



MDSnowman's

DC FILES

AQUAMAN



STR	DEX	CON	INT	WIS	CHA
+9	+6	+7	+1	+2	+3
28/16	22/14	24/16	12	14	16
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+12	+10	+8	+8		

COMBAT: Attack +8 (+10 in Water)[Unarmed +9, Trident +12; 19-20 Crit] Defense 18 [20 in Water] (14 flat-footed) Init +14

SKILLS: Bluff 8 (+11/+15), Diplomacy 12 (+15/+19), Gather Information 8 (+11), Intimidate 8 (+11), Knowledge [Arcane Lore] 8 (+9), Knowledge [Atlantean Civics] 12 (+13), Notice 12 (+14), Search 8 (+9), Sense Motive 8 (+10), Stealth 8 (+14), Swim 12 (+21)

FEATS: All-Out Attack, Attractive, Benefit [Status], Environmental Adaptation [Deep Sea], Equipment (2), Favored Environment [Aquatic] (4), Improved Initiative (2), Inspire (2), Leadership, Power Attack, Teamwork, Stunning Attack

POWERS: **Comprehend 2** (Animals; *Flaws:* Limited- Sea Creatures [-1]; 1pp), **Device 3** [Bracelet of the Water Bearer – **Nullify 11** (Magic; *Alternate Powers:* **Super Senses** [Post Cognition, Precognition], **ESP [Visual] 5**, **Healing 5**, **Suffocate 5**; 12pp), **Enhanced Strength 12** (12pp), **Enhanced Dexterity 8** (8pp), **Enhanced Constitution 8** (8pp), **Immunity 2** (Pressure, Suffocation due to Water; 2pp), **Protection 4** (4pp), **Super Senses 1** (Low Light Vision; 1pp), **Swimming 7** (7pp), **Super Strength 3** (6pp), **Telepathy 11** (*Alternate Power:* Area **Mind Control** Limited to Aquatic Creatures; 23pp)

EQUIPMENT: *Hydro Pants* [1ep], *Trident* [+3 Damage; Mighty; Improved Critical; Extended Reach; Thrown; 7ep]

DRAWBACKS: *Power Drawback* [Telepathy only rank 6 vs. Land Dwellers; 1pp], *Power Loss* [Super Strength, after 2 hours out of water; 1pp], *Weakness* [-1 Constitution for Being outside Water for an Hour without Hydro Pants; Uncommon Occurrence; Moderate Intensity; 2pp]

Abilities 28 + Skills 26 (104 ranks) + Feats 18 + Powers 84
+ Combat 32 + Saves 11 – Drawbacks 4 = 195 PP

PL 11

AZRAEL



STR	DEX	CON	INT	WIS	CHA
+4	+4	+4	+3	+0	+2
18/14	18/14	18/14	16	10	14
TOUGHNESS		FORTITUDE		REFLEX	
+7		+10		+10	
				+8	

COMBAT: Attack +10 (+12 Melee or Throwing Blades) [Unarmed +4, Flaming Daggers +6; 18-20 Crit, Flaming Sword +8; 19-20 Crit] Defense 23 (14 flat-footed) Init +12

SKILLS: Acrobatics 8 (+12), Bluff 8 (+10), Climb 8 (+12), Escape Artist 8 (+12), Intimidate 13 (+15), Knowledge [Theology] 7 (+10), Notice 12 (+12), Ride 4 (+8), Search 8 (+11), Sense Motive 12 (+12), Stealth 12 (+16)

FEATS: Accurate Attack, All-Out Attack, Attack Focus [Melee] (2), Defensive Attack, Dodge Focus (5), Elusive Target, Equipment, Fearsome Presence (6), Improved Block, Improved Disarm, Improved Initiative (2), Power Attack, Rage (2) [+4 Strength, +2 Fortitude & Will Saves; 10 Rounds], Startle, Takedown Attack, Uncanny Dodge [Hearing]

POWERS: **Device 3** [Azrael's Arsenal — Flaming Sword (**Strike 4**; *Extras*: Penetrating; *Power Feats*: Mighty, Improved Critical) *Alternate Power*: Flaming Daggers (**Strike 2**; *Extras*: Auto-Fire; *Power Feat*: Mighty, Improved Critical [2]), Throwing Blades (+2 Damage; *Extra*: Auto-Fire; *Power Feats*: Accurate); 9pp], **Enhanced Strength 4** (4pp), **Enhanced Dexterity 4** (4pp), **Enhanced Constitution 4** (4pp), **Leaping 2** (2pp)

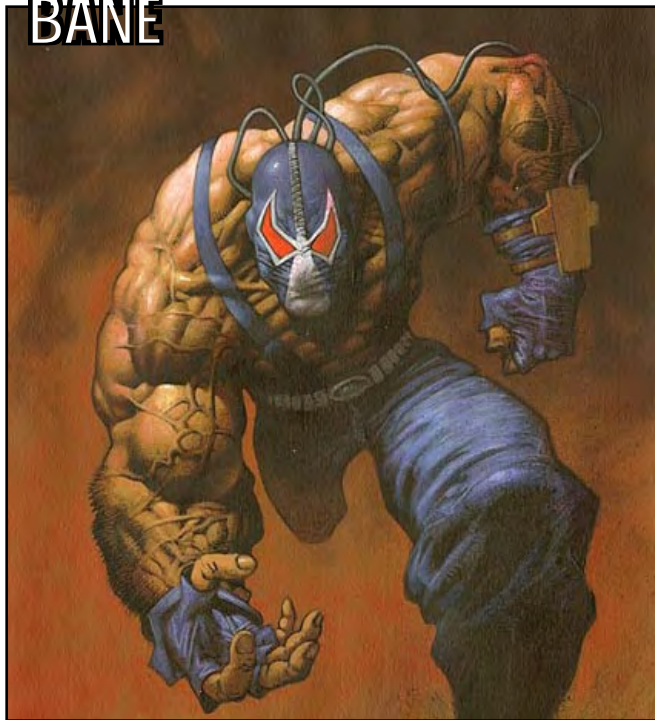
EQUIPMENT: *Mantle of Azrael* [+3 Toughness, **Super Movement 1** (Slow Fall); 5ep]

DRAWBACKS: *Normal Identity* [Jean-Paul Valley; Common Occurrence (Full round); Major Intensity; 4pp]

Abilities 22 + Skills 25 (100 ranks) + Feats 28 + Powers 23
+ Combat 36 + Saves 20 – Drawbacks 4 = 150 PP

PL 10

BANE



STR	DEX	CON	INT	WIS	CHA
+9	+3	+9	+3	+2	+1
28/16	16	28/16	16	14	12
TOUGHNESS		FORTITUDE		REFLEX	
+9		+10		+6	

COMBAT: Attack +8 (+11 Melee) [Unarmed +9; 19–20 crit] Defense 21 (14 flat-footed)
Init +3

SKILLS: Bluff 4 (+5), Climb 8 (+17), Gather Information 12 (+13), Intimidate 13 (+14), Knowledge [Streetwise] 10 (+14), Notice 10 (+12), Sense Motive 12 (+14), Stealth 10 (+13), Languages (Spanish)

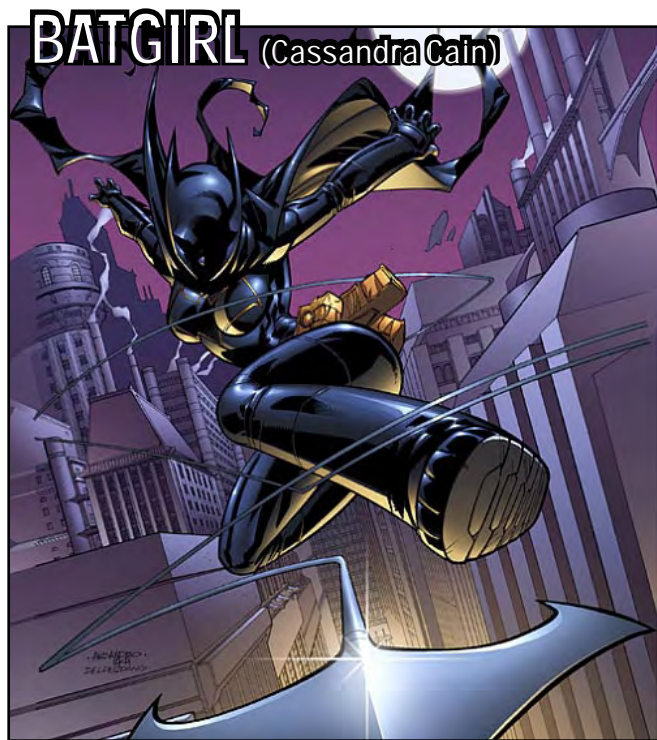
FEATS: All-Out Attack, Assessment, Attack Focus [Melee] (3), Chokehold, Connected, Diehard, Dodge Focus (3), Improved Critical [Unarmed], Improved Escape, Improved Grab, Improved Pin, Master Plan, Power Attack, Second Chance [Intimidate Check], Startle, Stunning Attack, Ultimate Effort [Ultimate Grapple Check], Well-Informed

POWERS: **Device 3** [Venom Injection System – **Boost (Strength & Constitution)** 12 (Flaws: Personal Only [–1]; Power Feats: Slow Fade [3]; 12pp)

DRAWBACKS: *Weakness* [Venom Deprivation – Common Occurrence; Major Intensity; 4pp]

Abilities 30 + Skills 20 (80 ranks) + Feats 22 + Powers 12
+ Combat 32 + Saves 8 – Drawbacks 4 = 120 PP

PL 10



BATGIRL (Cassandra Cain)

STR	DEX	CON	INT	WIS	CHA
+2	+4	+3	+2	+2	+1
14	18	16	14	14	12
TOUGHNESS		FORTITUDE		REFLEX	WILL
+5		+5		+12	+5

COMBAT: Attack +13 [Unarmed +5; 17-20 Crit; Bat-a-rang +4] Defense 25 (14 flat-footed) Init +12

SKILLS: Acrobatics 13 (+17)*, Concentration 6 (+8)*, Gather Information 10 (+11), Intimidate 14 (+15), Notice 12 (+14), Sense Motive 12 (+14)*, Stealth 12 (+16)*, Language (English; Base: Japanese)

FEATS: Accurate Attack, Acrobatic Bluff, All-Out Attack, Defensive Attack, Dodge Focus (7), Elusive Target, Equipment (3), Evasion (2), Hide in Plain Sight, Improved Block, Improved Disarm (2), Improved Trip, Instant Up, Luck (2), Power Attack, Rage [+4 Strength, +2 Fortitude and Will Saves, -2 Defense; 5 Rounds], Skill Mastery [Acrobatics, Concentration, Sense Motive, Stealth], Sneak Attack, Stunning Attack, Takedown Attack (2)

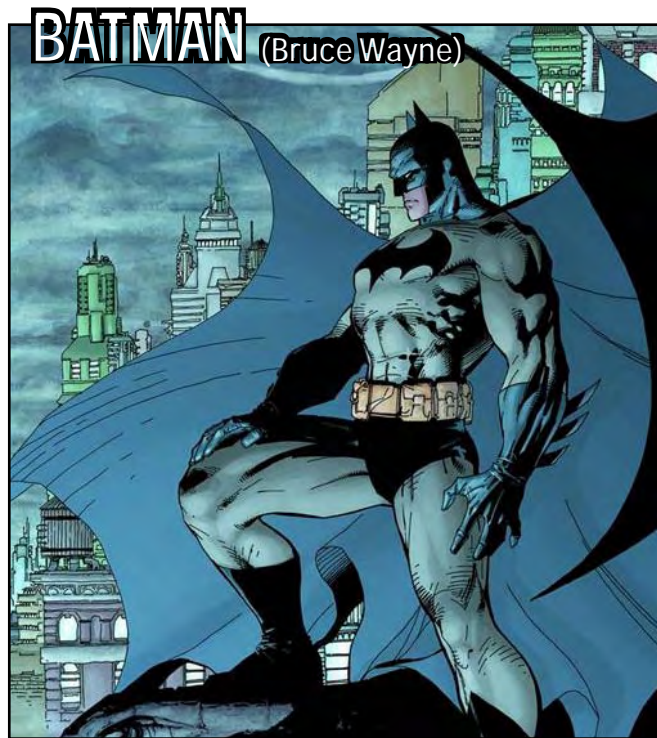
POWERS: Strike 3 (Extras: Duration (Concentration) [+1]; *Power Feat:* Mighty; *Alternate Power:* **Strike 3** (Extra: Aura [+1]; *Power Feat:* Mighty); 8pp), **Super Senses 1** (Danger Sense; *Power Feats:* Assessment, Uncanny Dodge, Improved Critical [Unarmed] (3), Improved Initiative (2); 7pp)

EQUIPMENT: Uniform [+2 Toughness; **Super Movement** [Slow Fall]; 4ep], Comm-Link [1ep], Utility Belt (Bat-a-rang - [+2 Dmg; Mighty 6ep], Shuriken [+1 Damage; Auto-Fire; 3ep], Swing Line - [**Super Movement** (Swinging) 2ep], Smoke Pellets - [**Obscure (Visual)** 4ep], Caltrops - [1ep]; 10ep)

DRAWBACKS: *Power Loss* [Strike; When Danger Sense is Negated; Uncommon Occurrence; Minor Intensity; 1pp]

Abilities 28 + Skills 21 (84 ranks) + Feats 33 + Powers 15
+ Combat 41 + Saves 13 – Drawbacks 1 = 150 PP

PL 10



STR	DEX	CON	INT	WIS	CHA
+3	+4	+3	+3	+4	+4
16	18	16	16	18	18
TOUGHNESS		FORTITUDE		REFLEX	
+9/+7		+10		+10	

COMBAT: Attack +15 [Unarmed +6; Batarang +5] Defense 25 (13 flat-footed) Init +12

SKILLS: Acrobatics 8 (+12), Bluff 12 (+16/+20), Climb 4 (+7), Computers 7 (+10), Diplomacy 8 (+12/+16), Disable Device 9 (+12), Drive 4 (+8), Escape Artist 12 (+16), Gather Information 8 (+12), Intimidate 12 (+16)*, Investigate 12 (+16)*, Knowledge [Behavioral Sciences] 10 (+13), Knowledge [Streetwise] 10 (+13), Notice 8 (+12), Search 12 (+15), Sense Motive 12 (+16)*, Sleight of Hand 8 (+12), Stealth 12 (+16)*, Languages (Arabic, Chinese, French, Japanese, Latin, Nama, Nepali, Spanish; Base: English)

FEATS: All Out Attack, Assessment, Attractive, Benefit (3), Connected, Contacts, Defensive Attack, Defensive Roll (2), Dodge Focus (10), Equipment (16), Evasion (2), Fearsome Presence (6), Hide in Plain Sight, Improved Disarm (2), Improved Initiative (2), Luck, Master Plan, Power Attack, Ranged Pin, Redirect, Skill Mastery [Investigate, Stealth, Sense Motive, Intimidate], Sneak Attack (2), Startle, Uncanny Dodge [Hearing], Well-Informed

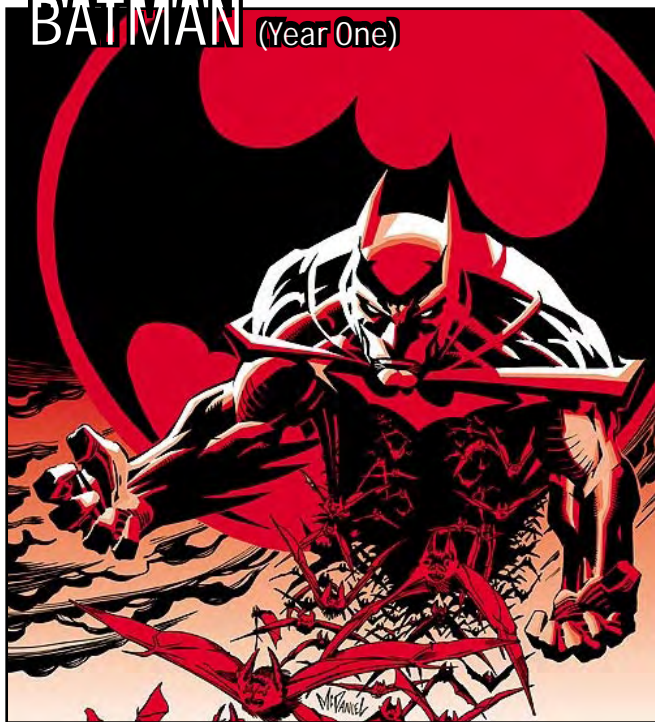
POWERS: **Strike 3** (Power Feat: Mighty; 4pp)

EQUIPMENT: **Utility Belt** [Flash-Bang [Dazzle Burst 4; 16ep], Blow Gun [Ranged Paralyze 5; 15ep], Smoke Pellet [Obscure (Visual), 4ep], Batarang [Damage +2; 6ep], Bolos [Snare 7; 14ep], Sleep Gas [Fatigue Explosion 4; 12ep], Stun Gun [Stun 7; 14ep], Mace Spray [Dazzle + Stun 5; 15ep], Grappling Gun [Swinging; 2ep; 24ep], **Random- Hand Cuffs** [1ep], Flashlight [1ep], **Costume** (+4 Toughness, 4ep), **Headquarters [Wayne Manor / Bat Cave]** (Size: Huge; Toughness: 10; Features: Communications, Computer, concealed, Defense System, Dock, Garage, Gym, Hanger, Infirmary, Isolated, Laboratory, Library, Living Space, Power System, Workshop. Cost 20ep), **Vehicle [The Batmobile]** (Strength 35; Speed 5, Defense 8, Toughness 9, Size: Huge; Features: Alarm [5; DC 40], Caltrops, Hidden Compartments Navigation System [3], Oil Slick, Remote Control, Smoke Screen; Powers: Impervious [9]; 30ep)

Abilities 42 + Skills 44 (176 ranks) + Feats 61 + Powers 4
+ Combat 40 + Saves 19 – Drawbacks 0 = 210 PP

PL 12

BATMAN (Year One)



STR	DEX	CON	INT	WIS	CHA
+4	+4	+4	+3	+1	+3
18	18	18	16	12	16
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+6	+8	+8	+5		

COMBAT: Attack +10 (+14 w/ Unarmed) [Unarmed +4, Bat-a-rang +6] Defense 24 (14 flat-footed) Init +8

SKILLS: Acrobatics 5 (+9), Bluff 8 (+11), Computers 7 (+10), Diplomacy 8 (+11), Disable Device 8 (+11), Drive 4 (+8), Escape Artist 8 (+12), Gather Information 8 (+11), Intimidate 10 (+13), Investigate 10 (+11), Knowledge [Behavioral Sciences] 8 (+11), Knowledge [Streetwise] 8 (+11), Notice 8 (+9), Search 10 (+13), Sense Motive 10 (+11), Sleight of Hand 8 (+12), Stealth 10 (+14), Languages (Arabic, Chinese, French, Japanese, Latin, Spanish; Base: English)

FEATS: All-Out Attack, Attack Specialization [Unarmed] (2), Benefit [Wealth x3] (3), Defensive Attack, Dodge Focus (7), Equipment (6), Fearsome Presence (4), Improved Disarm, Improved Initiative, Improved Trip, Instant Up, Power Attack, Sneak Attack, Startle, Takedown Attack, Uncanny Dodge [Hearing]

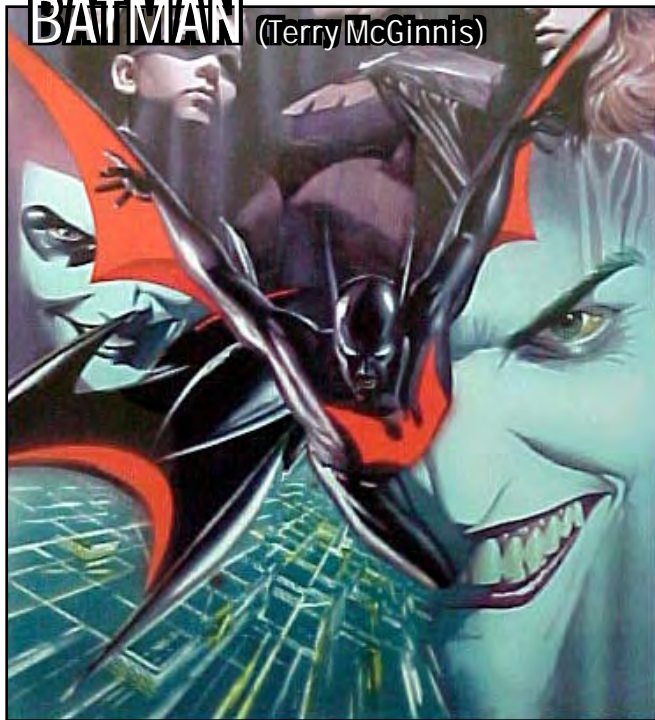
EQUIPMENT: Uniform [+2 Toughness; **Super Movement** [Slow Fall]; 4ep], **Utility Belt** [*Flash-Bang* [**Dazzle Burst 4**; 16ep], *Blow Gun* [Ranged **Paralyze 5**; 15ep], *Smoke Pellet* [**Obscure (Visual)**, 4ep], *Batarang* [Damage +2; 6ep], *Bolos* [**Snare 7**; 14ep], *Sleep Gas* [**Fatigue Explosion 4**; 12ep], *Stun Gun* [**Stun 7**; 14ep], *Mace Spray* [**Dazzle + Stun 5**; 15ep], *Grappling Gun* [**Swinging**; 2ep], *Hand Cuffs* [1ep], *Flashlight* [1ep]; 26ep total)

