


Hope

Panpiper (Peter)

PROFILE

Val	Char	Base Points		Total	Roll Notes
55	STR	10	45	55	20- HTH Damage 11d6 END [5]
13	DEX	10	6	13	12-
25	CON	10	15	25	14-
13	INT	10	3	13	12- PER Roll 12-
10	EGO	10	0	10	11-
20	PRE	10	10	20	13- PRE Attack: 4d6
Phases: 3, 5, 8, 10, 12					
8	OCV	3	25	8	
8	DCV	3	25	8	
1	OMCV	3	-6	1	
5	DMCV	3	6	5	
5	SPD	2.0	30	5	
25	PD	2	8	25	25 PD (15 rPD)
25	ED	2	8	25	25 ED (15 rED)
22	REC	4	18	22	
60	END	20	8	60	
10	BODY	10	0	10	
60	STUN	20	20	60	
12	Running	12	0	12m	
4	Swimming	4	0	4m	
4m/2m	Leaping	4	0	4m	
221 Total Characteristics Points					



COMPLICATIONS

Cost

Complication

15 Secret Identity

25 Devoted to Justice: (Very Common; Total)

10 Social Complication: Innocents frequently unwilling to help for fear of villain retaliation Frequently, Minor

15 Hunted: Viper Infrequently (As Pow; NC!; Harshly Punish)

10 Hunted: "Oh, not this creep again..." Infrequently (As Pow; Harshly Punish)

75 Total Complications Cost

Base	Complications	XP	Total
400	75	0	400

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COMBAT INFORMATION

SPEED CHART	DEX	13	SPD	5	PHASES	12	1	2	3	4	5	6	7	8	9	10	11
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DEFENSES

	PD	ED	MD	PowD
NONRESISTANT	25	25	2	1
RESISTANT	15	15		

Notes:

FATIGUE & HEALTH

	BODY	STUN	END	PHYSICAL	OFFENSIVE	DEFENSIVE
MAXIMUM	10	60	60		8	8
CURRENT				MENTAL	1	5

MOVEMENT

Type	Total	3d6 Roll	Location	STUNx	N STUN	BODYx	To Hit	rDEF
Run (12m)	12m [24m NC]	3	CROWN	x5	x2	x2	-8	
Swim (4m)	4m [8m NC]	4	TEMPLE	x5	x2	x2	-8	
H. Leap (4m)	4m	5	FACE	x5	x2	x2	-8	
V. Leap (2m)	2m	6	HANDS	x1	x1/2	x1/2	-6	
Flight	47m [752m NC]	7	RIGHT ARM	x2	x1/2	x1/2	-5	
		8	LEFT ARM	x2	x1/2	x1/2	-5	
		9	SHOULDERS	x3	x1	x1	-5	
		10	HI CHEST	x3	x1	x1	-3	
		11	LO CHEST	x3	x1	x1	-3	
		12	STOMACH	x4	x1 1/2	x1	-7	
		13	VITALS	x4	x1 1/2	x2	-8	
		14	THIGHS	x2	x1	x1	-4	
		15	HI LEGS	x2	x1/2	x1/2	-6	
		16	MID LEGS	x2	x1/2	x1/2	-6	
		17	LO LEGS	x1	x1/2	x1/2	-8	
		18	FEET	x1	x1/2	x1/2	-8	

COMBAT SKILL LEVELS

+2 with Passing Strike

COMBAT MANEUVERS

Cost	Maneuver	Phase	OCV	DCV	Effect
0	Block	1/2	+0	+0	Block, abort
0	Brace	0	+2	1/2	+2 vs. Range Mod.
0	Called Shot: Head	0	-4	-	1d6+3 (Head to Shoulders)
0	Called Shot: High	0	-2	-	2d6+1 (Head to Vitals)
0	Called Shot: Body	0	-1	-	2d6+4 (Hands to Legs)
0	Called Shot: Low	0	-2	-	2d6+6 (Shoulders to Feet)
0	Called Shot: Leg	0	-4	-	1d6+12 (Vitals to Feet)
0	Disarm	1/2	-2	+0	Can disarm
0	Dodge	1/2	--	+3	Abort, vs. all attacks
0	Grab	1/2	-1	-2	Grab two limbs
0	Grab By	1/2	-3	-4	Move and Grab; +(v/10) to STR

