

# Chapter 6: Enemies & Allies

## Reading Profiles

*Talents* are listed by ability category: Accuracy (Acr), Mobility (Mbl), Toughness (Tgh), Might (Mgt), Brains (Brn), and Senses (Sns).

Ability Category	Abbreviation
Accuracy	Acr
Mobility	Mbl
Toughness	Tgh
Might	Mgt
Brains	Brn
Senses	Sns

Talent names are each listed with their rank (the number of dice you roll for that Talent) and their Intent in square brackets [like this]. Standard Intents are Offensive [O], Defensive [D], Functional [F] and Reactive [R]. More unusual Intents are Modification [M], Time [T], Potency [P], and Versatile [V]. Occasionally a Talent will have multiple Intents. Some Talents also have a sub-intent, either Area [A], or Contingent [C]. An Offensive Contingent Talent would be annotated [OC].

Intent	Abr	Explanation
Offensive	[O]	For bringing the hurt to others
Defensive	[D]	For protecting yourself
Functional	[F]	Utility and general Talents. Flying, telepathy etc
Reactive	[R]	Immediate response to a trigger. Can protect others
Modification	[M]	Alters a standard rule
Time	[T]	Time required to create a temporary Talent
Potency	[P]	Rank of temporary Talents are [P] rank - 1
Versatile	[V]	Themed multipurpose Talents with drawbacks

Sub-Intent	Abr	Explanation
Contingent	[C]	Indicates item-based Talent or other drawback
Area	[A]	Talent can affect multiple foes at once

*Superpower Finesse* lists any “sets” of Talents that follow a power theme. These are given a rank based on the number of Talents included in that power theme.

Weaknesses are fairly open ended statements. Sometimes these are elaborated on further in the *drawbacks* section of the profile.

*Relations* list both Relations and Values that a character may have. Relations tie strongly into what will motivate a character, and what they may be doing in their down time.

Most heroes and villains have 6 Lifepoints and 6 Strainpoints. A character's exact points are listed. Some characters have special points that they can expend to use or boost particular Talents, and these points are also listed here.

The *Talent Details* section lists each Talent in ability then rank order. Each Talent gets a few sentences explaining how it could be used by the character. This is one interpretation of the Talent, and if the player or GM want to have it operate a little differently, that is fantastic.

*Drawbacks* covers some of the things that a character's Talents don't let them do, or do not let them do well. This section sometimes provides more details on a character's Weaknesses.

*Tactics* covers how a character likes to deal with problems and how they will fight.

*Talent Development* covers a few ways that the character could advance, often suggesting Talents that they may gain as their story progresses. You can also introduce characters with some additional Talents, such as those suggested, or some of your own devising.

*Background and Personality* often touches on a character's origin and motives. It also often mentions personality quirks. This is followed by appearance, a quote of the character speaking, and their role.

The character profiles ends with some suggestions of plots and Conflicts that could occur involving the character *In Your Universe*.

## Starting Heroes

Starting heroes have the same Talent and Relation ranks that all beginning heroes receive. This means that if a player is having trouble coming up with a hero, they can always play one of the following 7 characters.

### Starting Ranks for new Characters

Array	Talents	Relations
Well-rounded	4, 3, 3, 3, 2, 2, 2, 2	3, 2, 1
Standard	4, 4, 3, 3, 2, 2, 2,	2, 2, 1
Focussed	5, 4, 3, 3, 2, 2,	2, 1, 1

## The Ant

### Permanently Mutated Human Ant

Identity: David Johnson

Acr:

Mbl: 3-stick to walls (climb) [F], 3-running [F]

Tgh: 4-exoskeleton [D]

Mgt: 3-hitting [O], 2-lifting [F]

Brn: 2-detective skill [F], 2-battle strategy [MF]

Sns: 2-detect pheromones [F]

Superpower Finesse: 3-enhanced physique  
2-awareness

Weakness: mentally fragile (PTSD), homeless, ex-alcoholic, monstrous appearance

Strainpoints: 6

Lifepoints: 6

Relations: 3-wilderness, 2-ex-wife (lost relation),  
1-AA sponsor



### Talent Details

**Stick to Walls** [3-Mbl:F] Ant can stick to just about anything. He often uses this to climb quickly.

**Running** [3-Mbl:F] Ant's powerful legs can move him swiftly and almost tirelessly.

**Exoskeleton** [4-Tgh:D] Ant has an incredibly tough exoskeleton covering his entire body, making him extremely resilient to physical trauma. This exoskeleton gives him a monstrous appearance.

