

# Friction Lass (Alicia Chance)

Val	Char	Roll	Notes
15	STR	12-	<b>HtH Damage:</b> 3d6 <b>Lift:</b> 200 kg <b>END:</b> 1
26	DEX	14-	
16	CON	12-	
10	INT	11-	<b>PER Roll:</b> 11-
10	EGO	11-	
23	PRE	14-	<b>PRE Attack:</b> 4½d6
9	OCV		
9	DCV		
3	OMCV		
3	DMCV		
5	SPD		<b>Phases:</b> 3, 5, 8, 10, 12
4 / 19	PD		<b>Total:</b> 4 / 19 (0r / 15r)
4 / 19	ED		<b>Total:</b> 4 / 19 (0r / 15r)
8	REC		
35	END		
11	BODY		
28	STUN		

## Personal Data

**Hair:** Blonde                      **Eyes:** Blue  
**Height:** 5' 7"                      **Weight:** 128 lbs

**Birth Date:** June 2, 1975  
**Place of Birth:** New York, NY

**Non-Hero Occupation:** None

## Complications

**Distinctive Features:** Gorgeous (Easily Concealed; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)

**Enraged:** When looks are insulted (Uncommon), go 8-, recover 14-

**Psych Complication:** Vain, likes to be the center of attention, and is used to getting her own way (Common, Strong)

**Psych Complication:** Loves shopping (Common, Moderate)

**Psych Complication:** Loves manipulating men (Common, Moderate)

**Rivalry:** Professional, Swift Kick, As Powerful, PC, Seek to Outdo / Embarrass Rival, Aware

**Social Complication:** Public ID (Frequently, Major)

## Movement

	END
<b>Run:</b> 30m (60m NC)	3
<b>Swim:</b> 24m (48m NC)	1
<b>Leap:</b> 4m (8m NC)	1
<b>Glide:</b> 20m (40m NC)	0

## Skills

+3 with Friction Powers Multipower  
+3 with all Interaction Skills

Acting 14-  
Breakfall 14-  
Charm 14-  
Climbing 14-  
Combat Driving 14-  
Conversation 14-  
Forgery 8-  
High Society 14-  
Persuasion 14-  
Power (Friction Tricks) 14-  
Sleight Of Hand 14-  
Teamwork 14-  
Trading 14-

**KS:** Fashion 12-

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

**PS:** Shopping 11-

**PS:** Partying 11-

**PS:** Dilettante 11-

**TF:** Large Motorized Ground Vehicles

**TF:** Small Motorized Ground Vehicles

## Talents

**Gorgeous:** +3 / +3d6 Striking Appearance

**Move Across Frictionless Surfaces:** Environmental Movement (no penalties to move across a slippery or frictionless surface)

## Perks

**Positive Reputation:** Member of Remarkable Wrong-Righters and former member of SuperSquad America and Team Disney (A large group) 14-, +2 / +2d6

**Money:** Well Off

**Fringe Benefit:** Passport

**Fringe Benefit:** International Driver's License

**Fringe Benefit:** Sanctioned Superhero

**Power** **END**

**Friction Powers:** Multipower

- f1) **Stop Him In His Tracks:** Blast 13d6, Double Knockback, ½ END; Knockback only causes character to stop moving, Only on targets in motions, Does not work if no Knockback is done 5
- f2) **Friction Destruction:** RKA 3d6-1, AVAD (Power Defense), Does BODY, ½ END; Friction-related effects only 5
- f3) **Friction Control:** Telekinesis (60 STR), ½ END; Only friction-related effects, Affects Whole Object 4
- f4) **Fine Friction Control:** Telekinesis (35 STR), Fine Manipulation, Area of Effect (1m Radius, Accurate) , ½ END; Only friction-related effects, Affects Whole Object 4
- f5) **Wide Area Friction Control:** Telekinesis (35 STR), ½ END, Area Of Effect (16m Radius); Only friction-related effects, Affects Whole Object 4
- f6) **Friction Manipulation:** Entangle 6d6, 6 PD / 6 ED, Takes no damage from attacks, ½ END; Vulnerable (to attacks with physical effects that give victim something to grab hold of) 4
- f7) **Frictionless Surface:** Change Environment, -4 to DEX Roll and appropriate DEX-based Skill Rolls, Area of Effect (8m Radius Surface, Selective) Personal Immunity, ½ END 2
- f8) **Low Friction Speeds Up Target:** Aid Movement 5d6 (standard effect: 15 points), One Movement Power at a Time, Ranged, ½ END; Only works on targets in motion 3
- f9) **High Friction Slows Down Target:** Drain Movement Powers 5d6 (standard effect: 15 points), One Movement Power one at a Time, ½ END; Only works on targets in motion 3
- f10) **More Slippery Than an Eel:** +60 STR, 0 END; Only to escape Entangles and Grabs

**Friction Shield:** Resistant Protection (15 PD / 15 ED) (Protect Carried Items), Nonpersistent, Perceivable

**Cancel Physical Attacks With Friction:** Damage Negation (-5 DCs Physical); Nonpersistent, Only works against attacks using actual physical objects, Linked: Friction Shield

**Frictionless Movement**

- 1) **Frictionless Running:** Running +18m (30m total), ½ END 1
- 2) **Frictionless Swimming:** Swimming +20m (24m total), ½ END 1
- 3) **Gliding:** Flight 20m; Gliding

**Personal Friction Increase**

- 1) **Stick to Surfaces:** Clinging (normal STR)
- 2) **Hard to Knock Back:** Knockback Resistance -10m

**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	