

Damini Lime, alias Thunder Thighs (jmsn)

Female; Age: 21; Height: 7' 5"; Weight: 175 lb.

Eyes: Aqua; Hair: Orange

Power Level 10, 150 PP; Abilities 84 + Powers 42 + Advantages 10 + Skills 4 (8 ranks) + Defenses 10

Abilities

Strength	6	Agility	6	Fighting	6	Awareness	4
Stamina	10	Dexterity	0	Intellect	2	Presence	8

Offense

Initiative: +6

Attack Name

Attack Bonus & Resistance DC

Notes

1a) Mjöltnir Mash (Damage): Strength-based Damage	+6, DC 29	Bludgeoning / Electricity / Mutant, Crit 20
2) Electrical Blast: Damage 6	+14, DC 21	150/300/600 ft., Electricity / Mutant, Crit 20
Hammer Smash: Strength-based Damage 4	+10, DC 25	Metal / Weapon / Bludgeoning, Crit 20
Throw	+0, DC 21	Bludgeon, Crit 20
Unarmed	+6, DC 21	Bludgeon, Crit 20

Powers

- Ü Do you even lift?: Enhanced Strength 2 (2 PP)
Mutant, +2 STR; Limited to Lifting (Free - Personal - Sustained)
- Ü Electrical Array (26 PP)
 - Ü 1) Mjöltnir Mash (Linked Effects) (1 PP)
 - Ü 1a) Mjöltnir Mash (Damage): Strength-based Damage 4+4 (linked)
[Stacking ranks: +4], Bludgeoning, Electricity, Mutant, DC 29 (Standard - Close - Instant)
 - Ü 1b) Mjöltnir Mash (Stun): Affliction 14 (linked)
Electricity, Mutant, 1st degree: Dazed, 2nd degree: Stunned, 3rd degree: Paralyzed, Resisted by: Fortitude, DC 24 (Standard - Close - Instant)
 - 2) Electrical Blast: Damage 6 (25 PP)
Electricity, Mutant, DC 21; Accurate 7: +14, Increased Range: ranged, Multiattack (Standard - Ranged, 150/300/600 ft. - Instant)
- Ü Immune to Electricity: Immunity 10 (10 PP)
Electricity, Mutant, Common Descriptor: Electricity (Personal - Permanent)
- Ü Surprisingly Tough: Protection 2 (2 PP)
Mutant, +2 Toughness (Personal - Permanent)
- Ü Titanium War Hammer (2 PP)
Easily Removable
 - Hammer Smash: Strength-based Damage 4 (4 PP)
Metal, Weapon, Bludgeoning, DC 25; Stacks with: 1a) Mjöltnir Mash (Damage): Strength-based Damage 4+4 (Standard - Close - Instant)

Advantages

- All-out Attack Trade active defense for attack bonus.
- Attractive 2 Circumstance bonus to interaction based on your looks.
- Evasion 2 Circumstance bonus to avoid area effects.
- Improved Team Attack (Superteam Handbook, p. 39) 2 Custom advantage.
- Jack-of-all-trades Use any skill untrained.
- Power Attack Trade attack bonus for effect bonus.
- Teamwork +5 bonus to support team checks.



Defenses

Dodge	8
Parry	8
Fortitude	10
Toughness	12
Will	10

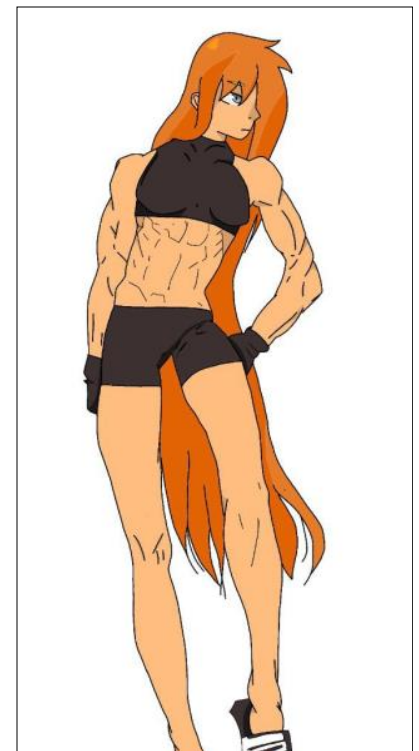
Hero Points: 1

Damage

- ☐ Bruises
- ☐ Dazed
- ☐ Staggered
- ☐ Incapacitated

Fatigue

- ☐ Fatigued
- ☐ Exhausted



Movement

Base Movement Speed - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)

Routine Jump Distance - Running jump: 18 ft.; standing: 9 ft.; vertical: 3.6 ft.; standing vert.: 1.8 ft.

Throwing Distance - Throw 25 tons 6 feet; throw 6 tons 30 feet; throw 3200 lbs. 120 feet

Complications

Accident Given her size and giving off sparks now and then, Damini has a tendency to cause accidents around her.

Motivation: Thrills Thunder Thighs is in it to win it and for the thrill of beating up the bad guys.

Prejudice: Exceptionally Tall Some may find Damini's height both strange and intimidating.

Relationship: Family Damini has a pair of loving parents, who don't entirely approve of her high-octane hero work.

Background Information

Languages: English

From a very young age, Damini Lime was adventure-seeking. Growing up, Damini sought out the highest trees to climb, the toughest bullies to confront, and the spookiest houses to trick-or-treat at Halloween. Much to her parent's chagrin, Damini had growth spurts that made keeping up with the changes in clothing sizes difficult. When Damini became a teen, she discovered that she has mutant powers that include inhuman endurance, significant height, and electrogenesis. This discovery nicely suited Damini, as it meant that she had further reason to seek out danger now as a superhero. Given her pre-existing propensity for property damage, Damini took up the war hammer as her weapon of choice, embracing the DIY demolition motif.

Skills

	Total	Ranks	Ability	Other
Acrobatics	+8	2	6	
Athletics	+8	2	6	
Close Combat: Hammer Smash: Strength-based	+10	4	6	
Deception	+8	-	8	
Insight	+4	-	4	
Intimidation	+8	-	8	
Investigation	+2	-	2	
Perception	+4	-	4	
Persuasion	+8	-	8	
Sleight of Hand	+0	-		
Stealth	+6	-	6	
Technology	+2	-	2	
Treatment	+2	-	2	
Vehicles	+0	-		

Validation Report

Validation Report (0 issues): Nothing identified

Settings: Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Hero High: Hero High; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment

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