



CYCLONE

BATTLESUIT

ARCHETYPE
ABILITIES

SAVES

KNOWN CHARACTERISTICS

STR 12 +1	DEX 12 +1	CON 10 +0	INT 20 +5	WIS 14 +2	CHA 10 +0
DAMAGE +2	FORTITUDE +2	REFLEX +5	WILL +6		
SAVE	SAVE	SAVE	SAVE		

SKILLS

Computers +10, Craft (Armor) +10, Disable Device +10, Repair +10, Spot +5.

FEATS

Aerial Combat, Great Fortitude, Power Attack, Talented, Toughness.

POWERS AND DEVICES

Amazing Save (Reflex) +4 [Extra: Will; Cost: 2 pp; Total: 8 pp], Armor +10 [Extras: Energy Blast, Flight, Super-Strength; Power Stunts: Blind-Fight, Darkvision, Radio Broadcast, Radio Hearing, Super-Flight; Flaw: Device; Cost: 6 pp; Total: 70 pp].

DESCRIPTION

The Battlesuit wears a sophisticated suit of powered armor, a shell of advanced alloys that grants protection from most attacks and a suite of powers.

QUOTE:

MY ARMOR'S SYSTEMS CAN HANDLE IT. STAND BACK.

MELEE +6 ATTACK BONUS	RANGED +6 ATTACK BONUS	INITIATIVE +1 (DEH)
DEFENSE 15/14 (FLAT-FOOTED)	SPEED 30/50 (FLIGHT)	HERO 5 POINTS

CUSTOMIZATION

Choose your hero's Energy Blast type (see **Energy Control**, p. 69, for energy types). You can substitute any of the following powers for Energy Blast: Dazzle, Fatigue, Snare, or Stun. You can substitute another movement power such as Swimming, Teleportation, or Tunneling for Flight and Super-Flight. Any of these powers also can be added to the Battlesuit as a power stunt (substituting for one of its current power stunts).



INFERNA

ELEMENTAL

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STR 10 +0	DEX 14 +2	CON 14 +2	INT 13 +1	WIS 12 +1	CHA 13 +1
DAMAGE +2	FORTITUDE +6	REFLEX +6	WILL +5		
SAVE	SAVE	SAVE	SAVE		

SKILLS

Acrobatics +8, Bluff or Taunt (choose one) +8, Concentration +8, Profession or Science (choose one) +5, Spot +5.

FEATS

Accurate Attack, Dodge, Expertise, Point Blank Shot, Power Attack, Precise Shot.

POWERS

Amazing Save (Fortitude) +4 [Extras: Reflex, Willpower; Cost: 3 pp; Total: 12 pp], plus choose one of the following:

- 1) Element Control +10 [Extras: Three of Elemental Blast, Elemental Movement, Elemental Shield, or Shape Element; Power Stunts: Two of Create Element, Destroy Element, Elemental Snare, Suffocate, or Super-Flight; Cost: 5 pp; Total: 54 pp].
- 2) Energy Control +10 [Extras: Energy Blast and Flight or Force Field and one of Energy

QUOTE:

YOU THINK YOU'RE SO TOUGH? LET'S SEE YOU STAND UP TO THIS!

MELEE +6 ATTACK BONUS	RANGED +8 ATTACK BONUS	INITIATIVE +2 (DEH)
DEFENSE 17/15 (FLAT-FOOTED)	SPEED 30/50 (FLIGHT)	HERO 5 POINTS

CUSTOMIZATION

Choose the element or energy that the Elemental commands (see Element Control and Energy Control in Chapter Five).

DESCRIPTION

The Elemental commands one of the primal forces of nature.

Absorption, Energy Field, or Energy Shapes; Cost: 5 pp; Total: 50 pp]. Add the Attack Focus (Energy Blast) and Aerial Combat or Super-Flight feats.

- 3) Plant Control +10 [Extras: Plant Sense, Pollen Cloud (Stun), Regeneration; Power Stunt: Photosynthesis; Cost: 5 pp; Total: 52 pp]. Add the Immunity (exhaustion) feat.
- 4) Weather Control +10 [Extras: Fog, Flight, Lightning; Power Stunt: Fatigue; Cost: 5 pp; Total: 52 pp]. Add the Immunity (cold) feat.



