

Second-Hand Rose

Female; Age: 28; Height: 5' 9"; Weight: 125 lb.

Eyes: hazel; Hair: strawberry blond

Power Level 11, 182 PP; Abilities 54 + Powers 81 + Advantages 17 + Skills 12 (24 ranks) + Defenses 18

Abilities

Strength	0	Agility	5	Fighting	4	Awareness	4
Stamina	3	Dexterity	5	Intellect	2	Presence	4

Offense

Initiative: +5

Attack Name Attack Bonus & Resistance DC Notes

Throw +5, DC 15 **Bludgeon, Crit 20**
Unarmed +4, DC 15 **Bludgeon, Crit 20**

Powers

- ü **Even the women like her: Enhanced Trait 5** (5 PP)
 Pheromonal, Chemical, Deception +5 (+13), Persuasion +5 (+13) (Free - Personal - Sustained)
- ü **Force Field Belt: Protection 3** (5 PP)
 Removable, +3 Toughness; Impervious (Personal - Permanent)
- ü **Pheromone Cloud: Cloud Area Broad Simultaneous Weaken 8** (50 PP)
 Affects: Fortitude and Will, Resisted by: Fortitude, DC 18; Cloud Area: 15 feet radius sphere, DC 18, Broad: Fortitude and Will, Increased Duration 2: sustained, Insidious, Simultaneous, Subtle: subtle (Standard - Close - Sustained)
- ü **Pheromone Powers** (19 PP)
 - Hold Still, dear: Cumulative Affliction 12** (18 PP)
 Pheromonal, Chemical, 1st degree: Vulnerable, Hindered, 2nd degree: Defenseless, Immobile, Resisted by: Will, DC 22; Accurate 3: +6, Cumulative, Extra Condition, Insidious, Reach (melee): 5 ft., Subtle: subtle; Limited Degree, Resistible: Fortitude (Standard - Close, 5ft. - Instant)
 - I need you to.....: Cumulative Affliction 12** (1 PP)
 Pheromonal, Chemical, 1st degree: Entranced, 2nd degree: Compelled, 3rd degree: Controlled, Resisted by: Will, DC 22; Accurate 3: +6, Cumulative, Insidious, Reach (melee): 5 ft., Subtle: subtle; Resistible: Fortitude (Standard - Close, 5ft. - Instant)
- ü **You don't really want to hurt me: Enhanced Trait 6** (2 PP)
 Traits: Parry +6 (+13); Custom: Resistible by Fortitude, Resistible: Will (Free - Personal - Sustained)

Advantages

- Attractive** Circumstance bonus to interaction based on your looks.
- Daze (Deception)** Use Deception or Intimidation to daze an opponent.
- Defensive Roll 3** +1 active defense bonus to Toughness per rank.
- Equipment 2** 5 points of equipment per rank.
- Fascinate (Deception)** Use an interaction skill to entrance others.
- Favored Foe: Lesbians** Circumstance bonus to certain checks against a type of opponent.
- Favored Foe: Men** Circumstance bonus to certain checks against a type of opponent.
- Inspire 5** Spend a hero point to grant allies a +1 circumstance bonus per rank.
- Taunt** Use Deception to demoralize in combat.
- 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: 12 ft.; standing: 6 ft.; vertical: 2.4 ft.; standing vert.: 1.2 ft.
- Throwing Distance** - Throw 200 lbs. 6 feet; throw 50 lbs. 30 feet; throw 12 lbs. 120 feet



Defenses

Dodge	10
Parry	13/7
Fortitude	7
Toughness	9/6
	Impervious: +3
Will	10

Hero Points: 1



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Equipment

Commlink, The Masie

Complications

Coniving Slut Rosemarie is mean and manipulative. She will will sleep with ANYONE to get what she wants.

Police Record Second-Hand Rose is wanted by local and federal law enforcement agencies.

Relationships Rosemarie Earl loves his cousins Beau and Luke like they were brothers, except of course, for the sex.

The Masie (Vehicle)

Strength 5, Defense -2, Toughness 8, Size Large

Powers

Speed 5 (Speed: 60 miles/hour, 900 feet/round)

Power Points

Abilities 2 + Powers 5 + Advantages 0 + Features 0 + Skills 0 (0 ranks) + Defenses 1 + Equipment 0 (0 ep) + Weapons & Armor 0 (0 ep) = 8

Background Information

Languages: English

Additional Details

PP earned so far: 4

Skills

	Total	Ranks	Ability	Other
Acrobatics	+7	2	5	
Athletics	+2	2		
Deception	+13	4	4	+5
Expertise: Bureaucratics	+5	3	2	
Expertise: Streetwise	+5	3	2	
Insight	+4	-	4	
Intimidation	+4	-	4	
Investigation	-	-	2	
Perception	+4	-	4	
Persuasion	+13	4	4	+5
Sleight of Hand	+6	1	5	
Stealth	+6	1	5	
Technology	+3	1	2	
Treatment	+4	2	2	
Vehicles	+6	1	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