

# Charm (Tiffany Trewes)

| Val    | Char | Roll | Notes                                     |
|--------|------|------|---|
| 15     | STR  | 12-  | HtH Damage: 3d6<br>Lift: 200 kg<br>END: 1 |
| 21     | DEX  | 13-  |   |
| 18     | CON  | 13-  |   |
| 13     | INT  | 12-  | PER Roll: 12-                             |
| 21     | EGO  | 13-  |   |
| 15     | PRE  | 12-  | PRE Attack: 3d6                           |
| 8      | OCV  |      |   |
| 7      | DCV  |      |   |
| 6      | OMCV |      |   |
| 6      | DMCV |      |   |
| 6      | SPD  |      | Phases: 2, 4, 6, 8, 10, 12                |
| 7 / 24 | PD   |      | Total: 7 / 24 (Or / 17r)                  |
| 7 / 24 | ED   |      | Total: 7 / 24 (Or / 17r)                  |
| 7      | REC  |      |   |
| 35     | END  |      |   |
| 11     | BODY |      |   |
| 28     | STUN |      |   |

## Personal Data

Hair: Red                                      Eyes: Green  
Height: 5' 6"                                    Weight: 115 lbs

Birth Date: December 11, 1988  
Place of Birth: Anaheim, CA

Non-Hero Occupation: TV Station Production Assistant

## Complications

**DNPC:** Boyfriend of the Week (Infrequently, Normal; Unaware)  
**Distinctive Features:** Magical Aura (Not Concealable; Noticed and Recognizable; Detectable By Uncommonly-Used Senses)  
**Psych Comp:** Code Against Killing (Common, Total)  
**Psych Complication:** Happy-go-lucky; Always sees the best in people (Common, Moderate)  
**Psych Complication:** Loves celebrities and celebrity gossip (Uncommon, Moderate)  
**Social Complication:** Secret Identity (Frequently, Major)

## Movement

|                      |   |
|----------------------|---|
| Run: 18m (36m NC)    | 2 |
| Swim: 4m (8m NC)     | 1 |
| Leap: 4m (8m NC)     | 1 |
| Flight: 35m (70m NC) | 1 |

## Skills

+2 with All Combat  
+2 with Reflection

Acrobatics 13-  
Acting 12-  
Breakfall 13-  
Charm 14-  
Climbing 13-  
Conversation 12-  
Oratory 12-  
Paramedics 12-  
Persuasion 12-  
Power (Charm Bracelet Magic) 14-  
Riding 13-  
Teamwork 13-

PS: Cheerleading 13-  
PS: Dancing 11-

KS: Celebrity Gossip 11-  
KS: Movies 11-

Language: English (idiomatic)  
Language: Spanish (fluent conversation)

TF: Small Motorized Ground Vehicles

## Talents

**Very Cute Girl Next Door:** +2 / +2d6 Striking Appearance  
**You Need to be Flexible to be a Cheerleader:** Double Jointed

## Perks

**Positive Reputation:** Cheerful magical member of Remarkable Wrong-Righters (A large group) 11-, +2 / +2d6  
**Contact:** Dr. Eternity (Contact has extremely useful Skills or resources, Contact has significant Contacts of his own, Good relationship with Contact) 8-

**Fringe Benefit:** Passport  
**Fringe Benefit:** Sanctioned Superhero

## Power

| Power   | END |
|---|-----|
| <b>Charm Magic</b> , all slots IIF (Charm Bracelet)   |     |
| 1) <b>Fairy Charm:</b> Flight 35m, ½ END  | 1   |
| 2) <b>Armadillo Charm:</b> Resistant Protection (17 PD / 17 ED) (Protect Carried Items), Nonpersistent, Perceivable   |     |
| 3) <b>Crystal Ball Charm:</b> Clairsentience (Sight And Hearing Groups), Mobile Perception Point (can move up to 12m per Phase), Transmit, ½ END; Concentration, Must |     |

- Concentrate throughout use of Constant Power (½ DCV; Character is totally unaware of nearby events) 2
- 4) **Four Leaf Clover Charm:** Luck 4d6
- 5) **Eyeglasses Charm:** +5 PER with Normal Sight
- 6) **Winged Shoe Charm:** Running +6m (18m total) 1
- 7) **Compass Charm:** Bump Of Direction
- 8) **Sunglasses Charm:** Sight Group Flash Defense (7 points)
- 9) **Shield Charm:** Power Defense (15 points); Mystical Attacks Only
- 10) **Sun Charm:** Sight Group Images, +4 to PER Rolls, Area of Effect (8m Radius), ½ END ; Linked (Change Environment), No Range, Only to create Sunlight **plus** Change Environment, +1 Temperature Level, Area of Effect (8m Radius); Linked (Images), No Range 2

