

FLEA GIRL

TEMPESTUOUS TEEN SIDE-KICK

REAL NAME RACHEL JAMES
GENDER FEMALE
AGE 16
SIZE MEDIUM

HEIGHT 5'-4"
WEIGHT 125
HAIR RED
EYES GREEN

'I AM NOT A SIDE-KICK'



PL 6

PP 60

DEF 17 (FLAT: 11)
LINCANNY DODGE DODGE FOCUS +6

STR	12	+1	(8/-1)
DEX	16	+3	(12/+1)
CON	14	+2	(10/0)
INT	14	+2	
WIS	10	+0	
CHA	12	+1	

FORT	+2
REF	+3
WILL	+0
TOUGH	+6
FORCE FIELD: 4	
KNOCKBACK: 3 / FLAT: 1	

ATT M/R +2 / +2
LUNARMED 1 (BRUISE)
BIO-ELECTRIC BLAST 4 (LETHAL)

INIT +7

HERO 5

ROLL	NORMAL	LETHAL
FAIL 4-	BRUISED	+INJURED
FAIL 5+	STUNNED + BRUISED	+INJURED
FAIL 10+	STAGR'D + STUNNED	+DISABLD
FAIL 15+	UNCONSCIOUS	+DYING

HITS & CONDITIONS													
<input type="checkbox"/> STAGGERED	<input type="checkbox"/> DISABLED	<input type="checkbox"/> DYING											
<input type="checkbox"/> FATIGUED	<input type="checkbox"/> EXHAUSTED	<input type="checkbox"/> UNCONSCIOUS											
BRUISES	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
INJURIES	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13

POWERS & EQUIPMENT

2 **BIO-BLAST GLOVES (DEVICE)**
4 BLAST
4 ALTERNATE DAMAGE: STUN
4 ALTERNATE POWER: FORCE FIELD

2 **LUCK CONTROL**
- SPEND A HERO POINT ON ANOTHER'S BEHALF
- REQUIRE SOMEONE ELSE TO RE-ROLL AND TAKE WORSE ROLL

4 **ENHANCED STRENGTH**

4 **ENHANCED DEXTERITY**

4 **ENHANCED CONSTITUTION**

3 **LEAPING (X 10)**

DRAWBACKS

FEATS

EQUIPMENT (1) FLEA-COWL (5PNT PIECE OF EQUIPMENT)
-----> - GAS MASK
-----> - COMM LINK
-----> - NIGHT VISION GOGGLES
-----> - POLICE BAND RADIO
-----> - VOICE MODULATOR

EQUIPMENT (1) FLEA-BELT (5PNT PIECE OF EQUIPMENT)
-----> - FLEA POWDER PELLETS (BLUE): SMOKE BOMB OBSCURING VISUAL SENSES
-----> - FLEA POWDER PELLETS (RED): TEAR GAS - DAZZLE+NAUSEATE DCN FORT CHECK
-----> - HANDCLIFFS
-----> - MULTI-TOOL
-----> - MINI-TRACER

DODGE FOCUS (6) +6 DODGE BONUS

LUCK (4) +4 HERO POINTS

LINCANNY DODGE RETAIN YOUR DODGE BONUS WHILE FLAT-FOOTED

ATTRACTIVE (1) +4 BONUS BLUFF & DIPLOMACY PEOPLE AFFECTED BY YOUR LOOKS

IMPROVED INITIATIVE (1) +4 BONUS ON INITIATIVE CHECKS

MOVEMENT

BASE 30 / 60 / 120 LEAP 110 / 55 / 27

LIFTING

LIGHT: 43 LBS, MED: 86 LBS, HEAVY: 130 LBS
MAX: 260 LBS, PUSH: 650 LBS

SKILLS

ACROBATICS* 1 (+4)
BLUFF 5 (+6)
CLIMB 1 (+2)
COMPUTERS* 1 (+3)
CONCENTRATION 1 (+1)
CRAFT*

DIPLOMACY 4 (+5)
DISABLE DEVICE* 2 (+4)
DISGUISE (+1)
DRIVE* 2 (+5)
ESCAPE ARTIST (+3)
GATHER INFO 1 (+2)
HANDLE ANIMAL (+1)
INTIMIDATE (+1)
INVESTIGATE* 1 (+3)
KNOWLEDGE*
LIFE SCIENCES* 2 (+4)

