

Chimera

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

Power Level 10, 160 PP; Abilities 64 + Powers 48 + Advantages 23 + Skills 15 (30 ranks) + Defenses 10

Abilities

| | | | | | | | |
|----------|----------|-----------|----------|-----------|----------|-----------|----------|
| Strength | 2 | Agility | 6 | Fighting | 6 | Awareness | 4 |
| Stamina | 4 | Dexterity | 4 | Intellect | 3 | Presence | 3 |

Offense

Initiative: +10

Attack Name Attack Bonus & Resistance DC Notes

Throw +4, DC 17 Bludgeon, Crit 20

Unarmed +9, DC 17 Bludgeon, Crit 20

Powers

ü **Animal Forms: Shapeshift 6** (48 PP)

Action: free; Limited: to animals, hybrids and male identity form, Notes: Pull examples from Menagerie II page. (Free - Personal - Sustained)

Advantages

Accurate Attack Trade effect DC for attack bonus.

Animal Empathy Use interaction skills normally with animals.

Attractive Circumstance bonus to interaction based on your looks.

Benefit, Alternate Identity: Lance Johnson Gain a significant perquisite or fringe benefit.

Benefit, Ambidexterity Gain a significant perquisite or fringe benefit.

Close Attack 3 +1 bonus to close attack checks per rank.

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

Equipment 1 5 points of equipment per rank.

Improved Grab Make grab attacks with one arm. Not vulnerable while grabbing.

Improved Hold -5 circumstance penalty to escape from your holds.

Improved Initiative +4 bonus to initiative checks per rank.

Improved Smash No penalty for the smash action.

Languages 1 Speak and understand additional languages.

Move-by Action Move both before and after your standard action.

Power Attack Trade attack bonus for effect bonus.

Prone Fighting No penalties for fighting while prone.

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: 15 ft.; standing: 7.5 ft.; vertical: 3 ft.; standing vert.: 1.5 ft.

Throwing Distance - Throw 800 lbs. 6 feet; throw 200 lbs. 30 feet; throw 50 lbs. 120 feet



Defenses

Dodge **8**

Parry **8**

Fortitude **6**

Toughness **8/4**

Will **8**

Hero Points: 1

Kimberly Kennedy
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Equipment

Cell Phone (Smartphone)

Complications

Identity Chimera goes to great lengths to hide the fact that he is really a woman.

Rivalry Kimberly holds a grudge against Ronald Lexington and Larry Carter for taking Terry and not giving him to her after Lynda died.

Background Information

Languages: English, Spanish

Kimberly Kennedy grew up idolizing her big sister Lynda, both as a person and as the superheroine Aminus. This is why her world was shaken when Lynda was killed by Hero's Death and his associates in The Crisis. A short time later, after she had turned eighteen, she was dealt another blow when her petition to take custody of her sister's pet tiger -- Terry -- from Ronald Lexington was denied. After that, she dedicated herself to becoming a hero like her sister. She went to college to become a veterinarian, but also strove to duplicate the process that gave Lynda her powers. The process was too successful, however, due to Kim's previously unknown chimera genetics (a single organism composed of genetically distinct cells. This can result in male and female organs, two different blood types, or subtle variations in form). She found that she could not only mimick the abilities of animals, but change her shape to become them. It also enabled her to shift into a male form of herself, which she decided to use as her heroic form, given the high numbers of male superheroes in the society and as a way to truly protect her secret identity.

Skills

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

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; Optional Rules: Hide Default Power
Name; Output Options: No Damage / Fatigue Trackers