Abilities 38 + Skills 36 (144 ranks) + Feats 30 + Powers 0
+ Combat 34 + Saves 12 – Drawbacks 0 = 150 PP

PL 10

BATMAN

(Terry McGinnis)



STR	DEX	CON	INT	WIS	CHA
+7	+8	+2	+2	+3	+2
24/14	26/16	14	14	16	16
TOUGHNESS		FORTITUDE		REFLEX	
+8		+6		+11	
				WILL	
				+6	

COMBAT: Attack +12 [Unarmed +7, Batarangs 2.0 +6] Defense 22 (14 flat-footed) Init +12

SKILLS: Acrobatics 4 (+12), Bluff 8 (+11), Computers 8 (+10), Intimidate 8 (+11), Knowledge [Streetwise] 6 (+8.), Notice 10 (+13), Sense Motive 8 (+11), Stealth 8 (+16)

FEATS: Accurate Attack, All-Out Attack, Dodge Focus (4), Improved Disarm (2), Improved Initiative, Improved Trip, Power Attack, Sneak Attack, Startle, Takedown Attack, Uncanny Dodge

POWERS: **Device 7** [Bat Suit — **Enhanced Strength 10**, **Enhanced Dexterity 10**, **Protection 6**, **Flight 4**, Com-Link; 28pp] **Device 4** [Bat Belt— **Blast 6** (*Alternate Powers*: **Stun Cloud 4**, **Obscure [Visual]**, **Super Senses**, **Invisibility [Sight]**, Ranged **Paralyze 4**, **Snare**; 16pp]

Abilities 30 + Skills 14 (56 ranks) + Feats 11 + Powers 44
+ Combat 40 + Saves 11 – Drawbacks 0 = 150 PP

PL 10

BEAST BOY



STR	DEX	CON	INT	WIS	CHA
+1	+1	+1	+1	+0	+2
12	12	12	12	10	14
TOUGHNESS		FORTITUDE		REFLEX	WILL
+1		+4		+4	+4

COMBAT: Attack +2 (+10 Melee) [Unarmed +1] Defense 18 (12 flat-footed) Init +1

SKILLS: Bluff 12 (+14), Concentration 4 (+4), Escape Artist 8 (+9), Handle Animal 12 (+14), Intimidate 12 (+14), Notice 12 (+12), Search 8 (+9), Sense Motive 8 (+8), Stealth 8 (+9), Survival 12 (+12), Swim 12 (+13)

FEATS: All-Out Attack, Attack Focus [Melee] (8), Distract [Intimidate], Dodge Focus (5), Move-By Action, Power Attack, Set-Up, Sneak Attack (2), Taunt, Teamwork (3), Track

POWERS: **Comprehend 2** (Animals; 4pp), **Shapeshift 10** (Flaws: Limited —Animals [-1], Limited — Always Green [-1]; 60pp)

• **T-Rex — Growth 8** (+16 Strength, +8 Constitution; 32pp), **Protection 5** (5pp), Speed 2 (4pp), **Strike 1** (Power Feat: Mighty; 2pp), **Super Senses 2** (Low-Light Vision, Scent; 2pp), Power Feats: Improved Grab. 46pp Total

• **Cheetah — Growth 4** (+8 Strength, +4 Constitution; 16pp), Protection 7 (7pp), Super Senses 2 (Low-Light Vision, Scent; 2pp), Speed 4 (8pp), Strike 1 (Power Feat: Mighty; 2pp); Power Feats: Endurance (2). 37pp Total

• **Hawk — Flight 4** (8pp), **Shrinking 8** (8pp), **Strike 3** (Power Feat: Mighty; 4pp), **Super Senses 2** (Extended Vision, Low Light Vision; 2pp). Power Feats: Defensive Roll (7). 29pp Total

• **Rat — Shrinking 8** (8pp), **Super Senses 2** (Low-Light Vision, Scent; 2pp), **Super Movement** [Wall Crawling] 2 (4pp), 14pp Total

• **Squid — Additional Limbs 4** (4pp), **Growth 8** (+16 Strength, +8 Constitution; 32pp), **Immunity 1** (Underwater Suffocation; 1pp), **Obscure 4** (Sight; 20 ft. Radius; Flaws: Limited to Underwater; 4pp), **Protection 5** (5pp), **Swimming 3** (3pp); Power Feat: Improved Grapple. 50pp Total

• **Monkey — Additional Limbs 1** (1pp), **Enhanced Dexterity 10** (10pp), **Leaping 3** (3pp), **Shrinking 8** (8pp), **Strike 2** (Power Feat: Mighty; 3pp); Power Feats: Defensive Roll (7), Grappling Finesse. 33pp Total

Abilities 14 + Skills 27 (108 ranks) + Feats 25 + Powers 64
+ Combat 10 + Saves 10 – Drawbacks 0 = 150 PP

PL 10

BLACK CANARY



STR	DEX	CON	INT	WIS	CHA
+2	+4	+2	+1	+2	+5
14	18	14	12	14	20
TOUGHNESS		FORTITUDE		REFLEX	
+6/+3		+5		+8	
				+5	

COMBAT: Attack +3 (+13 Melee) [Unarmed +5] Defense 24 (12 flat-footed) Init +8

SKILLS: Acrobatics 5 (+9), Bluff 7 (+12/+20)*, Concentration 8 (+10)*, Drive 6 (+10), Gather Information 10 (+15)*, Knowledge [Streetwise] 8 (+10), Notice 12 (+14), Sense Motive 8 (+10), Stealth 12 (+16)*

FEATS: All-Out Attack, Attack Focus [Melee] (10), Attractive (2), Defensive Attack, Defensive Roll (3), Contacts, Dodge Focus (10), Elusive Target, Equipment (2), Grappling Finesse, Improved Disarm, Improved Initiative, Improved Throw, Improved Trip, Skill Mastery [Bluff, Gather Information, Concentration, Stealth], Sneak Attack, Uncanny Dodge [Hearing]

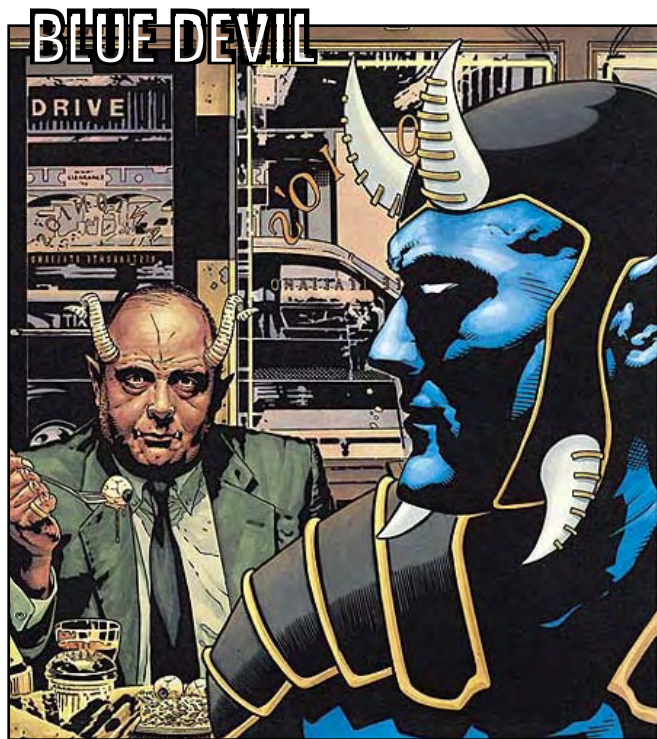
POWERS: **Sonic Control 10** (Extras: Cone Area [+1], Duration – Concentration [+1]; Flaws: Full-Action [-1]; Alternate Powers: **Blast 10** (Extras: Cone Area [+1], Duration – Concentration [+1]; Flaws: Full-Action [-1]), **Stun 10** (Extras: Ranged [+1], Cone Area [+1]; Flaws: Full-Action [-1]); 32pp), **Strike 3** (Power Feat: Mighty; 4pp)

EQUIPMENT: *Motorcycle* [Str: 15; Speed: 5; Defense: 10; Toughness: 8; Size: Medium; 9ep], *Leather Jacket* [+1 Toughness; 1ep]

DRAWBACKS: *Full Power* [Canary Cry; Uncommon Occurrence; Minor Intensity; 1pp]

Abilities 32 + Skills 20 (80 ranks) + Feats 39 + Powers 36
+ Combat 14 + Saves 10 – Drawbacks 1 = 150 PP

PL 10



STR	DEX	CON	INT	WIS	CHA
+6	+3	+3	+1	+0	+1
22/16	16	16	12	10	12
TOUGHNESS		FORTITUDE		REFLEX	WILL
+7		+6		+6	+3

COMBAT: Attack +9 [Unarmed +6, Trident +9; 10ft. Reach; 19-20 Crit] Defense 21 (13 flat-footed) Init +9

SKILLS: Acrobatics 12 (+15), Bluff 4 (+5), Climb 8 (+14), Drive 8 (+11), Intimidate 6 (+7), Knowledge [Pop Culture] 9 (+10), Knowledge [Arcane Lore] 5 (+6), Profession [Stunt Man] 8 (+8), Notice 8 (+8), Sense Motive 8 (+8), Stealth 8 (+11), Swim 8 (+14)

FEATS: All-Out Attack, Defensive Attack, Dodge Focus (6), Elusive Target, Evasion, Fearsome Presence (6) [DC 16; 30 ft.], Improved Initiative, Improved Trip, Instant Up, Power Attack, Takedown Attack

POWERS: **Device 3** [Trident – Flight 3 (*Extra:* Affect Other [+1], **Strike 3** (*Power Feat:* Mighty, Extended Reach, Improved Critical); 12pp], **Enhanced Strength 6** (6pp), **Protection 4** (4pp), **Regeneration 6** (Recovery Rate: Bruised 1, Unconscious 1, Injured 2, Staggered 2; 6pp), **Super Senses 4** (Extended Vision, Extended Hearing, Extended Infravision; 4ep)

Abilities 22 + Skills 23 (92 ranks) + Feats 21 + Powers 32
+ Combat 28 + Saves 10 – Drawbacks 0 = 135 PP

PL 9

BOOSTER GOLD



STR	DEX	CON	INT	WIS	CHA
+10	+1	+2	+1	+0	+3
30/14	12	14	12	10	16
TOUGHNESS		FORTITUDE		REFLEX	
+10		+6		+6	
				+0	

COMBAT: Attack +10 [Unarmed +10, Force Blast +10] Defense 20 (13 flat-footed) Init +1

SKILLS: Bluff 8 (+11/+15), Diplomacy 8 (+11/+15), Gather Information 8 (+11), Notice 8 (+8), Profession [Business Administration] 8 (+8), Sense Motive 8 (+8)

FEATS: Attractive, Beginner's Luck, Benefit [Wealth], Dodge (4), Minions [Skeets] (7)

POWERS: **Device 11** [Power Suit – **Enhanced Strength 16**, **Force Field 8** (*Extra:* Impervious [+1]), **Blast 10**, **Super Senses 2** (Extended Vision, Infravision); 44pp], **Device 2** [Flight Ring – **Flight 5**; 8pp]

SKEETS (PL 7)

Abilities: Str 10, Dex 10, Con --, Int 16, Wis 16, Char 08

Skills: Knowledge [Civics] 12 (+15), Knowledge [History] 12 (+15), Knowledge [Technology] 12 (+15), Knowledge [Pop Culture] 12 (+15)

Feats: Eidetic Memory, Sneak Attack, Teamwork (2)

Powers: **Shrink 8** (8pp), **Flight 3** (6pp), **Immunity 30** (Fortitude Effects; 30pp), Hardness 5 (5pp)

Combat: Attack +9 [Unarmed +0], Defense 19 (14 Flat Footed), Init: +0

Saves: Toughness +5 (5 Flat Footed) Fortitude +N/A, Reflex +6, Will +9

Abilities: 0 + Skills 12 (48 Ranks) + Feats 4 + Powers 49 + Combat 28 + Saves 12 = 105 PP

**Abilities 18 + Skills 12 (48 ranks) + Feats 13 + Powers 52
+ Combat 32 + Saves 8 – Drawbacks 0 = 135 PP**

PL 10

BULLETEER



STR	DEX	CON	INT	WIS	CHA
+12	+1	+1	+2	+2	+2
34/12	12	12	14	14	14
TOUGHNESS		FORTITUDE		REFLEX	
+14		+10		+1	
				+4	

COMBAT: Attack +8 [Unarmed +12] Defense 16 (13 flat-footed) Init +1

SKILLS: Bluff 4 (+6/+10), Notice 8 (+10), Profession [Teacher] 8 (+10), Sense Motive 8 (+10)

FEATS: All-Out Attack, Attractive, Improved Pin, Power Attack

POWERS: **Enhanced Strength 22** (22pp), **Immunity 19** (Cold, Heat, Life Support; 19pp), **Protection 13** (Extras: Impervious [+1]; 26), **Leaping 3** (3pp), **Super Strength 7** (Power Feat: Ground Strike; 15pp)

DRAWBACKS: *Vulnerable* [Magnetic Powers; Uncommon Occurrence; Major Intensity; 3pp]

Abilities 18 + Skills 7 (28 ranks) + Feats 4 + Powers 85
+ Combat 28 + Saves 11 – Drawbacks 3 = 150 PP

PL 10

CATMAN



COMBAT: Attack +9 (+11 Melee) [Unarmed +5, Cat Claws +7; 18-20 Crit] Defense 22 (15 flat-footed) Init +11

SKILLS: Acrobatics 9 (+12)*, Bluff 8 (+8), Climb 13 (+18)*, Drive 8 (+11), Handle Animal 13 (+13)*, Intimidate 9 (+9), Notice 13 (+15), Sense Motive 9 (+11), Stealth 13 (+16), Survival 12 (+14)*, Swim 9 (+14)

FEATS: Acrobatic Bluff, Animal Empathy, Attack Focus [Melee] (2), All-Out Attack, Dodge Focus (3), Equipment (2), Elusive Target, Improved Initiative (2), Improved Trip, Instant Up, Power Attack, Seize Initiative, Skill Mastery [Acrobatics, Climb, Handle Animal, Survival]

POWERS: **Device 1** [Catman Suit – **Protection 3, Leaping 1, Super Senses 1** (Scent); 4pp]

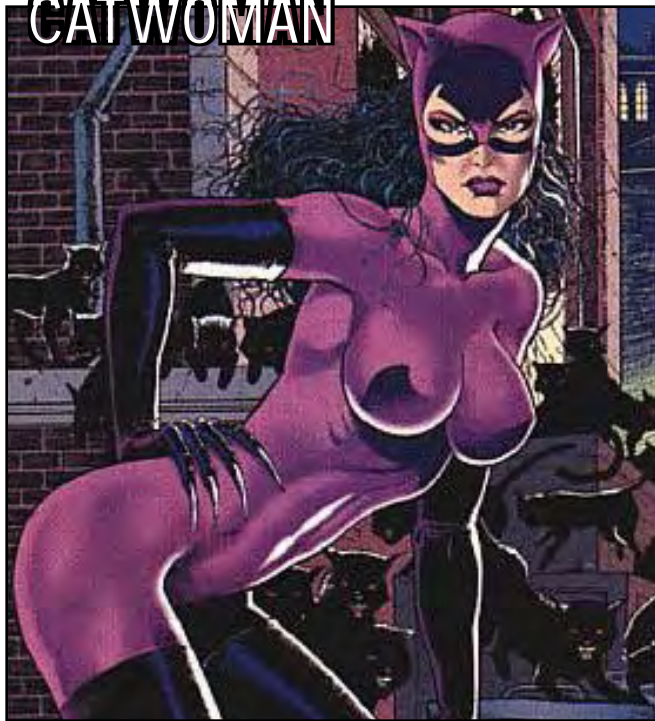
EQUIPMENT: *Cat Claws* [+2 Damage; Autofire; Mighty; 18-20 Crit; Second Chance (Climb Checks); 7ep]

STR	DEX	CON	INT	WIS	CHA
+5	+3	+3	+0	+2	+0
20	16	16	10	14	10
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+6	+7	+7	+6		

**Abilities 26 + Skills 29 (116 ranks) + Feats 18 + Powers 4
+ Combat 36 + Saves 12 – Drawbacks 0 = 125 PP**

PL 9

CATWOMAN



STR	DEX	CON	INT	WIS	CHA
+2	+5	+2	+2	+1	+6
14	20	14	14	12	22

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+4	+5	+7	+5

COMBAT: Attack +13 [Unarmed +2, Claws +3, Whip (15ft. Reach) +3] Defense 24 (15 flat-footed) Init +13

SKILLS: Acrobatics 8 (+13), Bluff 3 (+9/+21)*, Climb 4 (+6), Computers 6 (+8.), Disable Device 12 (+14)*, Escape Artist 15 (+20)*, Gather Information 8 (+14), Handle Animal 8 (+14), Knowledge [Streetwise] 12 (+14), Notice 12 (+13), Sense Motive 8 (+9), Stealth 12 (+17)*

FEATS: Animal Empathy, Attractive (3), Benefit (Wealth), Defensive Roll (2), Dodge Focus (4), Elusive Target, Equipment (2), Fascinate [Bluff], Improved Initiative (2), Minion (1), Skill Mastery [Bluff, Disable Device, Escape Artist, Stealth], Sneak Attack (3), Ultimate Effort (Ultimate Bluff Check), Uncanny Dodge

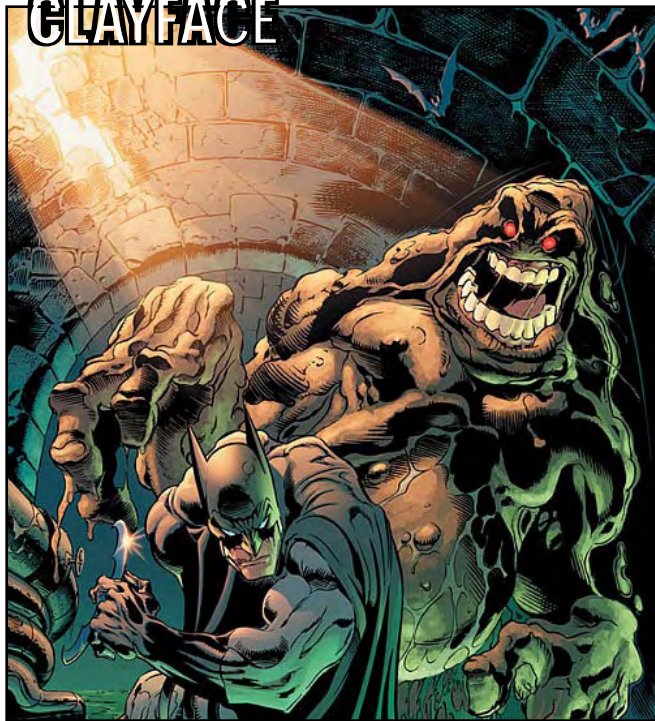
POWERS: Device 3 [Whip — Snare 6 (*Alternate Powers:* Super Movement [Swinging]), Strike 1 [Mighty; Extended Reach x2]; 9]

EQUIPMENT: *Burglar's Tools* (Binoculars, Caltrops, Multi-tool, Night Vision Goggles, Lock Picks); *Cat Claws* (Damage 1; Mighty; Penetrating; 3ep); *Leather Cat Suit* (+2 Toughness Save)

**Abilities 36 + Skills 25 (100 ranks) + Feats 24 + Powers 9
+ Combat 46 + Saves 10 – Drawbacks 0 = 150 PP**

PL 10

CLAYFACE



COMBAT: Attack +9 [Unarmed +5, Strike +9, Clay Blasts +9] Defense 15 (13 flat-footed)
Init +1

SKILLS: Bluff 12 (+16), Intimidate 12 (+16), Notice 8 (+8.), Profession [Actor] 12 (+12),
Stealth 8 (+9)