MEDICINE* 1 (+1)
NOTICE
PERFORM*

PILOT*
PROFESSION*
RIDE*
SEARCH (+2)
SENSE MOTIVE 1 (+1)
SLEIGHT OF HAND*
STEALTH (+3)
SURVIVAL
SWIM 1 (+2)

LANGUAGES 1

ABILITIES 6 + SKILLS 4 (16 RANKS) + FEATS 15 + POWERS 29 + COMBAT 6 + SAVES 0 - DRAWBACKS 0 = 60 / 60

FLEA GIRL PL:6 PP:60

CONDITIONS	
BLINDED	50% MISS IN COMBAT, NO DODGE, -2 TO DEF, -4 STR & DEX
DAZED	CAN TAKE NO ACTIONS, KEEPS DODGE BONUS
DEAFENED	CANNOT HEAR, -4 INIT
DISABLED	SINGLE ACTION PER ROUND. STRENUOUS ACTIONS = DYING
DYING	FORT SAVE DC:10 OR DIE. +1 DC TO SAVE PER HOUR
ENTANGLED	-2 ATT & DEF, -4 DEX, MOVE 1/2 SPEED UNLESS ANCHORED
EXHAUSTED	1/2 SPEED, -6 STR & DEX, -3 ATT & DEF
FATIGUED	NO RUN OR CHARGE, -2 STR & DEX, -1 ATT & DEF
GRAPPLED	CAN ONLY MAKE SIMPLE ATTACK OR BREAK FREE OF GRAPPLE
HELPLESS	+4 TO BE HIT (MELEE), 5 DEFENSE
INJURED	EACH INJURY INCURS AN ADDITIONAL -1 TOUGHNESS SAVE
INVISIBLE	+2 TO HIT DEFENDERS 50% CHANCE MISS TO BE HIT
NAUSEATED	MOVE ACTIONS ONLY, FORT SAVE DC 10+ POWER RANK
PANICED	0 STR & DEX, 5 DEF, CAN TAKE MENTAL ACTIONS
RALLIED	HELD IMMOBILE IN GRAPPLE, NO DODGE, -4 DEF
PRONE	-4 MELEE ATTACKS, +4 TO BE HIT (MELEE), -4 (RANGED)
SHAKEN	-2 TO ALL SAVES AND CHECKS
SICKENED	-2 TO ALL ATTACK ROLLS AND CHECKS
SLOWED	-1 ATTACKS, DEFENSE, REFLEX. MOVE AT HALF SPEED
STAGGERED	1 MOVE OR STANDARD ACTION PER ROUND
STUNNED	STUNNED FOR 1 ROUND, LOSE DODGE BONUS, +2 TO BE HIT
UNCONSCIOUS	KNOCKED OUT & HELPLESS

EXTRA EFFORT	
CHECK BONUS	+2 STR BONUS ON A SINGLE CHECK
INCREASE CARRY CAPACITY	+5 STR CARRY CAPACITY FOR ONE ROUND
INCREASE MOVE	DOUBLE MOVEMENT SPEED FOR ONE ROUND
INCREASE POWER	+2 RANKS TO A POWER
GAIN POWER FEAT	ADD POWER FEAT UNTIL END OF ENCOUNTER
WILLPOWER	ADDT'L WILL SAVE WITH LASTING EFFECT
SURGE	GAIN ADDITIONAL STD OR MOVE ATTACK

HERO POINTS	
IMPROVE ROLL	REROLL AN ACTION. MIN 10+LOWEST ROLL
IMPROVE YOUR DEFENSE	+5 DEF FOR 1 ROUND
HEROIC FEAT	ADD FEAT (NO FORTUNE FEATS), 1 RANK PER HERO PT
DODGE	DOUBLE DODGE BONUS PER ROUND
INSTANT COUNTER	COUNTER A POWER USED AGAINST YOU
CANCEL FATIGUE	REDUCE FATIGUE BY 1 LEVEL
RECOVER	SHAKE OFF STUNNED OR FATIGUE
ESCAPE DEATH	STABILIZES DYING CONDITION
INSPIRATION	HINT, CLUE, OR OTHER HELP FROM GM

