

Autobahn

Female; Age: 21; Height: 5' 10"; Weight: 225 lb.
Eyes: Blue; Hair: Blonde, Bob Cut

Power Level 10, 149 PP, **1 PP left to spend** ; Abilities 62 + Powers 51 +
Advantages 14 + Skills 22 (43 ranks) + Defenses 0

Abilities

Strength	1	Agility	8	Fighting	2	Awareness	2
Stamina	6	Dexterity	8	Intellect	1	Presence	3

Offense

Initiative: +40

Attack Name Attack Bonus & Resistance DC Notes

Battering Ram: Damage 9 +4, DC 24 Crit 20
Move Object: Move Object 2 +8, DC 12 50/100/200 ft., Crit 20
Throw +8, DC 16 Bludgeon, Crit 20
Unarmed +2, DC 16 Bludgeon, Crit 20

Powers

Battering Ram: Damage 9 (6 PP)
DC 24; Accurate: +2; Custom: Requires Move Action (Standard - Close - Instant)

Enhanced Trait: Enhanced Trait 8 (4 PP)
Traits: Dodge +8 (+12); Custom: Only when Moving (Free - Personal - Sustained)

Enhanced Trait: Enhanced Trait 4 (4 PP)
Traits: Will +4 (+6) (Free - Personal - Sustained)

Speedster Trick Array (8 PP)
Blindfolding: Affliction 10 (5 PP)
1st degree: Vulnerable, 2nd degree: Stunned, 3rd degree: Unaware, DC 20; Alternate Resistance (Dodge), Reversible; Grab-based, Limited: to Masks (Standard - Close - Instant)

Move Object: Move Object 2 (1 PP)
200 lbs. (Standard - Ranged, 50/100/200 ft. - Sustained)

Quickness: Quickness 5 (1 PP)
Perform routine tasks in -5 time ranks (Free - Personal - Sustained)

Speed: Speed 5 (1 PP)
Speed: 60 miles/hour, 900 feet/round (Free - Personal - Sustained)

Super-speed (24 PP)
Advantages: Improved Initiative 8

Quickness: Quickness 8 (8 PP)
Perform routine tasks in -8 time ranks (Free - Personal - Sustained)

Speed: Speed 8 (8 PP)
Speed: 500 miles/hour, 1 mile/round (Free - Personal - Sustained)

Tougher Body: Immunity 1 (1 PP)
Environmental Condition: Friction (Personal - Permanent)

Wall Running: Movement 2 (3 PP)
Wall-crawling 2: full speed; Custom: Only when Moving (Free - Personal - Sustained)

Water Running: Movement 1 (1 PP)
Water Walking 1: you sink if you are prone; Custom: Only when Moving (Free - Personal - Sustained)

Advantages

Agile Feint Feint using Acrobatics skill or Speed rank.
Defensive Roll 2 +1 active defense bonus to Toughness per rank.
Evasion Circumstance bonus to avoid area effects.
Great Endurance +5 on checks involving endurance.
Improved Initiative 8 +4 bonus to initiative checks per rank.
Instant Up Stand from prone as a free action.
Interpose Take an attack meant for an ally.



Defenses

Dodge	12/8
Parry	2
Fortitude	6
Toughness	8/6
Will	6/2

Hero Points: 1

Damage

<input type="checkbox"/>	Bruises
<input type="checkbox"/>	Dazed
<input type="checkbox"/>	Staggered
<input type="checkbox"/>	Incapacitated

Fatigue

<input type="checkbox"/>	Fatigued
<input type="checkbox"/>	Exhausted

Advantages

Jack-of-all-trades Use any skill untrained.

Languages 1 Speak and understand additional languages.

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

Seize Initiative Spend a hero point to go first in the initiative order.

Takedown Free extra attack when you incapacitate a minion.

Tracking Use Perception to follow tracks.

Well-informed Immediate Investigation or Persuasion check to know something.

Movement

Base Movement Speed - 16000 miles/hour, 30 miles/round (run 32000 miles/hour, 60 miles/round; swim 4000 miles/hour, 8 mile

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

Speed: Speed 5 - Speed: 60 miles/hour, 900 feet/round

Speed: Speed 8 - Speed: 500 miles/hour, 1 mile/round

Throwing Distance - Throw 400 lbs. 6 feet; throw 100 lbs. 30 feet; throw 25 lbs. 120 feet

Wall Running: Movement 2 - Wall-crawling 2: full speed

Water Running: Movement 1 - Water Walking 1: you sink if you are prone

Complications

Motivation: Recognition She is a little bit of an attention hog and loves the spotlight.

Phobia Chronophobia specifically. She preceives the passage of time so differently that messing with how she does scares her.

Background Information

Languages: English, German

Her secret ID is Gisele Rainer

Skills

	Total	Ranks	Ability	Other
Acrobatics	+17	9	8	
Athletics	+5	4	1	
Close Combat: Unarmed	+6	4	2	
Deception	+6	3	3	
Expertise: Current Events	+5	4	1	
Expertise: Popular Culture	+5	4	1	
Insight	+5	3	2	
Intimidation	+3	-	3	
Investigation	+1	-	1	
Perception	+8	6	2	
Persuasion	+3	-	3	
Sleight of Hand	+13	5	8	
Stealth	+8	-	8	
Technology	+1	-	1	
Treatment	+1	-	1	
Vehicles	+9	1	8	

Validation Report

Validation Report (1 issues): Dodge: Exceeds Power Level limit by 4

Settings: Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Hero High: Hero High; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment

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