0	Haymaker	1/2*	+0	-5	+4 DCs to attack
0	Move By	1/2	-2	-2	STR/2 + v/10; you take 1/3
0	Move Through	1/2	-v/10	-3	STR + v/6, you take 1/2 or full
0	Multiple Attack	1	var	1/2	Attack multiple times
0	Presense Attack	0	+0	+0	4d6 +/- modifiers
0	Set	1	+1	+0	Ranged Attacks only
0	Shove	1/2	-1	-1	Push 1m per 5 STR
0	Strike	1/2	+0	+0	STR or weapon
0	Throw	1/2	+0	+0	Throw w/ STR dmg
0	Trip	1/2	-1	-2	Target Falls
5	Passing Strike	1/2	+1	+0	11d6 +v/10; FMove
5	Flying Dodge	1/2	--	+4	Dodge All Attacks, Abort; FMove
10	Total Cost of Fighting Skills				

RANGE MODIFIERS						
Range (m)	0-8	9-16	17-32	33-64	65-125	126-250
RMOD	0	-2	-4	-6	-8	-10

CAMPAIGN USE
Hope will confront a bad guy given the opportunity to do so. However she is also wary of ambushes and setups. She is well aware that villains might try to set her up with an easy villain to stop, while several others are hidden nearby ready to pounce if and when Hope shows up to take bait.

Hope		Panpiper (Peter)
POWERS		END
45 <i>Just that tough</i> : Resistant Protection (15 PD/15 ED)		0
Supercruise Multipower		
47 Multipower, 56-point reserve, all slots Reduced Endurance (1/2 END; +1/4) (70 Active Points); all slots Unified Power (-1/4), Extra Time (Delayed Phase, Only to Activate, -1/4) <i>Notes: Needs to wind up to jump into flight.</i>		
4f 1)	Combat : Flight 37m, Combat Acceleration/Deceleration (+1/4), No Turn Mode (+1/4) (55 Active Points); Unified Power (-1/4), Extra Time (Delayed Phase, Only to Activate, -1/4)	2
4f 2)	Non-Combat : Flight 10m, x256 Noncombat, Rapid Noncombat Movement (+1/4) (56 Active Points); Unified Power (-1/4), Extra Time (Delayed Phase, Only to Activate, -1/4) <i>Notes: 3840 KPH. Non-combat, Ishtar can accelerate to break the sound barrier in less than 4 seconds, reaching over Mach 3 in ten seconds.</i>	3
4f 3)	Space : Flight 10m, x16 Noncombat, Rapid Noncombat Movement (+1/4), MegaScale (1m = 1 km; +1*) (56 Active Points); Unified Power (-1/4), Extra Time (Delayed Phase, Only to Activate, -1/4) <i>Notes: An hour and a half to reach the moon.</i>	3
15 Life Support (Eating: Character only has to eat once per week; Extended Breathing: 1 END per 20 Minutes; Longevity: 200 Years; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Sleeping: Character only has to sleep 8 hours per week) <i>Notes: 20 hours in space, more than enough to collect moon rocks.</i>		0
3 Powered Entrance : +10 PRE (10 Active Points); Limited Power Power loses about half of its effectiveness (Only for making a presence attack; -1), Limited Power Power loses about half of its effectiveness (Only when arriving to an encounter using power like flight or bursting through a door.; -1)		
10 Nightvision, +2 to PER Roll, Telescopic: +6		0
1 Sight Group Flash Defense		0
1 Power Defense (1 points)		0
2 Mental Defense (2 points total)		0
136 Total Powers Cost		

Hope		Panpiper (Peter)	
SKILLS, PERKS, TALENTS			
SKILLS			
Cost	Name		
4	+2 with Passing Strike		
2	AK: Millennium City 11-		
1	PS: Geologist 8-		
2	KS: Geology 11-		
2	KS: Astronomy 11-		
3	Navigation 12-		
3	Stealth 12-		
3	Concealment 12-		
3	Disguise 12-		
23	Total Skills Cost		
FIGHTING SKILLS			
Cost	Name		
	Flight Maneuvers		
5	1) Passing Strike: 1/2 Phase, +1 OCV, +0 DCV, 11d6 +v/10; FMove		
5	2) Flying Dodge: 1/2 Phase, -- OCV, +4 DCV, Dodge All Attacks, Abort; FMove		
10	Total Fighting Skills Cost		
PERKS			
Cost	Name		
2	Trust Fund : Money: Well Off		
	Notes: True Identity: Ishtar Ninurte		
2	Deep Cover		
	Notes: Primary Secret Identity: Sabrina Sage (University student, Geology)		
3	Money Launderer : Contact: Eric Anders (Contact has useful Skills or resources, Good relationship with Contact) 8-		
7	Total Perks Cost		
TALENTS			
Cost	Name		
3	+1/+1d6 Striking Appearance (vs. all characters)		
3	Total Talents Cost		

Hope		Panpiper (Peter)	
BIOGRAPHY			
APPEARANCE			
Height:	1.75 m	Hair:	Blond
Weight:	65.00 kg	Eyes:	Blue
Long blond hair, blue eyed and beautiful. Hope is everything the world could hope for in a superhero. She dresses in a hero outfit that reminds the world who the world's heroes were, and still are.			
PERSONALITY			
Hope is brand spanking new to this, her talent is still completely raw, but she is deady serious about being the hero she is clearly destined to be. She will rise to the challenge, she will do what is necessary, or she will die trying.			
QUOTE			
Upon making a dramatic entrance, "Surrender or I'm going to have to hurt you."			