FEATS: All-Out Attack, Chokehold, Improved Grab, Improved Grapple, Improved Pin, Power
Attack, Startle

POWERS: Growth 3 (*Power Feat: 12pp*), Alternate Form [Clay] 16 (Elongation
3, Immunity 9 [Life Support], Insubstantial 1, Morph 10, Protection 10,
Suffocate 9 (*Alternate Powers: Blast, Snare, Auto-Fire Strike*), Super Movement
[Slithering] 1; 80pp)

STR	DEX	CON	INT	WIS	CHA
+5	+1	+3	+1	+0	+4
20	12	17	12	10	18
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+13	+13	+2	+5		

Abilities 26 + Skills 13 (52 ranks) + Feats 7 + Powers 92
+ Combat 28 + Saves 14 – Drawbacks 0 = 180 PP

PL 9

CYBORG



STR	DEX	CON	INT	WIS	CHA
+12	+3	+3	+2	+1	+1
34/16	16	16	14	12	12
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+10	+9	+3	+3		

COMBAT: Attack +8 [Unarmed +12, Sonic Cannon +12] Defense 20 (12 flat-footed) Init +3

SKILLS: Bluff 8 (+9), Computer 12 (+14), Craft [Mechanical] 12 (+14), Craft [Electrical] 12 (+14), Disable Device 12 (+14), Drive 8 (+11), Intimidate 8 (+9), Knowledge [Technology] 12 (+14), Notice 8 (+9), Sense Motive 8 (+9)

FEATS: All-Out Attack, Dodge Focus (6), Elusive Target, Improved Block, Inventor, Power Attack, Teamwork, Takedown Attack

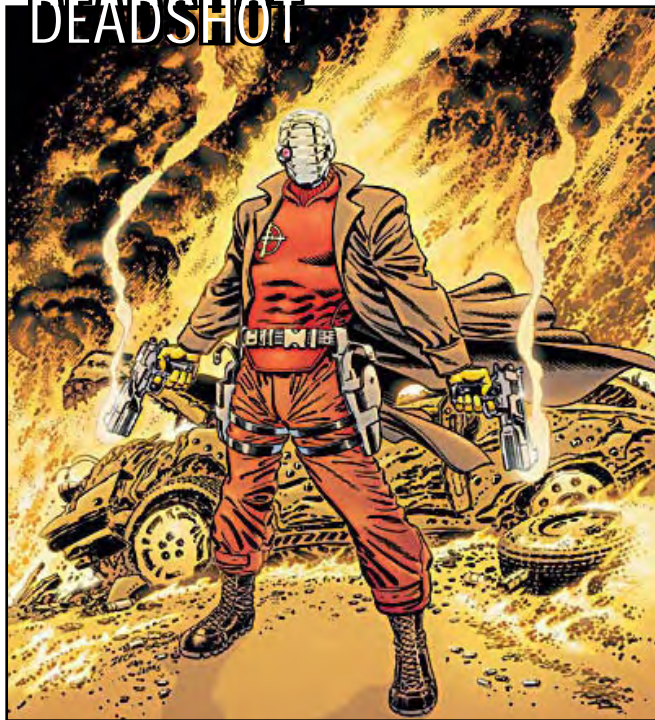
POWERS: **Enhanced Strength 18** (18pp), **Protection 7** (7pp), **Blast 12** (Alternate Powers: **Super Strength**; 25pp), **Super Senses 6** (Extended Sight, Distance Sense, Infravision, Time Sense, Radio, Ultra Hearing; 6pp)

DRAWBACKS: *Vulnerable* [Magnetics; Uncommon Occurrence; Major Intensity; 3pp]

Abilities 26 + Skills 25 (100 ranks) + Feats 13 + Powers 56
+ Combat 24 + Saves 9 – Drawbacks 3 = 150 PP

PL 10

DEADSHOT



STR	DEX	CON	INT	WIS	CHA
+1	+3	+1	+1	-1	+0
12	16	12	12	8	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+5	+6	+8	+6

COMBAT: Attack +8 (+13 Ranged) [Unarmed +1, .45s +4 Damage; 17–20 Crit] Defense 23 (15 flat-footed) Init +11

SKILLS: Bluff 8 (+8.), Drive 6 (+9), Gather Information 8 (+8.), Intimidate 8 (+8.), Notice 12 (+11), Pilot 6 (+9), Search 8 (+9), Sense Motive 8 (+7), Stealth 12 (+15)

FEATS: Accurate Attack, All Out Attack, Attack Focus [Ranged] (2), Defensive Attack, Dodge Focus (4), Elusive Target, Equipment (4), Fearless, Improved Aim, Improved Critical [Fire Arms] (3), Improved Initiative (2), Power Attack, Quick Draw, Teamwork (2)

EQUIPMENT: *Twin Colt .45s* [+4 Damage; Autofire; 12ep], *Uniform* [+4 Toughness; Subtle; 5ep], *Targeting Mask* [Attack Focus [Ranged] (3); 3ep], 5 Extra Equipment Points

**Abilities 10 + Skills 18 (72 ranks) + Feats 25 + Powers 0
+ Combat 34 + Saves 17 – Drawbacks 0 = 105 PP**

PL 9

DEADMAN



STR	DEX	CON	INT	WIS	CHA
+2	+3	—	+2	+3	+3
14	16	—	14	16	16
TOUGHNESS		FORTITUDE		REFLEX	
+0		—		+9	
				+8	

COMBAT: Attack +10 [Unarmed +2] Defense 20 (13 flat-footed) Init +3

SKILLS: Acrobatics 12 (+15), Bluff 8 (+11), Escape Artist 8 (+11), Gather Information 12 (+15), Notice 8 (+11), Profession [Circus Performer] 8 (+11), Sense Motive 8 (+11), Stealth 4 (+7)

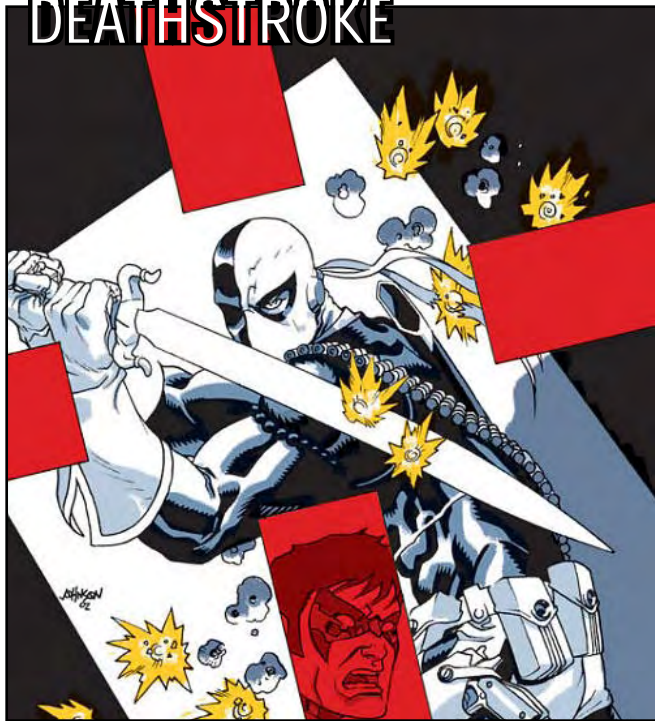
FEATS: Acrobatic Bluff, All-Out Attack, Defensive Attack, Dodge Focus (5), Elusive Target, Improved Block, Power Attack, Takedown Attack, Taunt

POWERS: **Astral Form 9** (*Extras:* Continuous [+1]; *Flaws:* Permanent [-1]; *Power Feats:* Selective, Subtle, Dimensional; 47pp), **Immunity 30** (Fortitude Effects; 30pp), **Possession 10** (40pp), **Super Senses 1** (Spirit Awareness; 1pp)

Abilities 16 + Skills 17 (68 ranks) + Feats 13 + Powers 119
+ Combat 30 + Saves 11 – Drawbacks 0 = 205 PP

PL 10

DEATHSTROKE



COMBAT: Attack +15 [Unarmed +6, Sword +9; 17-20 Crit; SMG +4] Defense 26 (15 flat-footed) Init +14

SKILLS: Bluff 12 (+14)*, Climb 6 (+12), Disable Device 4 (+9), Disguise 8 (+10), Drive 8 (+14), Gather Information 12 (+14), Intimidate 12 (+14)*, Notice 12 (+15), Profession [Mercenary] 8 (+11), Pilot 8 (+14), Search 8 (+13), Sense Motive 12 (+15)*, Stealth 12 (+18)*, Survival 8 (+11), Swim 6 (+12)

FEATS: Accurate Attack, Assessment, Benefit [Wealth], Connected, Defensive Attack, Distract [Bluff], Dodge Focus (6), Elusive target, Equipment (4), Eidetic Memory, Improved Block, Improved Critical [Sword] (2), Improved Disarm, Improved Initiative (2), Improved Sunder, Improved Trip, Instant Up, Master Plan, Power Attack, Precise Shot (2), Seize Initiative, Skill Mastery [Bluff, Intimidate, Sense Motive, Stealth], Sneak Attack (2), Takedown Attack, Uncanny Dodge, Well-Informed

POWERS: **Enhanced Strength 8** (8pp), **Enhanced Dexterity 8** (8pp), **Enhanced Constitution 8** (8pp), **Enhanced Intelligence 8** (8pp), **Immunity 1** (Age; 1pp), **Quickness 4** (Flaw: Limited – Mental Actions [-1]; 2pp), **Regeneration 10** (Recovery Bonus 3; Recovery Rate 5; Ability Damage 1; Resurrection 1; Power Feat: Regrowth; 11pp), **Super Senses 1** (Infrared Vision; 1pp)

EQUIPMENT: *Uniform* [+2 Toughness Save; 2ep], *Com-link* [1ep], *Targeting Scope* [1ep], **Arsenal** [*Sub Machine Gun* – (+4 Damage; Autofire; 12ep), *Sword* – (+3 Damage; 19-20 Crit; Mighty), *Staff* – (+2 Damage; Mighty; Extended Reach), *Sniper Rifle* – (+5 Damage; 19-20 Crit) 16ep]

Abilities 24 + Skills 34 (136 ranks) + Feats 38 + Powers 47
+ Combat 50 + Saves 12 – Drawbacks 0 = 205 PP

PL 12

STR	DEX	CON	INT	WIS	CHA
+6	+6	+6	+5	+3	+2
22/14	22/14	22/14	20/12	16	14
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+8	+9	+9	+9		

DOCTOR FATE



COMBAT: Attack +8 (+12 Magical Attacks) [Unarmed +8, Mystic Blasts +16] Defense 24 (15 flat-footed) Init +5

SKILLS: Concentration 16 (+22)*, Craft [Artistic] 14 (+19), Craft [Structural] 14 (+19), Diplomacy 12 (+14), Gather Information 12 (+14), Intimidate 8 (+10), Investigate 12 (+18)*, Knowledge [Arcane Lore] 16 (+21)*, Notice 8 (+14), Search 8 (+13), Sense Motive 8 (+14)*

FEATS: Artificer, Assessment, Attack Specialization [Magic] (2), Connected, Contacts, Dodge Focus (5), Eidetic Memory, Equipment (2), Fascinate [Diplomacy], Fearsome Presence (6), Improved Initiative, Jack of All Trades, Ritualist, Skill Mastery [Concentration, Investigate, Arcane Lore, Sense Motive], Well-Informed

POWERS: **Device 18** [Magical Rainments – **Enhanced Strength 16** (16pp), **Flight 4** (8pp), **Force Field 14** (*Extras:* Impervious [+1]; 28pp), **Magic 16** (Mystic Blasts; *Alternate Powers:* **Transform**, **Teleport**, **Create Object**, **Snare**, **Super Movement** [Dimensional Travel], **Telepathy**; 38pp); 72pp total]

EQUIPMENT: *Invisible Tower* [Size: Medium; Toughness: 20; Features: Laboratory, Library, Living Space, Power: Concealment [All Visual Senses], Security System, Workshop, 10ep]

STR	DEX	CON	INT	WIS	CHA
+8	+1	+0	+5	+6	+2
26/10	12	10	20	22	14
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+14	+4	+5	+14		

Abilities 28 + Skills 32 (128 ranks) + Feats 26 + Powers 72
+ Combat 30 + Saves 16 – Drawbacks 0 = 210 PP

PL 14

DOCTOR MID-NITE



STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	+5	+4	+2
14	14	14	20	18	14
TOUGHNESS		FORTITUDE		REFLEX	WILL
+6/+4		+7		+9	+9

COMBAT: Attack +14 [Unarmed +2, Boomerang +4, Throwing Blades +3; 19-20 Crit]
Defense 24 (14 flat-footed) Init +10

SKILLS: Acrobatics 8 (+10), Bluff 12 (+14), Climb 8 (+10), Disable Device 8 (+13), Drive 4 (+6) Escape Artist 8 (+10), Gather Information 8 (+10), Investigate 12 (+16), Knowledge [Biological Sciences] 12 (+17), Knowledge [Streetwise] 8 (+13), Medicine 12 (+18.), Notice 8 (+12), Profession [Doctor] 8 (+12), Search 8 (+13), Sense Motive 8 (+12), Stealth 12 (+14)

FEATS: Accurate Attack, All-Out Attack, Blind Fight, Defensive Attack, Defensive Roll (2), Dodge Focus (6), Equipment (6), Elusive Target, Improved Block, Improved Disarm, Improved Initiative (2), Improved Trip, Minions (3), Power Attack, Sneak Attack (3), Stunning Attack, Takedown Attack, Uncanny Dodge [Hearing]

POWERS: **Device 4** [Black Out Bombs – **Darkness Control 10**; 12pp], **Super Senses 4** (Extended (2) Dark Vision; 4pp)

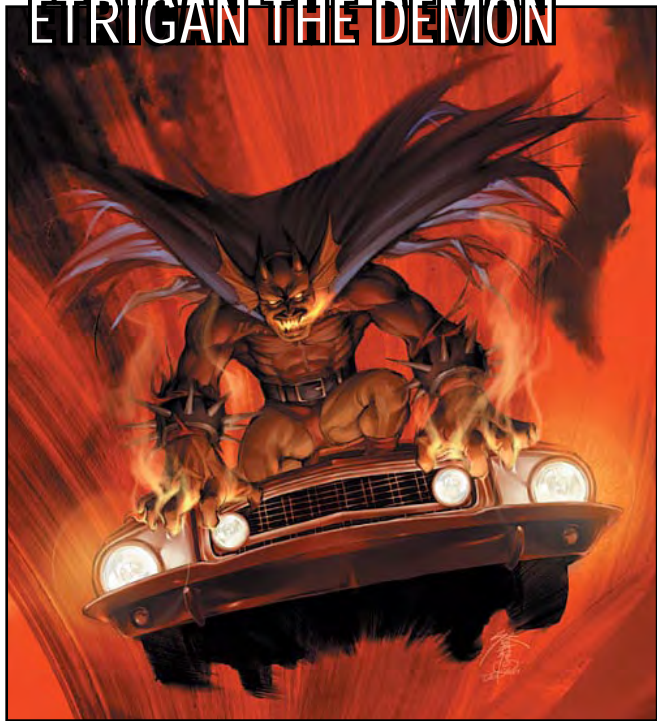
EQUIPMENT: *Infrared Lenses* [1ep], *Masterwork Medical Equipment* [1ep], *Uniform* [+2 Toughness; Subtle; 3ep], *Gas Mask* [1e], *Utility Harness* [Tear Gas – **Dazzle 4 + Nauseate Explosion 4**, Sleep Gas – **Fatigue Explosion 4**, Bolos – **Snare 6**, Boomerang - +2 Damage; Mighty; Ricochet, Throwing Blades - +1 Damage; Auto-Fire; Mighty; Improved Crit, Swing Line – **Super Movement** [Swinging]; 23ep]

DRAWBACKS: *Disability* [Blindness in Bright Light without Lenses; Uncommon Occurrence, Moderate Intensity; 2pp]

Abilities 24 + Skills 34 (136 ranks) + Feats 34 + Powers 16
+ Combat 44 + Saves 15 – Drawbacks 2 = 165 PP

PL 10

ETRIGAN THE DEMON



STR	DEX	CON	INT	WIS	CHA
+10	+4	+10	+2	+2	+3
30	18	30	14	14	16
TOUGHNESS		FORTITUDE		REFLEX	WILL
+14		+10		+7	+9

COMBAT: Attack +4 (+10 Unarmed) [Claws +14, 4 Penetrating, 18-20 Crit; Hellfire Breath +12, Force Blasts +14] Defense 20 (15 flat-footed) Init +4

SKILLS: Bluff 8 (+11), Craft [Magical] 12 (+14), Intimidate 12 (+15), Knowledge [Arcane Lore] 12 (+14), Notice 12 (+14), Sense Motive 8 (+10), Stealth 8 (+12)

FEATS: All-Out Attack, Artificer, Attack Specialization [Unarmed] (3), Fearless, Fearsome Presence (6), Improved Critical [Claws] (2), Power Attack, Ritualist

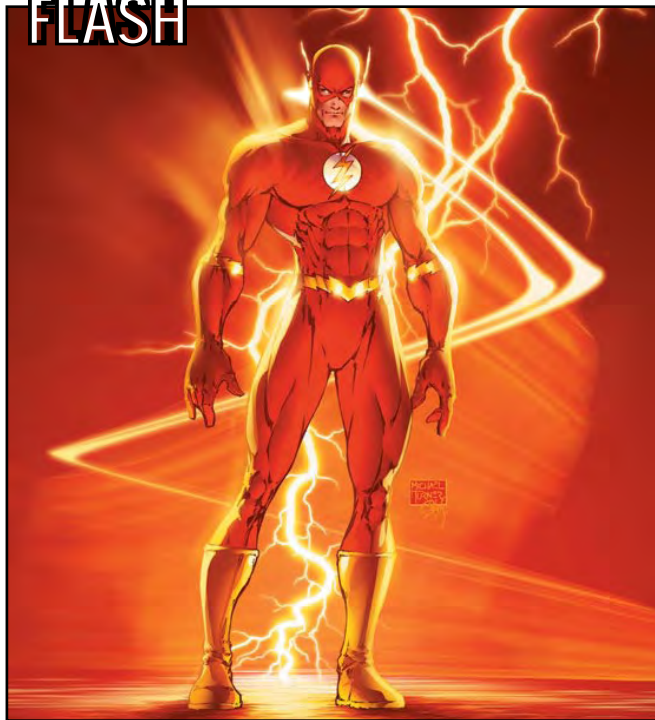
POWERS: **Hellfire Control 12** (Extras: Cone Area [+1]; 36pp), **Leaping 4** (4pp), **Magic 14** (Mystic Blasts; 28pp), **Protection 4** (Extras: Impervious [+1] 12; 16pp), **Regeneration 13** (Recovery Rate 6; Ability Damage 4; Resurrection 2; *Power Feat*: Regrowth; 14pp), **Strike 4** (Extras: Penetrating [+1]; *Power Feats*: Mighty; 9pp)

DRAWBACKS: *Normal Identity* [Jason Blood; Common Occurrence, Major Intensity; 4pp], *Vulnerable* [Iron; Common Occurrence, Moderate Intensity; 3pp], *Weakness* [Consecrated Items / Locations; Common Occurrence, Major Intensity; 4pp]

Abilities 62 + Skills 18 (72 ranks) + Feats 16 + Powers 107
+ Combat 28 + Saves 10 – Drawbacks 11 = 230 PP

PL 12

FLASH



STR	DEX	CON	INT	WIS	CHA
+2	+	+2	+0	+0	+3
14	18	14	10	10	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8/+6	+3	+9	+3

COMBAT: Attack +6 (+10 Unarmed) [Unarmed +2] Defense 30 (10 flat-footed) Init +88

SKILLS: Bluff 12 (+15), Craft [Mechanical] 8 (+8), Diplomacy 4 (+7), Knowledge [Pop Culture] 4 (+4), Sense Motive 4 (+4)

FEATS: All-out Attack, Attack Specialization [Unarmed] (2), Dodge Focus (20), Defensive Roll (2), Equipment, Fast Overrun, Improved Overrun, Move-by Action, Taunt, Teamwork (2)

POWERS: **Super Speed 21** (Water Run; *Alternate Powers:* Spinning; *Power Feats:* Insubstantial, Rapid Attack, Wall Run; *Extras:* Share Speed [+1]; 130pp)

