



## Advantages

- Improved Initiative** +4 bonus to initiative checks per rank.
- Improved Smash** No penalty for the smash action.
- Move-by Action** Move both before and after your standard 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.
- Ranged Attack 3** +1 bonus to ranged attack checks per rank.
- Teamwork** +5 bonus to support team checks.
- Weapon Bind** Free disarm attempt when you actively defend.
- Weapon Break** Free smash attack when you actively defend.
- 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)
- Routine Jump Distance** - Running jump: 15 ft.; standing: 7.5 ft.; vertical: 3 ft.; standing vert.: 1.5 ft.
- Throwing Distance** - Throw 1600 lbs. 6 feet; throw 400 lbs. 30 feet; throw 100 lbs. 120 feet
- Wind Riding: Flight 7** - Speed: 250 miles/hour, 0.5 miles/round

## Equipment

Commlink, Current SoF HQ 20, Vehicles as needed 9

## Complications

- Greedy Patriot** Gail believes in the her government, but not as much as in the almighty dollar.
- Police Record** Gail Force is wanted by local and federal law enforcement agencies.
- Vulnerability** Gail takes +5 damage from extreme heat attacks.

## Background Information

**Languages:** English

She has the given name Gail, but uses "Gale" professionally.

### Additional Details

PP earned so far: 9

## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	<b>+10</b>	5	5	
<b>Athletics</b>	<b>+5</b>	2	3	
<b>Deception</b>	<b>+10</b>	6	4	
<b>Expertise: Mercenary World</b>	<b>+10</b>	6	4	
<b>Expertise: Tactics</b>	<b>+10</b>	6	4	
<b>Insight</b>	<b>+4</b>	-	4	
<b>Intimidation</b>	<b>+4</b>	-	4	
<b>Investigation</b>	<b>-</b>	-	4	
<b>Perception</b>	<b>+5</b>	1	4	
<b>Persuasion</b>	<b>+8</b>	4	4	
<b>Ranged Combat: Weather Control</b>	<b>+7</b>	2	5	
<b>Sleight of Hand</b>	<b>+6</b>	1	5	
<b>Stealth</b>	<b>+5</b>	-	5	
<b>Technology</b>	<b>+5</b>	1	4	
<b>Treatment</b>	<b>+5</b>	1	4	
<b>Vehicles</b>	<b>+10</b>	5	5	

## 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