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Gimmick

THE GADGETEER

STR 10 +0	DEX 14 +2	CON 10 +0	INT 20 +5	WIS 18 +4	CHA 10 +0
DAMAGE +3/+5 (EVASION)	FORTITUDE +0 SAVE	REFLEX +5 SAVE	WILL +7 SAVE		

SKILLS

Computers +18, Craft (Electronics) +18, Craft (all others, untrained) +15, Demolitions +18, Disable Device +18, Listen +6, Open Lock +6, Profession (Inventor) +10, Repair +18, Science (choose one) +18, Science (all others, untrained) +15, Spot +6.

FEATS

Dodge, Evasion, Expertise, Photographic Memory, Power Attack, Talented (Craft and Repair).

CUSTOMIZATION

You can change around some of the Gadgeteer's skills to reflect different specialties or areas of expertise. You also can substitute different powers for the Gadgeteer's devices, or split the power ranks up into different devices (so long as no device has more than 10 ranks).

DESCRIPTION

The Gadgeteer knows how to handle nearly anything technical, from computers to alien super-science. She can whip up just the right device for almost any situation and is the one to call if you need to disarm a villain's doomsday weapon as the counter clicks off the final seconds.

QUOTE:

Yeah, I can fix it, just give me a second.

MELEE +5 ATTACK BONUS	RANGED +7 ATTACK BONUS	INITIATIVE +2 (DEX)
DEFENSE 18/16 (FLAT-FOOTED)	SPEED 30/30 (DEVICE)	HERO 6 POINTS

POWERS AND DEVICES

Amazing Save (Damage) +3 (Extras: Reflex, Willpower; Cost: 3 pp; Total: 9 pp), Super-Intelligence +10 [Cost: 2 pp; Total: 20 pp].
Devices: Device +8 [Choose the Weapon power or one of the following: Dazzle, Energy Blast, or Snare; Flaw: Device; Cost: 1 pp; Total: 8 pp], Device +8 [Choose one of the following powers: Armor, Flight, or Teleport; Flaw: Device; Cost: 1 pp; Total: 8 pp], Gadgets +10 [Cost: 1 pp; Total: 10 pp].



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THE PUGILIST

MARTIAL ARTIST

STR 18 +4	DEX 20 +5	CON 16 +3	INT 13 +1	WIS 14 +2	CHA 11 +0
DAMAGE +3 SAVE	FORTITUDE +3 SAVE	REFLEX +7 SAVE	WILL +4 SAVE		

SKILLS

Acrobatics +10, Balance +10, Bluff +6, Escape Artist +10, Hide +10, Jump +6, Listen +6, Move Silently +12, Sense Motive +6, Spot +6.

FEATS

Assessment, Blind-Fight, Dodge, Evasion, Expertise, Improved Disarm, Improved Initiative, Improved Trip, Instant Stand, Iron Will, Lightning Reflexes, Power Attack, Rapid Strike, Surprise Strike, Takedown Attack.

POWERS AND DEVICES

Combat Sense +5 [Cost: 1 pp; Total: 5 pp].

DESCRIPTION

The Martial Artist is a master of armed and unarmed combat, a living weapon. Super-soldiers, ninjas, kung fu masters, and other trained fighters fall into this category. The Martial Artist is second to none in combat, and (with the right combination of feats) can even take down much more physically powerful opponents. Against minions, a Martial Artist is like a one-person army.

QUOTE:

BEEN SCRAPPIN' ME WHOLE LIFE, KID. YOU CAN GIVE UP NOW AND SAVE YOURSELF A BEATING. PERSONALLY, I HOPE YOU DON'T.

MELEE +12 ATTACK BONUS	RANGED +13 ATTACK BONUS	INITIATIVE +9 (DEX+IMP. INT.)
DEFENSE 21/21 (FLAT-FOOTED)	SPEED 30	HERO 5 POINTS

CUSTOMIZATION

You can drop some of the Martial Artist's feats in exchange for more skill ranks: removing one feat allows you to add 2 skill ranks. You also can remove feats to give the martial artist some weapons: one feat gives the hero 2 ranks in the Weapon power (p. 92). Substitute Taunt for Bluff to create a Martial Artist that uses words as weapons along with fists.



DC

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THE TWIST

METAMORPH

STR	DEX	CON	INT	WIS	CHA
12	14	14	12	10	16
+1	+2	+2	+1	+0	+3
DAMAGE	FORTITUDE	REFLEX	WILL		
+2	+2	+2	+0		
SAVE	SAVE	SAVE	SAVE		

SKILLS

Bluff +10, Disguise +10, Hide +8, Move Silently +8, Spot +5.

