

Name: Raven

Alternate ID: Janice Cole

Val	Char	Base	Cost
10	STR	10	0
23	DEX	10	39
23	CON	10	26
10	BODY	10	0
18	INT	10	8
14	EGO	10	8
20	PRE	10	10
18	COM	10	4
16/26	PD	2	8
16/26	ED	5	5
5	SPD	3.3	17
7	REC	7	0
46	END	46	0
27	STUN	27	0
9"	RUN	6	6
2"	SWIM	2	0
2"	LEAP	2	0

STR Roll: 11- **Run:** 9"
DEX Roll: 14- **Swim:** 2"
CON Roll: 14- **Leap:** 2"
INT Roll: 13-
EGO Roll: 12-
PER Roll: 13-

Disadvantages

	Pts
Dependent NPC: Social Worker Cases 8- (Normal); Unaware of character's adventuring career/Secret ID; Group DNPC: x2 DNPCs)	20
Dependent NPC: Jeff Gordon 14- (As powerful as the PC; Useful noncombat position or skills; Unaware of character's adventuring career/Secret ID)	10
Hunted: Bay Area Authorities 11- (As Pow, NCI, Harshly Punish)	20
Hunted: Bay Area Superheroes 8- (As Pow, Harshly Punish)	10
Psychological Limitation: Driven To Stop Crimes Against The Common Man (Common, Total)	20
Psychological Limitation: Ends Justifies The Means (Common, Strong)	15
Psychological Limitation: In Love With Jeff (Common, Strong)	15
Reputation: Vigilante Super, 11-	10
Vulnerability: 1 1/2 x STUN Light / Laser Attacks (Common)	10
Vulnerability: 1 1/2 x BODY Light / Laser Attacks (Common)	10
Vulnerability: 1 1/2 x Effect Light / Laser Powers (Common)	10

XP

0

Base Points : 200

Disads Total + 150

Experience Spent + 0

Total Cost = 350



Pts. Power/Skill/Perk/Talent END

75 **Ebon Wings Of Power:** Multipower, 75-point reserve [Notes: Attacks take the form of black bands of energy that form the shape of a bird.]

7u 1) **Raven's Claw (One Large):** Killing Attack - Ranged 5d6 (75 Active Points)

7u 2) **Murder Of Crows (Many Small):** Killing Attack - Ranged 2 1/2d6, Autofire (3 shots; +1/4), Reduced Endurance (1/2 END; +1/2) (70 Active Points)

3u 3) **Onyx Bands (Small Inverted Birds):** Entangle 3d6, 3 DEF, Does Knockback (+1/4), Takes No Damage From Attacks All Attacks (+1/2), Double Knockback (+3/4) (75 Active Points); Only Wrists, Ankles, and Neck Power loses about a third of its effectiveness (-1/2), DEF of Entangle is 3 or that of the nearest surface, whichever is less Power loses about a third of its effectiveness (-1/2), Cannot Form Barriers (-1/4), Power does not effect target if not near flat surface OR KB does not bring them in contact of a flat surface Power loses about a fourth of its effectiveness (-1/4) [Notes: Attack has effect of stapling the target to the nearest object.]

20 **Armored Costume:** Armor (10 PD/10 ED) (30 Active Points); OIF (-1/2)

11 **Pitch Black Costume:** Invisibility to Sight Group , Reduced Endurance (0 END; +1/2) (30 Active Points); Requires A Stealth Roll (-1/2), OIF (-1/2), Only When Not Attacking (-1/2), Only in deep shadows or at night (-1/4)

5 **Winged Cape:** Gliding 10" (10 Active Points); OIF (-1/2), Restrained (-1/2)

5 **Swing Line:** Swinging 10" (10 Active Points); OAF (-1)

20 +2 Overall

- 3 Acrobatics 14-
- 3 AK: Bay Area 13-
- 3 AK: East Palo Alto 13-
- 3 Breakfall 14-
- 3 Bribery 13-
- 3 Bureaucrats 13-
- 3 Climbing 14-
- 3 Concealment 13-
- 3 Conversation 13-
- 3 KS: Street Crime 13-
- 2 Language: Spanish (basic conversation; literate)
- 3 Lockpicking 14-
- 3 Persuasion 13-
- 3 PS: Social Worker 13-
- 1 Security Systems 8-
- 3 Shadowing 13-
- 3 Stealth 14-
- 3 Streetwise 13-
- 1 TF: Small Motorized Ground Vehicles

Base OCV: 8 Base DCV: 8

Adjustment+ Adjustment+

Final OCV: Final DCV:

Levels: +2 Overall

Combat Maneuvers

Name	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, Abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	---	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4DC to attack
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged attacks only
Strike	1/2	+0	+0	STR or weapon

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMod	0	-2	-4	-6	-8	-10

DEX: 23 SPD: 5 ECV: 5
Phases: 3, 5, 8, 10, 12
16/26 PD (6/16 rPD) 16/26 ED (6/16 rED) MD: 0
END: 46 STUN: 27 BODY: 10



2 *Vigilante*: Reputation (Those who follow the news or run on streets) ; 11-, +1/+1d6

12 Combat Luck (6 PD/6 ED)

133 : Powers Cost

86 + Skills Cost

131 + Characteristics Cost

350 = Total Cost