“Oh, not this creep again...!”

TACTICS

Hope is essentially a brick, high strength, high damage resistance. She has however barely begun to discover the true extent and uses of her powers, as they are still evolving. She has little by way of finesse as of yet, relying on her strength and resilience for lack of any other particular skill. For the most part she will rely on the speed of her flight to do passing strikes on opponents as she flies past them.

Hope

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ORIGIN

Ishtar was named after the ancient Babylonian goddess of love and battle. Unbeknownst to her parents at the time of course was that maybe there was some truth to that naming. She proved to be an only child, and was showered with their love and attention, seeds of empathy and ethics well sown.

Ishtar was overjoyed when as an infant, she saw the huge comic book collection her father had bequeathed her. That was how Ishtar saw it when she discovered her dad’s collection anyway. Her dad very calmly explained to her how precious they were and how they needed to be handled gently, but he was tickled pink by her enjoyment of them, and especially when he saw her teach herself to read in mere weeks so she could enjoy them fully! From her infancy, Ishtar has steeped herself in the universe of superheroes, and that heroic ethic has burrowed soul deep in her.

Ishtar was just thirteen years old when the vanishing happened. To her utter horror and dismay, that day her parents also both vanished. Her father’s best friend, a Swiss banker named Eric Anders, hurried to Millennium City and took her in. Her father had been a careful man and had left not only a strong will, but an estate worth a tidy fortune, which Ishtar inherited. Eric took good care of it, and saw to it that Ishtar had a strong income with which to carry on.

Ishtar was long oblivious to her powers, merely thinking herself unusually gifted in her pursuits of track and field and gymnastics. She realized the truth when at the age of fourteen, she tried a discus toss for the first time, and quite accidentally threw the discus all the way over the track field and clean through a building on the other side. Fortunately no one saw the throw. Even more fortunately, no one got hurt. At that instant however she realized two things, one that she had power she better figure out and learn to control, and two, that maybe she should be circumspect about it. Villains ruled the world and she’d better be darn careful.

That’s when she started experimenting, always in private, seeing just how much she could lift, which was a lot, how fast she could move, etc.. Her movement proved a bit disappointing till she tried to jump as high as she could and took off like a rocket! She can fly! When she discovered she was also remarkably impervious to being hurt, actually being literally bullet proof, the decision to do the superhero thing was a no brainer. She was one of them, the super heroes she had enjoyed reading about for so long! Again though, she urged herself patience. Train, practice quietly, till you are sure you are ready.

Ishtar never even questioned her resolve to stand against the evil of the villains who now ran the world, as outnumbered as she might be. Someone had to, if for no other reason than to give the world hope. Give the world hope. Hope! She would call herself Hope! She would give herself, Hope, to the world.

She confided in only one person, her guardian, Eric Anders. Perhaps oddly, Eric was not incredulous, but instead coached her to ever more extreme caution. Nor did he attempt to dissuade her from her announced intention to try to fight back, other than to advocate being really smart about it, to train and prepare first. The two of them worked to establish an alternate identity for Ishtar, Sabrina Sage, who would go on to university while Ishtar would get ever more obscure. This was largely to create a buffer between Ishtar and her trust fund, not to mention Eric, and the soon to be superhero. The trust fund would be useful as it would let her concentrate on her mission of being the world’s Hope.

Her flight was the dream for her. She was super strong and resilient, and that was really useful if she was to one day join with the heroes defending the world, but flight was a joy from heaven! One of the very first things she tried of course upon learning she could fly, was to see how fast and how high she could fly. It took her very little time to find herself floating in outer space, looking down at the blue green globe of the Earth. The very next day, she made her first trip to the moon.

She developed quite the fascination for the subject of the moon and such. I mean she ought to no? She’s a moon explorer! Her deep cover alter ego, Sabrina Sage, would go to Millennium City University to study astronomy and geology so she could be better with her moon exploration.

Unfortunately Ishtar’s youth, inexperience, and exuberance has come with a price. As cautious as she and Eric have been, there have been more than a few instances in which Ishtar has discovered situations in which she truly could, and did, foil plans of supervillains. A few have been foiled several times. Hope has been seen in the world, fighting back, and she has already incurred the enmity of Viper and others.

Character created with [Hero Designer](#) (version 20200217)