



# WARBIRD

Carol Susan Jane Danvers

FIGHTING  
*melee*

AGILITY  
*ranged • dodge*

STRENGTH  
*damage • grapple*

ENDURANCE  
*stamina • resist*

REASON  
*knowledge • invent*

INTUITION  
*senses • initiative*

PSYCHE  
*willpower • magic*

INCREDIBLE (40)

INCREDIBLE (40)

AMAZING (50)

AMAZING (50)

GOOD (10)

REMARKABLE (30)

INCREDIBLE (40)

HEALTH  
*F+A+S+E*

KARMA  
*R+I+P*

RESOURCES  
*afford by rank*

POPULARITY  
*fame*

180

80

EXCELLENT (20)

15

MOVEMENT

GROUND  
1 AREA

AIR  
40 AREAS  
UNEARTHLY • 600 MPH

TALENTS

MARTIAL ARTS A B E

MILITARY

PILOT

DETECTIVE/ESPIONAGE

JOURNALISM

AERIAL COMBAT

POWERS

DAMAGE

the number = how much damage this hit deals

ABSORBED

the number = how much damage this armor blocks per hit

MOVEMENT

see Movement block above for areas/turn + mph

RESTORED

the number = Health restored

TB

thrown blunt / ensnaring — roll Agility on the Universal Table

|                        |                             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|------------------------|-----------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| BODY RESISTANCE        | INCREDIBLE (40)<br>ABSORBED | Warbird's altered genes and hybrid physiology grant her Incredible protection vs Physical and Energy attacks.                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| TRUE FLIGHT            | UNEARTHLY (100)<br>MOVEMENT | Warbird can convert her energy to enable her to fly at Unearthly air speed.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| FOCUSED ENERGY RELEASE | DAMAGE TB                   | Warbird's current powers are not simply a reversion to her Ms. Marvel powers, but are her former powers as Binary operating at a lower level. Warbird can do many things by altering the focus of her energy release. She can emit and hear light, and the rest of the electromagnetic spectrum as well as gravity. In addition, she may perform/maintain any one of.; Re-power any type of battery that is charged with electromagnetic energy. This ranges from hi-tech weapons to starship batteries. The amount of time required and the drain on her power is up to the Judge. |
| ENERGY ABSORPTION      | UNEARTHLY (100)<br>RESTORED | Warbird retains the ability to absorb various types of energy to fuel her metabolism or re-channel as attacks. She can absorb up to 100 points of energy to boost her strength or offensive energy powers to Unearthly for 1 round, or heal up to 100 points of damage. She can absorb incoming energy attacks of up to Amazing rank on a Yellow or better Intuition FEAT. If she fails, or the attack is Monstrous or greater intensity, she is affected normally.                                                                                                                 |

LIMITATIONS

CAROL IS A RECOVERING ALCOHOLIC —

CONTACTS

SHIELD

X-MEN

AVENGERS

STARJAMMERS

IMPERIAL GUARD

CSS

QUEEN'S VENGEANCE

DEPT OF HOMELAND SECURITY