

Character Name: Hope
Alternate Identities: Ishtar Ninurte AKA Sabrina Sage
Player Name: Panpiper (Peter)



CHARACTERISTICS

Val Char	Base Points	Total	Roll Notes
55 STR	10	45	55 20- HTH Damage 11d6 END [5]
13 DEX	10	6	13 12-
28 CON	10	18	28 15-
10 BODY	10	0	10
13 INT	10	3	13 12- PER Roll 12-
10 EGO	10	0	10 11-
20 PRE	10	10	20 13- PRE Attack: 4d6
10 PD	2	8	25 25 PD (15 rPD)
10 ED	2	8	25 25 ED (15 rED)
5 SPD	2.0	30	5 Phases: 3, 5, 8, 10, 12
22 REC	4	18	22
60 END	20	8	60
60 STUN	20	20	60
12" Running	12	0	12m
4" Swimming	4	0	4m
4" Leaping	4	0	4m
218 Total Characteristics Points			

COMBAT INFORMATION

OCV: 8 **DCV: 8**

Combat Skill Levels: +2 with Passing Strike

COMBAT MANEUVERS

Maneuver	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	+4 DC attack damage
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
Passing Strike	1/2	+1	+0	11d6 +v/10; FMove
Flying Dodge	1/2	--	+4	Dodge All Attacks, Abort; FMove

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	0
Spent:	0
Unspent:	0
Base Points:	400
Disad Points:	75
Total Points:	400

MOVEMENT

Type	Total
Run (12)	12m [24m NC]
Swim (4)	4m [8m NC]
H. Leap (4m)	4m
V. Leap (2m)	2m
Flight	47m [752m NC]

DEFENSES

Type	Amount
Physical Defense	25
Res. Phys. Defense	15
Energy Defense	25
Res. Energy Defense	15
Mental Defense	2
Power Defense	1

COMBAT MODIFIERS

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

Targeting shot	OCV	Hit Location
Head shot (Head to Shoulders)	-4	1d6+3
High shot (Head to Vitals)	-2	2d6+1
Body shot (Hands to Legs)	-1	2d6+4
Low shot (Shoulders to Feet)	-2	2d6+7
Leg shot (Vitals to Feet)	-4	1d6+12

Character Name: Hope
Alternate Identities: Ishtar Ninurte AKA Sabrina Sage
Player Name: Panpiper (Peter)



SKILLS

Cost	Name
4	+2 with Passing Strike
2	AK: NYC 11-

POWERS

Cost	Power	END
45	<i>Just that tough:</i> Resistant Protection (15 PD/15 ED)	0
47	<i>Supercruise:</i> Multipower, 56-point reserve, all slots Reduced Endurance (1/2 END;	

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

PERKS

Cost	Name
2	<i>Trust Fund</i> : Money: Well Off Notes : True Identity: Ishtar Ninurte
2	Deep Cover Notes : Primary Secret Identity: Sabrina Sage (University student, Geology)
3	<i>Money Launderer</i> : Contact: Eric Anders (Contact has useful Skills or resources, Good relationship with Contact) 8-
3	<i>Hope is famous as one of the last true heroes.</i> : Positive Reputation (A large group) 14-, +1/+1d6
10	Total Perks Cost

TALENTS

Cost	Name
3	+1/+1d6 Striking Appearance (vs. all characters)
3	Total Talents Cost

+1/4) (70 Active Points); all slots Unified Power (-1/4), Extra Time (Delayed Phase, Only to Activate, -1/4)		
4f	1) <i>Combat</i> : 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) <i>Non-Combat</i> : 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) 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.	3
4f	3) <i>Space</i> : 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) Notes : An hour and a half to reach the moon.	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) Notes : 20 hours in space, more than enough to collect moon rocks.	0
3	<i>Powered Entrance</i> : +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	

MARTIAL ARTS MANEUVERS

Cost	Maneuver
	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 Martial Arts Cost

Character Name: Hope
Alternate Identities: Ishtar Ninurte AKA Sabrina Sage
Player Name: Panpiper (Peter)



DISADVANTAGES

Cost	Disadvantage
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
25	Hunted: All villains, everywhere Very Frequently (As Pow; NCI; Harshly Punish)
75	Total Disadvantages Cost

APPEARANCE

Hair Color: Blond
Eye Color: Brown
Height: 1.80 m
Weight: 75.00 kg

Description:

Long curly blond hair, full kissable lips on a beautiful face, and a strong, heroic physique all combine to make her prime centerfold material. She's probably more the porn star than the Hollywood starlet, in terns of looks though. Definitely too strong for super model.

Physical fights destroy clothing, which she can ill aford to replace, so if she's going into a fight, she will doff pretty much everything down to sports wear, or lingerie, or a swim suit, or whatever other minimal clothing she was able to scrounge from a bargain bin at Walmart. She'd love to be able to afford an actual superhero costume someday. For now, she milks the sex appeal of wearing as close to nothing as she can.

Photographers and videographers will risk themselves to catch her on camera fighting bad guys, because she looks fabulous, always has fantastic poses, and she could easily loose whatever she is wearing.

BACKGROUND

Hailing from a line of secular Iranian expats who fled when the Sha was deposed, 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.

Ishtar was long oblivious to her powers, merely thinking herself unusually gifted in her pursuits of track and field and gymnastics. She was not particularly gifted scholastically. She realized the truth when she tried a discus toss for the first time a couple years ago, and quite accidentally threw the discus all the way over the track field and clean through a building on the other side. The damage was judged accidental and covered by insurance. None the less, Ishtar helped with the cleanup and repairs, apologizing profusely the whole time, thankful she didn't hurt anyone.

That's when she started experimenting, 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 super hero thing was a no brainer.

PERSONALITY

While not particularly vain about her appearance, she does not think herself 'better' than anyone else, Ishtar certainly does enjoy the extra fawning attention she gets from it and is more than happy to milk it for all it's worth. She enjoys posing for the paparazzi and such posing is ingrained into her movement when in action.

She's a good person at heart, and would never take the path of criminality, but she's also discovered that she's a bit of an adrenaline junky and enjoys opportunities for action. Being bullet proof has made her more than a little overconfident, as thus far she has not been faced with anyone who could really hurt her.

Ishtar learned to read with comic books. Now that she has discovered that she is in fact one of the supers she has so enjoyed fantasizing over the years, the lessons gained from the immersion have really sunk in. She is brand spanking new to this, her talent is still completely raw, but she is deadly 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."

POWERS/TACTICS

Ishtar 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 now anyway. She may not be terribly bright, but she is willing to learn. And who knows how her powers might grow?

Ishtar will avoid destroying property if at all possible, but already destroyed objects such as cars can and will be used to area effect swat high dex opponents.

CAMPAIGN_USE

Ishtar will confront a bad guy given the opportunity to do so. However she is also a broke ass teen, and is more than willing to get paid for her talents, as long as what she is being paid to do is legal and ethical. Thus far she has been acting alone, as she has yet to meet other supers. She's not yet had much experience, and has a lot to learn. Such being one of the perils of being a teenager.

For now, she has spent what little she has on a police scanner. Hopefully opportunity will come her way as she gets noticed.