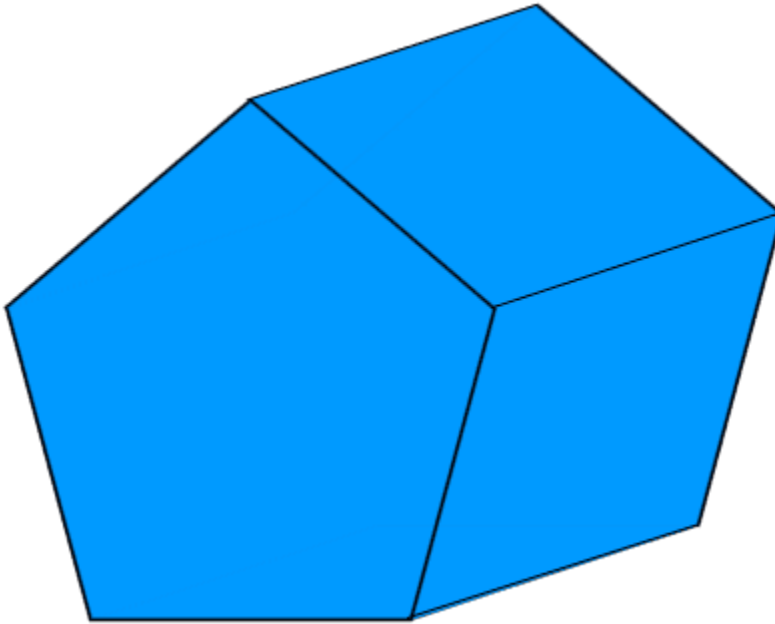


Power Prism



As hinted at **elsewhere**, **El Dorado** has discovered how to induce his power prism to create duplicates of itself. These duplicates are not as powerful as the original, but they would (if used by El Dorado or another experienced wielder) quickly develop to that level of power if used exclusively over a few days. Victor does not know this, and so reserves the five duplicates that he has made against the possibility of the loss or destruction of the original, rather than building them up into a more powerful form.

The possibility of allowing other people to use these lower-powered prisms has occurred to him, but as yet there is no one whom he trusts enough to give such a weapon -- except possibly **Paragon**, who would not need one, and his parents, whom he would not want to risk their lives in this manner. Even if he trusted someone enough, he has certain standards that he would insist that they meet.

What follows is a profile that describes those standards. (It should perhaps be mentioned that **El Diablo Rojo** can use his power prism in different ways than this, and that it has never and probably will never occur to him to try and create duplicates of it.)

Novice Prism Wielder -- PL 6

Abilities:

STR 1 | STA 1 | AGL 2 | DEX 2 | FGT 2 | INT 3 | AWE 3 | PRE 2

Powers:

Power Prism: Removable (-10 points)

* **Flight Mode:** Flight 7 (250 MPH) - 14 points

* **Force Field:** Linked Sustained Protection 6; Linked Sustained Immunity 10 (Life Support) - 18 points

* **Offensive Applications:** Array (16 points)

- **Basic Blast:** Ranged Damage 8 - 16 points
- **Exo-Armor:** Enhanced Strength 8 - 1 points
- **Force Objects:** Moveable Create 5 - 1 point
- **Tractor-Pressor Beam:** Move Object 8 (6 tons) - 1 point

Advantages:

None.

Skills:

Close Combat: Unarmed 1 (+3), Expertise: Science 2 (+5), Perception 3 (+6), Persuasion 2 (+4), Technology 2 (+5).

Offense:

Initiative +2

Unarmed +3 (Close Damage 9/1)

Basic Blast +2 (Ranged Damage 8)

Defense:

Dodge 3, Parry 3, Fortitude 4, Toughness 7/1, Will 5.

Totals:

Abilities 32 + Powers 41 + Skills 9 + Defenses 8 = 90 points

Offensive PL: 6

Defensive PL: 5

Resistance PL: 5

Skill PL: 1

Complications:

Something Not Villainous—Motivation. Others as Needed.