

Elastiwoman

Female; Age: 41; Height: 5' 6"; Weight: 135 lb.

Hair: Brown

Power Level 11, 189 PP, **1 PP left to spend** ; Abilities 66 + Powers 69 + Advantages 25 + Skills 20 (40 ranks) + Defenses 9

Abilities

Strength	3	Agility	10/9	Fighting	9	Awareness	2
Stamina	5	Dexterity	1	Intellect	2	Presence	2

Offense

Initiative: +14

Attack Name	Attack Bonus & Resistance DC	Notes
Sling-shot fist: Strength-based Damage 6	+13, DC 24	Crit 20
Stretched Out Hand: Strength-based Shapeable Area	DC 24	Crit 20
Throw	+1, DC 18	Bludgeon, Crit 20
Unarmed	+9, DC 18	Bludgeon, Crit 20

Powers

- Ü Bouncy: Impervious Toughness 11 (6 PP)**
 Limited: only vs Physical (Free - Personal - Continuous)
- Ü Elasticised Body: Protection 6 (6 PP)**
 +6 Toughness (Personal - Permanent)
- Ü Malleable: Shapeshift 3 (24 PP)**
 (Move - Personal - Sustained)
- Ü Non-Conductor: Immunity 10 (5 PP)**
 Common Descriptor: Electricity; Limited - Half Effect (Personal - Permanent)
- Ü Stretchiness (10 PP)**
 - Ü 7 League Strides: Speed 5 (5 PP)**
 Speed: 60 miles/hour, 900 feet/round (Free - Personal - Sustained)
 - Ü Stretch: Elongation 5 (5 PP)**
 Elongation: 250 feet, +5 to grab (Free - Personal - Sustained)
- Ü Ambidextrous, Double Jointed: Feature 2 (2 PP)**
 (Personal - Permanent)
- Ü Effects Never Discovered (4 PP)**
 - Ü Immortality 1 (1 PP)**
 Return after 2 weeks; Limited: body must be relatively intact (Personal - Permanent)
 - Ü Immunity 3 (3 PP)**
 Aging, Environmental Condition: Vacuum, Environmental Condition: High Pressure (Personal - Permanent)
- Ü Elasticised: Immunity 20 (10 PP)**
 Very Common Descriptor: Bludgeoning; Limited - Half Effect (Personal - Permanent)
- Ü More Agile: Enhanced Trait 1 (1 PP)**
 Traits: Agility +1 (+10), Dodge -1 (+9) (Free - Personal - Sustained)
- Ü Political Poise: Enhanced Trait 1 (1 PP)**
 Advantages: Attractive (Free - Personal - Sustained)

Advantages

- Accurate Attack** Trade effect DC for attack bonus.
- Assessment** Use Insight to learn an opponent's combat capabilities.
- Attractive** Circumstance bonus to interaction based on your looks.
- Beginner's Luck** Spend a hero point to gain 5 temporary ranks in a skill.
- Benefit, Athletics Based on Agility** Gain a significant perquisite or fringe benefit.
- Chokehold** Suffocate an opponent you have successfully grabbed.
- Defensive Attack** Trade attack bonus for active defense bonus.



Defenses

Dodge	9/10
Parry	9
Fortitude	8
Toughness	13/11
Impervious: +11	
Will	8

Hero Points: 1



Bette Kidd

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Advantages

Defensive Roll 2 +1 active defense bonus to Toughness per rank.
Diehard Automatically stabilize when dying.
Equipment 1 5 points of equipment per rank.
Great Endurance +5 on checks involving endurance.
Improved Disarm No penalty for the disarm action.
Improved Initiative +4 bonus to initiative checks per rank.
Instant Up Stand from prone as a free action.
Interpose Take an attack meant for an ally.
Move-by Action Move both before and after your standard action.
Power Attack Trade attack bonus for effect bonus.
Prone Fighting No penalties for fighting while prone.
Redirect Use Deception to redirect a missed attack at another target.
Set-up 3 Transfer the benefit of an interaction skill to an ally.
Teamwork +5 bonus to support team checks.
Uncanny Dodge Not vulnerable when surprised or caught off-guard.
Weapon Break Free smash attack when you actively defend.

Power Settings

Disguise - Malleable: Shapeshift 3
Powers: Morph 1
Glider - Malleable: Shapeshift 3
Powers: Flying Wing: Flight 4
Hold 'em Fast - Malleable: Shapeshift 3
Powers: Enhanced Trait 23
Let Me Give You a Big Hand - Malleable: Shapeshift 3
Powers: Stretched Out Hand: Strength-based Shapeable Area Damage 6
Make-a-pulley - Malleable: Shapeshift 3
Powers: Power-lifting 8
Malleable Fingers - Malleable: Shapeshift 3
Advantages: Improvised Tools
Sling-shot-fist - Malleable: Shapeshift 3
Powers: Sling-shot fist: Strength-based Damage 6, Advantages: Improved Critical 3
Slippin' Thru the Cracks - Malleable: Shapeshift 3
Powers: Insubstantial 1

Movement

7 League Strides: Speed 5 - Speed: 60 miles/hour, 900 feet/round
Base Movement Speed - 60 miles/hour, 900 feet/round (run 120 miles/hour, 1800 feet/round; swim 16 miles/hour, 250 feet/rou
(Inactive) Flying Wing: Flight 4 - Speed: 30 miles/hour, 500 feet/round
Routine Jump Distance - Running jump: 20 ft.; standing: 10 ft.; vertical: 4 ft.; standing vert.: 2 ft.
Throwing Distance - Throw 1600 lbs. 6 feet; throw 400 lbs. 30 feet; throw 100 lbs. 120 feet

Equipment

CoJ Honorary Communicator COJ-118 2, Commlink

Skills

	Total	Ranks	Ability	Other
Acrobatics	+15	5	10	
Athletics	+10	-	3	+7
Close Combat: Grab	+9	-	9	
Deception	+4	2	2	
Expertise (AGL): Contortionist	+15	5	10	
Insight	+4	2	2	
Intimidation	+4	2	2	
Investigation	-	-	2	
Perception	+4	2	2	
Persuasion	+4	2	2	
Sleight of Hand	+5	4	1	
Stealth	+15	5	10	
Technology	+4	2	2	
Treatment	+8	6	2	
Vehicles	+4	3	1	

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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Complications

Not Dead Yet Elastawoman was killed, and she kept her revival quiet. As such, there are still many who are surprised to see her alive.

Poor Self-Esteem Bette viewed her powers as weak and was often jealous over her teammates' abilities.

Relationship Bette felt particularly close to fellow ex-Crusader Thunder. Over the past two years she has grown close to Brainwave.

Weakness Bette's elasticised body is vulnerable to temperatures. Attacks with fire, heat, or cold descriptors get +5 to the effect.

Background Information

Languages: English