

Crusader II, the Archeress

Female; Age: 31; Height: 5' 7"; Weight: 140 lb.

Eyes: One; Hair: Black

Power Level 10, 160 PP; Abilities 64 + Powers 22 + Advantages 28 + Skills 29 (58 ranks) + Defenses 17

Abilities

Strength	2	Agility	8	Fighting	8	Awareness	4
Stamina	3	Dexterity	2	Intellect	3	Presence	2

Offense

Initiative: +8

Attack Name

Attack Bonus & Resistance DC

Notes

Collapsible Staff +15, DC 19 Bludgeon, Crit 20
Explosive Tipped: Burst Area Damage 10	DC 25 250/500/1000 ft., Crit 17-20
Fantastic Shot: Damage 6	.. DC 21 Crit 17-20
Hunting Tips: Damage 5	+15, DC 20 125/250/500 ft., Crit 17-20
Shaped Charge Arrow: Damage 11	+9, DC 26 275/550/1100 ft., Crit 17-20
Sword +15, DC 20 Slashing, Crit 19-20
Throw +2, DC 17 Bludgeon, Crit 20
Unarmed +15, DC 17 Bludgeon, Crit 20

Powers

ü **Bow and Arrows** (15 PP)

Easily Removable

ü **Archery** (25 PP)

Explosive Tipped: Burst Area Damage 10 (1 PP)

DC 25; Burst Area: 30 feet radius sphere, DC 20, Increased Range: ranged; Unreliable (5 uses) (Standard - Ranged, 250/500/1000 ft. - Instant)

Fantastic Shot: Damage 6 (1 PP)

DC 21; Increased Range 2: perception, Penetrating 2 (Standard - Perception - Instant)

Gas Bomb Tipped: Cloud Area Damage 7 (21 PP)

DC 22; Alternate Resistance: Fortitude, Cloud Area: 15 feet radius sphere, DC 17, Increased Range: ranged; Unreliable (5 uses) (Standard - Ranged, 175/350/700 ft. - Instant)

Hunting Tips: Damage 5 (1 PP)

DC 20; Increased Range: ranged, Multiattack, Penetrating 5 (Standard - Ranged, 125/250/500 ft. - Instant)

Shaped Charge Arrow: Damage 11 (1 PP)

DC 26; Custom: Area Burst on 2 ranks [2 ranks only], Increased Range: ranged; Inaccurate 3: -6 (Standard - Ranged, 275/550/1100 ft. - Instant)

ü **Fletcher: Enhanced Trait 2** (1 PP)

Traits: Expertise +4 (+10); Limited: Only with Archery gear (Free - Personal - Sustained)

ü **Line Gun** (6 PP)

Removable

ü **Grapple Line Array** (7 PP)

ü **Decel Line: Movement 3** (6 PP)

Safe Fall, Swinging, Wall-crawling 1: -1 speed rank (Free - Personal - Sustained)

Pull Line: Leaping 4 (1 PP)

Leap 120 feet at 30 miles/hour (Free - Personal - Instant)

Advantages

Agile Feint Feint using Acrobatics skill or Speed rank.

All-out Attack Trade active defense for attack bonus.

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.



Defenses

Dodge 15

Parry 15

Fortitude 5

Toughness 5/3

Will 5

Hero Points: 1



Cheryl Wood

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Advantages

- Close Attack 7** +1 bonus to close attack checks per rank.
- Defensive Roll 2** +1 active defense bonus to Toughness per rank.
- Equipment 2** 5 points of equipment per rank.
- Evasion** Circumstance bonus to avoid area effects.
- Improved Aim** Double circumstance bonuses for aiming.
- Improved Critical 3: Archery** +1 to critical threat range with an attack per rank.
- Improved Defense** +2 bonus to active defense when you take the defend action.
- Power Attack** Trade attack bonus for effect bonus.
- Precise Attack (Ranged, Concealment)** Ignore attack check penalties for either cover or concealment.
- Precise Attack (Ranged, Cover)** Ignore attack check penalties for either cover or concealment.
- Quick Draw** Draw a weapon as a free action.
- Taunt** Use Deception to demoralize in combat.
- Uncanny Dodge** Not vulnerable when surprised or caught off-guard.
- 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)
- Decel Line: Movement 3** - Safe Fall, Swinging, Wall-crawling 1: -1 speed rank
- Pull Line: Leaping 4** - Leap 120 feet at 30 miles/hour
- Routine Jump Distance** - Running jump: 18 ft.; standing: 9 ft.; vertical: 3.6 ft.; standing vert.: 1.8 ft.
- Throwing Distance** - Throw 800 lbs. 6 feet; throw 200 lbs. 30 feet; throw 50 lbs. 120 feet

Equipment

Melee Weapon Pool (Collapsible Staff, Sword), Savantphone
2

Complications

- Disability** Cheryl lost one eye in the attack where her fiance was kidnapped. She lacks depth perception.
- Vengeance, Justice & Guilt** Cheryl feels guilt for insisting that Robert return to earth rather than joining him in Mysteria. She also wants vengeance against those that do evil like the woman who killed him. She also wants to maintain Robert's ideal of justice for all. Sometimes, these complications work against one another.

Skills

	Total	Ranks	Ability	Other
Acrobatics	+10	2	8	
Athletics	+8	-	2	+6
Close Combat: Unarmed	+8	-	8	
Deception	+4	2	2	
Expertise: Streetwise	+10	7	3	
Expertise: Weaponsmith	+10	3	3	+4
Insight	+4	-	4	
Intimidation	+10	8	2	
Investigation	+4	1	3	
Perception	+10	6	4	
Persuasion	+4	2	2	
Ranged Combat: Archery	+15	13	2	
Sleight of Hand	+4	2	2	
Stealth	+10	2	8	
Technology	+4	1	3	
Treatment	+4	1	3	
Vehicles	+10	8	2	

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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Background Information

Languages: English

Cheryl Wood was Robert (the Crusader) Simms girlfriend, and she convinced him to return from Mysteria so they could get married. Before that day could arrive, Simms was attacked and captured (Cheryl lost her left eye in the struggle). Simms was killed. Consumed with rage and guilt, Cheryl pursued an intense regime of training, eventually surpassing her former fiance's level of skill. Borrowing his nom de guerre, but eschewing his look, she has become Crusader II, the Archeress.