FEATS

Extra Limbs.

POWERS AND DEVICES

Shapeshift +10 [Extras: Elongation, Exact, Movement, Plasticity, Protection; Cost: 7 pp; Total: 70 pp].

DESCRIPTION

The Metamorph has an elastic, malleable body that can transform in any number of ways. The Metamorph is a master of disguise, able to go almost anywhere and pretend to be almost anything (from a mouse to an elephant, or even bigger). The Metamorph's pliable flesh can resist most cuts and impacts, and with a +10 bonus to Escape Artist checks, it's almost impossible to hold a Metamorph who would prefer to be free!

QUOTE:

THERE'S MORE TO ME THAN MEETS THE EYE.

MELEE	RANGED	INITIATIVE
+6	+7	+2
ATTACK BONUS	ATTACK BONUS	(DEX)
DEFENSE	SPEED	HERO
19/17	30	5
(FLAT-FOOTED)		POINTS

CUSTOMIZATION

You can change the extras on the Metamorph's power or add a flaw or two if you want (gaining a free extra for each flaw that you add). See the Shapeshift power, p. 80, for details.



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KNOCK-OFF

MIMIC

STR	DEX	CON	INT	WIS	CHA
12	13	12	12	12	14
+1	+1	+1	+1	+1	+2
DAMAGE	FORTITUDE	REFLEX	WILL		
+1	+6	+6	+6		
SAVE	SAVE	SAVE	SAVE		

SKILLS

Knowledge (Super-Powers) +6, Listen +6, Sense Motive +5, Spot +6, Taunt +8.

FEATS

Assessment, Detect (super-powers), Dodge, Improved Initiative.

POWERS AND DEVICES

Amazing Save (Fortitude) +5 [Extras: Reflex, Willpower; Cost: 3 pp; Total: 15 pp], plus choose one of the following:

- 1) Alternate Form +10 (solid form) [Extra: Continuous; Power Stunts: Extra Forms (energy, explosive, gaseous, liquid, semisolid); Flaw: Touch; Cost: 5 pp; Total: 60 pp].
- 2) Mimic Powers +10 [Extras: Additional Attribute (feats), All Attributes, Expanded Powers (4 pts.); Cost: 6 pp; Total: 60 pp].

QUOTE:

I CAN DO ANYTHING YOU CAN DO BETTER.

MELEE	RANGED	INITIATIVE
+6	+6	+5
ATTACK BONUS	ATTACK BONUS	(DEX-IMP. INIT.)
DEFENSE	SPEED	HERO
17/16	30	5
(FLAT-FOOTED)		POINTS

CUSTOMIZATION

You can substitute Mimic (skills) in place of Mimic (powers) for a mimic that duplicates a subject's skills.

DESCRIPTION

The Mimic can duplicate either the physical properties of things or powers of others, simply by touching them. Alone, the Mimic's abilities are limited, but with a simple touch the Mimic is the equal of most opponents.



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Lady Hex

MYSTIC

STR 10 +0	DEX 13 +1	CON 12 +1	INT 16 +3	WIS 18 +4	CHA 16 +3
DAMAGE +1	FORTITUDE +1	REFLEX +1	WILL +6		
SAVE	SAVE	SAVE	SAVE		

SKILLS

Concentration +10, Knowledge (occult) +10, Sleight of Hand +8, Spot +8.

FEATS

Detect (magic), Indomitable Will, Iron Will, Skill Focus (Knowledge—occult), Trance.

POWERS AND DEVICES

Sorcery +10 [Spells: Animation, Energy Blast, ESP, Flight, Force Field, Illusion, Mind Control; Power Stunt: Neutralize (only vs. mystic powers); Cost: 7 pp; Total: 72 pp].

DESCRIPTION

The Mystic has achieved mastery of the arts of magic, and can cast a wide range of spells. Most Mystics achieve their power through years of study and practice. A Mystic also might have great power as the result of natural talent or an inheritance of some sort (like being descended from a long line of sorcerers or destined to be one of the greatest wizards the world has ever seen). Heroic mystics protect the innocent from malevolent magical forces and creatures (such as demons and evil mystics).

QUOTE:

BY THE MISTS OF MALADOR!
I BID THEE BEGONE,
DEMON OF DARKNESS!