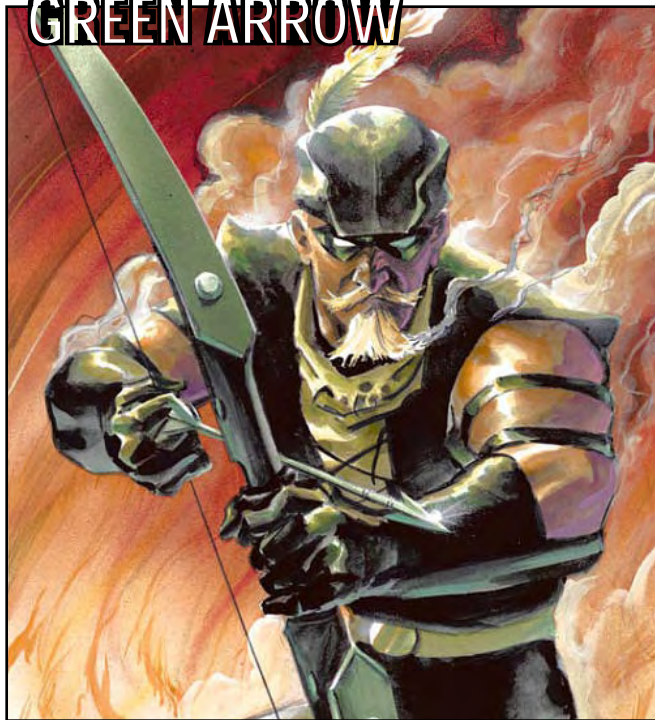
EQUIPMENT: *Uniform* [+4 Toughness; Comm-Link; 5ep]

DRAWBACKS: *Speed Force* [If pushed to unconsciousness using extra effort on Super Speed he dies; 4pp]

Abilities 22 + Skills 8 (32 Ranks) + Feats 33 + Powers 130
+ Combat 12 + Saves 9 – Drawbacks 4 = 210 PP

PL 14

GREEN ARROW



STR	DEX	CON	INT	WIS	CHA
+3	+5	+3	+1	+2	+3
16	20	16	12	14	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+3	+7	+10	+7

COMBAT: Attack +7 (+13 w/ Bow) [Unarmed +3, Bow +7; 17-20 Crit] Defense 24
(14 flat-footed) Init +9

SKILLS: Acrobatics 4 (+9), Bluff 8 (+11/+15), Climb 4 (+7), Concentration 4 (+6), Drive 8 (+13), Gather Information 8 (+13), Intimidate 8 (+13), Knowledge [Streetwise] 8 (+9), Knowledge [Civics] 8 (+9), Knowledge [Current Events] 8 (+9), Notice 12 (+14), Profession [Columnist] 4 (+6), Search 8 (+9), Sense Motive 8 (+10), Stealth 12 (+17), Survival 12 (+14)

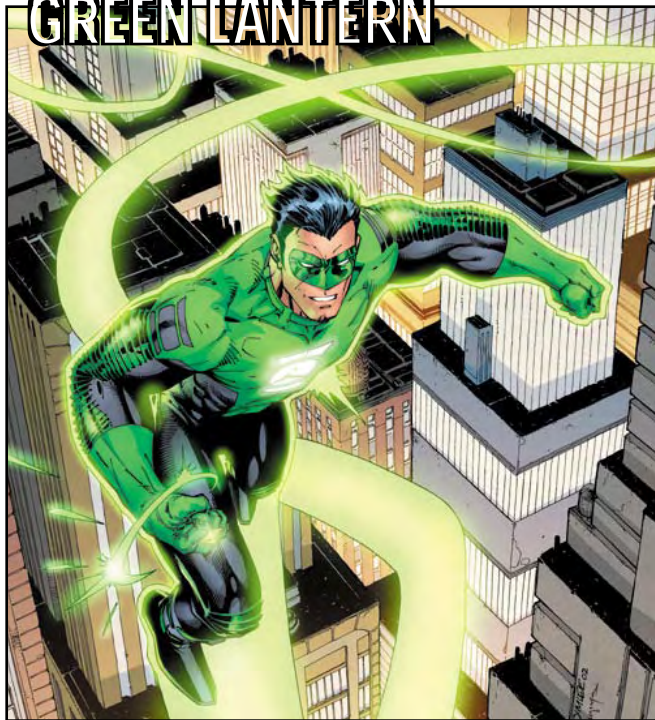
FEATS: Accurate Attack, All-Out Attack, Attractive, Attack Specialization [Bow] (3), Dodge Focus (7), Defensive Roll (3), Improved Aim, Improved Critical [Bow] (3), Improved Disarm (2), Improved Initiative, Power Attack, Precise Shot (2), Quick Draw, Ranged Pin, Track, Ultimate Effort [Ultimate Aim], Uncanny Dodge [Hearing]

POWERS: **Device 4** [Bow – Boxing Glove Arrow – [Stun 5 (Extra: Ranged)], Alternate Powers: Standard Arrows – [Blast 4 (Power Feat: Mighty)], Strobe Arrow – [Dazzle [Sight] 7], Grappling Arrow – [Super Movement (Swinging)], Net Arrow – [Snare 7], Gas Arrow – [Suffocate 5; Extra: Ranged [+1]]; 12pp]

Abilities 34 + 31 Skills (124 ranks) + Feats 31 + Powers 12
+ Combat 28 + Saves 14 – Drawbacks 0 = 150 PP

PL 10

GREEN LANTERN



STR	DEX	CON	INT	WIS	CHA
+2	+2	+1	+1	+2	+3
14	14	12	12	14	16
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+15	+4	+4	+10		

COMBAT: Attack +11 [Unarmed +2, Blast +15] Defense 21 (13 flat-footed) Init +2

SKILLS: Bluff 12 (+15/+19), Concentration 16 (+18.), Craft [Artistic] 12 (+13), Gather Information 8 (+11), Intimidate 12 (+15), Notice 8 (+10), Profession [Artist] 4 (+6), Sense Motive 8 (+10)

FEATS: Accurate Attack, Attractive, Beginner's Luck, Benefit [Status], Defensive Attack, Distract [Bluff], Dodge Focus (5), Power Attack, Ultimate Effort [Ultimate Will Save]

POWERS: Device 31 [Ring of Power – **Create Objects 20** (*Extras:* Movable [+1]; *Alternate Powers:* **Blast**; *Power Feats:* Progression (4), Stationary, Precise, Tether; 67pp), **Flight 10** (*Alternate Power:* **Space Flight**; 21pp), **Force Field 15** (*Extras:* Shapeable Area [+1], Impervious [+1]; 45pp), **Immunity 9** (Life Support; Extra: Affect Others [+1]; *Power Feat:* Progression (3); 21pp); 93pp total)

**Abilities 22 + Skills 20 (80 ranks) + Feats 13 + Powers 93
+ Combat 34 + Saves 13 – Drawbacks 0 = 195 PP**

PL 13

HARLEY QUINN



STR	DEX	CON	INT	WIS	CHA
+3	+3	+0	+3	-1	+3
16	16	10	16	8	16
TOUGHNESS		FORTITUDE		REFLEX	
+6/+0		+3		+8	
				+3	

COMBAT: Attack +8 [Unarmed +3, Mallet +6, Cork Gun +3] Defense 20 (12 flat-footed) Init +3

SKILLS: Acrobatics 10 (+13), Knowledge [Behavior Sciences] 4 (+7), Profession [Psychologist] 6 (+5), Stealth 4 (+7)

FEATS: Attractive (3), Defensive Roll (6), Dodge Focus (6), Equipment (2), Minions (3) [2 Hyenas], Sneak Attack (4)

POWERS: Immunity 2 (Poisons & Diseases; 2pp)

EQUIPMENT: *Cork Gun* (+3 Damage; 6ep), *Mallet* (+3 Damage; Mighty; 4ep)

HYENA

PL: 3 (30pp)

Abilities: STR 16 (+3) DEX 16 (+3) CON 14 (+2) INT 02 (-4) WIS 12 (+1) CHA 06 (-2)

Skills: Intimidate 6 (+4), Notice 2 (+4), Stealth 2 (+4), Survival 2 (+3)

Feats: Improved Grab, Improved Trip

Powers: Super Senses 3 (Low Light Vision, Scent, Track; 3pp)

Combat: Attack +3 [Bite +3] Defense 14 (12 flat-footed) Init +3

Saves: Toughness +2 (2 flat-footed) Fortitude +4 Reflex +3 Will +1

Abilities 6 + Skills 3 (12 Ranks) + Feats 2 + Powers 3 + Combat 14 + Saves 2 = 30pp

**Abilities 23 + Skills 5 (20 ranks) + Feats 24 + Powers 2
+ Combat 24 + Saves 12 – Drawbacks 0 = 90 PP**

PL 8

HUNTRESS



STR	DEX	CON	INT	WIS	CHA
+2	+4	+2	+1	+0	+2
14	18	14	12	10	15
TOUGHNESS		FORTITUDE		REFLEX	
+7/+3		+5		+7	
				WILL	
				+5	

COMBAT: Attack +13 [Unarmed +2, Staff +4; 10 ft. Reach; Crossbow +3; 18-20 Crit]
Defense 23 (12 flat-footed) Init +9

SKILLS: Acrobatics 7 (+11), Bluff 8 (+10/+14), Climb 8 (+10), Disable Device 8 (+9), Gather Information 12 (+14), Intimidate 12 (+14), Investigate 8 (+8.), Knowledge [Streetwise] 8 (+9), Notice 12 (+12), Search 8 (+9), Sense Motive 12 (+12), Sleight of Hand 4 (+8.), Stealth 12 (+16), Languages (Italian)

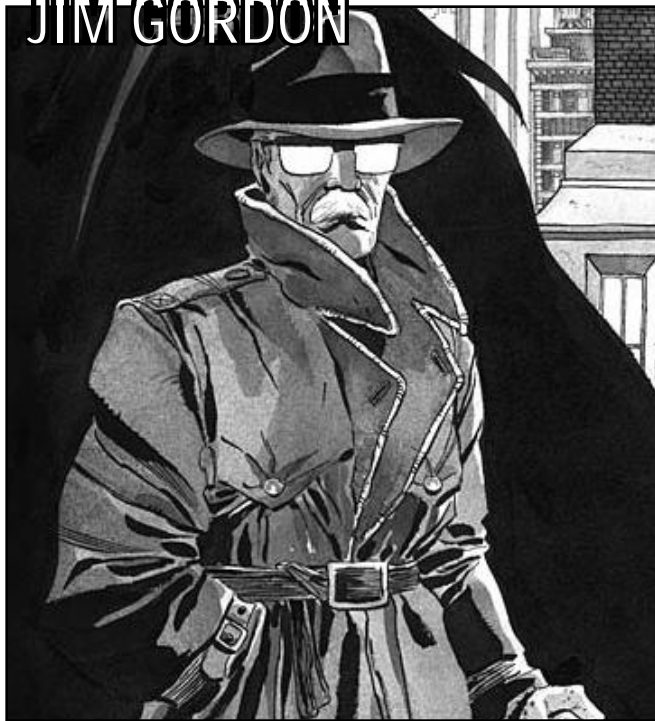
FEATS: Accurate Attack, Attractive, Connected, Defensive Attack, Defensive Roll (4), Dodge Focus (9), Equipment (3), Favored Foe [Mobsters] (3), Improved Aim, Improved Block, Improved Critical [Crossbow], Improved Disarm, Improved Initiative, Improved Trip, Instant Up, Power Attack, Precise Shot (2), Sneak Attack, Startle, Uncanny Dodge [Hearing]

EQUIPMENT: *Uniform* [+1 Toughness Save; 1ep], **Arsenal** [Staff [+2 Damage; Mighty; 5 ft. Reach], *Crossbow* [+3 Damage; 19-20 Crit], *Swing Line* [Super Movement – Swinging], *Binoculars*; 10ep Total], 4 Extra EP

Abilities 23 + Skills 31 (124 ranks) + Feats 36 + Powers 0
+ Combat 34 + Saves 11 – Drawbacks 0 = 135 PP

PL 10

JIM GORDON



STR	DEX	CON	INT	WIS	CHA
+1	+1	+2	+2	+3	+2
12	12	14	14	16	14
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+3	+4	+3	+5		

COMBAT: Attack +5 [Unarmed +1, Service Revolver +3] Defense 15 (13 flat-footed) Init +1

SKILLS: Climb 2 (+3), Drive 4 (+5), Intimidate 4 (+6), Investigate 6 (+9), Knowledge [Current Events] 4 (+6), Knowledge [Streetwise] 8 (+10), Medicine 2 (+5), Notice 6 (+9), Profession [Police Officer] 8 (+11), Sense Motive 8 (+11)

FEATS: Benefit [Status], Connected, Equipment (3), Inspire (2), Leadership, Sneak Attack

EQUIPMENT: *Service Revolver* [+3 Damage; 6ep], *Hand Cuffs* [1ep], *Heavy Coat* [+1 Toughness; 1ep], *Midsized Car* [Strength: 30; Speed: 5; Defense: 8; Toughness: 9; Size: Huge; 7ep]

Abilities 22 + Skills 13 (52 ranks) + Feats 9 + Powers 0
+ Combat 20 + Saves 6 – Drawbacks 0 = 70 PP

PL 5

JOHN CONSTANTINE



STR	DEX	CON	INT	WIS	CHA
+1	+1	+0	+4	+2	+6
12	12	10	18	14	22
TOUGHNESS		FORTITUDE		REFLEX	
+5/+2		+1		+4	
				+12	

COMBAT: Attack +6 (+8 in Cities) [Unarmed +1] Defense 20 (21 in Cities) (14 flat-footed)
Init +1

SKILLS: Bluff 13 (+19)*, Craft [Artistic] 13 (+17), Craft [Structural] 13 (+17), Concentration 4 (+6), Diplomacy 13 (+19)*, Gather Information 13 (+19)*, Intimidate 13 (+19), Knowledge [Arcane Lore] 13 (+17)*, Notice 8 (+10), Perform [Punk Music] 1 (+5), Sense Motive 13 (+15), Stealth 11 (+12)

FEATS: Artificer, Contacts, Connected, Defensive Roll (3), Dodge Focus (2), Equipment, Fascinate [Bluff], Favored Environment [Urban] (3), Favored Opponent [Demons] (3), Master Plan, Ritualist, Skill Mastery [Bluff, Diplomacy, Gather Information, Arcane Lore], Sneak Attack (3), Ultimate Effort [Ultimate Bluff check, Ultimate Diplomacy Check] (2), Well-Informed

POWERS: **Super Senses 1** (Mystic Awareness; 1pp)

EQUIPMENT: *Old Trench Coat* [+2 Toughness; 2ep]

Abilities 28 + Skills 30 (120 Ranks) + Feats 25 + Powers 1
+ Combat 28 + Saves 13 – Drawbacks 0 = 125 PP

PL 8

JOKER



STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	+4	-1	+4
12	14	12	18	8	18

TOUGHNESS	FORTITUDE	REFLEX	WILL
+7/+2	+4	+4	+12

COMBAT: Attack +7 (+13 in Cities) [Unarmed +1, Heavy Pistol +4] Defense 23 (12 flat-footed) Init +10

SKILLS: Bluff 12 (+16), Craft [Chemical] 12 (+16), Escape Artist 2 (+4), Intimidate 10 (+14), Knowledge [Technology] 12 (+16), Notice 8 (+7), Perform [Comedy] 8 (+12), Sense Motive 10 (+9), Sleight of Hand 10 (+12), Stealth 8 (+10)

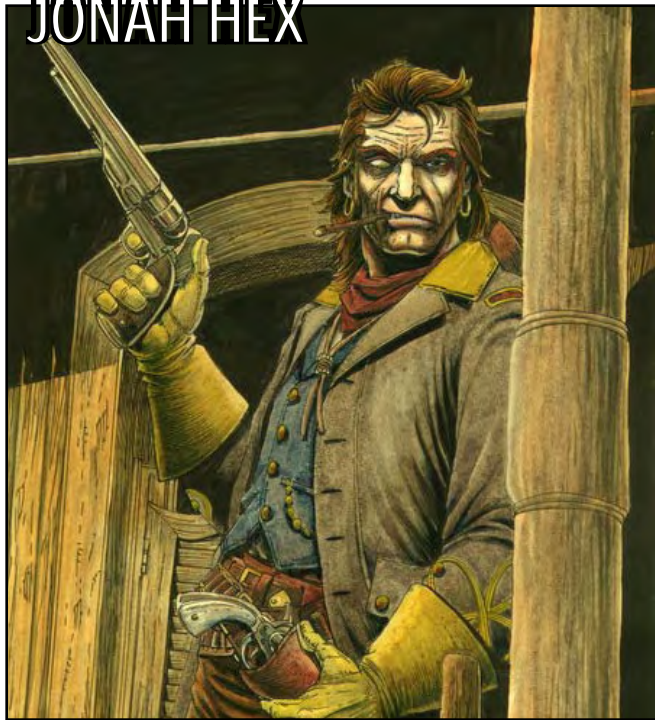
FEATS: All Out Attack, Accurate Attack, Defensive Attack, Defensive Roll (5), Dodge Focus (10), Equipment (7), Fascinate [Bluff], Favored Environment [Urban] (6), Favored Opponent [Costumed Adventurers] (3), Improved Initiative (2), Inventor, Master Plan, Minions (5), Quickdraw, Sidekick (18), Sneak Attack (4), Taunt

EQUIPMENT: *Heavy Pistol* – [+4 Damage; Distract [Intimidate]; 9ep], *Suit* [+1 Toughness; 1ep] **Joker's Bag O' Tricks** – (*Last Laugh Gas* – Drain (Dexterity & Wisdom) [Ranged Poison 5; 20ep], *AP: Acid Squirting Flower* – [Subtle Corrosion Poison 6; 19ep], *AP: Razor Lined Playing Cards* – [+1 Damage 19-20; Mighty, Thrown, Auto-Fire; 5ep], *AP: Confetti Bomb* – [Dazzle (Visual) Burst 6; 18ep], *AP: Knockout Gas* – [Stun Cloud 6; 18ep], *AP: Jack in the Box Bomb* – [Suffocate Cloud 6; 18ep]; 25ep Total)

**Abilities 22 + Skills 23 (92 ranks) + Feats 68 + Powers 0
+ Combat 20 + Saves 17 – Drawbacks 0 = 150 PP**

PL 10

JONAH HEX



STR	DEX	CON	INT	WIS	CHA
+3	+1	+4	+0	+3	-1
16	12	18	10	16	8
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+5	+9	+5	+8		

COMBAT: Attack +10 [Unarmed +3, Knife +4; 19-20 Crt; Pistol +4; 17-20 Crit] Defense 19 (15 flat-footed) Init +9

SKILLS: Bluff 8 (+7), Climb 8 (+11), Intimidate 12 (+11)*, Knowledge [Wilderness Lore] 8 (+8.), Medicine 4 (+7), Notice 10 (+13), Ride 12 (+13)*, Search 8 (+8.), Sense Motive 12 (+15)*, Stealth 8 (+9), Survival 12 (+15)*, Swim 10 (+13)

FEATS: Defensive Attack, Elusive Target, Diehard, Equipment (3), Fascinate [Intimidate], Improved Critical [Pistol] (3), Improved Initiative (2), Minion (2), Power Attack, Precise Shot (2), Quick Draw, Skill Mastery [Intimidate, Ride, Sense Motive, Survival], Startle, Track

EQUIPMENT: *Leather Jacket* [+1 Toughness; 1ep], *Heavy Pistol* [+4 Damage; 8ep], *Knife* [+1 Damage; 19-20 Crit; Mighty; 4ep]

Abilities 20 + Skills 28 (112 ranks) + Feats 20 + Powers 0
+ Combat 38 + Saves 14 – Drawbacks 0 = 120 PP

PL 7

KID FLASH



STR	DEX	CON	INT	WIS	CHA
+2	+3	+2	+4	+0	+2
14	16	14	18	10	14
TOUGHNESS		FORTITUDE		REFLEX	
+5/+2		+3		+7	
				+4	

COMBAT: Attack +4 (+10 Unarmed) [Unarmed +2] Defense 25 (10 flat-footed) Init +43

SKILLS: Bluff 8 (+10), Notice 8 (+8), Sense Motive 4 (+4)

