

**NAME:** Prism  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
15	Strength	x1	10	5
23	Dexterity	x3	10	39
23	Constitution	x2	10	26
12	Body	x2	10	4
18	Intelligence	x1	10	8
15	Ego	x2	10	10
18	Presence	x1	10	8
18	Comeliness	x1/2	10	4
10	Physical Defex	x1	3	7
10	Energy Defens	x1	5	5
5	Speed	x10	3.3	17
10	Recovery	x2	8	4
46	Endurance	x1/2	46	0
32	Stun	x1	32	0
<b>Characteristics Cost:</b>				<b>137</b>

<b>STR Roll:</b> 12-	Run	6"
<b>DEX Roll:</b> 14-	Swim	2"
<b>INT Roll:</b> 13-	Jump	3"
<b>EGO Roll:</b> 12-		
<b>PER Roll:</b> 13-		

**Experience:** 25

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Detects as a Mutant", easily concealable, major		10
Psych Lim, "Kind and gracious", common, moderate		10
Psych Lim, "Stubborn", common, strong		15
Psych Lim, "In love with Overlord", common, strong		15
Rivalry, "Lady Power", romantic		5
Secret ID, "Chloe Christenson"		15

**Disadvantages Total :** 70  
**Experience Spent +** 25  
**Total Points =** 295

# ENEMIES

PTS	POWERS	END
11	EC (11)	
29a)	Desolid, "Yellow"	4
23b)	4 1/2D6 EB (Heat), "Red", 14- Activation (-1/2), NND(+1), Defense: 20+ Life Support	
11c)	9/9 Force Field, "Blue", 1/2 END(+1/4)	1
23	Life Support, "White", doesn't breathe, eat/sleep/excrete, safe in vacuum/pressure, safe in radiation, safe in heat/cold, immune to disease, Costs END (-1/2), 1/2 END(+1/4)	1
2	Life Support, immune to aging, Slowed Aging (-1/2)	
15	+30 STR, "Black", doesn't add to figured, Linked(-1/2), "Force Field" ==Skills==	3
3	Breakfall 14-	
4	Killing Strike	
2	KS: Aikido 11-	
2	KS: Karate 11-	
4	Martial Block	
4	Martial Disarm	
4	Martial Dodge	
4	Martial Escape	
3	Martial Grab	
4	M Strike	
3	Martial Throw	
5	Off Strike	
2	WF, Common Melee	

158 : **Powers Total**  
137 + **Characteristic Total**  
295 = **Total Cost**

Base OCV: 8      Base DCV: 8  
Adjustment +      Adjustment +  
Final OCV =      Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	
Killing Strike	1/2	-2	+0	1D6+1
Martial Block	1/2	+2	+2	
Martial Disarm	1/2	-1	+1	25 STR
Martial Dodge	1/2	+0	+5	
Martial Escape	1/2	+0	+0	30 STR
Martial Grab	1/2	-1	-1	25 STR
M Strike	1/2	+0	+2	5D6
Martial Throw	1/2	+0	+1	3D6 + v/5
Off Strike	1/2	-2	+1	7D6

<b>Rang</b>	<4	<8	<16	<32	<64	<128
<b>RMod</b>	-0	-2	-4	-6	-8	-10

DEX: 23      SPD: 5      ECV: 5  
Phases - - 3 - 5 - - 8 - 10 - 12  
PD/rPD 19/ 9      ED/rED 19/ 9  
END: 46      STUN: 32      BODY: 12

3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulders	x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1/2	x1	-7	
13	Vitals	x4	x1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

**NOTES**  
Strike Force (42) p62  
Name: Chloe Christenson  
Species: Human mutant/mutate  
Gender: Female  
Height: 5 feet 7 inches  
Weight: 125 pounds  
Hair: Blonde  
Eyes: Blue