**Hitting** [3-Mgt:0] Ant's physically enhanced strength is quite potent in combat.

**Lifting** [2-Mgt:F] Ant can easily lift 375 lbs. What is more significant is that he can lift extremely awkward objects since his ability to stick to things allows him to easily maintain a hold.

**Detective Skill** [2-Brn:F] David is intelligent and adept at methodological thought and deduction. He knows where to look for the information he needs.

**Battle Strategy** [2-Brn:MF] A veteran of the war, David knows how to set up an advantageous position for himself and his allies, where an attack will likely come from, and how to make use of his environment. He rolls this at the beginning of a Confrontation, and sets aside the results. He can then add those dice to any roll when he provides tactical advice. Each die can be used only once.

**Detect Pheromones** [2-Sns:F] David is still getting used to all the extra information his new senses bring him. He is able to sense other presences and their general emotional state even if his human senses are blocked.

### Drawbacks

David is vulnerable to all kinds of mental attacks, particularly if they focus on his fears. His monstrous appearance can be a major drawback in social circumstances and prevents him from having a normal life.

### Tactics

The Ant always fights smart. He separates opponents, finds cover, and looks for weaknesses.

### Talent Development

David will develop a stealthy talent. He has extensive wilderness survival skills which could be represented by a new Talent. His exoskeleton may start to become resistant to energy attacks. His ability to detect and interpret pheromones will increase.

### Background and Personality

David Johnson is the sole survivor of an elite military unit. He returned home and soon found himself divorced, an alcoholic and homeless. David maintains a complex relation with his ex-wife, who now has children with a new husband.

He submitted himself to radical experiments at the hands of the government because his life was at a dead end. The changes in his physiology from the experiments eliminated his alcohol addiction. He is mentally fragile, having a love-hate relationship with the military and the government.

He continues a relationship with his AA sponsor Mike.

**Appearance:** David is completely covered in a black exoskeleton.

“Things are never as they first appear.”

**Orientation:** Hero

**Role:** Lonely Tough Detective

### In Your Universe

David can be a disgruntled government operative, a wanted man who recently escaped a government facility, a recently ‘freed’ independent hero, or a ‘terrorist’ actively opposing the military and government.

## Artic Gale

### Wind and Cold

Identity: Janet Ol

Acr: 2-augmented throw [O]

Mbl: 4-flight [F]

Tgh: 3-resist elements [D], 2-hard as ice [D]

Mgt: 5-frigid touch [O], 3-gust of wind [DF]

Brn:

Sns:

Superpower Finesse: 3-elements, 2-wind

Weakness: Aloof. Artic Gale has a hard time getting people to like or trust her.

Strainpoints: 6 Lifepoints: 6

Relations: 2-neighbourhood, 1-flying,  
1-Thomas (older brother)



### Talent Details

**Augmented Throw** [2-Acr:0] Janet is skilled at hurling projectiles with precision. She improves her throws with wind manipulation. Artic Gale carries snowflake-patterned throwing stars but may employ other projectiles with equal skill.

**Flight speed** [4-Mbl:F] Artic Gale is capable of flying at nearly 150 km/h. It does take some time to build up to this speed, and slowing down, turning or stopping is difficult. Attempting any of these actions may require at least a Basic Success. Janet cannot hover.

**Resist elements** [3-Tgh:D] Resistant to temperature

and other elemental attacks. Between this and her *Frigid Touch* she can walk across lava.

**Hard as ice** [2-Tgh:D] Resistant to physical force or kinetic damage.

**Frigid touch** [5-Mgt:0] Artic Gale's skin burns with extreme cold. In addition to damaging foes it can also be used to turn water to ice, though she has very little control over this. Artic Gale must be able to touch whatever she wishes to affect.