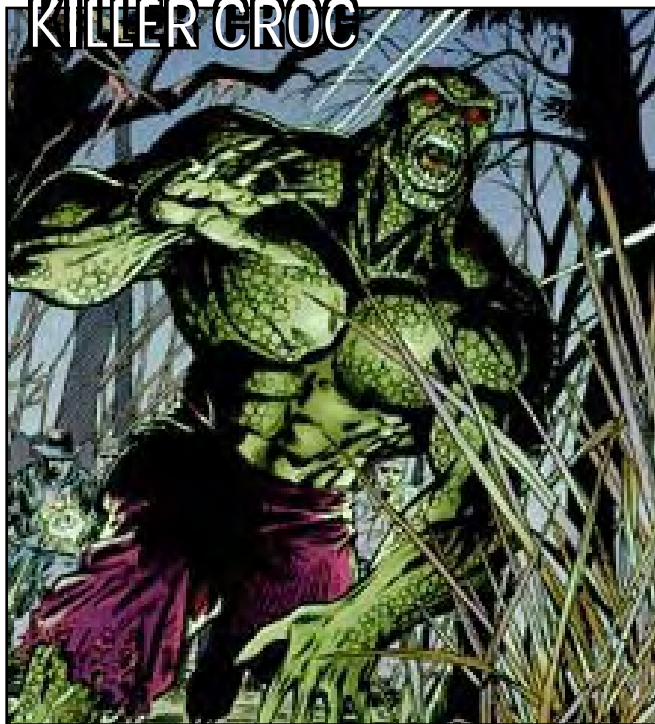
FEATS: Attack Specialization [Unarmed] (3), Beginner's Luck, Eidetic Memory, Environmental Adaptation [High Speed], Defensive Roll (3), Dodge Focus (15), Fast Overrun, Improved Overrun, Jack of All Trades, Move-By Action, Teamwork (2)

POWERS: **Super Speed 13** (Insubstantial; *Power Feats*: Rapid Attack, Wall Run, Water Run; *Alternate Powers*: **Duplication**; 69pp), **Immunity 1** (Temporal Paradoxes; 1pp)

Abilities 28 + Skills 5 (20 ranks) + Feats 30 + Powers 70
+ Combat 8 + Saves 9 – Drawbacks 0 = 150 PP

PL 10

KILLER CROC



COMBAT: Attack +10 [Unarmed +6] Defense 16 (13 flat-footed) Init +0

SKILLS: Climb 8 (+14)*, Drive 4 (+5), Intimidate 12 (+11)*, Notice 8 (+9), Perform [Pro-Wrestling] 8 (+7), Profession [Pro-Wrestler] 4 (+5), Sense Motive 4 (+5), Stealth 8 (+9), Survival 4 (+5)*, Swim 12 (+18.)*

FEATS: All Out Attack, Chokehold, Diehard, Environmental Adaptation [Underwater], Fearsome Presence (6), Improved Grab, Improved Grapple, Improved Pin, Power Attack, Skill Mastery [Swim, Climb, Intimidate, Survival], Stunning Attack, Takedown Attack

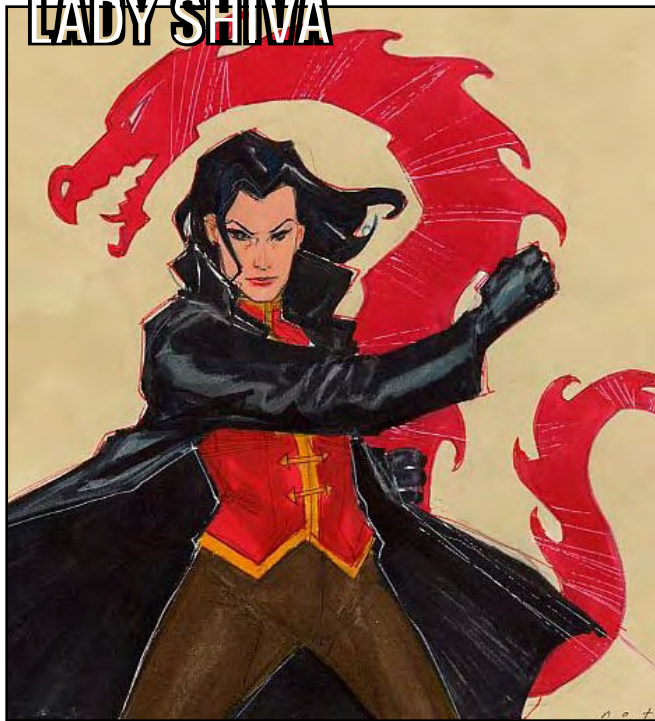
POWERS: **Immunity 1** (Suffocation by drowning; 1pp), **Protection 6** (6pp), **Regeneration 4** (Recovery rate 4)

STR	DEX	CON	INT	WIS	CHA
+6	+1	+4	-1	+1	-1
22	12	18	8	13	9
TOUGHNESS		FORTITUDE		REFLEX	
+10		+10		+5	
				+5	

Abilities 28 + Skills 18 (72 ranks) + Feats 17 + Powers 7
+ Combat 32 + Saves 14 – Drawbacks 0 = 120 PP

PL 8

LADY SHIVA



COMBAT: Attack +6 (+15 Melee) [Unarmed +6; 17-20 Crit] Defense 25 (13 flat-footed)
Init +13

SKILLS: Acrobatics 12 (+17), Bluff 8 (+10), Climb 4 (+7), Intimidate 12 (+14), Knowledge [Tactics] 8 (+10), Notice 10 (+13), Sense Motive 10 (+13), Stealth 12 (+17)

FEATS: Accurate Attack, Acrobatic Bluff, All-Out Attack, Attack Focus [Melee] (9), Defensive Attack, Defensive Roll (3), Dodge Focus (10), Elusive Target, Evasion (2), Grappling Finesse, Improved Aim, Improved Block (2), Improved Disarm (2), Improved Initiative (2), Improved Trip, Instant Up, Power Attack, Seize Initiative, Stunning Attack, Takedown Attack, Uncanny Dodge [Hearing], Weapon Bind

POWERS: **Strike 3** (Extra: Auto-Fire [+3]; Power Feats: Mighty, Improved Critical (3); 16pp)

STR	DEX	CON	INT	WIS	CHA
+3	+5	+3	+2	+3	+2
16	20	16	14	16	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+3	+5	+12	+5

Abilities 36 + Skills 19 (76 Ranks) + Feats 45 + Powers 16
+ Combat 22 + Saves 12– Drawbacks 0 = 150 PP

PL 11

LEX LUTHOR



STR	DEX	CON	INT	WIS	CHA
+2	+1	+2	+5	+4	+4
14	12	14	20	18	18
TOUGHNESS		FORTITUDE		REFLEX	
+2		+8		+12	

COMBAT: Attack +8 [Unarmed +2] Defense 18 (14 flat-footed) Init +1

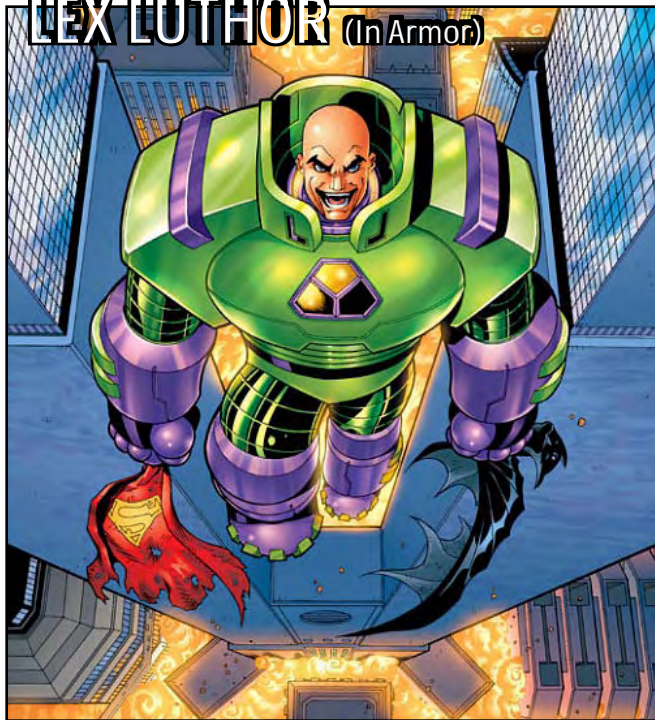
SKILLS: Bluff 12 (+16), Craft [Mechanical] 12 (+17), Craft [Electrical] 12 (+17), Craft [Chemical] 12 (+17), Computers 12 (+17), Diplomacy 12 (+16), Disable Device 12 (+17), Gather Information 12 (+16), Intimidate 12 (+16), Knowledge [Civics] 12 (+17), Knowledge [Business] 12 (+17), Knowledge [Technology] 12 (+17), Medicine 8 (+12), Notice 8 (+12), Profession [CEO] 12 (+16), Profession [Politician] 12 (+16), Sense Motive 12 (+16)

FEATS: Assessment, Benefit [Status, Security Clearance, Wealth 4] (6), Contacts, Connected, Distract [Bluff], Fascinate [Diplomacy], Inventor, Master Plan, Ultimate Effort [Ultimate Master Plan]

Abilities 36 + Skills 49 (196 ranks) + Feats 14 + Powers 0
+ Combat 36 + Saves 15 – Drawbacks 0 = 150 PP

PL 13

LEX LUTHOR (In Armor)



STR	DEX	CON	INT	WIS	CHA
+16	+1	+2	+5	+4	+4
42/14	12	14	20	18	18
TOUGHNESS		FORTITUDE		REFLEX	WILL
+18		+8		+2	+12

COMBAT: Attack +8 (+10 w/ Unarmed and Blasts) [Unarmed +16, Kryptonite Blasts +16]
Defense 18 (14 flat-footed) Init +1

SKILLS: Bluff 12 (+16), Craft [Mechanical] 12 (+17), Craft [Electrical] 12 (+17), Craft [Chemical] 12 (+17), Computers 12 (+17), Diplomacy 12 (+16), Disable Device 12 (+17), Gather Information 12 (+16), Intimidate 12 (+16), Knowledge [Civics] 12 (+17), Knowledge [Business] 12 (+17), Knowledge [Technology] 12 (+17), Medicine 8 (+12), Notice 8 (+12), Profession [CEO] 12 (+16), Profession [Politician] 12 (+16), Sense Motive 12 (+16)

FEATS: Assessment, Benefit [Status, Security Clearance, Wealth 4] (6), Contacts, Connected, Distract [Bluff], Fascinate [Diplomacy], Inventor, Master Plan, Ultimate Effort [Ultimate Master Plan]

POWERS: Device 28 [Kryptonite Powered Armor – **Enhanced Strength 28**, **Protection 16** (Extras: Impervious [+1]), **Blast 16** (Extras: Auto-Fire [+1]; Power Feat: Accurate, Split Attack; Alternate Powers: **Line Area Blast 13**), **Immunity 9** (Life Support), **Flight 8** (Alternate Powers: **Space Flight 16**), **Super Strength 1**; Attack Specialization [Unarmed]; 112pp]

Abilities 36 + Skills 49 (196 ranks) + Feats 14 + Powers 112
+ Combat 36 + Saves 15 – Drawbacks 0 = 262 PP

PL 13

MANHATTAN GUARDIAN



COMBAT: Attack +10 [Unarmed +3, Tonfa +4] Defense 16 (18 w/ Shield)(13 flat-footed)
Init +2

SKILLS: Climb 8 (+11), Drive 4 (+6), Gather Information 8 (+8.), Intimidate 8 (+8.),
Knowledge [Civics] 8 (+9), Knowledge [Streetwise] 8 (+9), Notice 8 (+8.), Profession
[Police Officer] 8 (+8.), Sense Motive 8 (+8.), Stealth 8 (+10), Swim 8 (+11)

FEATS: All-Out Attack, Chokehold, Defensive Attack, Defensive Roll, Elusive Target, Equipment
(3), Improved Block, Improved Disarm (3), Improved Escape, Improved Grab, Improved
Initiative (2), Improved Pin, Power Attack, Sneak Attack, Startle, Takedown Attack, Teamwork,
Weapon Bind

EQUIPMENT: *Tactical Vest* [+4 Toughness; 4ep], *Tonfa* [+1 Damage; Mighty; 2ep], *Medium
Metal Shield* [+2 Dodge Bonus, +2 on Block Rolls; 4ep], Plus 5 EP in other equipment

STR	DEX	CON	INT	WIS	CHA
+3	+2	+3	+1	+1	+0
16	14	16	12	12	10
TOUGHNESS		FORTITUDE		REFLEX	
+8/+7		+10		+10	

Abilities 20 + Skills 21 (84 ranks) + Feats 23 + Powers 0
+ Combat 32 + Saves 24 – Drawbacks 0 = 120 PP

PL 8

MARTIAN MANHUNTER



STR	DEX	CON	INT	WIS	CHA
+5	+3	+5	+2	+3	+3
20	16	20	14	16	16
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+5	+5	+3	+12		

COMBAT: Attack +12 [Unarmed +5] Defense 21 (13 flat-footed) Init +3

SKILLS: Bluff 8 (+11)*, Computers 8 (+10), Concentration 12 (+15)*, Diplomacy 8 (+11), Disguise 4 (+7), Gather Information 12 (+15)*, Profession [Police Officer] 4 (+7), Sense Motive 8 (+11)*, Stealth 8 (+11)

FEATS: Dodge Focus (7), Eidetic Memory, Skill Mastery [Bluff, Concentration, Gather Information, Sense Motive], Sneak Attack

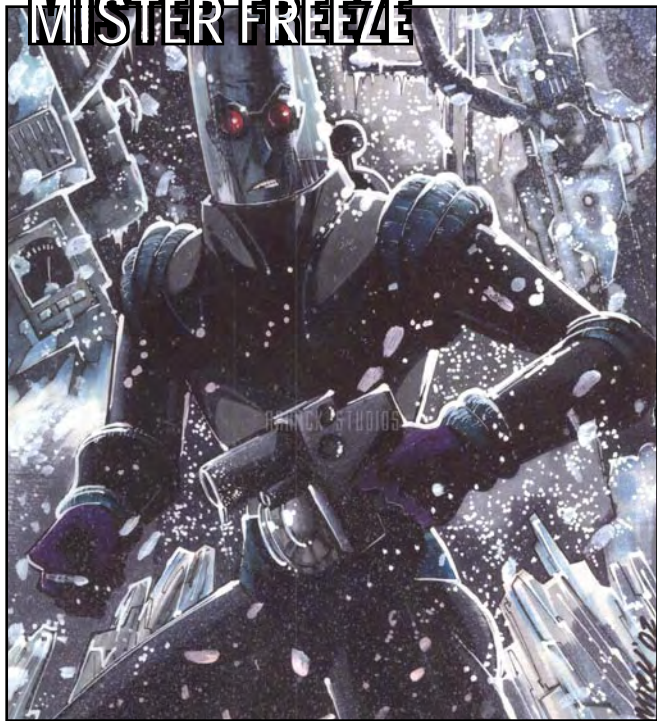
POWERS: **Immunity 9** (Life Support; 9pp), **Shapeshift 12** (Flaws: Action – Standard [-1], Distracting [-1]; 72pp), **Telepathy 11** (22pp)

DRAWBACKS: *Vulnerability* [Fire; Common Occurrence; Major Intensity; 4pp]

Abilities 42 + Skills 18 (72 ranks) + Feats 10 + Powers 103
+ Combat 32 + Saves 9 – Drawbacks 4 = 210 PP

PL 12

MISTER FREEZE



STR	DEX	CON	INT	WIS	CHA
+8	+0	+0	+5	+3	+0
26/10	10	10	20	16	10
TOUGHNESS		FORTITUDE		REFLEX	
+9		+1		+13	

COMBAT: Attack +12 [Unarmed +8, Freeze Gun +8] Defense 21 (15 flat-footed) Init +0

SKILLS: Computers 10 (+15), Craft [Mechanical] 10 (+15), Craft [Electrical] 10 (+15), Disable Device 10 (+15), Intimidate 12 (+12), Knowledge [Natural Sciences] 10 (+15), Knowledge [Technology] 10 (+15), Notice 8 (+11), Sense Motive 8 (+11)

FEATS: Accurate Attack, All-Out Attack, Defensive Attack, Equipment (2), Fearless, Fearsome Presence (4), Inventor, Minions (9), Power Attack, Precise Shot, Startle

POWERS: **Device 9** [Cold Suit – **Protection 9** (*Extras:* Impervious [+1]; 18pp), **Enhanced Strength 16** (16pp), **Immunity 9** (Life Support; 9pp; 36pp Total), **Device 5** [Cold Gun – **Cold Control 8** (*Extras:* Linked to Snare [+0]; *Alternate Powers:* **Blast**, **Create Object**, **Environmental Control** (Hamper movement); 19pp), **Snare 8** (*Extra:* Linked to Cold Control [+0]; 16pp; 15pp Total]

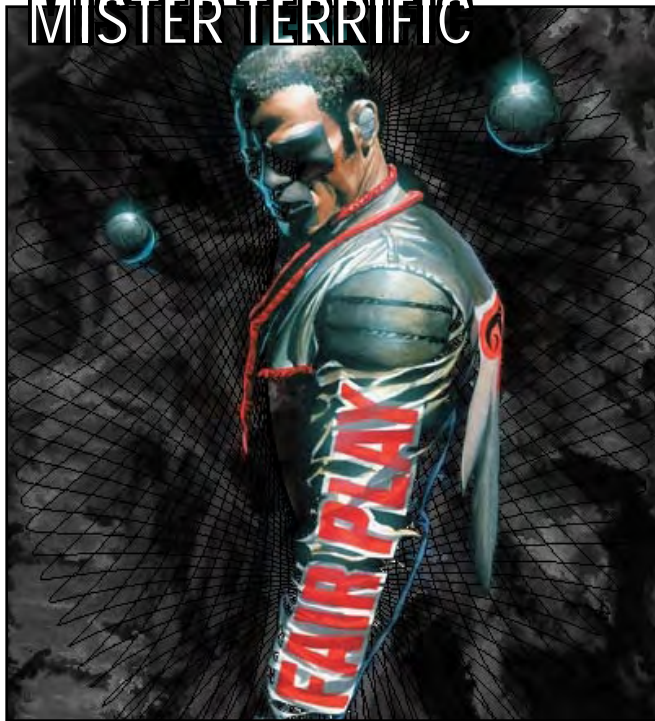
EQUIPMENT: *Cold Storage Base* – [Size: Medium; Toughness: 10; Features: Cold Control, Communications, Computer, Concealed, Garage, Living Space, Workshop; 10ep]

DRAWBACKS: *Weakness* (Armor Breaches; Uncommon Occurrence, Major Intensity; 3pp)

Abilities 16 + Skills 22 (88 ranks) + Feats 21 + Powers 51
+ Combat 46 + Saves 12 – Drawbacks 3= 165 PP

PL 10

MISTER TERRIFIC



STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	+6	+5	+3
14	14	14	22	20	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+7	+6	+6	+8

COMBAT: Attack +12 [Unarmed +2, T-Sphere +8] Defense 23 (14 flat-footed) Init +10

SKILLS: Bluff 8 (+11), Computers 15 (+21), Craft [Mechanical] 15 (+21), Craft [Electrical] 15 (+21), Disable Device 15 (+21), Drive 10 (+12), Escape Artist 12 (+14), Investigate 12 (+17), Knowledge [Earth Sciences] 12 (+18.), Knowledge [Life Sciences] 12 (+18.), Knowledge [Physical Sciences] 12 (+18.), Knowledge [Technology] 12 (+18.), Medicine 8 (+13), Notice 8 (+13), Pilot 10 (+12), Search 12 (+18.), Sense Motive 8 (+13), Stealth 8 (+10)

FEATS: Accurate Attack, Assessment, Beginner's Luck, Defensive Attack, Dodge Focus (5), Eidetic Memory, Improved Initiative (2), Improvised Tools, Inventor, Jack of All Trades, Master Plan, Teamwork, Well-Informed

POWERS: Device 11 [T-Spheres – Blast 8 (*Alternate Power:* **Auto-Fire Strike**; 17pp), **Illusion [Visual]** 8 (16pp), **ESP [Audio & visual]** 7 (*Alternate Power:* **Communicate**; *Flaws:* Medium [-1]; 15pp), **Data Link 7** (7pp; 44pp Total), **Device 2** [Uniform – **Protection 5**, **Concealment 2** (Mechanically based Senses; 4pp), **Super Senses 1** (Radio; 1pp; 8pp), **Quickness 6** (*Flaws:* Mental Quickness [-1]; 3pp)

Abilities 40 + Skills 51 (204 ranks) + Feats 18 + Powers 55
+ Combat 40 + Saves 11 – Drawbacks 0 = 205 PP

PL 10

NIGHTWING



COMBAT: Attack +13 [Unarmed +2; Fighting Sticks +4] Defense 24 (12 flat-footed)
Init +14

SKILLS: Acrobatics 12 (+18)*, Bluff 8 (+11), Climb 4 (+6), Computers 6 (+8), Drive 4 (+10), Escape Artist 4 (+10), Gather Information 10 (+13), Investigate 6 (+9), Knowledge [Streetwise] 8 (+10)*, Notice 10 (+13), Perform [Trapeze] 4 (+7), Profession [Police Officer] 8 (+11), Search 8 (+10)*, Sense Motive 8 (+11), Stealth 8 (+14)*

