# Ranida (Rhonda Davies)

Power Level 8, 120 PP; Abilities 40 + Powers 20 + Advantages 25 + Skills 21 (42 ranks) + Defenses 14

		Ab	ilities				
Strength 4	Agility	6	Fighting	3	Awareness	3	
Stamina 3	Dexterity	0	Intellect	1	Presence	0	
Offense					Initiative	Initiative: +10	
Attack Name Attack Bonus & Resistance DC Notes							
Flying Kick: Strength-based +6, DC 21 Crit 18-20							
Throw	+0, D	C 19	Bludg	eon, Crit	20		
Unarmed	+6, D	C 19 .	Bludg	eon, Crit	20		
Powers							

Flying Kick: Strength-based Damage Attack 2
(4)
DC 21, Advantages: Improved Critical 2;

Attack: Toughness
(4)
DC 21, Advantages: Improved Critical 2;

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**ü Frog: Movement 4** (8) Environmental Adaptation: Aquatic, Environmental Adaptation: Swamp, Safe Fall, Wall-crawling 1: -1 speed rank

Leaping: Leaping 2 (3) Leap 30 feet at 8 miles/hour

Swimming: Swimming 2 (alternate) Speed: 2 miles/hour, 30 feet/round

- **ü Tongue: Elongation 1** (1) Elongation: 15 feet, +1 to grab
- ü Tongue: Extra Limbs 1 (1) 1 extra limb, Advantages: Improved Grab

#### **Advantages**

Agile Feint Feint using Acrobatics skill or Speed rank. Assessment Use Insight to learn an opponent's combat capabilities. **Close Attack 3** +1 bonus to close attack checks per rank. **Defensive Roll 2** +1 active defense bonus to Toughness per rank. Equipment 2 5 points of equipment per rank. Evasion 2 Circumstance bonus to avoid area effects. **Favored Environment: Aquatic** Circumstance bonus to attack or defense in an environment. Favored Environment: Swamp Circumstance bonus to attack or defense in an environment. **Improved Critical 2: Flying Kick** +1 to critical threat range with an attack per rank. Improved Disarm No penalty for the disarm action. **Improved Grab** Make grab attacks with one arm. Not vulnerable while grabbing. Improved Hold -5 circumstance penalty to escape from your holds. Improved Initiative +4 bonus to initiative checks per rank. Improved Trip No penalty for the trip action. **Inspire** Spend a hero point to grant allies a +1 circumstance bonus per rank. Instant Up Stand from prone as a free action. Interpose Take an attack meant for an ally. Second Chance 2: Acrobatics, Triggering traps Re-roll a failed check against a hazard once Set-up 2 Transfer the benefit of an interaction skill to an ally. Teamwork +5 bonus to support team checks.

## Equipment

Commlink (communication, GPS, tracking device) 0, School Uniform (Protection 2) 0, Shared EP 10



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Hero Points: 1

### Skills

Acrobatics +14, Athletics +10, Deception +2, Expertise: pop culture +5, Expertise: swim coach +5, Insight +5, Intimidation +0, Investigation +5, Perception +9, Persuasion +4, Stealth +8

Damage
Bruises
Dazed
☐ Staggered
Incapacitated
Fatigue
Fatigued



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#### **Movement**

Base Movement Speed - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)

Frog: Movement 4 - Environmental Adaptation: Aquatic, Environmental Adaptation: Swamp, Safe Fall, Wall-crawling 1: -1 s

Leaping: Leaping 2 - Leap 30 feet at 8 miles/hour

Routine Jump Distance - Running jump: 20 ft.; standing: 10 ft.; vertical: 4 ft.; standing vert.: 2 ft.

Swimming: Swimming 2 - Speed: 2 miles/hour, 30 feet/round

Throwing Distance - Throw 3200 lbs. 6 feet; throw 800 lbs. 30 feet; throw 200 lbs. 120 feet

### Complications

Prejudice Stormer with altered appearance

Weakness Hot &/or dry environments

### **Background Information**

#### Languages: English (native)

Rhonda is one of the many then elementary-aged children who were affected by the First or Second Silver Storm, but the effects lay dormant until puberty. Rhonda began to show definite amphibian characteristics, including skin and hands and feet that become longer and webbed at will. She also has internal gills so she can breathe in either air or water. Ironically, she was a competitive swimmer and diver until her changes. Her codename Ranida is from Ranidae, the biological Family of true frogs