**Gust of Wind** [3-Mgt:DF] A powerful burst of wind that is usually used to reflexively toss aside projectiles. It can be used to disrupt a gas attack. It might knock someone very close to Janet of balance.

### Drawbacks

Janet has potent abilities, but not much finesse. She's vulnerable to magic and mental assaults. She does *not* manipulate ice.

### Tactics

Janet tends to rush into close quarters to use her *frigid touch*. This makes laying a trap for her fairly easy.

### Talent Development

Artic Gale will gain *brittle touch* [Mgt:F] for shattering and weakening objects with extreme cold. She will round out her flying ability with another Talent or two, and will likely gain some police or criminal contacts, or some investigation Talents.

### Background and Personality

Janet's parents were arctic explorers who became trapped in some strange prehistoric ruins. When Janet was born a few months after their escape she seemed . . . different. She has some trouble relating to others because she has been forced to hide what she can do her entire life.

When gang violence began creeping into her tight-knit community, and the police refused to take proper measures, she knew she had to take matters into her own hands.

Appearance: Wild hair and a vibrant dark-blue cape.

"You talk too much. So far I don't see any results."

Orientation: Hero

Role: Resilient Flyer

### In Your Universe

Artic Gale can be an independent hero focussed almost entirely on keeping 'her' neighbourhood safe. She may well tell other heroes to stay out.

She can value the skills of others and have joined either Mr. Mercurial's newly forming Exemplars or Task Force Alpha. She may not speak a word of English, being Scandinavian, Russian or similar, and she could have been hired by a Villain or Crimelord.

## The Cat

### Versatile Werecat

Identity: Craig Alexander

Acr: 4-cat-form [F]  
 Mbl: 3-dodge [D], 2-climbing [F]  
 Tgh: 2-thick fur [D]  
 Mgt: 3-claws [O]  
 Brn: 3-trickster [F], 2-innocuous [F]  
 Sns: 2-smell [F]

Superpower Finesse: 4-cat

Weakness: Takes a round to shift to fur, claws, or cat-form. Hates water. Cannot use some Talents while in human form.

Strainpoints: 6                      Lifepoints: 6

Relations: 3-Alora, 2-Harry, 1-games



### Talent Details

**Cat-form** [4-Acr:F] The Cat gets his name from being able to transform into a seemingly harmless feline or into a hybrid cat-man. He can also appear as a great cat if he desires; this is chiefly for intimidation as he does not actually gain all the physical abilities of his appearance. However, he could temporarily gain powers suitable to a great cat by expending Strainpoints and leveraging his Superpower Finesse.

**Dodge** [3-Mbl:D] The Cat is adroit on his feet, quickly evading objects or blows no matter his form.

**Climbing** [2-Mbl:F] When in either hybrid or cat form, Craig is an adept climber.

**Thick Fur** [2-Tgh:D] When in his cat or hybrid form, the Cat's thick fur provides a layer of protection from physical or cold attacks.

**Claws** [3-Mgt:F] When in his cat or hybrid form, the Cat's sharp claws can do considerable damage to his foes.

**Trickster** [3-Brn:F] The Cat is skilled at fast talking, lying to people and getting them to believe wild stories. He is also adept at setting up pranks and distractions.

**Innocuous** [2-Brn:F] When fully transformed, the Cat seems like a completely ordinary house cat. No one but the truly paranoid would suspect anything more. As Craig, the Cat seems like a harmless kind of guy. Overall the Cat is good at avoiding unwanted attention. When in were-form he can not use this Talent.

**Smell** [2-Sns:F] This sense always functions whatever form Craig is in. Sometimes, living in the city, Craig wishes he could turn it off. Still, while Craig is not a blood-hound, this ability has often proved its usefulness.

### Drawbacks

Telepaths will have little difficulty noticing that Craig is not just a cat. Similarly he currently has no resistance to mental domination. While he makes a good spy, he isn't particularly adept with technology or detective work.

### Tactics

Craig tries to gain as much information as possible before entering any conflict. He avoids transforming in front of people, be they friend or foe. Craig really likes to talk, and will try and gain additional information or advantage by doing so.