MELEE +4 ATTACK BONUS	RANGED +5 ATTACK BONUS	INITIATIVE +1 (DEX)
DEFENSE 16/15 (FLAT-FOOTED)	SPEED 30/50 (FLIGHT)	HERO 5 POINTS

CUSTOMIZATION

Substitute other spells from the Sorcery spell lists as desired (see p. 82). You also can add flaws to the Mystic's Sorcery: each flaw allows you to choose five more spells as power stunts.

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PROTONIX

HERO OF THE PEOPLE

ORIGINAL

STR 18 +4	DEX 13 +1	CON 18 +4	INT 10 +0	WIS 13 +1	CHA 12 +1
DAMAGE +4	FORTITUDE +4	REFLEX +1	WILL +1		
SAVE	SAVE	SAVE	SAVE		

SKILLS

Listen +12, Profession (choose one) +4, Search +12, Spot +12.

FEATS

Durability, Penetration Vision.

POWERS AND DEVICES

Flight +10 [Power Stunt: Super-Flight; Cost: 2 pp; Total: 22 pp], Super-Strength +10 [Extras: Immunity, Protection, Super-Senses; Cost: 7 pp; Total: 70 pp].

CUSTOMIZATION

Choose ten Immunity feats for the Original (see Immunity, p. 51).

QUOTE:

DON'T WORRY,
YOU CAN COUNT ON ME!

MELEE +9 ATTACK BONUS	RANGED +6 ATTACK BONUS	INITIATIVE +1 (DEX)
DEFENSE 15/14 (FLAT-FOOTED)	SPEED 30/50 (FLIGHT)	HERO 5 POINTS

DESCRIPTION

Alien visitor or perfect human from tomorrow? The Original is a hero with great strength, invulnerability, and the power to fly through the air at great speed. A role-model to heroes of all generations, the Original often leads a quite ordinary private life that contrasts sharply to the life-saving heroics that put him in front of television cameras the world over.

Some Originals have a heart of gold and a code of honor while others are hard-bitten warriors, trained for battle. Whatever the case, the one thing others can be sure of is that the Original will never let them down.



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MINOTAUR

POWERHOUSE

STR 20 +5	DEX 14 +2	CON 20 +5	INT 10 +0	WIS 12 +1	CHA 12 +1
DAMAGE +5 SAVE	FORTITUDE +5 SAVE	REFLEX +2 SAVE	WILL +1 SAVE		

SKILLS

Intimidate +5, Listen +5, Profession (choose one) +5, Spot +5.

FEATS

Durability, Immunity (cold, exhaustion, heat, pressure).

POWERS AND DEVICES

Choose one of the following:

- 1) Super-Strength +10 [Extras: Leaping, Protection, Shockwave; Cost: 7 pp; Total: 70 pp].
- 2) Growth +10 [Extra: Shockwave; Cost: 7 pp; Total: 70 pp].

CUSTOMIZATION

You can drop Durability in favor of more Immunities (such as to starvation or suffocation), making the Powerhouse even tougher.

QUOTE:

WAS THAT *SUPPOSED* TO HURT?

MELEE +11 ATTACK BONUS	RANGED +8 ATTACK BONUS	INITIATIVE +2 (DEX)
DEFENSE 16/14 (FLAT-FOOTED)	SPEED 30/50 (LEAP)	HERO 5 POINTS

DESCRIPTION

A Powerhouse is simple and straightforward: tremendously strong and high invulnerable to injury. Powerhouses are like walking tanks. A Powerhouse may come from a different species with innate super-strength or may have been transformed by radiation, genetic engineering, magic, or by any number of other factors. It's best to give them wide berth.

Battles between multiple Powerhouses can topple entire city blocks!



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HEADCASE

PSYCHIC

STR 10 +0	DEX 13 +1	CON 14 +2	INT 14 +2	WIS 20 +5	CHA 14 +2
DAMAGE +2/+8 (EUSION)	FORTITUDE +2 SAVE	REFLEX +7 SAVE	WILL +11 SAVE		

SKILLS

Concentration +12, Diplomacy +8, Listen +10, Sense Motive +10, Spot +10.

FEATS

Dodge, Evasion, Indomitable Will, Psychic Awareness.

