

## Prisoner 309

Female; Age: 28; Height: 5' 2"; Weight: 121 lb.

Eyes: green; Hair: Black

Power Level 10, 175 PP; Abilities 80 + Powers 38 + Advantages 38 +

Skills 13 (26 ranks) + Defenses 6



### Abilities

Strength	2	Agility	8	Fighting	10/8	Awareness	6
Stamina	4	Dexterity	2	Intellect	6	Presence	4

### Offense

Initiative: +16

Attack Name	Attack Bonus & Resistance DC	Notes
Shuriken	+19, DC 16	Multiattack / Piercing, Crit 20
Sword	+14, DC 20	Slashing, Crit 15-20
Throw	+6, DC 17	Bludgeon, Crit 20
Unarmed	+18, DC 17	Bludgeon, Crit 17-20
Wuxia Punch: Strength-based Damage 4	+14, DC 21	Crit 17-20

### Defenses

Dodge	12/8
Parry	12/10
Fortitude	8
Toughness	8/4
Will	8

Hero Points: 1

### Powers

#### ü Cybernetic Enhancements (11 PP)

##### ü Comprehend: Comprehend 1 (linked)

Languages - Understand All; Limited: Understand, but not necessarily speak, all languages that are programmed into Universal Translator (Personal - Permanent)

##### ü Enhanced Trait: Enhanced Trait 3 (linked)

Advantages: Eidetic Memory, Improved Initiative, Jack-of-all-trades (Free - Personal - Sustained)

##### ü Immunity: Immunity 3 (linked)

Aging, Disease, Poison (Personal - Permanent)

##### ü Regeneration: Regeneration 2 (linked)

Every 5 rounds (Personal - Permanent)

##### ü Senses: Senses 2 (linked)

Direction Sense, Distance Sense (Personal - Permanent)

#### ü Martial Arts Abilities (25 PP)

##### Wuxia Punch: Strength-based Damage 4 (4 PP)

DC 21 (Standard - Close - Instant)

##### ü Wuxia Reflexes: Enhanced Trait 10 (10 PP)

Traits: Dodge +4 ( +12), Fighting +2 ( +10), Parry +2 ( +12) (Free - Personal - Sustained)

##### ü Wuxia Running: Movement 3 (6 PP)

Trackless: Visual 1, Wall-crawling 1: -1 speed rank, Water Walking 1: you sink if you are prone (Free - Personal - Sustained)

##### ü Wuxia Skills: Enhanced Trait 5 (5 PP)

Traits: Acrobatics +2 ( +12), Sleight of Hand +4 ( +8), Stealth +2 ( +12), Advantages: Instant Up (Free - Personal - Sustained)

##### Wuxia Leap: Leaping 2 (2 PP)

Leap 30 feet at 8 miles/hour (Free - Personal - Instant)

### Advantages

**Agile Feint** Feint using Acrobatics skill or Speed rank.

**All-out Attack** Trade active defense for attack bonus.

**Assessment** Use Insight to learn an opponent's combat capabilities.

**Benefit, Athletics Based on Agility** Gain a significant perquisite or fringe benefit.

**Close Attack 4** +1 bonus to close attack checks per rank.

**Defensive Attack** Trade attack bonus for active defense bonus.

**Defensive Roll 4** +1 active defense bonus to Toughness per rank.

**Eidetic Memory** Total recall, +5 circumstance bonus to remember things.

**Equipment 2** 5 points of equipment per rank.

China Malone  
Copyright 2021 - James  
Caswell  
Updated 4/15/21

## Advantages

- Evasion** Circumstance bonus to avoid area effects.
- Fascinate (Expertise: Martial Arts Katas)** Use an interaction skill to entrance others.
- Favored Foe: Martial Artists** Circumstance bonus to certain checks against a type of opponent.
- Improved Critical 3: Unarmed** +1 to critical threat range with an attack per rank.
- Improved Critical 4: Sword** +1 to critical threat range with an attack per rank.
- Improved Initiative** +4 bonus to initiative checks per rank.
- Improved Initiative** +4 bonus to initiative checks per rank.
- Improved Trip** No penalty for the trip action.
- Instant Up** Stand from prone as a free action.
- Jack-of-all-trades** Use any skill untrained.
- Languages 2** Speak and understand additional languages.
- Power Attack** Trade attack bonus for effect bonus.
- Prone Fighting** No penalties for fighting while prone.
- Ranged Attack 4** +1 bonus to ranged attack checks per rank.
- Seize Initiative** Spend a hero point to go first in the initiative order.
- Uncanny Dodge** Not vulnerable when surprised or caught off-guard.
- Weapon Bind** Free disarm attempt when you actively defend.

## Movement

- Base Movement Speed** - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)
- Routine Jump Distance** - Running jump: 18 ft.; standing: 9 ft.; vertical: 3.6 ft.; standing vert.: 1.8 ft.
- Throwing Distance** - Throw 800 lbs. 6 feet; throw 200 lbs. 30 feet; throw 50 lbs. 120 feet
- Wuxia Leap: Leaping 2** - Leap 30 feet at 8 miles/hour
- Wuxia Running: Movement 3** - Trackless: Visual 1, Wall-crawling 1: -1 speed rank, Water Walking 1: you sink if you are prone

## Equipment

Shuriken, Sword

## Complications

- Distinctive Features** 309 is a combination of Irish and Asian decent. Additionally, due to the implants, Titan Project soldiers have noticable scarring and cybernetics around their left eyes, as well as their prisoner number tattooed above their left cheek.
- False Imprisonment** 309 was a skilled martial artist from an early age, but was not considered a parahuman. That did not stop the Titan Project people from taking her and putting her through their system. As such, even after being set free, 309 does not trust the government or any form of authority.
- Former Drone** The Titan Project soldiers used to be under the control of The General thanks to the cybernetic implants in their brains. When dealing with him, their will was effectively zero. Since the General's death, these people are trying to rebuild some semblence of a normal life.

## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	<b>+12</b>	2	8	+2
<b>Athletics</b>	<b>+8</b>	-	2	+6
<b>Close Combat: Unarmed</b>	<b>+14</b>	4	10	
<b>Deception</b>	<b>+4</b>	-	4	
<b>Expertise (FGT): Martial Arts Katas</b>	<b>+11</b>	1	10	
<b>Insight</b>	<b>+6</b>	-	6	
<b>Intimidation</b>	<b>+4</b>	-	4	
<b>Investigation</b>	<b>+6</b>	-	6	
<b>Perception</b>	<b>+6</b>	-	6	
<b>Persuasion</b>	<b>+4</b>	-	4	
<b>Ranged Combat: Shuriken</b>	<b>+15</b>	13	2	
<b>Sleight of Hand</b>	<b>+8</b>	2	2	+4
<b>Stealth</b>	<b>+12</b>	2	8	+2
<b>Technology</b>	<b>+7</b>	1	6	
<b>Treatment</b>	<b>+7</b>	1	6	
<b>Vehicles</b>	<b>+2</b>	-	2	

## Validation Report

**Validation Report (0 issues):** Nothing identified

**Settings:** Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Hero High: Hero High; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment; Output Options: No Damage / Fatigue Trackers

## Background Information

**Languages:** English, Gaelic, Japanese