

Heartbreak

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

Hair: red

Power Level 10, 154 PP; Abilities 56 + Powers 39 + Advantages 25 + Skills 15 (30 ranks) + Defenses 19

Abilities

Strength	1	Agility	6	Fighting	2	Awareness	3
Stamina	3	Dexterity	6	Intellect	3	Presence	4

Offense

Initiative: +10

Attack Name	Attack Bonus & Resistance DC	Notes
Psychokinetic Punch: Blast 10	+10, DC 25 250/500/1000 ft.. Crit 20
Psychokinis: Move Object 6	+14, DC 21 150/300/600 ft.. Crit 20
Thermite Pellets: Blast 6	+14, DC 21 12/30/60 ft., Crit 20
Throw	+10, DC 16 Bludgeon, Crit 20
Unarmed	+2, DC 16 Bludgeon, Crit 20

Powers

ü Psychokinetic Array (24 PP)

Psychokinetic Interception: Deflect 10 (1 PP)
(Standard - Ranged, 250/500/1000 ft. - Instant)

Psychokinetic Punch: Blast 10 (1 PP)
DC 25 *(Standard - Ranged, 250/500/1000 ft. - Instant)*

Psychokinetic Redirection: Deflect 10 (1 PP)
Redirection, Reflect; Limited: Only attacks with a physical manifestation *(Standard - Ranged, 250/500/1000 ft. - Instant)*

Psychokinis: Move Object 6 (21 PP)
3200 lbs., DC 21; Accurate 2: +4, Damaging, Precise *(Standard - Ranged, 150/300/600 ft. - Sustained)*

ü Self-Affecting Psychokinetics (15 PP)

Flight 6 (13 PP)
[0 active, 12/12 PP, 2/r], Speed: 120 miles/hour, 1800 feet/round *(Free - Personal - Sustained)*

ü Protection 6 (2 PP)
[6 active, 12/12 PP, 2/r], +6 Toughness; Impervious *(Personal - Permanent)*

ü Utility Belt (16 EP)

Flash Pellets: Cumulative Burst Area Affliction 4 (1 PP)
1st degree: Impaired, 2nd degree: Disabled, 3rd degree: Unaware, Resisted by: Fortitude, DC 14;
Burst Area: 30 feet radius sphere, DC 14, Cumulative *(Standard - Close - Instant)*

Sleep Gas Pellets: Cumulative Cloud Area Affliction 4 (1 PP)
1st degree: Fatigued, 2nd degree: Exhausted, 3rd degree: Asleep, Resisted by: Fortitude, DC 14;
Cloud Area: 15 feet radius sphere, DC 14, Cumulative *(Standard - Close - Instant)*

Smoke Pellets: Cloud Area Concealment 3 (1 PP)
Sense - Sight, Sense - Smell; Cloud Area 2: 30 feet radius sphere, DC 13 *(Free - Personal - Sustained)*

Thermite Pellets: Blast 6 (13 PP)
DC 21; Penetrating 4; Diminished Range 3 *(Standard - Ranged, 12/30/60 ft. - Instant)*

Advantages

Accurate Attack Trade effect DC for attack bonus.

Agile Feint Feint using Acrobatics skill or Speed rank.

Attractive 2 Circumstance bonus to interaction based on your looks.

Benefit, Wealth 3 (millionaire) Gain a significant perquisite or fringe benefit.

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

Equipment 4 5 points of equipment per rank.

Fascinate (Deception) Use an interaction skill to entrance others.



Defenses

Dodge **10**

Parry **10**

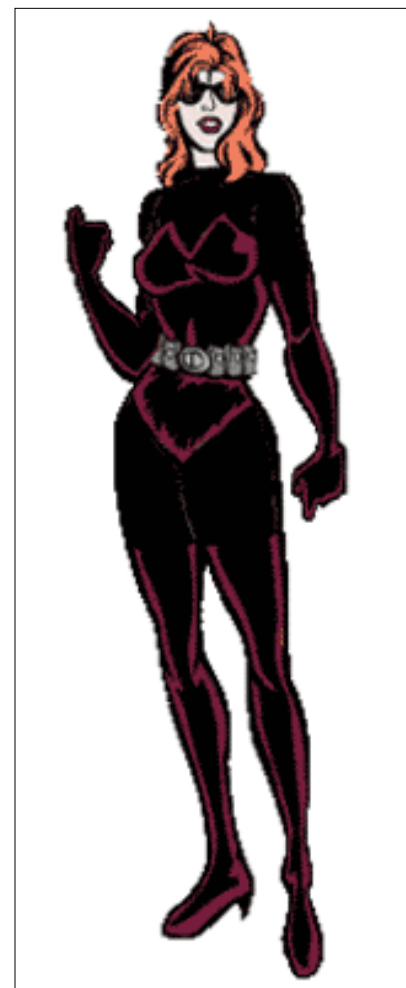
Fortitude **5**

Toughness **10/3**

Impervious: +6

Will **8**

Hero Points: 1



Sondra Carso

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Advantages

- Improved Initiative** +4 bonus to initiative checks per rank.
- 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 4** +1 bonus to ranged attack checks per rank.
- Taunt** Use Deception to demoralize in combat.
- Teamwork** +5 bonus to support team checks.
- 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)
- Flight 6** - Speed: 120 miles/hour, 1800 feet/round
- Routine Jump Distance** - Running jump: 13 ft.; standing: 6.5 ft.; vertical: 2.6 ft.; standing vert.: 1.3 ft.
- Throwing Distance** - Throw 400 lbs. 6 feet; throw 100 lbs. 30 feet; throw 25 lbs. 120 feet

Equipment

Binoculars, High Range Radio 2, Utility Belt [Utility Belt]

Complications

- Myopia** Sondra is nearsighted, causing images seen when looking at a distant object to be out of focus, but clear when looking at a close object. She wears corrective lenses to adjust her vision.
- Obsession** Sondra has been obsessed with both Midnight Cross and Brainwave at different times.
- Police Record** Heartbreak is wanted by local and federal law enforcement agencies.
- Secret Identity** Sondra Carso, millionaire jet-setter, keeps her life as Heartbreak a carefully guarded secret.
- Thrillseeker** Sondra lives life to its fullest, always searching for the next adrenalin rush.

Background Information

Languages: Native Language

Additional Details

PP earned so far: 6

Skills

	Total	Ranks	Ability	Other
Acrobatics	+7	1	6	
Athletics	+3	2	1	
Deception	+10	6	4	
Expertise: Streetwise	+4	1	3	
Insight	+3	-	3	
Intimidation	+4	-	4	
Investigation	-	-	3	
Perception	+3	-	3	
Persuasion	+10	6	4	
Ranged Combat: Utility Belt	+10	4	6	
Sleight of Hand	+10	4	6	
Stealth	+10	4	6	
Technology	+5	2	3	
Treatment	-	-	3	
Vehicles	-	-	6	

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