

Ange

AKA: *Alessandra Ricci*

Campaign: *New Champions Protocol*

Genre: *Super-Heroic*

HERO
SYSTEM
SIXTH EDITION

CHARACTERISTICS

Val	Char	Base	Cost	Roll	Summary
11/45	STR	10	1	11- / 18-	Lift: 114.9kg/12.8tons
14	DEX	10	8	12-	Initiative: 14
18	CON	10	8	13-	Stun Threshold: 18
13	INT	10	3	12-	Perception Roll: 12-
10	EGO	10	0	11-	
13	PRE	10	3	12-	PRE Attack: 2 ½d6
6	OCV	3	15		STR Dmg: 2d6/9d6
6	DCV	3	15		STR END: 1/4
1	OMCV	3	-6		
3	DMCV	3	0		
4/20	PD	2	2		4/20 PD • 0/16 Res. PD
4/20	ED	2	2		4/20 ED • 0/16 Res. ED
5	SPD	2.0	30		Phases: 3, 5, 8, 10, 12
10	REC	4	6		
50	END	20	6		
10	BODY	10	0		
46	STUN	20	13		
22m	Run	12	0		
4m	Swim	4	0		
4m	Leap	4	0		
Total 106					

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	0
Spent:	0
Unspent:	0
Base Points:	250
Complication Points:	45
Characteristic Points:	106
Power Points:	110
Talent Points:	0
Martial Art Points:	0
Skill Points:	29
Perk Points:	5
Total Points:	250

INFORMATION

Eye Color: Green	Height: 1.70 m
Hair Color: Blonde/Brown	Weight: 63.00 kg

Personality

Alessandra has years of experience keeping things a secret. She is conflicted as she spent many years with Level 37, however being used unwittingly in an experiment has left her bitter against them, and she's going to use her talents and skills to figure out who is behind Operation Angel

Background

Alessandra is French woman in the late twenties, trained in espionage and computer infiltration by Level 37 from a young age. She gained her powers through involuntary experimentation by Level 37.

She currently is affiliated with the IERA as a double agent and is trying to uncover the secrets of Operation Angel and how it relates to the IERA, Level 37, and her powes.

MOVEMENT

Type	Top Speed
Run	22m [44m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Teleport	5m [10m NC]

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COMBAT TACTICS

Ange uses her right-brain control for parlour-trick style plays, but usually uses it to get a bit of extra movement quickly
left brain control usually keeps as many points as possible in Atomic Shell protection on during combat and uses the other point allocated to strength

Combinations of defenses with other powers

rPD/rED when using strength or TK: 16/16

rPD/rED when using AoE Aid powers: 12/12

rPD/rED when using "Matter Matters": 11/11

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	--	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½*	+0	-5	+4 DC attack damage
Move By	½	-2	-2	STR/2 + v/10, you take 1/3
Move Through	½	-v/10	-3	STR + v/6
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged Attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target prone

ATTACK POWERS

Name	Effect	END
Muscular Enhancement	STR	3
All Atoms are connected	(21 STR) Telekinesis	3
Matter matters	4d6 Blast	5
Photon Bath	Images	1
Light Absorbtion	Change Environment	1

DEFENSE POWERS

Name	Effect	Defense	END
Atomic Shell	Resistant Protection	32	2

SENSORY POWERS

Name	Effect	END
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COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	18	STUN:
Melee Damage	2d6/9d6	
Physical Defense	4/20	/46
Res. Phys. Defense	0/16	END:
Energy Defense	4/20	
Res. Energy Defense	0/16	/50
Mental Defense	0	BODY:
Power Defense	0	/10

