

Prisoner 1062

Female; Age: 25; Height: 5' 8"; Weight: 175 lb.

Hair: none

Power Level 12, 226 PP; Abilities 50 + Powers 131 + Advantages 10 + Skills 14 (28 ranks) + Defenses 21

Abilities

Strength	3	Agility	3	Fighting	3	Awareness	3
Stamina	4	Dexterity	3	Intellect	4	Presence	2

Offense

Initiative: +39

Attack Name

Attack Bonus & Resistance DC

Notes

Super-Speed Punch: Strength-based Damage 3 +18, DC 21 Crit 20

Throw +3, DC 18 Bludgeon, Crit 20

Unarmed +18, DC 18 Bludgeon, Crit 20

Powers

Ü Cybernetic Enhancements (11 PP)

Advantages: Eidetic Memory, Improved Initiative, Jack-of-all-trades

Ü Comprehend: Comprehend 1 (1 PP)

Languages - Understand All; Limited: Only languages that are programmed into his Universal Translator Program (Personal - Permanent)

Ü Immunity: Immunity 3 (3 PP)

Aging, Disease, Poison (Personal - Permanent)

Ü Regeneration: Regeneration 2 (2 PP)

Every 5 rounds (Personal - Permanent)

Ü Senses: Senses 2 (2 PP)

Direction Sense, Distance Sense (Personal - Permanent)

Ü Frictionless Aura: Immunity 6 (6 PP)

Damage Effect: All Slam Damage, Rare Descriptor: Friction Heat (Personal - Permanent)

Ü Hypermetabolism: Regeneration 5 (1 PP)

Every 2 rounds; Quirk 5: Cybernetic Implant hinders regeneration to keep from being rejected (Personal - Permanent)

Ü Super Speed Combat (29 PP)

Super-Speed Punch: Strength-based Damage 3 (1 PP)

DC 21; Multiattack [3 extra ranks] (Standard - Close - Instant)

Vacuum: Concentration Cumulative Burst Area Affliction 7 (28 PP)

1st degree: Fatigued, 2nd degree: Exhausted, 3rd degree: Incapacitated, Resisted by: Fortitude, DC 17; Burst Area: 30 feet radius sphere, DC 17, Concentration, Cumulative (Standard - Close - Concent)

Ü Superspeed (84 PP)

Ü Enhanced Trait: Enhanced Trait 43 (43 PP)

Traits: Dodge +6 (+15), Parry +6 (+15), Advantages: Agile Feint, Close Attack 10, Defensive Roll 5, Evasion 2, Improved Initiative 8, Instant Up, Move-by Action, Seize Initiative, Takedown 2 (Free - Personal - Sustained)

Ü Movement: Movement 3 (3 PP)

Wall-crawling 2: full speed, Water Walking 1: you sink if you are prone; Limited: Only while moving (Free - Personal - Sustained)

Ü Quickness: Quickness 19 (19 PP)

Perform routine tasks in -19 time ranks (Free - Personal - Sustained)

Ü Speed: Speed 19 (19 PP)

Speed: 1 million miles/hour, 2000 miles/round (Move - Personal - Sustained)

Advantages

Agile Feint Feint using Acrobatics skill or Speed rank.

Close Attack 10 +1 bonus to close attack checks per rank.

Defensive Attack Trade attack bonus for active defense bonus.



Defenses

Dodge 15/9

Parry 15/9

Fortitude 8

Toughness 9/4

Will 8

Hero Points: 1

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted

Toni Harrison

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Updated 4/18/16

Advantages

Defensive Roll 5 +1 active defense bonus to Toughness per rank.
Eidetic Memory Total recall, +5 circumstance bonus to remember things.
Evasion 2 Circumstance bonus to avoid area effects.
Hide in Plain Sight Hide while observed without need for a diversion.
Improved Disarm No penalty for the disarm action.
Improved Initiative +4 bonus to initiative checks per rank.
Improved Initiative 8 +4 bonus to initiative checks per rank.
Improved Smash No penalty for the smash action.
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.
Move-by Action Move both before and after your standard action.
Power Attack Trade attack bonus for effect bonus.
Quick Draw Draw a weapon as a free action.
Seize Initiative Spend a hero point to go first in the initiative order.
Set-up Transfer the benefit of an interaction skill to an ally.
Takedown 2 Free extra attack when you incapacitate a minion.
Teamwork +5 bonus to support team checks.
Uncanny Dodge Not vulnerable when surprised or caught off-guard.

Movement

Base Movement Speed - 1 million miles/hour, 2000 miles/round (run 2 million miles/hour, 4000 miles/round; swim 250000 mile)

Movement: Movement 3 - Wall-crawling 2: full speed, Water Walking 1: you sink if you are prone

Routine Jump Distance - Running jump: 18 ft.; standing: 9 ft.; vertical: 3.6 ft.; standing vert.: 1.8 ft.

Speed: Speed 19 - Speed: 1 million miles/hour, 2000 miles/round

Throwing Distance - Throw 1600 lbs. 6 feet; throw 400 lbs. 30 feet; throw 100 lbs. 120 feet

Complications

Distinctive Features 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.

Drone The Titan Project soldiers are under the control of The General thanks to the cybernetic implants in their brains. When dealing with him, their will is effectively zero.

Vulnerability Due to her accelerated metabolism, acid has an increased effectiveness on Toni Harrison. Acid attacks get +2 to the effect.

Background Information

Languages: Native Language

Prisoner 1062 is the Earth-W version of Jetta.

Additional Details

PP earned so far: 1

Skills

	Total	Ranks	Ability	Other
Acrobatics	+3	-	3	
Athletics	+8	5	3	
Close Combat: Unarmed	+8	5	3	
Deception	+2	-	2	
Insight	+4	1	3	
Intimidation	+2	-	2	
Investigation	+4	-	4	
Perception	+6	3	3	
Persuasion	+2	-	2	
Ranged Combat: Throw	+3	-	3	
Sleight of Hand	+10	7	3	
Stealth	+10	7	3	
Technology	+4	-	4	
Treatment	+4	-	4	
Vehicles	+3	-	3	

Validation Report

Validation Report (0 issues): Nothing identified

Settings: Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment

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