

Alley Cat

Female; Age: 25; Height: 5' 8"; Weight: 175 lb.

Hair: blond

Power Level 10, 144 PP; Abilities 78 + Powers 20 + Advantages 27 + Skills 11 (22 ranks) + Defenses 8

Abilities

Strength	5	Agility	10	Fighting	10	Awareness	1
Stamina	6	Dexterity	4	Intellect	1	Presence	2

Offense

Initiative: +10

Attack Name	Attack Bonus & Resistance DC	Notes
Cat-like Claws: Strength-based Damage 1	+14, DC 21	Piercing, Crit 19-20
Throw	+4, DC 20	Bludgeon, Crit 20
Unarmed	+14, DC 20	Bludgeon, Crit 20

Powers

- ü **Cat Always Lands on her Feet: Movement 2** (4 PP)
Safe Fall, Sure-footed 1 (Free - Personal - Sustained)
- ü **Cat-like Claws: Strength-based Damage 1** (2 PP)
Piercing, DC 21 (Standard - Close - Instant)
- ü **Claws in Wall: Movement 1** (alternate)
Wall-crawling 1: -1 speed rank; Quirk: Wall material must be soft enough for her claws to penetrate. (Free - Personal - Sustained)
- ü **Cat-like Jumping: Leaping 1** (1 PP)
Leap 15 feet at 4 miles/hour (Move - Personal - Instant)
- ü **Cat-like Running: Speed 2** (2 PP)
Speed: 8 miles/hour, 120 feet/round (Move - Personal - Sustained)
- ü **Cat-like senses** (10 PP)
 - ü **Enhanced Trait 3** (3 PP)
Traits: Perception +6 (+10) (Free - Personal - Sustained)
 - ü **Senses 7** (7 PP)
Accurate: Smell, Acute: Smell, Tracking: Smell 2: full speed, Ultra-hearing, Ultravision (Personal - Permanent)
- ü **Double-Jointed: Feature 1** (1 PP)
(Personal - Permanent)

Advantages

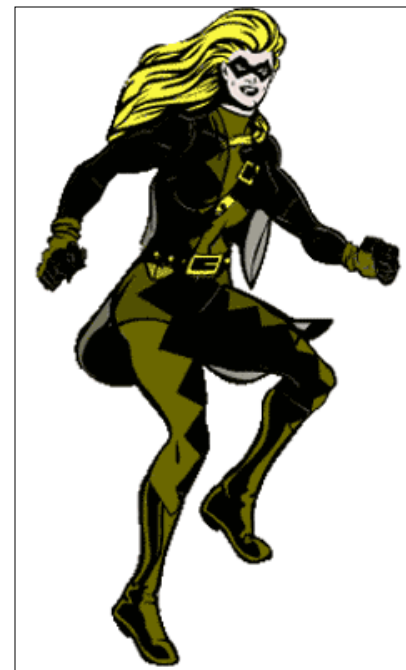
- Animal Empathy** Use interaction skills normally with animals.
- Beginner's Luck** Spend a hero point to gain 5 temporary ranks in a skill.
- Close Attack 4** +1 bonus to close attack checks per rank.
- Connected** Call in assistance or favors with a Persuasion check.
- Defensive Attack** Trade attack bonus for active defense bonus.
- Defensive Roll 3** +1 active defense bonus to Toughness per rank.
- Equipment 1** 5 points of equipment per rank.
- Evasion** Circumstance bonus to avoid area effects.
- Improved Critical: Cat-like Claws: Strength-based Damage 1** +1 to critical threat range with an attack per rank.
- Improved Disarm** No penalty for the disarm action.
- Instant Up** Stand from prone as a free action.
- Languages 1** Speak and understand additional languages.
- Luck 5** Re-roll a die roll once per rank.
- Power Attack** Trade attack bonus for effect bonus.
- Taunt** Use Deception to demoralize in combat.



Defenses

Dodge	11
Parry	11
Fortitude	8
Toughness	9/6
Will	5

Hero Points: 1



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Advantages

Uncanny Dodge Not vulnerable when surprised or caught off-guard.

Weapon Bind Free disarm attempt when you actively defend.

Weapon Break Free smash attack when you actively defend.

Movement

Base Movement Speed - 8 miles/hour, 120 feet/round (run 16 miles/hour, 250 feet/round; swim 2 miles/hour, 30 feet/round)

Cat Always Lands on her Feet: Movement 2 - Safe Fall, Sure-footed 1

Cat-like Jumping: Leaping 1 - Leap 15 feet at 4 miles/hour

Cat-like Running: Speed 2 - Speed: 8 miles/hour, 120 feet/round

Claws in Wall: Movement 1 - Wall-crawling 1: -1 speed rank

Routine Jump Distance - Running jump: 15 ft.; standing: 7.5 ft.; vertical: 3 ft.; standing vert.: 1.5 ft.

Throwing Distance - Throw 3 tons 6 feet; throw 1600 lbs. 30 feet; throw 400 lbs. 120 feet

Equipment

Commlink

Complications

Aquaphobia Felicia has a persistent and abnormal fear of water. She can drink it, but the idea of being submerged or sprayed with it are out of the question.

Police Record Alley Cat is wanted by local, federal and international law enforcement agencies.

Vulnerability Weapons with Silver as a descriptor get +5 effect against Alley Cat.

Background Information

Languages: English, German

Additional Details

PP earned so far: 7

Skills

	Total	Ranks	Ability	Other
Acrobatics	+12	2	10	
Athletics	+5	-	5	
Deception	+2	-	2	
Expertise: Catburglaring	+8	7	1	
Expertise: Survival	+3	2	1	
Insight	+1	-	1	
Intimidation	+2	-	2	
Investigation	-	-	1	
Perception	+10	3	1	+6
Persuasion	+2	-	2	
Sleight of Hand	+8	4	4	
Stealth	+10	-	10	
Technology	+5	4	1	
Treatment	-	-	1	
Vehicles	-	-	4	

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; Optional Rules: Hide Default Power
Name; Output Options: No Damage / Fatigue Trackers