

Spectacle [fka Vision]

Female; Age: 25; Height: 5' 7"; Weight: 110 lb.
Eyes: green; Hair: red

Power Level 12, 192 PP; Abilities 64 + Powers 85 + Advantages 8 +
Skills 14 (28 ranks) + Defenses 21

Abilities

Strength	1	Agility	4	Fighting	4	Awareness	7
Stamina	4	Dexterity	3	Intellect	3	Presence	6

Offense

Initiative: +12

Attack Name Attack Bonus & Resistance DC Notes

Claws: Strength-based Damage 3 +8, DC 19 Crit 20

Telekinesis: Perception Area Move Object 12 DC 27 300/600/1200 ft., Crit 20

Throw +3, DC 16 Bludgeon, Crit 20

Unarmed +4, DC 16 Bludgeon, Crit 20

Powers

Claws: Strength-based Damage 3 (3 PP)
DC 19 (Standard - Close - Instant)

ü **Demonic Form** (22 PP)

ü **Immortality: Immortality 1** (1 PP)
Return after 2 weeks; Quirk: Resurrects in Der Nacht (Personal - Permanent)

ü **Immunity: Immunity 11** (11 PP)
Aging, Life Support (Personal - Permanent)

ü **Protection: Protection 10** (10 PP)
+10 Toughness (Personal - Permanent)

ü **Self-kinesis: Flight 6** (12 PP)
Speed: 120 miles/hour, 1800 feet/round (Free - Personal - Sustained)

ü **Telekinesis: Perception Area Move Object 12** (48 PP)
100 tons, DC 27; Perception Area: DC 22 - sight, Damaging (Standard - Ranged, 300/600/1200 ft. - Sustained)

Advantages

Attractive 2 Circumstance bonus to interaction based on your looks.

Beginner's Luck Spend a hero point to gain 5 temporary ranks in a skill.

Defensive Attack Trade attack bonus for active defense bonus.

Diehard Automatically stabilize when dying.

Improved Initiative 2 +4 bonus to initiative checks per rank.

Teamwork +5 bonus to support team checks.

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: 11 ft.; standing: 5.5 ft.; vertical: 2.2 ft.; standing vert.: 1.1 ft.

Self-kinesis: Flight 6 - Speed: 120 miles/hour, 1800 feet/round

Throwing Distance - Throw 400 lbs. 6 feet; throw 100 lbs. 30 feet; throw 25 lbs. 120 feet



Defenses

Dodge 10

Parry 10

Fortitude 8

Toughness 14

Will 12

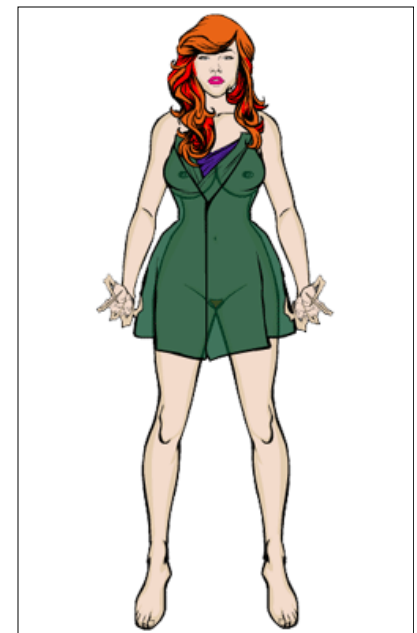
Hero Points: 1

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted



Charli Meskill

Copyright 1995 - AnDrea
Jorgensen, James E. Caswell

Updated 4/18/16

Complications

Amnesia While still retaining certain skills and abilities from their past life, demons of Der Nacht have no memory of their time as humans.

Death Certificate Charlie Meskill is considered deceased. If the fact she is still alive (even in her altered form) is discovered, she will return to being a fugitive from local law enforcement agencies.

Demon Slave Spectacle is a demon of Der Nacht and is therefore subject to her master.

Weakness Demons from Der Nacht are vulnerable to holy objects, including weapons carried by the residents of Der Tag. If killed with such an item, they cannot resurrect.

Portraits



Background Information

Languages: Native Language

Additional Details

PP earned so far: 5

Skills

	Total	Ranks	Ability	Other
Acrobatics	+6	2	4	
Athletics	+1	-	1	
Close Combat: Claws: Strength-based Damage 3	+8	4	4	
Deception	+10	4	6	
Insight	+7	-	7	
Intimidation	+6	-	6	
Investigation	+4	1	3	
Perception	+7	-	7	
Persuasion	+15	9	6	
Ranged Combat: Throw	+3	-	3	
Sleight of Hand	+5	2	3	
Stealth	+6	2	4	
Technology	+5	2	3	
Treatment	+5	2	3	
Vehicles	-	-	3	

Validation Report

Validation Report (0 issues): Nothing identified

Settings: Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment

Hero Lab and the Hero Lab logo are Registered Trademarks of LWD Technology, Inc. Free download at <http://www.wolflair.com>
Mutants & Masterminds, Third Edition is ©2010-2015 Green Ronin Publishing, LLC. All rights reserved.