POWERS AND DEVICES

Amazing Save (Reflex) +6 [Extra: Willpower; Cost: 2 pp; Total: 12 pp], plus choose one of the following:

- 1) ESP + 10 [Extras: Combat Sense, Precognition, Postcognition; Cost: 5 pp; Total: 50 pp].
- 2) Telepathy +10 [Extras: Group Link, Mental Blast; Cost: 5 pp; Total: 50 pp].
- 3) Telekinesis +10 [Extras: Energy Blast, Flight, Force Field; Cost: 5 pp; Total: 50 pp].

QUOTE:

I sense powerful psionic forces gathering. *We must act quickly!*

MELEE +5 ATTACK BONUS	RANGED +6/+9* ATTACK BONUS	INITIATIVE +1 (DEX)
DEFENSE 18/16 (FLAT-FOOTED)	SPEED 30	HERO 5 POINTS

CUSTOMIZATION

If you prefer you can take two of the power sets below left at 5 ranks each rather than one at rank 10.

DESCRIPTION

The Psychic has extraordinary mental powers. The powers may involve reading and influencing minds (Telepathy), mind-over-matter (Telekinesis), or extra-sensory perception (ESP). These combine with the Psychic's formidable willpower and keen mind to make a powerful package.

*ATTACK BONUS REFLECTS MENTAL ATTACKS.



DC

ARCHETYPE

MARATHON

SPEEDSTER

ABILITIES

STR	DEH	CON	INT	WIS	CHA
14	18	12	10	12	12
+2	+4	+1	+0	+1	+1

SAVES

DAMAGE	FORTITUDE	REFLEX	WILL
+2/+15	+2	+14	+2
(EUSION)	SAVE	(SUPER-SPEED)	SAVE

KNOWN CHARACTERISTICS

SKILLS
Balance +8, Disable Device +8, Profession (choose one) +5, Search +5, Spot +4, Taunt +5.

FEATS
Dodge, Evasion, Identity Change, Instant Stand, Move-By Attack, Rapid Strike.

POWERS AND DEVICES
Amazing Save (Damage) +1 [Extra: Fortitude, Will; Cost: 3 pp; Total: 3 pp], Super-Speed +10 [Power Stunts: Spinning, Wall Run, Water Run, Whirlwind; Cost: 6 pp; Total: 68 pp].

DESCRIPTION
The Speedster is *fast* (a speed of 80 feet in combat and a sprint of over 8,000 mph!). Speedsters aren't particularly tough. They specialize in not getting hit and using their superhuman reflexes to avoid getting hurt. With their speed they can plow through large numbers of minions and seem like they're everywhere at once. A Speedster is fast enough to run up walls and other sheer surfaces, and can change from civilian to costumed identity in an instant.

QUOTE:

YOU'LL BE LAID OUT ON THE FLOOR BEFORE YOU EVEN DECIDE TO PUNCH ME.

MELEE

+7
ATTACK BONUS
DEFENSE
29/15
(FLAT-FOOTED)

RANGED

+9
ATTACK BONUS
SPEED
80
(SUPER-SPEED)

INITIATIVE

+14
(DEH; SUPER-SPEED)
HERO
5
POINTS

CUSTOMIZATION
Choose a suitable Profession skill for your Speedster, or substitute another skill if the character is a full-time hero. Feel free to switch the Speedster's power stunts with other Super-Speed power stunts (see p. 85).



ARCHETYPE

SILVER SHRIKE

TOTEM

ABILITIES

STR	DEH	CON	INT	WIS	CHA
12	16	14	12	14	12
+1	+3	+2	+1	+2	+1

SAVES

DAMAGE	FORTITUDE	REFLEX	WILL
+2	+2	+3	+2
(ARMOR)	SAVE	SAVE	SAVE

KNOWN CHARACTERISTICS

SKILLS
See sidebar on page 17.

FEATS
See sidebar on page 17.

POWERS AND DEVICES
See sidebar on page 17.

DESCRIPTION
The Totem embodies the abilities of a particular sort of creature. The character may be an animal of that type given humanoid form, an otherwise ordinary person infused with animal DNA (through genetic engineering or an encounter with a mutant version of the animal), or perhaps the Totem channels the mystic spirit of the animal. Whatever the case, the Totem has extraordinary physical abilities associated with his or her chosen animal.

QUOTE:

BEHOLD THE POWER OF THE WILD!

