

Charcoal (Hawk-era)

Female; Age: 18; Height: 5' 4"; Weight: 145 lb.
Eyes: Green; Hair: Red

Power Level 11, 176 PP; Abilities 80 + Powers 39 + Advantages 19 +
Skills 25 (50 ranks) + Defenses 13

Abilities

Strength	10	Agility	7	Fighting	6	Awareness	4
Stamina	10	Dexterity	1	Intellect	1	Presence	1

Offense

Initiative: +11

Attack Name

Attack Bonus & Resistance DC

Notes

Karate Power Strike: Strength-based Damage 2	+7, DC 27 Crit 20
Throw	+10, DC 25 Bludgeon, Crit 20
Unarmed	+12, DC 25 Bludgeon, Crit 20

Powers

- Ü **Daddy's Invulnerability: Protection 2** (11 PP)
+2 Toughness; Impervious [7 extra ranks] (Personal - Permanent)
- Ü **Erylusian Healing: Regeneration 5** (5 PP)
Every 2 rounds (Personal - Permanent)
- Ü **Erylusian Resilience: Immunity 11** (10 PP)
Aging, Life Support; Quirk: Only about 90% effective (Personal - Permanent)
- Karate Power Strike: Strength-based Damage 2** (1 PP)
DC 27; Inaccurate: -2 (Standard - Close - Instant)
- Ü **Movement Array** (9 PP)
 - Anime Leap: Leaping 7** (7 PP)
Leap 900 feet at 250 miles/hour (Free - Personal - Instant)
 - Breaststroke: Swimming 7** (1 PP)
Speed: 60 miles/hour, 900 feet/round (Free - Personal - Sustained)
 - Great Legs: Speed 7** (1 PP)
Speed: 250 miles/hour, 0.5 miles/round (Free - Personal - Sustained)
- Ü **Quickness 2** (1 PP)
Perform routine tasks in -2 time ranks; Limited to One Type: Physical (Free - Personal - Sustained)
- Ü **Radiation-boosted Erylusian Strength: Power-lifting 2** (2 PP)
+2 STR for lifting (Reaction - Personal - Continuous)

Advantages

- Accurate Attack** Trade effect DC for attack bonus.
- Agile Feint** Feint using Acrobatics skill or Speed rank.
- All-out Attack** Trade active defense for attack bonus.
- Attractive** Circumstance bonus to interaction based on your looks.
- Beginner's Luck** Spend a hero point to gain 5 temporary ranks in a skill.
- Close Attack 3** +1 bonus to close attack checks per rank.
- Connected** Call in assistance or favors with a Persuasion check.
- Diehard** Automatically stabilize when dying.
- Equipment 1** 5 points of equipment per rank.
- Great Endurance** +5 on checks involving endurance.
- Improved Initiative** +4 bonus to initiative checks per rank.
- Interpose** Take an attack meant for an ally.
- Languages 1** Speak and understand additional languages.
- Move-by Action** Move both before and after your standard action.
- Power Attack** Trade attack bonus for effect bonus.



Defenses

Dodge	10
Parry	10
Fortitude	11
Toughness	12
Impervious: +9	
Will	9

Hero Points: 1



Valerie Roberts

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Advantages

Set-up Transfer the benefit of an interaction skill to an ally.

Withstand Damage Custom advantage.

Movement

Anime Leap: Leaping 7 - Leap 900 feet at 250 miles/hour

Base Movement Speed - 250 miles/hour, 0.5 miles/round (run 500 miles/hour, 1 mile/round; swim 60 miles/hour, 900 feet/round)

Breaststroke: Swimming 7 - Speed: 60 miles/hour, 900 feet/round

Great Legs: Speed 7 - Speed: 250 miles/hour, 0.5 miles/round

Routine Jump Distance - Running jump: 21 ft.; standing: 10.5 ft.; vertical: 4.2 ft.; standing vert.: 2.1 ft.

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

Equipment

Hawk Communicator 1, The Markers 1

Complications

Costume and Physique Problem Charcoal's tops tend to get damaged or her breasts will be involved in some gag or exposed. It is NEVER deliberate on her part.

Personality Valerie can be nerdy, blunt and tactless.

Responsibility Charcoal is the daughter of Doctor Radio and Amazon Grace. As such she grew up being taught the importance of helping people and using her abilities wisely.

Background Information

Languages: English, Japanese

Charcoal first appeared as a super heroine in Rockford, Illinois. On her first case, she seemed to already be known to another midwestern hero, Captain Miracle. Between this, her hair colour, and her powers led some to, correctly, surmise that this new heroine was the daughter of Amazon Grace, former Legion of Champions member. Shortly after meeting the Chicago based superteam, the Hawk, she was recruited as a part of that groups first big attempt at expansion. This expansion did not go well, and her tenure with the Hawk was brief.

Skills

	Total	Ranks	Ability	Other
Acrobatics	+10	3	7	
Athletics	+11	1	10	
Close Combat: Unarmed	+9	3	6	
Close Combat: Wrestling	+9	3	6	
Deception	+12	11	1	
Expertise: Japanese Pop-Culture	+5	4	1	
Expertise: LoC stuff	+4	3	1	
Insight	+6	2	4	
Intimidation	+4	3	1	
Investigation	+2	1	1	
Perception	+5	1	4	
Persuasion	+4	3	1	
Ranged Combat: Throw	+10	9	1	
Sleight of Hand	+3	2	1	
Stealth	+8	1	7	
Technology	-	-	1	
Treatment	-	-	1	
Vehicles	-	-	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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