### Talent Development

Craig has innate magical affinity. He'll gain magic resistance, the ability to smell magic, and occult knowledge. He may gain limited regeneration when shifting forms.

### Background and Personality

Craig Alexander is desperately in love his girlfriend Alora, whom he met at University. He is trying to find the right time to propose. Craig and his best friend Harry are constantly swapping jokes and tall tails.

**Appearance:** The Cat either appears in his hybrid form or as an innocuous looking house cat or stray.

"Of course now you are thinking 'Why on earth did I let that cat in here.' Don't be too hard on yourselves, you only have a few brain cells between you."

**Orientation:** Joking Hero

**Role:** Versatile, Infiltration

### In Your Universe

The Cat can be an independent hero who has decided to investigate whether the protagonists of your game are in fact truly heroes. He can also be an unofficial investigator for the police and government, or an informant for various criminal groups.

## Dynamo

### Electric Powered Strength

Identity: Tracy Lang

Acr:

Mbl: 2-run [F]

Tgh: 3-tough skin [D], 3-absorb electricity [MD]

Mgt: 4-powerful blows [O], 4-strength [F],  
2-electric skin [RO]

Brn: 2-technology [F]

Sns:

Superpower Finesse: 2-electricity, 2-strong

Weakness: Her powers require that she recharges with electricity daily.

Strainpoints: 6

Lifepoints: 6

Relations: 2-Taylor, 2-concerts,  
1-Institute of Technology (college)



### Talent Details

**Run** [2-Mbl:F] Dynamo's electricity-fuelled muscles let her run like an Olympic athlete.

**Tough Skin** [3-Tgh:F] Dynamo's body is highly resistant to physical trauma.

**Absorb Electricity** [3-Tgh:MD] Dynamo gets her super-human abilities through absorbing electrical energy. Attempting to do so always electrifies her skin. She needs one Basic Success to control the flow of electricity; any more success allow her to regain a Lifepoint or a Strainpoint. She can only regain one of each in this fashion per day. If she is subject to an electrical attack, Dynamo may roll this Talent as her defence. If the electrical attack scores no successes, Dynamo can convert her Basic Successes to a Lifepoint or Strainpoint.

**Electric Skin** [2-Mgt:RO] If Dynamo is hit with an electrical attack or absorbs electricity her skin electrifies. She can also spend a Strainpoint to electrify her skin. Anyone touching Dynamo (without some sort of insulating barrier) while her skin is electrified can take damage. This includes allies, bystanders and attackers if they attack with their body or conductive objects. The electrification of her skin lasts for an entire scene. Dynamo cannot remove the charge from her skin. It must wear off.

**Powerful Blows** [4-Mgt:O] Dynamo's energy-fuelled body lets her deliver potent blows in combat.

**Strength** [4-Mgt:F] Dynamo has inhuman strength that lets her lift a motorcycle like a baseball bat, bend iron bars, and hold opponents fast.

**Technology** [2-Brn:F] Tracy is a technology whiz. There is a good chance she will be able to use unfamiliar, advanced and esoteric technology.

### Drawbacks

Tracy's electric skin disturbs fragile devices and prevents human contact when active. She has no defensive talents against energy attacks other than electricity or against mental manipulation. Tracy may be in one of her "normal" phases where she hasn't charged up in a long time, in which case she'll have to absorb electricity before she can use most of her Talents.

### Tactics

Tracy tends towards the straight forward rush in and pummel approach.

### Talent Development

Dynamo's electric skin Talent will increase. She'll develop an accuracy *drain electricity* Talent which she'll use to devastating effect against robots and devices. She'll improve her mobility Talent, gaining more speed and jumping.

### Background and Personality

Tracy is heavily into the alternative music scene and attends the Institute of Technology. She is abrupt and direct. She switches from dark lethargic moods to joyful energetic ones, which may be a side-effect of her powers.

Tracy often considers 'going normal' but crisis always seems to draw her back into the superhero life. Tracy dresses in neo-punk garb. She has short spiked black hair, and Asian features with electric blue eyes.