FEATS: Accurate Attack, Acrobatic Bluff, Assessment, Defensive Roll, Dodge Focus (11), Elusive Target, Equipment (5), Evasion, Hide in Plain Sight, Improved Disarm (2), Improved Initiative (2), Improved Trip, Instant Up, Inspire (3), Leadership, Teamwork (2), Skill Mastery [Acrobatics, Stealth, Search, Knowledge], Sneak Attack (2), Uncanny Dodge [Hearing]

EQUIPMENT: *Escrima Fighting Sticks* [+2 Damage; Mighty. Thrown; Autofire; 6ep] *Uniform* [+3 Toughness Save; 3ep] *Hidden Equipment* [Taser – (Stun 5; Ranged; 12ep), AP: Throwing Disks (Damage 1; Mighty; 3ep), AP: Swing Wire (Swinging; 2ep), AP: Swing Wire (Snare 6; 12ep), AP: Med Kit (Healing 3; 6ep); 16ep]

STR	DEX	CON	INT	WIS	CHA
+2	+6	+2	+2	+3	+3
14	22	14	14	16	16
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+6/+5	+8	+10	+8		

Abilities 36 + Skills 27 (108 ranks) + Feats 40 + Powers 0
+ Combat 32 + Saves 15 – Drawbacks 0 = 150 PP

PL 10

ORACLE



STR	DEX	CON	INT	WIS	CHA
+1	+1	+1	+5	+4	+4
12	12	12	20	18	18
TOUGHNESS		FORTITUDE		REFLEX	
+1		+5		+5	
				+10	

COMBAT: Attack +10 [Unarmed +1, Boomerang +3] Defense 16 (13 flat-footed) Init +1

SKILLS: Bluff 8 (+12/+16), Computers 13 (+18), Craft [Electrical] 11 (+16), Diplomacy 8 (+12/+16), Disable Device 12 (+17), Gather Information 12 (+17), Intimidate 4 (+8), Investigate 12 (+16), Knowledge [Civics] 12 (+17), Knowledge [Streetwise] 10 (+17), Knowledge [Tactics] 6 (+11), Knowledge [Technology] 12 (+17), Notice 8 (+12), Profession [Librarian] 8 (+12), Profession [Politician] 8 (+12), Search 12 (+16), Sense Motive 8 (+12), Stealth 4 (+5)

FEATS: Assessment, Attractive, Benefit [Status], Connected, Contacts, Defensive Attack, Equipment (4), Improved Block, Improved Disarm, Master Plan, Power Attack, Prone Fighting, Set-Up, Sneak Attack (2), Well-Informed

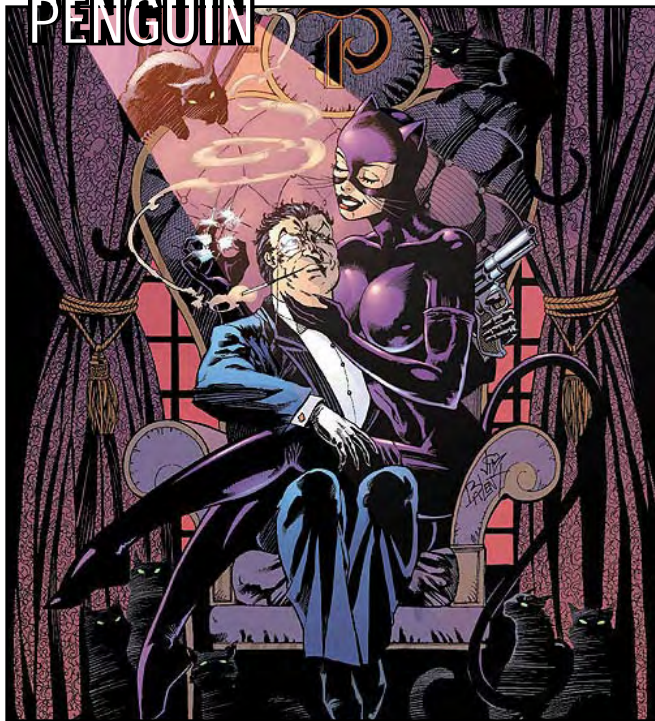
EQUIPMENT: *Wheel chair* [2ep], *Boomerang* [+2 Damage; Ricochet; Mighty; 6ep], *Comm-Link* [1ep], *Head Quarters* [Size: Small; Toughness: 15; Features: Communications, Computer, Fire Prevention System, Garage, Living Space, Power System, Security System; 9ep]

DRAWBACKS: *Disability* [Paraplegic; Common Occurrence; Major Intensity; 4pp]

Abilities 32 + Skills 42 (168 ranks) + Feats 19 + Powers 0
+ Combat 32 + Saves 14 – Drawbacks 4 = 135 PP

PL 8

PENGUIN



STR	DEX	CON	INT	WIS	CHA
+0	+1	+0	+3	+2	+2
10	12	10	16	14	14
TOUGHNESS		FORTITUDE		REFLEX	
+3		+3		+1	
				+8	

COMBAT: Attack +4 (+10 w/ Umbrellas) [Unarmed +0, Sword Umbrella +3; 19–20 Crit, Machine Gun Umbrella +5] Defense 18 (14 flat-footed) Init +1

SKILLS: Bluff 12 (+14), Diplomacy 8 (+10), Drive 8 (+9), Gather Information 12 (+14), Handle Animal 12 (+14), Knowledge [Civics] 8 (+11), Knowledge [Streetwise] 12 (+15), Notice 8 (+10), Profession [Crime Boss] 12 (+14), Sense Motive 8 (+10), Swim 8 (+8)

FEATS: Animal Empathy, Assessment, Attack Specialization [Umbrellas] (3), Benefit [Wealth] (2), Contacts, Connected, Defensive Roll (3), Equipment, Minions (22), Sidekick (8), Well-Informed

POWERS: **Device 5** [Trick Umbrellas – Machine Gun Umbrella (**Blast 5**; *Extra:* Auto-Fire [+1]); *Alternate Powers:* Flame Thrower Umbrella (**Blast 5**; *Extra:* Line Area), Acid Spray Umbrella (**Blast 5**; *Extra:* Poison [+1]), Gas Spray Umbrella (**Drain [Constitution] 5**; *Extras:* Ranged [+1], Poison [+1]), Deflection Umbrella (**Shield 5**, **Deflect [Slow Projectiles] 5**; *Power Feats:* Improved Block [3]), Sword Umbrella (**Strike 3**; *Extras:* Penetrating [+1]; *Power Feats:* Improved Critical [2]), Sneak Attack; 15pp]

EQUIPMENT: *Nightclub HQ* [Size: Small; Toughness: 10; Features: Fire Prevention System, Power, Security System, Power: Dazzle [Visual]; 5ep]

Abilities 16 + Skills 27 (108 ranks) + Feats 44+ Powers 15
+ Combat 24 + Saves 9 – Drawbacks 0 = 135 PP

PL 8

POISON IVY



COMBAT: Attack +8 [Unarmed +1, Thorny Whip +6, Crossbow +3] Defense 20 (14 flat-footed) Init +2

SKILLS: Bluff 12 (+16), Craft [Chemical] 12 (+15), Knowledge [Life Sciences] 8 (+11), Medicine 8 (+10), Sense Motive 4 (+6), Survival 8 (+10)

FEATS: Defensive Roll (4), Dodge Focus (2), Equipment (2), Fascinate [Bluff], Inventor, Sneak Attack (2)

POWERS: **Comprehend 1** (Plants; 2pp), **Device 2** [Thorny Whip — **Strike 5**; *Alternate Power:* **Snare**; *Power Feats:* Mighty, Extended Reach [2]; 6], **Drain [Constitution] 10** (*Extras:* Poison [+1]; *Flaws:* Range- Requires a Successful Grapple [-1], Duration- Requires Full Action; 5pp), **Immunity 2** (Disease & Poison; 2pp), **Plant Control 10** (*Alternate Powers:* **Create Objects**, **Nauseate**, **Stun**; *Power Feats:* Photosynthesis; 24pp), **Regenerate 1** (Resurrection 1; 1pp)

EQUIPMENT: *Crossbow* [+3 Damage; 19-20 Crit; 7ep]

STR	DEX	CON	INT	WIS	CHA
+1	+2	+4	+3	+2	+4
12	14	18	16	14	18
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+8/+4	+11	+3	+5		

Abilities 32 + Skills 13 (52 ranks) + Feats 12 + Powers 50
+ Combat 32 + Saves 11 – Drawbacks 0 = 135 PP PP

PL 9

POWERGIRL



STR	DEX	CON	INT	WIS	CHA
+14	+2	+6	+1	+2	+2
38/14	14	22/16	12	14	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+14	+13	+3	+9

COMBAT: Attack +10 [Unarmed +16, Heat Vision +7] Defense 20 (15 flat-footed) Init +2

SKILLS: Bluff 2 (+4/+12), Computers 10 (+11), Concentration 8 (+10), Intimidate 14 (+16), Notice 6 (+8), Profession [Computer Programmer] 4 (+6), Sense Motive 4 (+6)

FEATS: All-Out Attack, Attractive (2), Fascinate [Bluff], Power Attack, Stunning Attack, Teamwork (2)

POWERS: **Enhanced Strength 24** (24pp), **Enhanced Constitution 6** (6pp), **Protection 8** (Extras: Impervious [+1] 10; 18pp), **Super Strength 6** (12pp), **Flight 8** (16pp), Blast 7 (Flaw: Distracting [-1]; 7pp), **Super Senses 9** (Extended Sight [2], Acute and Extended Hearing, X-Ray Vision, Ultra Hearing; 9pp)

DRAWBACKS: *Power Loss* [All Powers; When Not under a yellow Sun; Uncommon Occurrence; Minor Intensity; 3pp], *Power Loss* [All Powers; Proximity to Supergirl; Uncommon Occurrence; Major Intensity; 3pp], *Weakness* [Kryptonite; Uncommon Occurrence; Moderate Intensity; 2pp], *Vulnerable* [Magic; Uncommon Occurrence; Minor Intensity; 1pp]

Abilities 24 + Skills 12 (48 ranks) + Feats 8 + Powers 92
+ Combat 40 + Saves 15 – Drawbacks 9 = 180 PP

PL 12

PROMETHEUS



STR	DEX	CON	INT	WIS	CHA
+3	+2	+3	+4	+1	+1
16	14	16	18	12	12
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+8	+8	+9	+8		

COMBAT: Attack +11 [Unarmed +3, Tonfa +7; 18-20 Crit] Defense 20 (15 flat-footed)
Init +6

SKILLS: Bluff 8 (+9), Climb 4 (+7), Computers 4 (+8.), Disable Device 4 (+8.), Escape Artist 8 (+10), Gather Information 8 (+9), Intimidate 8 (+9), Knowledge [Streetwise] 8 (+12), Notice 8 (+9), Sense Motive 12 (+13), Stealth 12 (+14)

FEATS: Accurate Attack, Defensive Attack, Equipment (6), Improved Block, Improved Critical [Tonfa], Improved Disarm, Improved Initiative, Improved Sunder, Improved Trip, Instant Up, Power Attack, Sneak Attack, Startle, Stunning Attack

POWERS: **Device 3** [Implant Helmet – **Nemesis 3** (*Flaws*: Move Action [-1], Limited – “Photographic Reflexes” [-1]; 12pp), **Device 2** [Hyper Tonfa – **Strike 4** (*Extras*: Auto-Fire [+1]; *Power Feats*: Mighty, Improved Critical; 6pp), **Device 1** [Dimensional Key – **Super Movement 1** (Dimensional Movement; *Power Feat*: Progression [3]); 3pp]

EQUIPMENT: *Uniform* [+5 Toughness; 5ep], *Phantom Zone Hideout* [Size: Fine; Toughness: 15; Features: Isolated, Living Space, Power System; 3ep], **Utility Gear** [*Explosives* – +5 Damage Explosion, *Bolos* – 4 Snare, *Boomerang* – +2 Damage; Mighty; Ricochet, *Sleep Gas* – Fatigue Explosion 4, *Swing Line* – Super Movement [Swinging]; 19ep]

Abilities 28 + Skills 21 (84 ranks) + Feats 19 + Powers 21
+ Combat 42 + Saves 19 – Drawbacks 0 = 150 PP

PL 11

QUESTION



STR	DEX	CON	INT	WIS	CHA
+2	+2	+3	+2	+3	+3
14	14	16	14	16	16
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+6/+4	+5	+4	+9		

COMBAT: Attack +11 [Unarmed +2] Defense 20 (13 flat-footed) Init +2

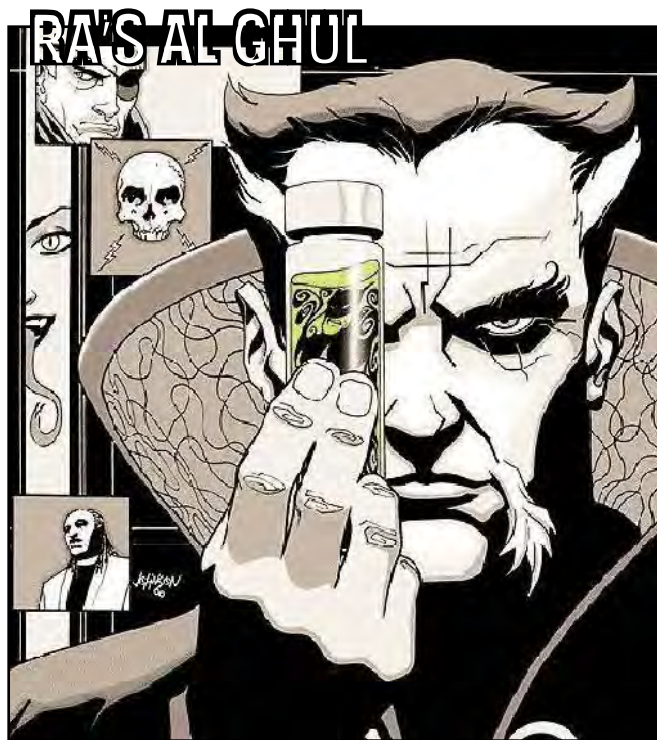
SKILLS: Bluff 12 (+15)*, Climb 8 (+10), Computers 10 (+12), Diplomacy 8 (+11), Disable Device 8 (+10), Disguise 10 (+13), Gather Information 12 (+15)*, Intimidate 8 (+11), Investigate 12 (+15)*, Knowledge [Streetwise] 10 (+12), Knowledge [Civics] 10 (+12), Notice 8 (+11), Profession [Investigative Journalist] 8 (+11), Search 8 (+10), Sense Motive 8 (+11)*, Stealth 8 (+10)

FEATS: All-Out Attack, Benefit [Alternate Identity: Vic Sage], Contacts, Defensive Attack, Defensive Roll (2), Dodge Focus (4), Endurance, Elusive Target, Equipment (5), Improved Block, Power Attack, Skill Mastery [Bluff, Gather Information, Investigate, Sense Motive], Sneak Attack (2), Ultimate Effort (Ultimate Will Save), Uncanny Dodge, Well Informed

EQUIPMENT: *Leather Jacket* (+1 Toughness Save; 1ep), *Mask* (Quick Change; 1ep), *Gas Mask* [1ep], *Mid Sized Car* [Strength: 30; Speed: 5; Defense: 8; Toughness 9; 7ep], *Knock Out Gas* [Fatigue Explosion 5; 15ep]

Abilities 30 + Skills 35 (140 Ranks) + Feats 26 + Powers 0
+ Combat 34 + Saves 10 – Drawbacks 0 = 135 PP

PL 8



STR	DEX	CON	INT	WIS	CHA
+2	+3	+2	+6	+8	+6
14	16	14	22	26	22
TOUGHNESS		FORTITUDE		REFLEX	WILL
+8/+2		+7		+7	+12

COMBAT: Attack +9 (+14 Melee) [Unarmed +2, Sword +5; 19-20 Crit] Defense 26 (13 flat-footed) Init +7

SKILLS: Bluff 12 (+18)*, Concentration 12 (+20), Craft [Chemical] 12 (+18), Diplomacy 12 (+18)*, Gather Information 12 (+18), Handle Animal 8 (+14), Intimidate 12 (+18), Investigate 8 (+16), Knowledge [History] 16 (+22)*, Knowledge [Theology & Philosophy] 8 (+14), Medicine 12 (+20), Notice 8 (+16), Ride 8 (+11), Search 8 (+14), Sense Motive 12 (+20)*, Stealth 8 (+11), Languages (English, Chinese, French, German, Japanese, Latin, Russian, Spanish; Base: Arabic)

FEATS: Accurate Attack, Attack Focus [Melee] (5), Contacts, Defensive Attack, Defensive Roll (6), Dodge Focus (10), Eidetic Memory, Equipment (4), Fascinate [Diplomacy], Improved Block, Improved Disarm, Improved Initiative, Inspire (2), Inventor, Leadership, Master Plan, Minions (15) [25 Ancient Assassins & 25 Modern Assassins], Power Attack, Rage (2) [+6 Strength, +3 Fortitude & Will Saves; 5 Rounds], Sidekick (16), Skill Master [Bluff, Diplomacy, History, Sense Motive], Sneak Attack (2), Well Informed

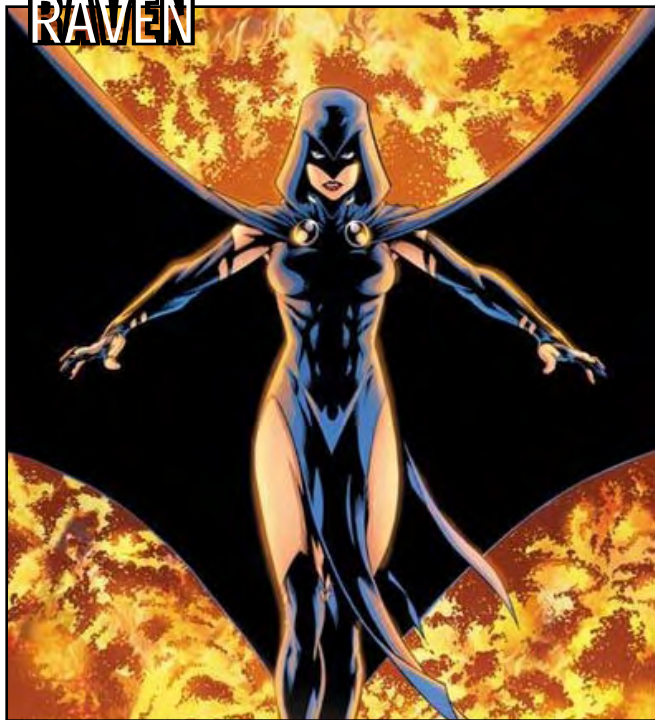
EQUIPMENT: *Sword* [+3 Damage; 19-20 Crit; Mighty; 5ep], *Hidden Fortress* [Size: Large; Toughness: 20; Features: Communications, Holding Cells, Isolated, Laboratory, Library, Living Space, Power: Regeneration, Security System, Workshop, 15ep]

DRAWBACKS: *Madness* (goes into an uncontrollable rage after using pit. No distinction between allies and opponents; Uncommon Occurrence, Major intensity; 3pp)

Abilities 54 + Skills 45 (180 ranks) + Feats 76 + Powers 0
+ Combat 30 + Saves 13 – Drawbacks 3 = 215 PP

PL 12

RAVEN



STR	DEX	CON	INT	WIS	CHA
+0	+1	+0	+4	+5	+2
10	12	10	18	20	14
TOUGHNESS		FORTITUDE		REFLEX	
+12		+3		+3	
				WILL	
				+12	

COMBAT: Attack +8 [Unarmed +0, Blast +12] Defense 18 (12 flat-footed) Init +1

SKILLS: Concentration 12 (+17), Intimidate 12 (+14), Knowledge [Arcane Lore] 12 (+16), Notice 8 (+13), Sense Motive 8 (+13)

FEATS: Dodge Focus (4), Fearless, Ritualist, Startle, Trance

POWERS: Astral Form 5 (25pp), Flight 3 (6pp), Force Field 12 (12pp), Magic 12 (Mystic Passage; Extras: Portal [+1]; Flaws: Short Range [-1]; Alternate Powers: Emotion Control, Healing, Super Movement [Dimensional Travel], Blast, Telekinesis; 29pp)

Abilities 24 + Skills 13 (52 Ranks) + Feats 8 + Powers 72
+ Combat 24 + Saves 12 – Drawbacks 3 = 150 PP

PL 10

RED TORNADO



COMBAT: Attack +7 (+10 w/ Flying) [Unarmed +10] Defense 17 (14 flat-footed) Init +2

SKILLS: Concentration 8 (+8.), Knowledge [Elemental Lore] 8 (+9), Notice 8 (+8.), Sense Motive 8 (+8)

