Defensive Roll 3 +1 active defense bonus to Toughness per rank.

Diehard Automatically stabilize when dying.

Eidetic Memory Total recall, +5 circumstance bonus to remember things.

Equipment 10 5 points of equipment per rank.

Evasion Circumstance bonus to avoid area effects.

Extraordinary Effort Gain two benefits when using extra effort.

Fascinate (Intimidation) Use an interaction skill to entrance others.

Favored Foe: Alien monsters Circumstance bonus to certain checks against a type of opponent.

Great Endurance +5 on checks involving endurance.

Jack-of-all-trades Use any skill untrained.

Seize Initiative Spend a hero point to go first in the initiative order.

Taunt Use Deception to demoralize in combat.

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: 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

Equipment

Cell Phone (Smartphone), Contribution to the DIRSAT 48

Complications

Deep Cover Ana was trapped on Earth for over a century before the Svenaklio runs into her in the early 21st century. During that time she had no access to the DIRSAT, but did have Benefit (Deep Cover) for Anna Theraux (her identity in France starting in the 1890s), or her later identity as Ann Atheros (who lived in Japan.)

On the Run Ana was banished to Earth by her own people. The Svenakalio rescuing her was not a part of the plan.

Responsibility Fixed points in time. Ana's ability to sense which things can and can't be changed in time sometimes hinders his ability to act.

Background Information

Languages: Native Language

Skills

	Total	Ranks	Ability	Other
Acrobatics	+6	-	6	
Athletics	+3	2	1	
Deception	+10	6	4	
Expertise: All of Time and Space	+19	5	14	
Expertise: Science	+20	6	14	
Expertise: Tactics	+15	1	14	
Insight	+11	2	9	
Intimidation	+7	3	4	
Investigation	+14	-	14	
Perception	+9	-	9	
Persuasion	+7	3	4	
Sleight of Hand	+8	1	7	
Stealth	+10	4	6	
Technology	+19	5	14	
Treatment	+15	1	14	
Vehicles	+8	1	7	

Validation Report

Validation Report (0 issues): Nothing identified

Settings: Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Hero High: Hero High; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment; Optional Rules: Hide Default Power Name; Output Options: No Damage / Fatigue Trackers

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