Appearance: Her costume is white and vibrant blue. Her mask has a short blond wig, designed to be unaffected by her charge.

"Really guys . . . is that the best you could come up with? I've seen better masks on muppets, and you hit like toddlers."

Orientation: Hero

Role: Strong Woman

### In Your Universe

Dynamo will likely be in the thick of any trouble that starts up at the Institute of Technology, or near some of the sketchier concert venues. She may intern at an advanced technology corporation or with an independent scientist (who may or may not be aware of her powers).

Her powers may have been derived from direct contact with The Construct, or an experiment related to it. A story where Dynamo abandons her powers, because of an outside force or her own disillusionment offers a number of possibilities.

## Mindfire

**Fiery Mentalist**

Identity: Marcus Blaine

Acr: 4-shape fires [F], 3-control true fire [F]

Mbl:

Tgh: 2-energy resistant [D]

Mgt: 4-burn [OCR]

Brn: 3-mindburn (stun/mesmerize) [O],  
2-resist influence [D], 2-fire coat [D]

Sns:

Superpower Finesse: 3-fire, 2-mentalist

Weakness: Water doesn't bother Mindfire at all, but chemical extinguishers do.

Strainpoints: 6

Lifepoints: 6

Relations: 2-Toby (best friend), 2-family,  
1-extreme sports



### Talent Details

**Shape Fires [4-Acr:F]** Mindfire creates semi-illusory fire. He uses this to encircle people in flames, place them in cages, or encourage a gunman to drop his weapon.

**Control True Fire [3-Acr:F]** Mindfire can also control real existing fire. He might use this to help extinguish a burning building, or spread an existing fire.

**Energy Resistant [2-Tgh:D]** Marcus always covers himself in a "coat" of flames. This helps to protect him from all kinds of energy attacks.

**Burn [4-Mgt:OCR]** People trying to cross a barrier created by Mindfire are automatically subject to this attack. He may also use as an action against foes who are currently stunned by his Mindburn Talent. If he uses true flame, then he can choose to deal entirely Lifepoint damage. Otherwise the first success deals a Lifepoint and any subsequent successes deal Strainpoint damage. Foes can normally select the better of their mental or energy defenses against this.

**Mindburn [3-Brn:0]** Mindfire can attack opponents

minds with the mesmerizing aspect of fire or its stunning power. This attack creates a Diminishing Condition that prevents foes from taking most actions. Foes can shake it off with successful rolls against the remaining rounds or by expending an equivalent number of Strainpoints.

**Resist Influence** [2-Brn:D] Marcus knows how to resist mental attacks and is smart enough to avoid most silver-tongued manipulators. It helps that he coats his face in flames, which make his expressions almost impossible to read.

**Fire Coat** [2-Brn:D] Mindfire's body is covered in flames. This dissuades most people from punching or grappling him. It could also be used against restraining Conditions such as ice, net, rope or grappling line. Someone who does successfully grab him may be subjected to a Burn attack if Mindfire elects to do that on his action.

### Drawbacks

Marcus cannot directly use his Burn Talent unless there is an appropriate trigger, such as someone grabbing him. Marcus does need to be able to see what he is employing his talents against. Complete submersion would prevent most of his Talents from functioning.

### Tactics

Mindfire invariably opens combat by creating some fiery barriers. This is usually followed by Mindburn.

### Talent Development

Marcus can gain an *Illumination* [Sns:F] talent. Currently his flames shed some light, but he requires ambient light to actually make them visible. He may gain a concussive attack and even flight talents. He may also develop the ability to burn anyone who is trying to read his mind.

### Background and Personality

Marcus Blaine is a university student. His family lives in a rural town outside the city. Mindfire acquired his powers from an experiment conducted by Professor Adrakis, similar to one that created [Granite](#) (p.80). His best friend Toby and his family know about his powers. He loves being a hero.

**Appearance:** Marcus is covered in flames, he sometimes varies their colour.

"I'll turn off the flames as soon as you surrender."

**Orientation:** Hero

**Role:** Battlefield control and Strainpoint-drain

### In Your Universe

Marcus is addicted to the rush of being a hero. This may lead to him being a little reckless in how he pursues 'villains.' He may even setup crimes then try to stop them.

