

Catnip

Female; Age: 25; Height: 5' 9"; Weight: 160 lb.
Hair: red

Power Level 10, 144 PP; Abilities 54 + Powers 51 + Advantages 17 +
Skills 12 (24 ranks) + Defenses 10

Abilities

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

Offense

Initiative: +8

Attack Name	Attack Bonus & Resistance DC	Notes
Big Claws: Strength-based Damage 2	+12, DC 21	Piercing, Crit 20
Knives: Strength-based Damage 2	+14, DC 21	20ft., Crit 20
Little Claws: Strength-based Damage 1	+11, DC 20	Piercing, Crit 20
Throw	+2, DC 19	Bludgeon, Crit 20
Unarmed	+11, DC 19	Bludgeon, Crit 20

Powers

- ü **Cat always lands on her feet: Movement 2** (4 PP)
Safe Fall, Wall-crawling 1: -1 speed rank (Free - Personal - Sustained)
- ü **Cat forms: Morph 2** (10 PP)
+20 Deception checks to disguise; Narrow group (Free - Personal - Sustained)
- ü **Cat-like Senses** (10 PP)
 - ü **Enhanced Trait 3** (3 PP)
Traits: Perception +6 (+8) (Free - Personal - Sustained)
 - ü **Senses 7** (7 PP)
Accurate: Smell, Acute: Smell, Tracking: Smell 2: full speed, Ultra-hearing, Ultravision (Personal - Permanent)
- ü **Powers in Different Forms** (27 PP)
 - Big Cat** (25 PP)
 - Big Claws: Strength-based Damage 2** (2 PP)
Piercing, DC 21 (Standard - Close - Instant)
 - Enhanced Trait 10** (10 PP)
Traits: Strength +2 (+6), Stamina +2 (+6), Parry +1 (+11), Dodge +1 (+11) (Free - Personal - Sustained)
 - Growth 2** (6 PP)
+2 STR, +2 STA, +1 Intimidate, -2 Stealth, -1 active defenses, +2 mass ranks; Increased Duration: continuous (Free - Personal - Continuous)
 - Jumping: Leaping 2** (2 PP)
Leap 30 feet at 8 miles/hour (Move - Personal - Instant)
 - Regeneration 3** (3 PP)
Every 3.33 rounds (Personal - Permanent)
 - Running: Speed 2** (2 PP)
Speed: 8 miles/hour, 120 feet/round (Move - Personal - Sustained)
 - House Cat** (1 PP)
 - Little Claws: Strength-based Damage 1** (1 PP)
Piercing, DC 20 (Standard - Close - Instant)
 - Shrinking 8** (24 PP)
-2 STR, -4 Intimidate, +8 Stealth, +4 active defenses, -2 size ranks, -1 speed ranks; Increased Duration: continuous (Free - Personal - Continuous)
- ü **Human Form** (1 PP)
 - ü **Hands, not Paws: Enhanced Dexterity 4** (8 PP)
+4 DEX (Free - Personal - Sustained)



Defenses

Dodge	10
Parry	10
Fortitude	5
Toughness	6/4
Will	7

Hero Points: 1



Maeve Stuart
Copyright 1996 - Lisa M.,
James E. Caswell
Updated 4/8/16

Powers

Knives: Strength-based Damage 2 (5 PP)
DC 21; Reach (melee) 4: 20 ft.; Unreliable (5 uses), Notes: Reach represents throwing the knives (Standard - Close, 20ft. - Instant)

ü Looker: Enhanced Trait 1 (1 PP)
Advantages: Attractive (Free - Personal - Sustained)

ü Muscles: Enhanced Strength 2 (4 PP)
+2 STR (Free - Personal - Sustained)

Advantages

Agile Feint Feint using Acrobatics skill or Speed rank.

All-out Attack Trade active defense for attack bonus.

Animal Empathy Use interaction skills normally with animals.

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.

Defensive Roll 2 +1 active defense bonus to Toughness per rank.

Diehard Automatically stabilize when dying.

Equipment 1 5 points of equipment per rank.

Evasion Circumstance bonus to avoid area effects.

Move-by Action Move both before and after your standard action.

Power Attack Trade attack bonus for effect bonus.

Precise Attack (Close, Concealment) Ignore attack check penalties for either cover or concealment.

Teamwork +5 bonus to support team checks.

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, Wall-crawling 1: -1 speed rank

(Inactive) Jumping: Leaping 2 - Leap 30 feet at 8 miles/hour

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

(Inactive) Running: Speed 2 - Speed: 8 miles/hour, 120 feet/round

Throwing Distance - Throw 3200 lbs. 6 feet; throw 800 lbs. 30 feet; throw 200 lbs. 120 feet

Equipment

Commlink

Complications

Code of Conduct Maeve has a strong, personal code of ethics. She acts by her own ideal of honor, which allows her to steal from people she believes "deserves it." Likewise, it enables her to take vengeance on those that she believes have wronged her or her friends.

Police Record Catnip is wanted by local and federal law enforcement agencies.

Skills

	Total	Ranks	Ability	Other
Acrobatics	+10	2	8	
Athletics	+5	1	4	
Close Combat: Big Claws	+9	1	8	
Close Combat: Knives	+11	3	8	
Close Combat: Unarmed	+8	-	8	
Deception	+5	2	3	
Expertise: Electronics	+5	3	2	
Insight	+2	-	2	
Intimidation	+3	-	3	
Investigation	-	-	2	
Perception	+8	-	2	+6
Persuasion	+5	2	3	
Sleight of Hand	+5	3	2	
Stealth	+10	2	8	
Technology	+7	5	2	
Treatment	-	-	2	
Vehicles	-	-	2	

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

Background Information

Languages: Native Language

Additional Details

PP earned so far: 4