Friction Lass (Alicia Chance)

Val	Characteristic	Roll
15	Strength	12-
26	Dexterity	14-
15	Constitution	12-
10	Body	11-
10	Intelligence	11-
10	Ego	11-
23	Presence	14-
24	Comeliness	14-
4 / 24	Physical Defense	
4 / 19	Energy Defense	
5	Speed	
6	Recovery	
30	Endurance	
25	Stun	

Notes

HtH Damage: 3d6 Lift: 200 kg

Base OCV: 9 Base DCV: 9
Base ECV: 3

Perception Roll: 11-

Basic Presence Attack: 4½d6

Resistant PD: 0 / 20 Total PD: 4 / 24
Resistant ED: 0 / 15 Total ED: 4 / 19

Phases: 3, 5, 8, 10, 12

Run: 15" (30" NC) Leap: 3" (6" NC) Swim: 12" (24" NC) Glide: 10" (20" NC)

Personal Data

Hair: Blue Eyes: Blonde
Height: 5' 7" Weight: 128 lbs
Birth Date: June 2, 1975
Place of Birth: New York, NY
Non-Hero Occupation: Unemployed

Skill, Talent, or Perk

Acting 14-
Breakfall 14-
Climbing 14-
Combat Driving 14-
Conversation 14-
Forgery 8-
High Society 14-
Persuasion 14-
Seduction 14-
Sleight Of Hand 14-
Teamwork 14-
Trading 14-

Power: Friction Tricks 14-

PS: Shopping 11-
PS: Dilettante 11-

AK: California 12-
AK: New York City 12-

TF: Large Motorized Ground Vehicles
TF: Small Motorized Ground Vehicles

Move Across Frictionless Surfaces: Environmental Movement (no penalties on moving across a slippery or frictionless surface)

Money: Well Off
Reputation: Friction-controlling member of Remarkable Wrong-Righters and former member of SuperSquad America and Team Disney (A large group) 14-, +2 / +2d6
Fringe Benefit: Passport
Fringe Benefit: International Driver's License
Fringe Benefit: Sanctioned Superhero

Power

Friction Powers: Multipower

u1) *Stop Him In His Tracks:* Energy Blast 10d6, Knockback only causes character to stop moving, ½ END, Double Knockback; Only on targets in motions, Damage based on Move Through velocity damage, Does not work if no Knockback is done 4

u2) *Friction Destruction:* RKA 2½d6; Friction-related effects only 4

u3) *Fine Friction Control:* Telekinesis (30 STR), Fine Manipulation, ½ END, Accurate (One Hex); Only friction-related effects, Affects Whole Object 4

u4) *Wide Area Friction Control:* Telekinesis (30 STR), ½ END, Area Of Effect (6" Radius); Only friction-related effects, Affects Whole Object 4

u5) *Friction Manipulation:* Entangle 5d6, 5 DEF, ½ END, Takes no damage from attacks; Vulnerable (to attacks with hysical effects that give victim something to grab hold of), Cannot form barriers 3

u6) *Frictionless Surface:* Change Environment 8" radius, -4 to DEX Roll and DEX Skill Rolls, Personal Immunity, ½ END, Selective Target 3

u7) *Low Friction Speeds Up Target:* Aid Movement 5d6 (standard effect: 15 points), One Power At A Time, Ranged; Only works on targets in motion

u8) *High Friction Slows Down Target:* Drain Movement Powers 5d6 (standard effect: 15 points), any Movement power one at a time, ½ END, Ranged; Only works on targets in motion 4

u9) *More Slippery Than an Eel:* +50 STR, 0 END; Only to escape Entangles and Grabs, No Figured Characteristics

Friction Shield: Force Field (20 PD / 15 ED) (Protect Carried Items), 0 END

Frictionless Movement

1) Running +9" (15" total), ½ END 1
2) Swimming +10" (12" total), ½ END 1
3) Gliding 10"

Personal Friction Increase

1) Clinging (normal STR)
2) Knockback Resistance -5"

Wrong-Righter Wrist Radio: Radio Perception / Transmission (Radio Group); OIF

Disadvantages

Enraged: when looks are insulted (Uncommon), go 11-, recover 11-
Hunted: The Producer 8- (Mo Pow, NCI, Harshly Punish)
Hunted: EUREKA 8- (As Pow, NCI, Harshly Punish)
Distinctive Features: Gorgeous (Easily Concealed; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)
Psych Lim: Vain, likes to be the center of attention (Common, Strong)
Psych Lim: Used to getting her own way (Common, Moderate)
Psych Lim: Loves shopping (Common, Moderate)
Psych Lim: Loves manipulating men (Common, Moderate)
Psych Lim: Acts impulsively, doesn't always think things through (Common, Moderate)
Reputation: Man-crazy spoiled brat, 8-
Rivalry: Professional, Swift Kick, As Powerful, PC, Seek to Outdo / Embarrass Rival, Aware
Social Lim: Secret ID (Frequently, Major)
Social Lim: Niece of the late supervillain DeathGrip (secret to most) (Occasionally, Minor)

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