

ELECTRA

The girl who would become Electra was taken from her parents at a very early age. Some say they were members of Black October; this is just as well, for Black October is the only family she has ever known. She excelled at her training, born into the role as it were, and at the age of sixteen, She was elevated from a team leader position to that of liaison between Prime and the rest of her team. She has held this position for the last seven years.

Electra truly believes in the cause for which she fights. She would gladly give her life if she thought it would make a difference, but is smart enough *not* to waste it. All that she has ever known has led her to believe that her evolutionary purpose is to die in the most utilitarian possible fashion, her life force unimportant compared to the needs of the race she was created to protect. Everything she does has a practical purpose. She has no real hobbies, and her allies within Black October find it difficult to get close to her. An unkind observer might even speculate that she sees herself not as a person, but as a Chimeran-like resource to be used by the organization.

Recently Electra has begun to notice the increasing irrationality of Prime's command. She has always looked upon Prime as a kind of father figure, but as she nears her own final days she is harboring second thoughts about his fitness to lead. Prime is becoming paranoid – he has called for a few vicious attacks on civilian targets, which has left Electra shaken – and her own psychology leads her to believe that if he is no longer fit to lead, he must sacrifice himself or step down. She is unsure what she should, or will, do if he turns out to be incapable or unwilling.

In addition, Electra knows she will start to Shine soon. The fear is growing in her mind that she will leave this world before she has done enough for the cause, and she is starting to exhibit signs of irrationality herself. She cannot see this, but her team-mates can: they fear for her safety and theirs, especially among rumors that Prime is starting to show similar signs of instability.



Real name: Kate Johnson

Age 23

Archetype: Outsider

Reflexes 3D, brawl 4D, dodge 5D, flying 5D, sneak 4D

Coordination 3D, marksman 5D,

Physique 3D,

Presence 3D, command 5D, con 4D, charm 4D, persuasion 4D, willpower 5D,

Knowledge 3D, demolition 4D, language 4D, medicine 4D, security 4D

Perception 3D, hide 4D, investigation 5D, search 5D, streetwise 4D

Advantages: Extra Body Points (R2), Good Looks (R2), Synergy, Grim resolve (R2)

Disadvantages: Secret ID (R2), Short Lifespan (R2), Quirk (Obeisance) (R3), Shine (R4)

Powers: Combat Sense, Detect Chimerans 3, Elemental sheath (electricity) 3, Force Field (can attack through) 3, Flight 4, Energy projection (lightning Blast) 4, Bio energy Blast 6

Move: 10. **Strength Damage:** 2D. **Fate Points:** 0.

Character Points: 2, **Ka Points:** 6, **Body Points:** 47

Equipment: None

Power Level: 4 (177 pts)