GAME INFO	
PLAYER	
CAMPAIGN	
GM	
PLAYER EMAIL	

RANK	TIME	VALUE	EXTENDED RANGE
1	3 SECONDS	1	10 FT
2	6 SECONDS	2	100 FT
3	1 MINUTE	5	1,000 FT
4	5 MINUTES	10	1 MILE
5	20 MINUTES	25	5 MILES
6	1 HOUR	50	20 MILES
7	5 HOURS	100	200 MILES
8	1 DAY	250	2,000 MILES
9	1 WEEK	500	20,000 MILES
10	1 MONTH	1,000	200,000 MILES
11	3 MONTHS	2,500	2 MILLION MILES
12	1 YEAR	5,000	20 MILLION MILES
13	5 YEARS	10,000	200 MILLION MILES
14	10 YEARS	25,000	2 BILLION MILES
15	50 YEARS	50,000	ANYWHERE IN SOLAR SYSTEM
16	100 YEARS	100,000	NEARBY STAR SYSTEMS
17	500 YEARS	250,000	DISTANT STAR SYSTEMS
18	1,000 YEARS	500,000	ANYWHERE IN GALAXY
19	5,000 YEARS	1,000,000	NEARBY GALAXIES
20	10,000 YEARS	2,500,000	ANYWHERE IN UNIVERSE

THE GAUNTLET	
CITY	KNIGHT CITY
BASE	ABOVE SILVER (NIGHTCLUB)
OTHER MEMBERS	SILVERFIST HURRICANE (& BRUTUS) NICK LAW THE ACROBATIC FLEA
TEAM NOTES	
SILVERFIST - WHITE-CLAD WIELDER OF A MAGICAL ITEM THAT TRANSFORMS INTO ANY CLOSE COMBAT WEAPON HE WANTS. POSSIBLY A CELTIC GOD IN HUMAN FORM (NIADA). DEFINITELY A FORMER NIGHT-CLUB OWNER; NOW LEADER OF THE GAUNTLET.	
HURRICANE - SILVERFIST'S SCIENTIST BROTHER, HAS DEVELOPED A SUIT THAT CAN CHANNEL FUNNELS OF HIGH-SPEED AIR FOR USE AS EITHER TRANSPORT OR PROJECTILE WEAPONS. ALWAYS ACCOMPANIED BY HIS JET-PROPELLED 10FT TALL ROBOT BRUTUS.	
NICK LAW - ADVENTURER, BILLIONAIRE, INVENTOR, PHILANTHROPIST, INDUSTRIALIST, PROPERTY TYCOON, MOVIE PRODUCER ETC HE SPONSORS THE GAUNTLET.	

NPCS	
THE ACROBATIC FLEA [CRIME-FIGHTING PARTNER]	
TIM KNIGHT, ENTOMOLOGICAL RESEARCHER/EMPLOYER	

BATTLE TACTICS	
ALTHOUGH CAPABLE OF HANDLING HERSELF AGAINST RUI-OF-THE-MILL STREET THUGS AND THEIR ILK IN HAND-TO-HAND COMBAT, AGAINST MORE SERIOUS THREATS, FLEA GIRL WILL HANG BACK AND ATTACK FROM A DISTANCE USING HER BIO-BLAST GLOVES.	

IN 2005 TIM KNIGHT TOOK ON A 14-YEAR-OLD WORK EXPERIENCE STUDENT , RACHEL JAMES, WHO EVENTUALLY BECAME HIS FULL-TIME ASSISTANT IN HIS LAB AT THE PRESTIGIOUS MASTERS' CORPORATION.
OVER THE YEARS, RACHEL AND TIM DEVELOPED A STRONG FRIENDSHIP, SHARING SIMILAR SARCASTIC SENSES OF HUMOUR. HE APPRECIATED THE FACT THAT WHILE SHE WAS SMART AND KEEN TO LEARN, SHE WAS ALSO VERY FUNNY. SHE LIKED THE FACT THAT HE TREATED HER AS AN EQUAL... EVEN IF HE WAS A BIT OVER-PROTECTIVE, ESPECIALLY WHENEVER THEY WOULD TALK ABOUT HER BOYFRIENDS AND HE WOULD 'TUT' AND SHAKE HIS HEAD!
AS THE ACROBATIC FLEA, HE WAS HAVING SOME SUCCESS AND MAKING A NAME FOR HIMSELF, BUT TIM WANTED TO PUSH IT FURTHER. HE BEGAN TO EXPERIMENT ON HIMSELF LATE AT NIGHT IN THE LAB, TO SEE IF HE COULD QUANTIFY HIS POWERS OR EVEN ENHANCE THEM.
UNFORTUNATELY, RACHEL CHOSE ONE OF THOSE NIGHTS TO SNEAK BACK IN FOR A BIT OF 'LATE NIGHT RESEARCH' AND DID NOT SEE THE "DO NOT ENTER" LIGHT OVER THE LAB DOOR. THE TEST BLEW UP IN THEIR FACES AND INITIALLY THE PHYSICAL CHANGES IN REBECCA WENT UNNOTICED.

