

STATISTICS:

F MN(75)
A AM(50)
S MN(80)
E MN(75)
R RM(30)
I RM(30)
P IN(40)
Health: 280 **Str:** 80/90/160
Karma: 100
Resources: 40
Popularity: 75
Height: 5' 11"
Weight: 135lbs.
Eyes: Blue
Hair: Black

BACKGROUND

Real Name: Princess Diana
Occupation: Ambassador
Legal Status: Citizen of Themyscira
Identity: Known to the general public
Place of Birth: Themyscira
Marital Status: Single
Known Relatives: Hippolyte (mother), Antiope (aunt)
Base of Operations: Themyscira, Boston
Present Group Affiliation: Justice League of America

KNOWN POWERS:

Body Armor: Diana has Excellent resistance to Physical and Good resistance to Energy attacks
Flight: Amazing
Speed: Diana may run at Remarkable Speed.
Strength of the Earth: Diana can draw upon the power of Gaea, 'Mother Earth' to raise her Strength +1CS for one to ten rounds

Enhanced Senses: Remarkable Sight, Hearing, Taste and Smell
Animal Empathy: Good ability to communicate with animals
Godwave: Diana has the ability to channel the energy of the 'Godwave' – a mystical energy generated by the creation of the universe, which was responsible for empowering the gods. This is an extremely potent and dangerous power that instantly

boosts Diana's physical stats +1CS per round, and grants her the ability to manipulate energy and matter on a cosmic scale. This power begins at Unearthly, escalating +1CS each round; if Diana has not released this power by the time it reaches Shift Z(500), her body is destroyed and the Godwave is released in a Class 1000 blast in every direction. In order to



access the Godwave, Diana must petition the gods through prayer – a red Psyche FEAT, which costs her Monstrous physical damage and the loss of all of her Karma.

Equipment:

Lasso of Truth: Shift Z material, Monstrous Entanglement. If captured, a target must make a Psyche FEAT versus an Amazing Mind Probe or be forced to obey the lasso's wielder. The Lasso is 150 feet long and is controlled telekinetically.

Bracelets: Diana's Bracelets are made of Shift X material and absorb up to 90 points damage.

Gauntlet of Atlas: The Gauntlets of Atlas provide a boost of up to +2CS to Strength. If Diana is already boosting her strength, the Gauntlet can raise her strength as high as Shift Y.

Sandals of Hermes: Excellent airspeed.

Tiara: Diana's Tiara is composed of Unearthly material, and capable of inflicting Incredible damage as a thrown weapon.

Weaknesses:

Dependency on Earth: Due to Wonder Woman's origin, her powers are tied to the Earth. Consequently, any prolonged time in space diminishes her powers, and physical abilities by -1CS per day.

Talents: Acrobatics, Martial Arts B, E, Weaponry, Animal Training, Ancient Languages, Greek Mythology, Weapons Specialist (Lasso, Bracelets, Tiara), Leadership.

DC STAT BOX

DEX: 13	STR: 20/22	BODY: 14
INT: 9	WILL: 12	MIND: 10
INFL: 10	AURA: 9	SPIRIT: 10
INITIATIVE: 36	HP: 150	

Powers:

Broadcast Empath: 5,
 Directional Hearing: 4,
 Godwave: 40, Invulnerability: 6,
 Power Reserve: 2 ('Strength of the Earth', Str. 22), Running: 7,
 Flight: 14, Superspeed: 4,
 Swimming: 6, Telescopic Vision: 3

Bonuses and Limitations:

***Power Reserve:** Wonder Woman may draw upon the power of the Earth Goddess Gaea. With a dice action, she may raise her Strength score by 2 APs up to 22 for a duration of 1 to 10 rounds.

