

SUPERGIRL (KARA DANVERS)

Medium humanoid (kryptonian), neutral good

Armor Class 12 (17 with Kryptonian Vigor)

Hit Points 203 (20d10 + 60)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	11 (+0)	13 (+1)	15 (+2)	18 (+4)

Skills Acrobatics +10, Athletics +11, History +10, Insight +12, Investigation +11, Nature +10, Perception +10, Persuasion +14, Survival +10

Condition Immunities None

Senses darkvision 60 ft., passive Perception 12

Languages English, Kryptonian

Challenge 20 (25,000 XP)

Kryptonian Flight. Supergirl (Kara Danvers) can choose to fly up to 90ft. during her movement without triggering opportunity attacks.

Kryptonian Fortitude. Supergirl (Kara Danvers) is immune to acid, bludgeoning, cold, fire, lightning, piercing, poison, slashing, and thunder damage from non-magical sources.

Kryptonian Healing (3/Day). Supergirl (Kara Danvers) can use a bonus action to recover 3d10 hit points provided she is within sight of a yellow sun.

Kryptonian Inspiration (3/Day). If Supergirl (Kara Danvers) would fail at an ability or skill check, she may roll a d10 and the result to her roll, perhaps changing the outcome.

Kryptonian Martial Arts. Supergirl (Kara Danvers) does one additional weapon die of damage when she hits with an attack. In addition, when she strikes a target with her Punch action, that target must make a Constitution save, DC 15, or be knocked back 15ft. and be knocked prone.

Kryptonian Mimicry. Supergirl (Kara Danvers) can speak any language fluently that she has heard spoken for more than five minutes. She has advantage on Charisma (Deception) checks when mimicking the voice and cadence of anyone she is familiar with.

Kryptonian Presence. Supergirl (Kara Danvers) counts as magical for the purposes of overcoming damage resistances with her attacks.

Kryptonian Resistance (3/Day). If Supergirl (Kara Danvers) fails a saving throw, she can choose to succeed instead.

Kryptonian Senses. Supergirl (Kara Danvers)'s passive perception is doubled to 24. She makes Perception checks involving sight, hearing, or scent with advantage. Provided she is conscious, she cannot be surprised.

Kryptonian Sight. Supergirl (Kara Danvers) can use the True Sight spell at will. In addition, she can see through objects that are within 90ft. of her.

Kryptonian Speed. During the movement portion of her turn, Supergirl (Kara Danvers) can move up to 80ft. without

triggering opportunity attacks. If she chooses to use her Action for movement, she can use this trait again.

Kryptonian Strength. Supergirl (Kara Danvers) counts as three sizes bigger when calculating the amount of weight she can lift or carry.

Kryptonian Vigor. Under a Yellow Sun, Supergirl (Kara Danvers)'s Abilities are all doubled. This changes her Abilities as follows:

STR	DEX	CON	INT	WIS	CHA
30 (+10)	24 (+7)	22 (+6)	26 (+8)	30 (+10)	36 (+13)

Leadership (4/Day). For 1 minute, Supergirl (Kara Danvers) can inspire any allied creature that can see or hear her. Any allied creature that can see or hear her within 70ft. can use its bonus action to add 1d6 to an attack, skill check, or saving throw. A creature can only benefit from one Leadership die at a time. The effect ends if Supergirl (Kara Danvers) is incapacitated.

Solar Powered. Supergirl (Kara Danvers) does not need to eat, drink, or breathe provided she is under a yellow sun or can absorb yellow solar light. She is immune to non-magical diseases that are not specifically targeting her, and does not age.

Tempered Strength. When Supergirl (Kara Danvers) hits a target with her punch action, she can choose how much damage it does, from a minimum of 1 point of damage to a maximum equal to the damage she rolled.

Kryptonite Poisoning. While within 30ft. of kryptonite, Supergirl (Kara Danvers) cannot use any trait with the word 'Kryptonian' in front of it. She also loses her multiattack, cold breath, crowd defense, and heat vision actions, makes all Ability and Skill checks with disadvantage, and her hit points, speed, and passive perception are halved.

ACTIONS

Multiattack. Supergirl (Kara Danvers) uses Cold Breath or Heat Vision, if available. She then uses punch seven times. If she has movement, she can strike any target within range.

Punch. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 5 (1d10 + 2) bludgeoning damage. Her attack roll increases to +16 and her damage increases to 2d10+10 bludgeoning damage when her Kryptonian Martial Arts and Kryptonian Vigor traits are active.

Cold Breath (Recharge 5-6). Supergirl (Kara Danvers) exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) cold damage on a failed save and becoming stunned, or half as much damage on a successful one. A stunned creature may make another saving throw at the end of its turn to end the stunned state.