BACKGROUND	
REAL NAME	RACHEL JAMES
ORIGIN	ACCIDENT
ALLEGIANCE	
OCCUPATION	RESEARCH ASSISTANT
1ST APPEARANCE	THE AMAZING ADVENTURES OF THE ACROBATIC FLEA # 5
NATIONALITY	BRITISH
ETHNICITY	CAUCASIAN
GENDER	FEMALE
AGE	16
HEIGHT	5'-4"
WEIGHT	125
HAIR	RED
EYES	GREEN
MOTIVATION	



PERSONALITY	
RACHEL/FLEA GIRL IS AS ALIVE AS ONE CAN BE. AT SIXTEEN YEARS OF AGE, SHE IS FULL OF LIFE, VIGOUR AND YOUTHFUL ENTHUSIASM THAT PROVIDES HER WITH A BUBBLY PERSONALITY AND QUICK WIT THAT ONLY MAKES HER NATURAL BEAUTY THAT MUCH MORE ATTRACTIVE.	

PHYSICAL APPEARANCE	
RACHEL JAMES IS SMOKING HOT AND SHE KNOWS IT. SHE HAS ALWAYS KNOWN HOW TO USE THIS TO HER BEST ADVANTAGE AND WRAP MOST MEN AROUND HER LITTLE FINGER. HER LONG SLENDER LEGS, CURVY FIGURE AND FLAMING RED HAIR HAS BEEN KNOWN TO CAUSE MANY A HEART TO SKIP A BEAT. WRAPPING UP THAT PACKAGE IN SKIN-TIGHT SPANDEX HAS ONLY HEIGHTENED ITS APPEAL.	

WHAT KIND OF DISTINCTIVE FEATURES DO YOU HAVE?	
I WOULD SAY MY MOST DISTINCTIVE FEATURE IS MY (HEY, I'M UP HERE!) SENSE OF HUMOUR. FLEA AND I SHARE A REALLY COOL BLEND OF SARCASTIC HUMOUR AND WE'VE DEVELOPED AN EXTENSIVE LIBRARY OF WITICISMS AND BARBS TO KEEP OUR OPPONENTS IRRITATED AND OFF-GUARD IN A FIGHT. YOU'D BE SURPRISED HOW UNFOCUSED THESE VILLAINS BECOME WHEN THEY'VE GOT SMOKE COMING OUT OF THEIR EARS OVER SOME NAME WE'VE CALLED THEM.	

DO YOU HAVE ANY PET PEEVES?	
YEAH. BEING CALLED A "SIDE-KICK". I'M THE ACROBATIC FLEA'S PARTNER. PART-NER! I'M NOT SOME KIND OF LAME-ASSED SIDE-KICK. **BLUSHES** OH...CAN I SAY "LAME-ASSED" ON TELEVISION...?	

DUE TO HER PHENOMENAL LUCK POWERS, THOUGH, SHE SOON DISCOVERED HER EMPLOYER'S SECRET AND MORE OR LESS BLACKMAILED HIM INTO LETTING HER BECOME HIS COSTUMED PARTNER IN CRIME-FIGHTING ("I AM NOT A SIDE-KICK!").
HE DID SO AND, IN THE PROCESS, CREATED HER BIO-BLAST GLOVES THAT DUPLICATE HIS OWN IN-BORN ABILITY AS WELL AS ALLOWING HER TO UTILIZE HER BIO-ELECTRIC ENERGY TO CREATE DEFENSIVE FORCE SCREENS. THIS ALSO GAVE HIM AN EXCUSE TO SOUP-UP THE DERELICT SPORTS CAR HE HAD IN HIS GARAGE ("A FIXER-UPPER" THAT HE WAS ALWAYS GOING TO "GET ROUND TO") AND CONVERT IT INTO THE FLEA MOBILE.
AS SHE MATURES, HER POWERS WILL PROBABLY GROW AND THE ACROBATIC FLEA FULLY INTENDS TO TEACH HIS YOUNG PROTEGE THE ART OF SAVATE TO BETTER ENABLE HER TO DEFEND HERSELF IN MELEE COMBAT.
UNTIL THEN, SHE SPENDS A LOT OF HER TIME ON PATROL "WAITING IN THE FLEA-MOBILE".