***Godwave:** Diana has the ability to channel the energy of the 'Godwave' – a mystical energy generated by the creation of the universe, which was responsible for empowering the gods. This is an extremely potent and dangerous power that instantly boosts Diana's Strength and Body at +1 AP per round, and grants her the ability to manipulate energy and matter on a cosmic scale. This power begins at 22 APs, escalating +1AP each round; if Diana has not released this power before it reaches 30 APs, her body is destroyed and the Godwave is released in a blast of 40 APs in every direction. In order to access the Godwave, Diana must petition the gods through prayer (See 'Appealing to the

Gods,' below). Accessing this power is very damaging on Diana physically and she suffers the equivalent of 20 APs bashing damage when she attempts this stunt.

***Broadcast Empath:** Wonder Woman's Broadcast Empath power can only be used to project a soothing, pacifying feeling in animals, or the desire to only speak the truth in sentient beings (-1)

Skills: Acrobatics: 11, Animal Handling: 8, Artist (Dancer): 9, Artist (musician, sculptress): 5, Charisma (Persuasion): 12, Charisma (Intimidation): 8, Martial Artist: 12, Medicine (first Aid, Medical Treatment): 5, Military Science (Field Command): 8, Military Science (Tracking): 10, Occultist (Identify Artifact, Occult Knowledge): 3, Weaponry (melee, missile): 13

Advantages: Area Knowledge (Themyscira I, Themyscira II), Attractive, Insta-Change, Iron Nerves, Languages (Ancient Greek, Themysciran), Leadership, Lightning Reflexes, Scholar (Greek Mythology)

Connections: Gods of Olympus (Low, Divine Intervention bonus), the Ring (High), Justice League (High), Superman (High), Batman (High), Themyscira (High), United Nations (Low), US Army (Low), Artemis (High), Troia (High), Fury I (Low), Julia Kapatelis (High), Gateway City Police Dept (High), Wonder



Girl II (Cassie Sandmark, High), Gateway City Cultural Antiques Museum (Low), Boston police Dept (High), Chiron, Pegasus, Sphinx and Ladon (Low), Rama (High), Aquaman (High), Lois Lane (Low)

Drawbacks: Attack vulnerability (cutting/piercing attacks, -5 CS, Partial (RV only)), Public Identity. When she came to the World of Man, Diana had Exile (Voluntary).

Equipment:

Lasso of Truth [BODY 35, Animal control (ML): 15, Control (ML): 20, Stretching (ML): 06, Limitations: Animal control only to repel (-2), only against animal attacking someone standing within the lasso's loop (-1); Control only to force to tell the truth (-2); Control uses the target's

Infl/Spirit as the OV/RV; Stretching does not allow fine manipulation (-2). It now seems that others cannot use the Control power if they try to use the Lasso - Control only works for Diana or Hippolyta (-0)]

Bracelets: (Body 30, Note: Count as a small shield when Blocking (no modifier to Block))

Tiara: (BODY 12, EV 03, Sharpness (ML)(EV): 02, Gliding: 01, Limitation: EV is Lethal; Gliding only to make the tiara fly back to the thrower, boomerang-like. Note: with Wonder Woman's STR, the thrown tiara has an EV of 12 and a Range of 06]

Sandals of Hermes: [Str: 8, Body: 8, Flight (ML): 12, Teleportation (ML): 23, Limitation: Teleportation only to Paradise Island (-2)]

Eagle Armor: [Body: 14, Sealed systems (ML): 10, Bonus: Negates Wonder Woman's Attack Vulnerability]

War Shield: [Body 26, EV 04 (21 w/Str), Sharpness (ML) (EV): 01]

Longsword: [Body: 22, EV 04 (21 w/Str), Sharpness (ML) (EV): 01 - Diana also own a two-handed two-bladed battle axe, a one-handed broad axe, a morgenstern and a cinqueda with the same statistics]

Gauntlets of Atlas: (BODY 28, Power Reserve: 5, Strength only)

SAGA STAT BOX

18/19 Str.	Intellect 10
3 Edge * Hand Size 5	
13 Agility	Willpower 12

SKILLS:

Bracelets (Shield), Spears, Swords, Wrestling, Lasso, Martial Arts, Lore (Themyscira), Mythology (Greek), Leadership, Politics

