The image of a "modern woman" is often of a thin, frail, and sexy figure. In video games women are often portrayed as a lady in distress. Captured or otherwise stuck by the game's antagonist. Requiring the often male protagonist's help in order to escape. In movies women are often portrayed as the token love character or as ladies in distress as well. Our society has been dominated by males since history began, never have they stood on equal ground and I believe they still don't in this society. There's plenty of examples of women being powerful or leaders or whatever, but they are still often sexualized and/or portrayed like barbie dolls. Movies like Resident Evil has a strong but sexy main character, video games like the new Tomb Raider has a strong lead character, but she is still sexualized and there's even a scripted event where she can get raped. Some people argue that men are mis-portrayed in games like Gears of War where every man is a huge wall of muscle, but this isn't the other side of the coin, it is the same side of the same coin. The men are portrayed ideally for men as well as the women are portrayed ideally for men. Society has always portrayed people in this way. In my opinion anyone can do anything, but even when thinking of quick characters the first thing that comes to mind is the classic strong valiant male protagonist and the weak vulnerable female captive. Our society painted it that way and it has affected pretty much everyone. Barbies are probably the pinnacle of this mis-portrayal, but even Disney has this problem as well. All the main female characters in Disney are often thin, pretty, princesses. The media doesn't give a fair representation and to me the only way to give them a fair representation is if character assignments in storytelling were practically given random genders, but this will probably never happen.