

## Dynawoman

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

Power Level 11, 166 PP; Abilities 82 + Powers 34 + Advantages 17 +  
Skills 15 (30 ranks) + Defenses 18

### Abilities

Strength	12	Agility	2	Fighting	6	Awareness	2
Stamina	12	Dexterity	2	Intellect	1	Presence	4

### Offense

Initiative: +6

Attack Name	Attack Bonus & Resistance DC	Notes
Throw	+10, DC 27	Bludgeon, Crit 20
Unarmed	+10, DC 27	Bludgeon, Crit 20

### Powers

- ü **Invulnerability: Impervious Toughness 12** (12 PP)  
(Free - Personal - Continuous)
- ü **Movement** (10 PP)
  - Fast Flight: Flight 8** (1 PP)  
Speed: 500 miles/hour, 1 mile/round; Distracting (Free - Personal - Sustained)
  - Flight 4** (8 PP)  
Speed: 30 miles/hour, 500 feet/round (Free - Personal - Sustained)
  - Swimming 8** (1 PP)  
Speed: 120 miles/hour, 1800 feet/round (Free - Personal - Sustained)
- ü **Power-lifting 3** (3 PP)  
+3 STR for lifting (Reaction - Personal - Continuous)
- ü **Strong Eyes: Senses 2** (2 PP)  
Extended: Vision 1: x10, Low-light Vision (Personal - Permanent)
- ü **Tough Broad: Immunity 7** (7 PP)  
Disease, Environmental Conditions (All), Suffocation: Drowning (Personal - Permanent)

### Advantages

- Accurate Attack** Trade effect DC for attack bonus.
- Attractive** Circumstance bonus to interaction based on your looks.
- Close Attack 2** +1 bonus to close attack checks per rank.
- Connected** Call in assistance or favors with a Persuasion check.
- Equipment 1** 5 points of equipment per rank.
- Improved Initiative** +4 bonus to initiative checks per rank.
- Inspire 4** Spend a hero point to grant allies a +1 circumstance bonus per rank.
- Leadership** Spend a hero point to remove a condition from an ally.
- Move-by Action** Move both before and after your standard action.
- Power Attack** Trade attack bonus for effect bonus.
- Taunt** Use Deception to demoralize in combat.
- Teamwork** +5 bonus to support team checks.
- 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)
- Fast Flight: Flight 8** - Speed: 500 miles/hour, 1 mile/round
- Flight 4** - Speed: 30 miles/hour, 500 feet/round
- Routine Jump Distance** - Running jump: 25 ft.; standing: 12.5 ft.; vertical: 5 ft.; standing vert.: 2.5 ft.



### Defenses

Dodge	10
Parry	10
Fortitude	12
Toughness	12
Impervious: +12	
Will	8

Hero Points: 1



Kimberly Trevor  
Copyright 1989 - Kenneth G. Hallaron  
Updated 4/8/16

## Movement

**Swimming 8** - Speed: 120 miles/hour, 1800 feet/round

**Throwing Distance** - Throw 3.2 ktons 6 feet; throw 800 tons 30 feet; throw 200 tons 120 feet

## Equipment

Commlink

## Complications

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

**Relationship** Dynawoman's former Force Five teammates are in as diverse groups as Havok, IOGWP and the American Rangers, and she's not always on the best terms with them. Having led Force 5, she thinks she'd be a better leader for the Collection Agency than Wavelength. Kimberly Trevor is a lesbian, and she has a thing for her teammate Rose. She's also a target of Wavelength's lusts.

## Background Information

**Languages:** English

### Additional Details

PP earned so far: 13

## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	<b>+5</b>	3	2	
<b>Athletics</b>	<b>+15</b>	3	12	
<b>Close Combat: Unarmed</b>	<b>+8</b>	2	6	
<b>Deception</b>	<b>+5</b>	1	4	
<b>Expertise: Navigation</b>	<b>+4</b>	3	1	
<b>Expertise: Streetwise</b>	<b>+3</b>	2	1	
<b>Insight</b>	<b>+2</b>	-	2	
<b>Intimidation</b>	<b>+10</b>	6	4	
<b>Investigation</b>	<b>-</b>	-	1	
<b>Perception</b>	<b>+2</b>	-	2	
<b>Persuasion</b>	<b>+4</b>	-	4	
<b>Ranged Combat: Throw</b>	<b>+10</b>	8	2	
<b>Sleight of Hand</b>	<b>-</b>	-	2	
<b>Stealth</b>	<b>+2</b>	-	2	
<b>Technology</b>	<b>+3</b>	2	1	
<b>Treatment</b>	<b>-</b>	-	1	
<b>Vehicles</b>	<b>-</b>	-	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