POWERS:

Enhanced Senses 7
Hearing, Telescopic Vision
Flight 13
Godwave 25
Cosmic Energy Manipulation (Limits: Burnout, Masochistic, Triggered (Approval of the Gods))
Lightning Speed 7
Strength of the Earth (Power of Gaea)
(Ability Boost +1 to Strength)

EQUIPMENT:

Bracelets +10
 Unbreakable
 Gauntlets of Atlas
 Ability Boost (+3 Strength)
 Lasso of Truth
 Animal Control 2, Grappling 15 (Strength), Mind Control 15 (Truth only), Unbreakable
 Tiara +2

CALLING: Protector

MARVEL UNIVERSE:

ABILITIES:

Intelligence: 5
 Strength: 9
 Agility: 5
 Speed: 5
 Durability: 6

6

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ACTIONS:

Close Combat: 6
 (Strength Bonus or Weapon Modifier)
 -Sword Fighting
 -Greco-Roman Wrestling
 -Amazonian Martial Arts
 Ranged Combat: 6
 -Lasso
 -Bladed Weapons
 Flight: 5
 Social Skills: 5
 -Greek Culture
 -Amazon Culture
 Vehicle Operation: 3
 -Planes
 -Chariots
 -Horseback Riding
 Statecraft: 4
 -Diplomacy
 -Negotiation

Healing, Medical 5

Godwave: 14

-Cosmic Energy Manipulation:
 Limited to specific approval of the gods

MODIFIERS:

Beauty of a Goddess:
 Situational Modifier to relevant skills when appropriate - can distract all men

Toughness: (+2), ineffective versus sharp, penetrating weapons, bullets

Reflexive Dodge: (+3)

Enhanced Senses: (+1)

-Hearing

-Vision

Team Affiliation: Justice League

EQUIPMENT:

Toughness: (+2)

Bracelets: (+5)

(Blocking-only in conjunction with Reflexive Dodge)

-Indestructible

Lasso: (+5)

-Control 6

-Indestructible

Tiara: (+2)

-Indestructible

DC UNIVERSE:

REFLEXES 4D(12D): Brawling 6D(14D), dodge 5D(13D),

martial arts 10D(14D), melee weapons 6D(13D) (bracelets +1D), piloting 5D(17D) (self +4D)

COORDINATION 2D(10D):

missile weapons 5D(13D), thrown weapons 5D(13D) (magic lasso +1D)

PHYSIQUE 4D(28D)(32D):

Flying 3D(30D), leap 6D(32D), lifting 5D(30D), running 6D(32D)

KNOWLEDGE 3D: Languages 4D (English +3D, native language: ancient Greek), medicine 7D (first aid +1D), scholar 7D (Amazon lore, strategy +2D each)

PERCEPTION 4D: Tracking 7DD

PRESENCE 4D: Command 10D, intimidation 8D, willpower 13D

ADVANTAGES: Attractive

Appearance -3D, Charismatic -3D, Contact (JLA) -6D,

Contact (JLA) -6D, Contact (Artemis -1D) -1D, Contact (wonder Girl) -2D, Courage -2D, Hardiness -4D, Leadership

Ability -2D

DISADVANTAGES: Enemy

(Circe, Devastation, Cheetah) +2D, Enemy (rogues gallery) +5D, Fanatic +3D

SPEED: 30

PDV: 3 (7 while moving using Speed Manipulation)

P/L BONUS: +2(+14)

UNARMED BODY BDV: 4D (6D)

HERO POINTS: 27

BODY POINTS: 168

VILLAIN POINTS: 0

CHARACTER POINTS: 206

POWERS: Immunity 9D,

Longevity 1D, Superattributes:

Reflexes 8D, Superattributes: Coordination 8D, Super-

attributes: Physique 24D

(‘Strength of the Earth’: Note: by summoning the power of Gaea, Wonder Woman can raise her Physique an additional +4D)