FEATS: All-Out Attack, Favored Environment [Airborne] (3), Move By Action, Power Attack

POWERS: **Air Control 10** (Dynamic; *Extras:* Cone Area [+1]; *Alternate Powers:* **Flight** -Dynamic, **Cone Area Blast**, **Invisibility** [Normal Sight]; 36pp), **Immunity 30** (Fortitude Effects; 30pp), **Toughness 13** (13pp), **Impervious Toughness 10** (10pp)

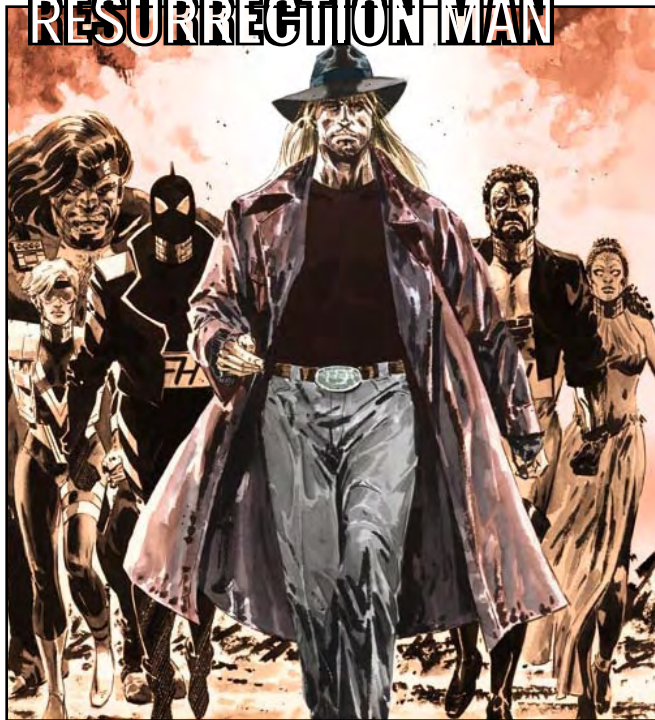
DRAWBACKS: *Normal Identity* [John Smith; Uncommon Occurrence; Major Intensity; 3pp]

STR	DEX	CON	INT	WIS	CHA
+10	+2	—	+1	+0	+0
30	14	—	12	10	10
TOUGHNESS		FORTITUDE		REFLEX	
+13		—		+5	
				+3	

Abilities 16 + Skills 8 (32 ranks) + Feats 6 + Powers 89
+ Combat 28 + Saves 6 – Drawbacks 3 =150 PP

PL 10

RESURRECTION MAN



COMBAT: Attack +6 [Unarmed +1] Defense 16 (flat-footed) Init +0

SKILLS: Bluff 8 (+8), Profession [Lawyer] 4 (+5), Sense Motive 8 (+9)

FEATS: Endurance, Fearless

POWERS: Regeneration 18 (Recovery Bonus 9; Resurrection 9; Power Feat: Reincarnation; 19pp)

STR	DEX	CON	INT	WIS	CHA
+1	+0	+1	+0	+1	+0
12	10	12	10	12	10
TOUGHNESS		FORTITUDE		REFLEX	
+1		+2		+1	
				+2	

Abilities 6 + Skills 5 (20 Ranks) + Feats 3 + Powers 19
+ Combat 24 + Saves 3 – Drawbacks 0 = 60 PP

PL 10

R'DD'L'E'R



STR	DEX	CON	INT	WIS	CHA
+0	+0	+0	+6	+5	+1
10	10	10	22	20	12
TOUGHNESS		FORTITUDE		REFLEX	WILL
+4/+0		+3		+3	+11

COMBAT: Attack +7 [Unarmed +0, Cane +1] Defense 17 [20 in “riddle situations”] (14 flat-footed) Init +4

SKILLS: Bluff 11 (+12), Computers 11 (+17), Craft [Electronic] 11 (+17), Craft [Mechanical] 11 (+17), Craft [Structural] 11 (+17), Disable device 8 (+14), Gather Information 8 (+9), Knowledge [Behavioral Sciences] 10 (+16), Knowledge [Technology] 11 (+17), Notice 8 (+13), Sense Motive 8 (+13), Stealth 4 (+4)

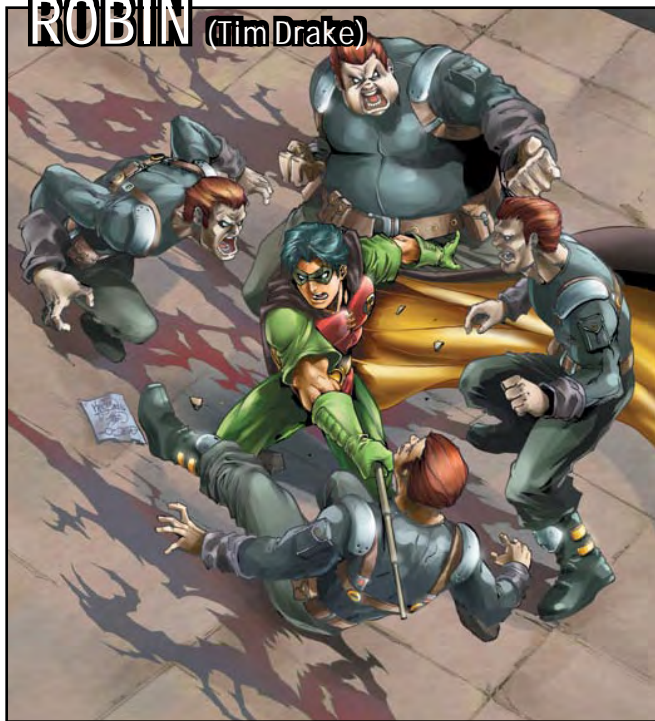
FEATS: Defensive Attack, Defensive Roll (4), Equipment (5), Favored Environment [Riddle Situations] (3), Improved Block, Improved Disarm, Improved Initiative, Inventor, Master Plan, Minions (4), Set-Up, Sneak Attack (4), Taunt

EQUIPMENT: *Cane* [+1 Damage; Mighty; Improved Trip; 3ep], *Hide Out* [22ep]

Abilities 24 + Skills 28 (112 Ranks) + Feats 28 + Powers 0
+ Combat 28 + Saves 17 – Drawbacks 0 = 120 PP

PL 7

ROBIN (Tim Drake)



STR	DEX	CON	INT	WIS	CHA
+1	+3	+1	+3	+2	+2
12	16	12	16	14	14
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+4/+3	+7	+8	+7		

COMBAT: Attack +12 [Unarmed +1, Staff +3; 10 ft. Reach; Boomerang +4, Shuriken +4]
Defense 22 (11 flat-footed) Init +11

SKILLS: Acrobatics 7 (+10), Bluff 13 (+15)*, Climb 6 (+7), Drive 8 (+11), Escape Artist 12 (+15)*, Gather Information 8 (+10), Investigate 8 (+10), Knowledge [Streetwise] 8 (+11), Notice 8 (+10), Search 8 (+11), Sense Motive 12 (+14)*, Stealth 12 (+15)*, Sleight of Hand 8 (+11), Swim 2 (+3)

FEATS: Accurate Attack, Dodge Focus (10), Defensive Attack, Defensive Roll, Elusive Target, Equipment (5), Evasion, Improved Initiative (2), Improved Throw, Improved Trip, Power Attack, Ranged Pin, Set-Up, Sneak Attack (2), Skill Mastery [Bluff, Escape Artist, Sense Motive, Stealth], Takedown Attack, Taunt, Teamwork (3), Throwing Mastery (3), Uncanny Dodge [Hearing]

EQUIPMENT: *Uniform* [+2 Toughness; 2ep] **Utility Belt** [*Flash Bang Grenade* – (Dazzle Burst 4), *Smoke Pellet* – (Obscure (Visual)), *Sleep Gas* – (Fatigue Explosion 4), *Boomerang* – (+2 Damage; Mighty), *Shuriken* – (+1 Damage; Autofire), *Staff* – (+2 Damage; Mighty; Extended Reach), *Binoculars*, *Swing Line* – (Super Movement Swinging); 23ep]

**Abilities 24 + Skills 28 (112 ranks) + Feats 39 + Powers 0
+ Combat 28 + Saves 16 – Drawbacks 0 = 135 PP**

PL 8

ROULETTE



STR	DEX	CON	INT	WIS	CHA
+2	+3	+2	+3	+2	+5
14	16	14	16	14	20
TOUGHNESS		FORTITUDE		REFLEX	
+4/+2		+5		+8	
				+5	

COMBAT: Attack +12 [Unarmed +2; 17-20 Crit] Defense 22 (13 flat-footed) Init +11

SKILLS: Acrobatics 8 (+11), Bluff 12 (+17)*, Diplomacy 12 (+17)*, Gather Information 12 (+17), Intimidate 12 (+17)*, Knowledge [Business] 8 (+11), Knowledge [Pop Culture] 8 (+11), Notice 8 (+10), Sense Motive 12 (+14)*, Stealth 4 (+7)

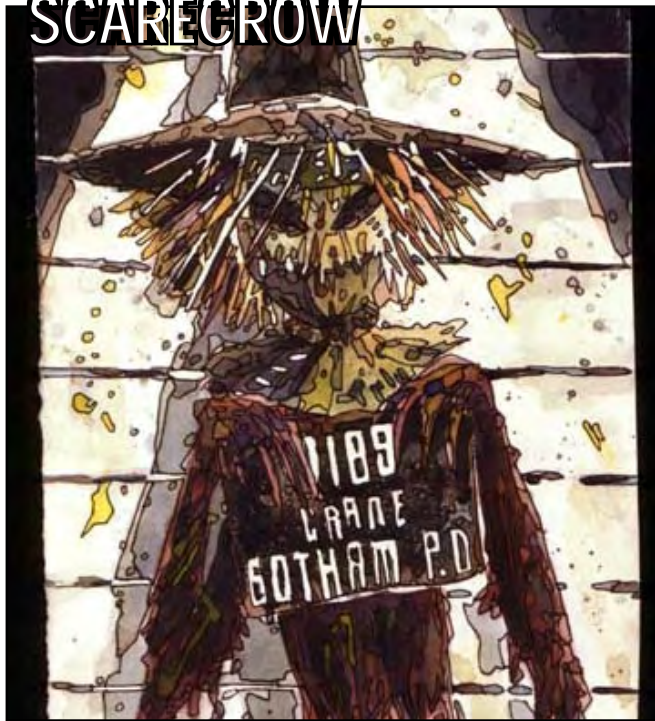
FEATS: Accurate Attack, All-Out Attack, Assessment, Benefit [Wealth x2] (2), Defensive Attack, Connected, Defensive Roll (2), Dodge Focus (8), Elusive Target, Equipment (4), Fascinate [Bluff], Favored Opponent [Martial Artists] (2), Improved Critical [Unarmed] (3), Improved Initiative (2), Improved Trip, Instant Up, Minions (12) [25 Thugs, 1 Nullifier Bodyguard], Power Attack, Skill Mastery [Bluff, Diplomacy, Intimidate, Sense Motive], Sneak Attack, Takedown Attack, Uncanny Dodge [Hearing]

EQUIPMENT: *Combat Arena* [Toughness: 20; Size: Large; Features: Combat Simulator, Communications, Computer, Concealed, Defense System, Fire Prevention System, Garage, Gym, Holding Cells, Infirmary, Living Space, Power System, Security System; 18ep]

Abilities 34 + Skills 24 (96 ranks) + Feats 49 + Powers 0
+ Combat 32 + Saves 11– Drawbacks 0 = 150 PP

PL 8

SCARECROW



STR	DEX	CON	INT	WIS	CHA
-1	+0	-1	+5	+3	+2
8	10	8	20	16	14
TOUGHNESS		FORTITUDE		REFLEX	WILL
+8/-1		+5		+5	+10

COMBAT: Attack +2 (+8 w/Touch)[Unarmed -1] Defense 18 (14 flat-footed) Init +0

SKILLS: Craft [Mechanical] 10 (+15), Craft [Chemical] 12 (+17), Intimidate 12 (+14), Knowledge [Behavior Science] 8 (+13), Knowledge [technology] 12 (+17), Notice 8 (+11), Sense Motive 10 (+13)

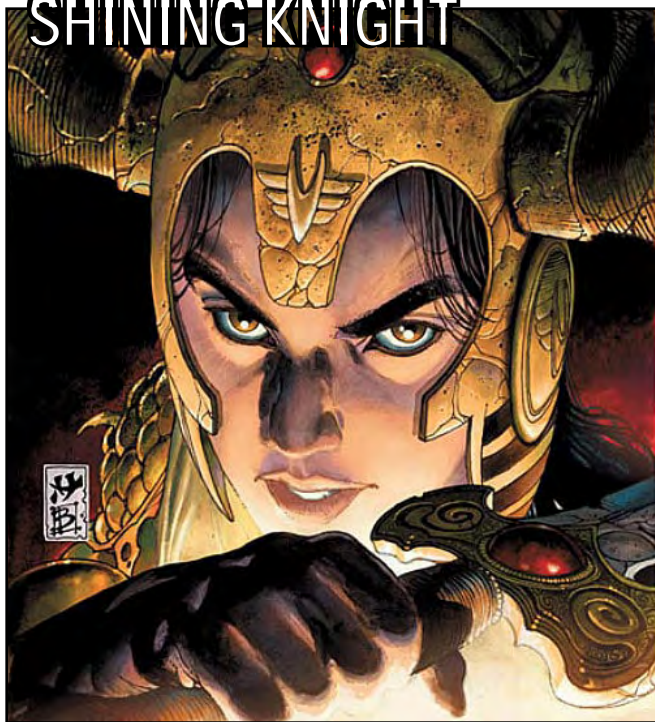
FEATS: Attack Specialization [Touch] (3), Defensive Roll (9), Distract [Intimidate], Fearsome Presence (6), Inventor, Master Plan, Minions (4), Sneak Attack (3), Startle

POWERS: **Device 4** [Fear Weapons – **Emotion Control 10** (*Extras:* Cone Area [+1]; *Flaws:* Limited to Fear [-1]; *Alternate Powers:* **Fatigue 10** [Will Save], **Paralyze 10**, Cone Area Ranged **Stun 5** [Will Save], **Illusion 10** [Sight and hearing] of Frightening Images; 20pp]

Abilities 16 + Skills 18 (72 ranks) + Feats 28 + Powers 20
+ Combat 20 + Saves 18 – Drawbacks 0 = 120 PP

PL 10

SHINING KNIGHT



STR	DEX	CON	INT	WIS	CHA
+3	+2	+3	+1	+2	+3
16	14	16	12	14	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8	+11	+10	+10

COMBAT: Attack +13 [Unarmed +3, Caliburn +7; 17-20 Crit] Defense 22 (16 flat-footed) Init +10

SKILLS: Climb 8 (+11), Diplomacy 8 (+11), Disguise 8 (+11), Intimidate 8 (+11), Knowledge [Arcane Lore] 8 (+9), Notice 8 (+10), Ride 12 (+14), Sense Motive 12 (+14), Survival 8 (+10), Swim 8 (+11)

FEATS: Accurate Attack, Defensive Attack, Equipment, Improved Block (2), Improved Disarm (3), Improved Initiative (2), Power Attack, Sidekick (16), Uncanny Dodge [Sight]

POWERS: **Device 3** [Caliburn – **Strike 4** (*Extras*: Penetrating [+1]; Mighty; Improved Critical (3)); Restricted (To those of Pure Heart); 9pp]

EQUIPMENT: *Plate Mail Armor* [+5 Toughness; 5ep]

VANGUARD

PL: 5 (80pp)

Abilities: STR: 14 (+2) DEX: 14 (+2) CON: 16 (+3) INT: 12 (+1) WIS: 12 (+1) CHA: 10 (+0)

Skills: Notice 8 (+9), Sense Motive 8 (+9)

Feats: Move by Action, Improved Overrun

Powers: Flight 3 (6pp), Growth 4 (Power Feat: Innate; Flaws: Permanent; 13pp), Protection 2 (2pp), Speed 1 (1pp), Super Senses 2 (Extended Vision, Low Light Vision; 2pp)

Combat: Attack +7 [Unarmed +2] Defense 15 (13 flat-footed) Init +2

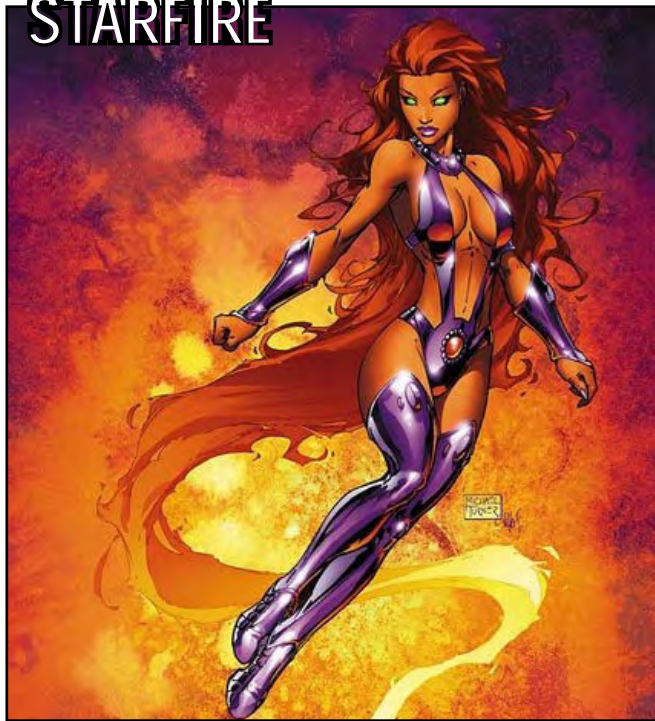
Saves: Toughness +5 (5 flat-footed) Fortitude +8 Reflex +2 Will +4

Abilities 18 + Skills 4 (16 Ranks) + Feats 2 + Powers 24+ Combat 24 + Saves 8 = 80 pp

**Abilities 28 + Skills 11 (88 ranks) + Feats 28 + Powers 9
+ Combat 50 + Saves 24 – Drawbacks 0 = 150 PP**

PL 10

STARFIRE



STR	DEX	CON	INT	WIS	CHA
+10	+2	+3	+0	+2	+6
30/14	14	16	10	14	22
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+12	+9	+5	+7		

COMBAT: Attack +8 [Unarmed +10, Star Bolts +10] Defense 18 (12 flat-footed) Init +2

SKILLS: Knowledge [Intergalactic Civics] 8 (+8), Profession [Model] 8 (+10), Stealth 3 (+5), Sense Motive 4 (+6), Language (English; Base: Tamaranian)

FEATS: Accurate Attack, All-Out Attack, Attractive (3), Benefit [Status], Defensive Attack, Dodge Focus (6), Inspire, Move-By Action, Power Attack, Rage (2) [+4 Strength, +2 Fortitude & Will Saves; 10 Rounds], Teamwork (2)

POWERS: Blast 12 (Dynamic; *Alternate Power:* **Flight** - Dynamic; 27pp), **Enhanced Strength 16** (16pp), **Immunity 9** (Life Support; 9pp), **Protection 9** (9pp), **Super Strength 2** (4pp)

DRAWBACKS: *Power Loss* [In Case of Power drain remains powerless until she can absorb Solar radiation; Uncommon Occurrence, Major Intensity; 4pp]

Abilities 30 + Skills 6 (24 ranks) + Feats 19 + Powers 65
+ Combat 20 + Saves 14 – Drawbacks 4 =150 PP

PL 10

STARGIRL



STR	DEX	CON	INT	WIS	CHA
+8	+8	+1	+1	+0	+4
26/12	26/12	12	12	10	18
TOUGHNESS		FORTITUDE		REFLEX	WILL
+12		+4		+8	+4

COMBAT: Attack +10 [Unarmed +8, Energy Bolts +12] Defense 20 (12 flat-footed) Init +8

SKILLS: Bluff 4 (+8/+16), Drive 2 (+9), Knowledge [Pop Culture] 6 (+7), Notice 6 (+6), Sense Motive 6 (+6)

FEATS: All-Out Attack, Attractive (2), Defensive Attack, Dodge Focus (6), Elusive Target, Inspire (2), Power Attack, Teamwork

POWERS: Device 11 [Cosmic Converter Belt – **Enhanced Strength 14, Enhanced Dexterity 14, Super Strength 3, Stun 10** (*Alternate Power: Nullify Electronics*; 44pp), Device 17 [Cosmic Rod – **Blast 12** (*Extra: Penetrating*), **Flight 7, Force Field 12, Telekinesis 10** (*Alternate Power: Light Control, Darkness Control*; 51pp)]

Abilities 16 + Skills 6 (24 Ranks) + Feats 13 + Powers 95
+ Combat 28 + Saves 7 – Drawbacks 0 = 165 PP

PL 11

S.T.R.I.P.E.



