



Miss Muscles

Female; Age: 30; Height: 5' 8"; Weight: 180 lb.

Eyes: Brown; Hair: Brown

Power Level 10, 140 PP, **20 PP left to spend** ; Abilities 68 + Powers 23 + Advantages 18 + Skills 19 (38 ranks) + Defenses 12

Abilities

Strength	13	Agility	2	Fighting	4	Awareness	3
Stamina	13	Dexterity	0	Intellect	0	Presence	2

Offense

Initiative: +10

Attack Name	Attack Bonus & Resistance DC	Notes
Mace	+4, DC 31	Bludgeon, Crit 20
Paddle	+5, DC 30	Bludgeon, Crit 20
Throw	+0, DC 28	Bludgeon, Crit 20
Unarmed	+7, DC 28	Bludgeon, Crit 20
Whip	+5, DC 28	Bludgeon, Crit 20

Defenses

Dodge	7
Parry	7
Fortitude	13
Toughness	13
Will	7

Hero Points: 1

Powers

- ü **Athleticism Array (8 PP)**
 - Jumping: Leaping 7 (7 PP)**
Leap 900 feet at 250 miles/hour (Free - Personal - Instant)
 - ü **Running: Speed 7 (1 PP)**
Speed: 250 miles/hour, 0.5 miles/round (Free - Personal - Sustained)
- ü **Fast Healer: Regeneration 2 (2 PP)**
Every 5 rounds (Personal - Permanent)
- ü **Mighty Muscle Array (7 PP)**
 - ü **Fighting Muscles: Enhanced Strength 3 (6 PP)**
+3 STR (Free - Personal - Sustained)
 - Lifting Muscles: Enhanced Strength 6 (1 PP)**
+6 STR; Limited to Lifting (Free - Personal - Sustained)
- ü **Tough: Immunity 12 (6 PP)**
Aging, Life Support, Sleep; Limited - Half Effect (Personal - Permanent)

Advantages

- Accurate Attack** Trade effect DC for attack bonus.
- All-out Attack** Trade active defense for attack bonus.
- Beginner's Luck** Spend a hero point to gain 5 temporary ranks in a skill.
- Chokehold** Suffocate an opponent you have successfully grabbed.
- Daze (Intimidation)** Use Deception or Intimidation to daze an opponent.
- Equipment 2** 5 points of equipment per rank.
- Fascinate (Intimidation)** Use an interaction skill to entrance others.
- Great Endurance** +5 on checks involving endurance.
- Improved Disarm** No penalty for the disarm action.
- Improved Hold** -5 circumstance penalty to escape from your holds.
- Improved Initiative 2** +4 bonus to initiative checks per rank.
- 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.
- Quick Draw** Draw a weapon as a free action.
- Taunt** Use Deception to demoralize in combat.

Gladys White
Copyright 2012 - Jim Caswell,
Ken Hallaron
Updated 2/20/17

Movement

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

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

Routine Jump Distance - Running jump: 23 ft.; standing: 11.5 ft.; vertical: 4.6 ft.; standing vert.: 2.3 ft.

Running: Speed 7 - Speed: 250 miles/hour, 0.5 miles/round

Throwing Distance - Throw 800 tons 6 feet; throw 200 tons 30 feet; throw 50 tons 120 feet

Equipment

Weapon Pool (Mace, Paddle, Whip)

Complications

Motivation: Domination

Motivation: Greed

Police Record Miss Muscles was wanted by local and federal law enforcement agencies.

Quirk: Bad Romantic Choices

Quirk: Vain

Background Information

Languages: English

Skills

	Total	Ranks	Ability	Other
Acrobatics	+4	2	2	
Athletics	+13	-	13	
Close Combat: Discipline Tools	+5	1	4	
Close Combat: Grab	+7	3	4	
Close Combat: Unarmed	+7	3	4	
Deception	+8	6	2	
Insight	+4	1	3	
Intimidation	+12	10	2	
Investigation	-	-		
Perception	+4	1	3	
Persuasion	+3	1	2	
Sleight of Hand	+3	3		
Stealth	+4	2	2	
Technology	+1	1		
Treatment	+4	4		
Vehicles	-	-		

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;

Output Options: No Damage / Fatigue Trackers