

Kim Possible (1 Refresh)

- High Concept: Average Teenage Crime Fighter
- Trouble: Balancing Life and Saving the World
- Ron Stoppable, Sidekick Extraordinaire
- Friends with Wade: Boy Genius Inventor
- Anything is possible for a Possible!

+4 (Great): Athletics

+3 (Good): Contacts, Fight

+2 (Fair): Provoke, Rapport, Stealth

+1 (Average): Burglary, Empathy, Investigate, Notice,

- **Gymnast:** +2 to overcome actions with Athletics when dealing with environmental obstacles and chases.
- **Quick, to the Wade-phone!:** Use Contacts in place of Investigate when dealing with technological problems.
- **Crime-fighter:** Gain a +2 bonus to Fight when attacking mooks.
- **Surprisingly Difficult to Hit:** +2 to Athletics when dodging incoming fire.
- **Speedy:** Move two zones for free in a conflict instead of one, providing there are no situation aspects restricting movement.

Physical Stress: (1)(2)

Mental Stress: (1)(2)

Consequences:

Mild (2):

Moderate (4):

Severe (6):