Crowd Defense. Supergirl (Kara Danvers) can choose not to move or attack. If she does so, she can choose to be the target of any attack that would hit any creature within her walking speed.

Heat Vision (Recharge 5-6). *Ranged Weapon Attack:* +4 to hit, range 120ft., one target. *Hit* 54 (12d8) fire damage.

CAPTURING SUPERGIRL (KARA DANVERS)

There are some that say that Krypton's destruction was planned - that some people discovered that the natives would become like gods when exposed to certain colors of sunlight.

There's very little proof of this, but anyone who has fought one of the few remaining Kryptonians would be very much willing to believe it.

Initiative. Supergirl (Kara Danvers) makes her initiative roll with advantage. She can use her Kryptonian Inspiration Trait if she feels like it.

Movement and Action. Trying to sneak up on Supergirl is nearly pointless, and she cannot be surprised. She is likely to use her first round of combat to talk people out of fighting her, all while absorbing any attacks that come her way.

After figuring out who among her enemies has magical abilities or weapons, she will target those enemies exclusively, starting with magicians and working her way down to those with magical weapons.

If her enemies target any innocent bystanders, she will forgo her attacks and use Crowd Defense action to keep the people around her safe.

In the rare event that she is attacked by someone with kryptonite, she will attempt to stay out of range and use her heat vision and cold breath attacks whenever they are available. If the person with the kryptonite does get close enough, she will attempt to flee unless a bystander is threatened, in which case she will continue to fight.

Note that she can still use her Leadership trait, and that anyone she saved will try to save her by getting rid of the kryptonite.

When fighting Supergirl, a crowd is both an important resource and a liability.

TRANSPORTING SUPERGIRL (KARA DANVERS)

If she's next to Kryptonite, Supergirl (Kara Danvers) is going nowhere.

Otherwise...

Escape. If Supergirl (Kara Danvers) was beaten down to 0 hit points, she will regain 3d10 hit points an hour into being transported and will try and pull free of her restraints, rolling with advantage to tear loose.

If Supergirl (Kara Danvers) Gets Loose. Once free of her bindings, Supergirl (Kara Danvers) will fight to her enemies down. If she drops to half her remaining hit points, she will flee unless bystanders are put at risk, in which case she will fight until she is no longer conscious.

Kara Zor-El was sent to Earth from Krypton as a thirteen year old by her parents Zor-El and Alura, where she was meant to protect her infant cousin, Kal-El.

Her spacecraft was knocked off-course and sent into the Phantom Zone, where it stayed for 24 years before finally crash landing on Earth. During that time, Kal-el had grown up and become Superman.

More mature than she was, Superman recommended that Kara try to learn human ways by growing up among a human family, and she was adopted by the Danvers.

She and her adopted sister, Alexandra Danvers, grew up to be very close and would do anything for one another. Her connection with Alex gave her a greater insight into humanity as a whole, and she followed Kal's path into becoming one of Earth's greatest heroes, Supergirl.

BREAKING SUPERGIRL (KARA DANVERS)

Supergirl does not deal well with captivity, especially if kryptonite is involved.

Breaking Abilities. One of Supergirl (Kara Danver)'s two chosen Abilities is Charisma. The other is either Strength or Wisdom; when attempting to break one or the other, roll a d2, where 1 is Strength and 2 is Wisdom. If the ability being attacked is the one that shows up on the die, you have discovered her other chosen ability and can now go about destroying it.

Breaking Skills. While breaking skills, roll a d4 when targeting her specific listed skills, where 1 is Athletics, 2 is Insight, 3 is Investigation, or 4 is Persuasion. If the skill being attacked is the one that shows up on the die, you have discovered one of her two chosen skills and can now go about destroying them.

Breaking Background. Supergirl (Kara Danver)'s background is either Far Traveller, Folk Hero, Investigator, or Knight. Roll 1d4 when attempting to break her background, where 1 is Far Traveller, 2 is Folk Hero, 3 is Investigator, or 4 is Knight. If you are breaking the same background that shows up on the die, you have discovered her background and can now go through the process of breaking her down.

Escape. If kryptonite is involved, Supergirl (Kara Danver) does not escape.

If the kryptonite is removed or she otherwise breaks free, she regains all her traits and abilities and will try to fight her way out, rescuing everyone along the way. She will not willingly leave anyone behind.

If she gets back home, she will gather the Justice League and go hunting for her captors. She will not stop until she is captured or she is victorious. Given the Justice League is full of cosmic heavyweights, retreat is recommended.

Designed to be used with Chains of the Irkalla, a supplement for Fifth Edition.

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