STR	DEX	CON	INT	WIS	CHA
+12	+0	+2	+4	+3	+0
34/14	10	14	18	16	10
TOUGHNESS		FORTITUDE		REFLEX	
+12		+10		+0	
				+5	

COMBAT: Attack +8 [Unarmed +12, Energy Blast +12] Defense 17 (14 flat-footed) Init +0

SKILLS: Computers 8 (+12), Craft [Mechanical] 12 (+16), Craft [Electrical] 12 (+16), Disable Device 12 (+16), Knowledge [Technology] 12 (+16)

FEATS: All-Out Attack, Chokehold, Defensive Attack, Dodge Focus (4), Improved Block, Improved Pin, Interpose, Inventor, Power Attack, Takedown Attack

POWERS: Device 20 [S.T.R.I.P.E. Armor – Blast 12, Growth 4 (*Flaw:* No Constitution Bonus), Enhanced Strength 12, Flight 6, Protection 10 (*Extra:* Impervious 11), Immunity 9 (Life Support), Super Strength 5; 80pp]

**Abilities 22 + Skills 14 (56 ranks) + Feats 13 + Powers 80
+ Combat 26 + Saves 10 – Drawbacks 0 = 165 PP**

PL 10

SUPERBOY



STR	DEX	CON	INT	WIS	CHA
+12	+1	+5	+0	+0	+2
34/14	12	20/14	10	10	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12	+10	+2	+7

COMBAT: Attack +8 [Unarmed +12, Heat Vision +7] Defense 18 (14 flat-footed) Init +1

SKILLS: Bluff 4 (+6/+10), Concentration 8 (+8), Intimidate 8 (+10), Notice 8 (+8), Sense Motive 8 (+8)

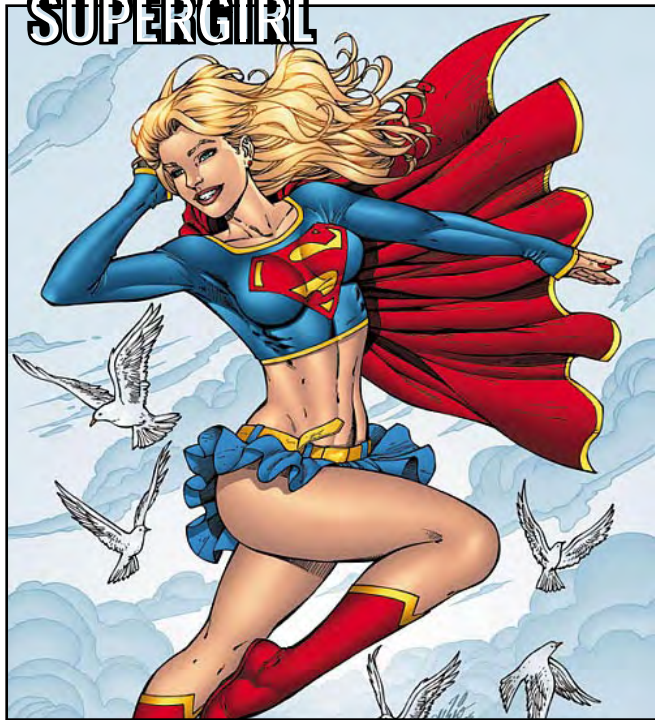
FEATS: All-Out Attack, Attractive, Power Attack

POWERS: Enhanced Strength 20 (20pp), Enhanced Constitution 6 (6pp), Flight 8 (16pp), Blast 7 (Flaw: Distracting [-1]; 7pp), Force Field 5 (Extras: Impervious [+1] 10; 15pp), Super Senses 9 (Extended Sight [2], Acute and Extended Hearing, X-Ray Vision, Ultra Hearing; 9pp), Super Strength 3 (6pp)

Abilities 14 + Skills 9 (36 ranks) + Feats 3 + Powers 79
+ Combat 32 + Saves 13 – Drawbacks 0 = 150 PP

PL 10

SUPERCIRL



STR	DEX	CON	INT	WIS	CHA
+13	+2	+5	+2	+1	+3
36/12	14	20/14	14	12	16
TOUGHNESS		FORTITUDE		REFLEX	
+13		+9		+5	

COMBAT: Attack +7 (+11 Unarmed) [Unarmed +16, Heat Vision +7] Defense 21 (13 flat-footed) Init +2

SKILLS: Bluff 4 (+7/+15), Concentration 8 (+9), Diplomacy 4 (+7/+15), Notice 8 (+9), Sense Motive 6 (+7), Stealth 6 (+8)

FEATS: Attack Specialization [Unarmed] (2), Attractive (2), Defensive Attack, Dodge Focus (5), Luck, Power Attack, Stunning Attack, Teamwork

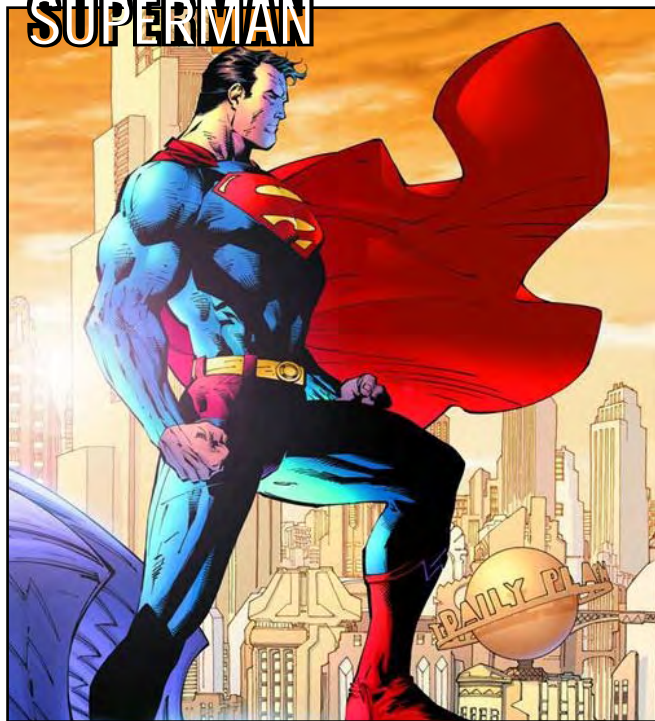
POWERS: **Enhanced Strength 24** (24pp), **Enhanced Constitution 6** (6pp), **Protection 8** (Extras: Impervious [+1] 10; 18pp), **Super Strength 6** (12pp), **Flight 8** (16pp), **Blast 7** (Flaw: Distracting [-1]; 7pp), **Super Senses 9** (Extended Sight [2], Acute and Extended Hearing, X-Ray Vision, Ultra Hearing; 9pp)

DRAWBACKS: *Power Loss* [All Powers; When Not under a yellow Sun; Uncommon Occurrence; Minor Intensity; 3pp], *Weakness* [Kryptonite; Uncommon Occurrence; Moderate Intensity; 2pp], *Vulnerable* [Magic; Uncommon Occurrence; Minor Intensity; 1pp]

**Abilities 22 + Skills 9 (36 ranks) + Feats 14 + Powers 92
+ Combat 26 + Saves 8 – Drawbacks 6 = 165 PP**

PL 12

SUPERMAN



STR	DEX	CON	INT	WIS	CHA
+19	+2	+6	+2	+2	+4
48/16	14	22/16	14	14	18
TOUGHNESS		FORTITUDE		REFLEX	
+18		+14		+9	

COMBAT: Attack +7 (+11 Unarmed) [Unarmed +19, Heat Vision +12] Defense 22 (14 flat-footed) Init +2 (+14 when not Flying)

SKILLS: Diplomacy 8 (+12), Concentration 8 (+10), Notice 8 (+10), Gather Information 6 (+10), Handle Animal 4 (+8), Profession [Reporter] 11 (+13), Profession [Farmer] 3 (+5), Sense Motive 10 (+12)

FEATS: Attack Specialization [Unarmed] (2), Dodge Focus (6), Equipment (4), Inspire (4), Luck, Power Attack, Ultimate Effort [Ultimate Will Save]

POWERS: **Enhanced Strength 32** (32pp), **Enhanced Constitution 6** (6pp), **Protection 12** (Extras: Impervious [+1]; 24pp), **Super Strength 10** (Power Stunt: Super Breath; 21pp), **Flight 15** (Alternate Powers: Super Speed 3; 31pp), **Blast 12** (Flaw: Distracting [-1]; 12pp), **Super Senses 14** (Extended Sight [3], Acute and Extended [5] Hearing, X-Ray Vision, Ultra Hearing; 14pp)

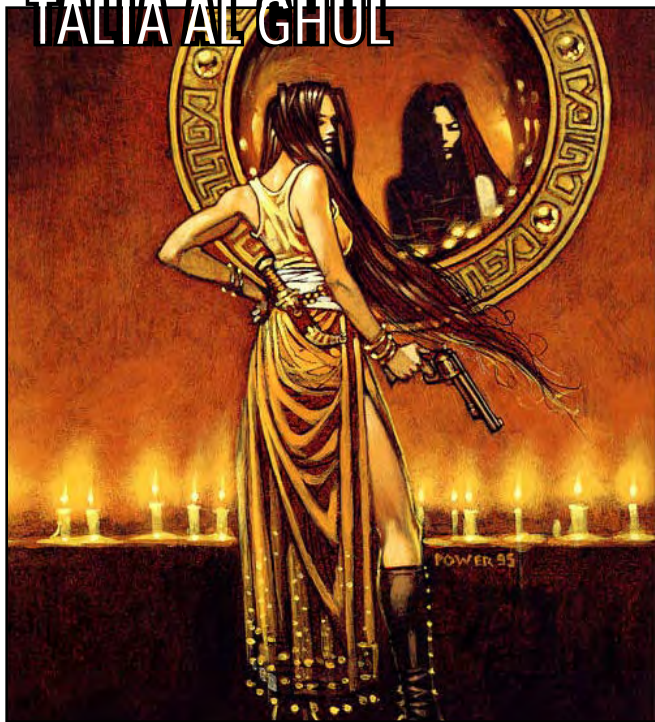
EQUIPMENT: *Fortress of Solitude* [Size: Huge; Toughness: 20; Features: Communications, Computer, Concealed (3), Defense System, Hanger, Holding Cells, Isolated, Laboratory, Library, Living Space, Power System, Security System; 20 ep]

DRAWBACKS: *Power Loss* [All Powers; When Not under a yellow Sun; Uncommon Occurrence; Minor Intensity; 4pp], *Vulnerable* [Magic; Common Occurrence; Moderate Intensity; 3pp], *Weakness* [Kryptonite; Uncommon Occurrence; Major Intensity; 4pp]

Abilities 32 + Skills 14 (56 ranks) + Feats 19 + Powers 130
+ Combat 26 + Saves 15 – Drawbacks 11 =225 PP

PL 15

TALIA AL GHUL



STR	DEX	CON	INT	WIS	CHA
+2	+4	+2	+2	+1	+4
14	18	14	14	12	18
TOUGHNESS		FORTITUDE		REFLEX	
+5		+4		+8	
				+4	

COMBAT: Attack +10 [Unarmed +2, Knife +3; 19-20 Crit; Heavy Pistol +4] Defense 21 (13 flat-footed) Init +8

SKILLS: Acrobatics 8 (+12), Bluff 5 (+9/+17)*, Climb 8 (+10), Computers 4 (+6), Craft [Chemical] 8 (+10), Diplomacy 5 (+9/+17)*, Disable Device 8 (+10), Drive 4 (+8), Escape Artist 8 (+12), Gather Information 13 (+17)*, Handle Animal 5 (+9), Medicine 12 (+13), Notice 8 (+9), Pilot 4 (+8), Search 7 (+9), Sense Motive 12 (+13), Stealth 13 (+17)*, Languages (English, Chinese, German, Spanish; Base: Arabic)

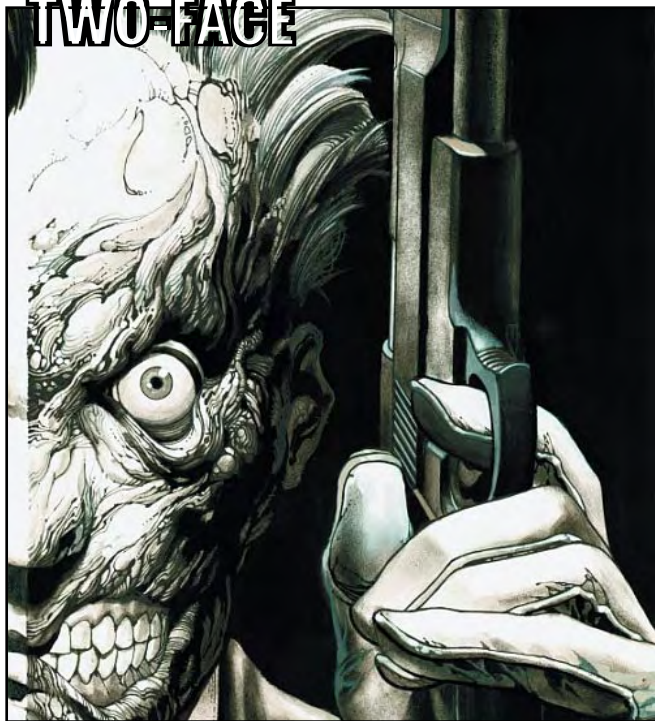
FEATS: Accurate Attack, Assessment, Attractive (2), Connected, Contacts, Distract [Bluff], Defensive Attack, Dodge Focus (6), Elusive Target, Evasion, Equipment (3), Fascinate [Bluff], Improved Block, Improved Initiative, Luck, Minions (7) [10 Assassins], Jack of All Trades, Skill Mastery [Bluff, Diplomacy, Gather Information, Stealth], Sneak Attack (2), Inspire (2), Uncanny Dodge [Hearing], Well-Informed

EQUIPMENT: *Uniform* [+3 Toughness; Subtle; 4ep], **Weapons** *Heavy Pistol* – [+4 Damage; 8ep], *Alternate Powers: Knife* – [+1 Damage; Mighty; Thrown; Improved Critical; 4ep], *Grappling Gun* – [Super Movement (Swinging); 2ep], *Sword* – [+3 Damage; Mighty; Improved Critical; 5ep]; 11ep]

Abilities 30 + Skills 34 (136 ranks) + Feats 32 + Powers 0
+ Combat 30 + Saves 9 – Drawbacks 0 = 135 PP

PL 8

TWO-FACE



COMBAT: Attack +10 [Unarmed +1; Tommy Gun +4] Defense 21 (14 flat-footed) Init +2

SKILLS: Bluff 8 (+11), Diplomacy 8 (+11), Drive 8 (+10), Gather Information 8 (+11), Intimidate 12 (+15), Profession [Lawyer] 8 (+7), Sense Motive 12 (+11)

FEATS: All-Out Attack, Attack Focus [Ranged] (2), Defensive Roll (3), Dodge Focus (3), Equipment (4), Inspire (2), Minions (17), Power attack, Startle

EQUIPMENT: *Thompson Sub-Machine Gun* [+4 Damage; Autofire; 12ep; *Alternate Power: Heavy Pistol* [+4 Damage] 13ep total], *Mid-Sized Car* [Strength: 30; Speed: 5; Defense: 8; Toughness: 9; Size: huge; Cost: 7ep]

STR	DEX	CON	INT	WIS	CHA
+1	+2	+2	+2	-1	+3
12	14	14	14	8	16
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+5/+2	+6	+6	+5		

Abilities 18 + Skills 16 (64 ranks) + Feats 34 + Powers 0
+ Combat 36 + Saves 16 – Drawbacks 0 = 120 PP

PL 8

WONDER GIRL



STR	DEX	CON	INT	WIS	CHA
+10	+2	+6	+0	+0	+4
30/14	14	22/10	10	10	18
TOUGHNESS		FORTITUDE		REFLEX	
+10		+8		+3	
				+7	

COMBAT: Attack +10 [Unarmed +10] Defense 20 (11 flat-footed) Init +2

SKILLS: Concentration 8 (+8), Notice 8 (+8), Sense Motive 8 (+8), Stealth 4 (+6)

FEATS: Accurate Attack, Attractive, Benefit [Status], Defensive Attack, Dodge Focus (8), Equipment, Inspire (2), Power Attack, Rage [+4 Strength, +2 Fortitude & Will Saves; -2 Defense; 5 Rounds]

POWERS: **Device 3** [Bracers – **Deflection 7** (Slow Projectiles; *Extras:* Move Action [+1]; *Power Feat:* Improved Block) 12pp], **Device 6** [Lasso of Ares – **Snare 6** (*Extras:* linked to Strike [+0]; *Power Feat:* Tether, Reversible;), **Strike 8** (Zeus' Lighting; *Extras:* Duration-Concentration [+1], Linked to Snare [+0]); 18pp], **Enhanced Strength 16** (16pp), **Enhanced Constitution 12** (12pp), **Flight 5** (10pp), **Super Strength 3** (6pp)

EQUIPMENT: *Uniform* [+4 Toughness; Subtle; Sep]

Abilities 16 + Skills 7 (28 ranks) + Feats 19 + Powers 74
+ Combat 24 + Saves 10 – Drawbacks 0 = 150 PP

PL 10

WONDER WOMAN



STR	DEX	CON	INT	WIS	CHA
+10	+5	+10	+2	+5	+4
30	20	30	14	20	18
TOUGHNESS		FORTITUDE		REFLEX	WILL
+15		+11		+5	+9

COMBAT: Attack +13 [Unarmed +10] Defense 21 (11 flat-footed) Init +9

SKILLS: Acrobatics 4 (+9), Diplomacy 4 (+8/+20), Handle Animals 6 (+10), Intimidate 8 (+12), Knowledge [Arcane Lore] 7 (+11), Knowledge [Civics] 9 (+11), Knowledge [Tactics] 7 (+9), Notice 4 (+8), Ride 6 (+11), Sense Motive 12 (+17), Languages (English; Base: Greek)

FEATS: Accurate Attack, Attractive (3), Benefit [Status], Defensive Attack, Dodge Focus (10), Equipment, Improved Disarm, Improved Initiative, Power Attack, Quick Change, Rage (2) [+6 Strength, +3 to Fortitude and Will Saves; -2 Defense; 5 Rounds]

POWERS: **Device 4** [Bracers of Aegis – **Deflection 9** (Slow Projectiles; *Extras:* Move Action [+1]; *Power Feats:* Improved Block (2); 16pp], **Device 6** [Lasso of Truth – **Snare 8** (*Extras:* Linked to Mind Control [+0]; *Power Feats:* Reversible, Tether), **Mind Control 12** (*Extras:* Linked to Snare [+0]; *Flaws:* One Command (Speak the Truth) [-1]); 18pp], **Flight 5** (10pp), **Immunity 1** (Age; 1pp), **Super Strength 5** (10pp)

EQUIPMENT: *Uniform* [+5 Toughness; 5ep]

Abilities 72 + Skills 17 (68 ranks) + Feats 23 + Powers 55
+ Combat 28 + Saves 5 – Drawbacks 0 = 200 PP

PL 13

ZATANNA



STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	+3	+3	+5
12	14	12	16	16	20
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+1	+3	+3	+9		

COMBAT: Attack +10 [Unarmed +1] Defense 18 (12 flat-footed) Init +2

SKILLS: Acrobatics 8 (+10), Bluff 4 (+9/+17), Craft [Structural] 8 (+11), Concentration 8 (+11), Diplomacy 4 (+9/+17), Gather Information 12 (+17), Knowledge [Arcane Lore] 12 (+15), Notice 8 (+11), Perform [Stage Magic] 12 (+17), Profession [Stage Magician] 8 (+11), Sense Motive 8 (+11), Sleight of Hand 8 (+10), Stealth 8 (+10)

FEATS: Artificer, Attractive (2), Connected, Contacts, Dodge Focus (5), Fascinate [Bluff], Ritualist, Second Chance [Bluff, Arcane Lore] (2), Trance

POWERS: **Magic 12 (Fog of Forgetfulness; Alternate Powers: Mystic Blast - Dynamic, Force Field - Dynamic, Shield - Dynamic, Element Control [Fire, Earth, Water, Air], Mind Control, Nullify, Telepathy, Transform 8; 38pp)**

DRAWBACKS: *Power Loss* [Force Field & Magic When She can't speak; Uncommon Occurrence, Major Intensity; 4pp]

**Abilities 30 + Skills 27 (108 ranks) + Feats 14 + Powers 38
+ Combat 26 + Saves 9 - Drawbacks 4 = 140 PP**

PL 10