**Charm Magic Attacks:** Multipower, all slots IIF (Charm Bracelet)

- f1) **Dragon Charm:** Blast 14d6, ½ END 3
- f2) **Gun Charm:** Blast 7d6, Autofire (5 shots), 0 END
- f3) **Sword Charm:** HKA 4d6-1 (5d6-1 w / STR), 0 END
- f4) **Snow Flake Charm:** Entangle 6d6, 6 PD / 6 ED, ½ END 3
- f5) **Dreamcatcher Charm:** Telepathy 14d6, ½ END; Only to view people's dreams 3
- f6) **Queen of Hearts Charm:** Mind Control 14d6, ½ END; Emotions Only 3
- f7) **Caduceus Charm:** Simplified Healing 7d6; Extra Time (Extra Phase, Character May Take No Other Actions), Others Only, Concentration, Must Concentrate throughout use of Constant Power (½ DCV), ½ END 3
- f8) **Mirror Charm:** Reflection (75 Active Points' worth), Any Target, ½ END 3

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

## Combat Maneuvers

| Maneuver        | Phase | OCV   | DCV | Effects                                     |
|-----------------|-------|-------|-----|---|
| Block           | ½     | +0    | +0  | Block HTH Attacks; Abort                    |
| Brace           | 0     | +2    | ½   | +2 OCV only to offset Range Modifier        |
| Disarm          | ½     | -2    | +0  | Disarm target, req.STR vs. STR Roll         |
| Dodge           | ½     | --    | +3  | Dodge all attacks; Abort                    |
| Grab            | ½     | -1    | -2  | Grab two limbs, can Squeeze, Slam, or Throw |
| Grab By         | ½     | -3    | -4  | Move and Grab object, +(v/10) to STR        |
| Haymaker        | ½     | +0    | -5  | +4 DC                                       |
| Move By         | ½     | -2    | -2  | ((STR/2)+(v/10))d6, take 1/3 damage         |
| Move Through    | ½     | -v/10 | -3  | (STR +(v/6))d6, take ½ damage               |
| Multiple Attack | 1     | var   | x½  | Attack 1 or more targets multiple times     |
| Set             | 1     | +1    | +0  | Take extra time to aim a Ranged attack      |
| Shove           | ½     | -1    | -1  | Push target back 1m per 5 STR used          |
| Strike          | ½     | +0    | +0  | STR damage or by weapon type                |
| Throw           | ½     | +0    | +0  | Throw object or character, does STR damage  |
| Trip            | ½     | -1    | -2  | Knock target to ground                      |
| Other Attacks   | ½     | +0    | +0  |   |

| Maneuver          | Phase | OCV    | DCV | Effect  |
|-------------------|-------|--------|-----|---|
| Club Weapon       | ½     | +0     | +0  | Killing weapon does Normal damage                 |
| Choke             | ½     | -2     | -2  | NND 1d6, Grab one limb                            |
| Cover             | ½     | -2     | +0  | Target held at "gunpoint"                         |
| Dive for Cover    | ½     | +0     | +0  | Character avoids attack; Abort                    |
| Hipshot           | ½     | -1     | +0  | +1 DEX only for initiative                        |
| Pulling A Punch   | ½     | -1/5d6 | +0  | Strike, normal STUN, ½ BODY                       |
| Roll With A Punch | ½     | -2     | -2  | "Block" after being hit, ½ damage; Abort          |
| Snap Shot         | 1     | -1     | +0  | Lets character duck behind cover                  |
| Strafe            | ½     | -v/6   | -2  | Make Ranged attack while moving                   |
| Suppression Fire  | 1     | -2     | +0  | Continuous fire through an area, must be Autofire |

## Range Modifiers

| Range             | Modifier |
|-------------------|----------|
| Within Reach (1m) | -0       |
| 2 - 8m            | -0       |
| 9 - 16m           | -2       |
| 17 - 32m          | -4       |
| 33 - 64m          | -6       |
| 65 - 125m         | -8       |
| 126 - 250m        | -10      |
| and so forth      |          |