Finesse (Leianda "Lee" Quinn)

Val	Characteristic	Roll
25	Strength	14-
29	Dexterity	15-
23	Constitution	14-
11	Body	11-
13	Intelligence	12-
10	Ego	11-
18	Presence	13-
18	Comeliness	13-
13 / 23	Physical Defense	
13 / 23	Energy Defense	
6	Speed	
10	Recovery	
40	Endurance	
36	Stun	

Notes

HtH Damage: 5d6 Lift: 800 kg

Base OCV: 10 Base DCV: 10
Base ECV: 3

Perception Roll: 12-

Basic Presence Attack: 3½d6

Resistant PD: 0 / 10 Total PD: 13 / 23
Resistant ED: 0 / 10 Total ED: 13 / 23

Does not include Combat Luck

Phases: 2, 4, 6, 8, 10, 12

Run: 13" (26" NC) Leap: 12" (24" NC)
Swim: 5" (10" NC)

Personal Data

Hair: Brown Eyes: Brown
Height: 5' 6" Weight: 123 lbs
Birth Date: March 14, 1945 (Converted from Eyrathan date)
Place of Birth: Extra-dimensional world of Eyratha
Non-Hero Occupation: Ballet Dancer

Skill, Talent, or Perk

+1 Overall
+3 with Enchanted Staff Attacks

Acrobatics 15-
Breakfall 15-
Bureaucratics 8-
Climbing 15-
Concealment 12-
Contortionist 15-
Defense Maneuver I-IV
Gambling (Board Games, Bridge) 12-
High Society 13-
Paramedics 12-
Power (Staff Tricks) 15-
Rapid Attack (HTH)
Seduction 13-
Shadowing 12-
Sleight Of Hand 15-
Stealth 15-
Teamwork 15-
Tracking 12-

TF: Small Motorized Ground Vehicles

PS: Ballet Dancer 15-

KS: Current Affairs 11-
KS: Eyrathan History 11-
KS: Politics 8-
KS: Baseball 8-

Language: English (completely fluent)
Language: Eyrathan Royal Tongue (idiomatic, native)

Traveler
1) AK: Eyratha 13-
2) AK: United States of America 12-
3) CK: New York City 12-
4) CuK: Eyratha 13-

Combat Luck (3 PD / 3 ED)
Combat Sense 12-

Reputation: member of SuperSquad America (A large group) 11-, +2 / +2d6

Fringe Benefit: Member of the Eyrathan Royal Family (in Exile)
Fringe Benefit: Passport

Perk: SuperSquad America HQ and Vehicles

Power — END

Martial Arts: Eyrathan Staff Fighting *(See Maneuvers Chart)*

Enchanted Staff : Multipower, all slots OIF (Staff)
u1) *Right Back at You:* Missile Deflection (Any Ranged Attack), Missile Reflection, Reflect At Any Target
u2) *Staff Strike:* Hand-To-Hand Attack +5d6, 0 END
u3) *Mystical Blast:* Energy Blast 12d6; 12 Charges [12]
u4) *Mystical Hold:* Entangle 5d6, 5 DEF, Entangle And Character Both Take Damage; Cannot Form Barriers, 12 Charges [12]
u5) *Stealth Mode:* Invisibility to Sight, Hearing and Mystic Groups , No Fringe; Cannot Attack or use other Staff functions while in Stealth mode, 6 Continuing Charges lasting 1 Turn each [6 cc]

Enchanted Staff Extra Reach: Stretching 2", No Velocity Damage, 0 END; Only to Cause Damage, OIF (Staff), Always Direct, No Noncombat Stretching
Enchanted Staff Pole Vault: Leaping +7" (12" forward, 6" upward); OIF (Staff) 1

Padded Costume: Armor (10 PD / 10 ED); OIF (Costume)

Superb Runner: Running +7" (13" total) 1
Superb Swimmer: Swimming +3" (5" total) 1

SuperSquad Radio Link

Disadvantages

Distinctive Features: Magical Aura (Not Concealable; Noticed and Recognizable; Detectable Only By Unusual Senses)
Hunted: SuperSquad America rogues gallery 8- (Mo Pow, NCI, Harshly Punish)
Hunted: S.H.A.D.E. 8- (As Pow, NCI, Harshly Punish)
Hunted: the Sorceress 8- (As Pow, NCI, Harshly Punish)
Physical Lim: Slight unfamiliarity with Earth culture (Infrequently, Slightly Impairing)
Psych Lim: Code vs. Killing (Common, Total)
Psych Lim: In love with husband Denny Quinn (Silver Archer) (Common, Strong)
Psych Lim: Believes in strong but fair authoritative rule (Common, Moderate)
Psych Lim: Stubborn (Common, Moderate)
Rivalry: Romantic (Morning Glory who has a crush on Silver Archer), As Powerful, PC, Seek to Outdo / Embarrass Rival, Aware
Social Lim: Secret Identity (Frequently, Major)
Vulnerability: 1½ x STUN from Enchanted Weapons (Uncommon)
Vulnerability: 1½ x BODY from Enchanted Weapons (Uncommon)

Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block, Abort
Brace	0	+2	½	+2 vs. Range Modifiers
Disarm	½	--	+0	Can disarm
Dodge	½	--	+3	Abort, affects all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½	+0	-5	+4 DC
Move By	½	-2	-2	STR/2+v/5, take 1/3 damage
Move Through	½	-v/5	-3	STR +v/3, take ½ damage
Set	1	+1	+0	Ranged attacks only
Strike	½	+0	+0	STR or weapon
Blazing Away	½	+0	+0	Max attacks, only hit on 3
Club Weapon	½	+0	+0	Killing wpn. does Normal damage
Cover	½	-2	+0	Target held at gunpoint
Dive for Cover	½	+0	+0	Abort, avoids damage
Hipshot	½	-1	+0	+1 DEX only for initiative
Hurry	½	-2	-2	+1d6 DEX only for initiative
Pulling A Punch	½	-1/5d6	+0	Normal STUN, ½ BODY
Rapid Fire	1	-2/x	x½	Multiple Ranged attacks
Roll with Punch	½	-2	-2	Abort, Block after hit, ½ damage.
Snap Shot	1	-1	+0	Can duck behind cover
Suppression Fire	1	-2	+0	Sustain fire with Autofire
Sweep	1	-2/x	x½	Make multiple HtH attacks

Eyrathan Staff Fighting

Nerve Strike	½	-1	+1	2d6 NND
Block	½	+2	+2	Block, Abort
Disarm	½	-1	+1	Disarm; 35 STR to Disarm roll
Jab	½	+1	+3	Weapon Strike
Legsweep	½	+2	-1	Weapon +1 DC Strike, Target Falls
Strike	½	+0	+2	Weapon +2 DC Strike
Smash	½	-2	+1	Weapon +4 DC Strike