COMBAT VALUES

OCV: 6

DCV: 6

OMCV: 1

DMCV: 3

Initiative and Action Phases

DEX: 14

Action Phases: 3, 5, 8, 10, 12

COMBAT MODIFIERS

Range	0-8m	9-16m	17-32m	33-64m	65-125m	129-250m
RMOD	0	-2	-4	-6	-8	-10

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POWERS

END	Description	Cost
	Atomic Control - Left Brain Multipower, 84-point reserve, (84 Active Points); Concentration (1/2 DCV; -1/4)	67
2	1) Atomic Shell: Resistant Protection (16 PD/16 ED) (48 Active Points); Perceivable (-1/4), Costs Half Endurance (-1/4) <i>Notes: Focusing her energy on solidifying the bonds of the molecules around her, Ange can protect herself in a hardened shell of distortion. It doesn't affect any senses, but when active, her power looks like a heat shimmer on the road and is noticable</i>	6v
3	2) Muscular Enhancement: +34 STR (34 Active Points) <i>Notes: Ange is able to increase the strength of the bonds within her body, allowing her the ability to use her powers to increase the contraction and stretching of her muscles to improve their effectiveness.</i>	3f
3	3) All Atoms are connected: Telekinesis (21 STR) (33 Active Points) <i>Notes: All Atoms are connected - starting from her fingertips and jumping from atom to atom, she can exert her control over distant atoms with a bit of force.</i>	3f
5	4) Matter matters: Blast 4d6, Area Of Effect (8m Radius; +1/2), Attack Versus Alternate Defense (Life Support: Safe in Low Pressure / Vacuum; All Or Nothing; +1) (50 Active Points) <i>Notes: Ange can affect an area of space to vacate the matter within it in an instant, leaving those without the ability to be safe in a vacuum in pain</i>	5f
5	5) Oxygen is important: Aid Stun 4d6, Area Of Effect (16m Radius; +3/4), Selective (+1/4) (48 Active Points); Only to Aid Others (-1/2) <i>Notes: Ange can create an area of highly concentrated oxygen supply around individuals near her, refreshing them</i>	3f
5	6) Adrenalize the masses (Power to add later): Aid END 4d6, Area Of Effect (16m Radius; +3/4), Selective (+1/4) (48 Active Points); Only to Aid Others (-1/2) <i>Notes: Ange can create an area around individuals near her, infusing them with a small amount of adrenaline, giving them a burst of energy.</i>	3f
16	7) Bodys are just Atoms: Healing BODY 3d6, Can Heal Limbs, Resurrection, Area Of Effect Nonselective (16m Radius; +1/2) (82 Active Points); Increased Endurance Cost (x2 END; -1/2) <i>Notes: Ange is able to use her control over the atoms that make up living creatures and control them to realign them with the memory they carry about what structure they should be forming - returning them to a non-damaged state.</i>	5f
	Atomic Control - Right Brain Multipower, 10-point reserve	10
1	1) Air Friction Reduction: Running +10m (22m total) (10 Active Points) <i>Notes: Ange is able to move the air molecules out of her way as she moves, allowing her exceptional speed for a human when running</i>	1f
0	2) Personal Space: Life Support (Extended Breathing: 1 END per Turn; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum) (10 Active Points) <i>Notes: The ability to control the interaction of the molecules around her allows her to attune them to harsh environments, slowing down hot molecules and speeding up cold ones to an acceptable comfort range. Pushing molecules away in high pressure and holding them back in low.</i>	1f
1	3) Photon Bath: Sight Group Images (10 Active Points); Only To Create Light (-1) <i>Notes: Ange is able to control the atoms in the area around her and excite the electrons joined through organized photon layers and get them to resonate at various frequencies of the spectrum, producing visible light</i>	1f
1	4) Light Absorbition: Change Environment (-3 to Normal Sight PER Rolls), Area Of Effect (16m Radius; +3/4) (10 Active Points) <i>Notes: Ange is able to control the atoms in the area around her and excute the electrons joined through organized photon layers and get them to absorb the frequencies of the spectrum that include visible light.</i>	1f
1	5) I am also Atoms: Teleportation 5m, Position Shift (10 Active Points) <i>Notes: Ange is able to move her atoms across a small space and rearrange them back into her form in any position. Her ability to jump her atoms is limited to about the size of a small room, making this only useful in limited scenarios</i>	1f
Total Powers Cost		110

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SKILLS

Roll	Description	Cost
10-	Breakfall	2
8-	Lockpicking	1
12-	Persuasion	3
12-	Security Systems	3
10-	Shadowing	2
12-	Systems Operation	3
12-	Stealth	3
12-	Streetwise	3
	Linguist	3
	1) Language: English (imitate dialects) (5 Active Points)	4
	2) Language: French (idiomatic) (4 Active Points)	0
	3) Language: Italian (fluent conversation) (2 Active Points)	1
	4) Language: Japanese (fluent conversation) (2 Active Points)	1
8-	Acting	0
8-	Climbing	0
8-	Concealment	0
8-	Conversation	0
8-	Deduction	0
8-	AK: France	0
11-	KS: Computer Operations (Custom Adder)	0
8-	KS: (villain org)	0
8-	Paramedics	0
11-	PS: Computer Programming (Custom Adder)	0
8-	Shadowing	0
8-	Stealth	0
	TF: Common Motorized Ground Vehicles, Custom Adder	0
Total Skills Cost		29

PERKS

Description	Cost
Deep Cover	2
Contact: (someone in villain org) 11-	2
Fringe Benefit: Passport	1
Total Perks Cost	5

COMPLICATIONS

Description	Points
Social Complication: Public Identity Frequently, Minor	10
Psychological Complication: Code vs. Killing (Common; Strong)	15
Negative Reputation: Rumored Double Agent, Very Frequently (Known Only To A Small Group)	10
Dependent NPC: Love of the week Infrequently (Normal)	10
Total Complications Points	45