MELEE

+7
ATTACK BONUS
DEFENSE
19/16
(FLAT-FOOTED)

RANGED

+9
ATTACK BONUS
SPEED
30
(FLIGHT)

INITIATIVE

+3
(DEH)
HERO
5
POINTS

CUSTOMIZATION
Totems often take on more than just the abilities of the animals they mimic, but also some of their physical traits. A Totem may have the weakness Disturbing because of a freakish appearance, imposing a -5 modifier on the character's Charisma-based skill checks, but providing 10 more power points to spend.

TOTEM ARCHETYPE OPTIONS

Choose one of the following options:

Bird

Abilities: +2 Dex.

Skills: Acrobatics +12, Intimidate +8, Listen +10, Move Silently +10, Profession (choose one) +8, Search +11, Sense Motive +5, Spot +12.

Feats: Aerial Combat, Attack Finesse, Dodge, Evasion, Lightning Reflexes, Move-By Attack.

Powers: Flight +10 [*Flaw:* Restricted—wings; *Cost:* 1 pp; *Total:* 10 pp], Natural Weapon (claws) +5 [*Cost:* 2 pp; *Total:* 10 pp], Super-Dexterity +4 [*Cost:* 4 pp; *Total:* 16 pp], Super-Senses +5 [*Extra:* Telescopic Vision; *Cost:* 3 pp; *Total:* 15 pp].

Cat

Abilities: +4 Dex, +4 Cha.

Skills: Acrobatics +15, Balance +15, Bluff +10, Climb +10, Hide +15, Listen +12, Move Silently +15, Taunt +10.

Feats: Attack Finesse, Darkvision, Dodge, Evasion, Instant Stand, Surprise Strike.

Powers: Leaping +6 [*Cost:* 1 pp; *Total:* 6 pp], Natural Weapon (claws) +2 [*Cost:* 2 pp; *Total:* 4 pp], Super-Dexterity +8 [*Extras:* Super-Charisma +5, Super-Senses +8, Super-Strength +1; *Cost:* 9 pp; *Total:* 48 pp].

Fish

Abilities: +2 Str.

Skills: Acrobatics +12, Listen +10, Ride (Cetaceans) +12, Search +5, Spot +10.

Feats: Aquatic, Blind-Fight, Blindsight (*Flaw:* Limited—Only Underwater), Darkvision, Underwater Combat.

Powers: Mind Control +8 (*Extra:* Area; *Flaw:* Limited—marine life; *Cost:* 2 pp; *Total:* 16 pp), Super-Strength +8 [*Extra:* Swimming; *Power Stunts:* Dolphin Leap, Super-Swimming; *Cost:* 5 pp; *Total:* 44 pp].

Insect

Abilities: +4 Dex.

Skills: Hide +10, Listen +8, Move Silently +10, Search +6, Spot +10, Taunt +8.

Feats: Aerial Combat, Dodge, Evasion, Lightning Reflexes, Surprise Strike.

Powers: Energy Blast ("Stinger") +9 or Drain Strength (Venom) +9 [*Cost:* 2 pp; *Total:* 18 pp], Cling +6 [*Cost:* 1 pp; *Total:* 6 pp], Flight +6 [*Flaw:* Limited—Wings; *Cost:* 1 pp; *Total:* 6 pp], Shrink +10 [*Cost:* 2 pp; *Total:* 20 pp].

Reptile

Skills: Climb +12, Hide +10, Intimidate +8, Move Silently +10, Spot +10, Survival +10.

Feats: Darkvision, Extra Limbs (tail), Great Fortitude, Lightning Reflexes, Scent, Surprise Strike.

Powers: Amazing Save (Damage) +6 [*Cost:* 1 pp; *Total:* 6 pp], Natural Weapon (claws) +2 [*Cost:* 2 pp; *Total:* 4 pp], Regeneration +6 [*Extra:* Regrowth; *Cost:* 3 pp; *Total:* 18 pp], Super-Strength +6 [*Cost:* 4 pp; *Total:* 24 pp].

Spider

Abilities: +4 Dex.

Skills: Acrobatics +12, Hide +12, Move Silently +12, Taunt +5.

Feats: Attack Finesse, Dodge, Evasion.

Powers: Cling +6 [*Cost:* 1 pp; *Total:* 6 pp], Combat Sense +5 [*Cost:* 1 pp; *Total:* 5 pp], Snare (web) +8 [*Extra:* Swinging; *Cost:* 3 pp; *Total:* 24 pp], Super-Dexterity +6 [*Extras:* Leaping, Super-Strength; *Cost:* 8 pp; *Total:* 48 pp].