More likely he will admire your heroes, pestering them for pointers. Mindfire will show up at an inopportune times, inadvertently interfering with a chase, or stealth mission.

## Mr. Mercurial

### Boastful Speedster

**Identity:** Kelvin Johansson

**Acr:** 3-work at superspeed [F],  
2-rapid pummel [O]

**Mbl:** 5-running [F], 4-defy gravity [FD],  
3-pass barriers [F]

**Tgh:**

**Mgt:**

**Brn:** 2-eloquent [F]

**Sns:**

**Superpower Finesse:** 3-speed

**Weakness:** Hubris

**Strainpoints:** 6

**Lifepoints:** 6

**Relations:** 2-Bianca (wife), 1-public speaking,  
1-reporters



### Talent Details

**Work at Super-Speed** [3-Acr:F] Mr. Mercurial is able to perform ordinary tasks at an extremely quick rate. This covers all sorts of manual interaction with his environment. This also represents his ability to change directions while running.

**Rapid Pummel** [2-Acr:0] While not particularly adept at physical combat, Mr. Mercurial is still able to leverage his great speed to hit foes repeatedly and in vulnerable spots.

**Running** [5-Mbl:F] Mr. Mercurial can easily run 288km/h (180mph). He is also able to maintain this over long distances. He can almost always attack or help anyone within the action of a scene because he is so fast and can cross most obstacles

**Defy Gravity** [4-Mbl:FD] Mr. Mercurial can run up

walls and across ceilings or water. If tossed, blown, thrown or falling due to some outside force, he can actually use this Talent to prevent damage or maintain his orientation.

**Pass Barriers** [3-Mbl:F] Mr. Mercurial has an uncanny ability to get through doors, safes, windows, over fences or walls, across chasms, or even force fields, mystical barriers, nets and manacles.

**Eloquent** [2-Brn:F] An excellent speaker, people listen to what Mr. Mercurial has to say. They don't always agree with what he says, but they always remember it.

### Drawbacks

Mr. Mercurial is a poor combatant. He is an easy target because he is predictable and has almost no combat experience. He'll often spend a Strainpoint in order to roll his Superpower Finesse to dodge at the last second—otherwise he can usually only roll one die.

### Tactics

Mr. Mercurial focuses on utilitarian actions rather than direct attacks. He'll remove the magazine from a gun, bait foes into chasing him while leading them into traps, and otherwise seek ways to impose unfavourable conditions on them.

### Talent Development

Mr. Mercurial will gain a dodge Talent and a rapid thinking Talent, and he'll improve rapid pummel. He'll likely become a darling of the media and police force represented by appropriate Talents.

### Background and Personality

Mr. Mercurial sometimes claims to be a son of Hermes. He savours being a positive public spectacle and is certain everyone will soon see him for the heroic figure he is.

**Appearance:** Mr. Mercurial's costume bears a motif of the winged boots of Hermes.

"Do not fear citizens! I, Mr. Mercurial, shall take care of this!"

**Orientation:** Hero. Leader of The Exemplars?

**Role:** Speedster

### In Your Universe

Mr. Mercurial is attempting to form a band of Heroes to be a beacon of light: The Exemplars. He believes that if a group were willing to operate more publicly and take more responsibility, the world would come to understand metahumans as noble heroes.

It is possible that Mr. Mercurial's bravado is an act and his desire to create The Exemplar's is a cover for an elaborate scheme. Even if this isn't the case, those joining his group will find themselves with a lot of trouble on their hands.

## Tesla

### Inventor and Tech-whiz

**Identity:** Anna Bolton

**Acr:** 2-miniaturized tools [F],  
2-arc lightning multi-attack [MC]

**Mbl:** 2-repulsor [F]

**Tgh:** 3-repulsor [D]

**Mgt:** 3-arc lightning generator [OC]

**Brn:** 4-inventor [P], 3-advanced tools [T]  
2-hacking [F]

**Sns:**

**Superpower Finesse:** 4-inventor

**Weakness:** Thinks everyone wants their technology "improved." Easily distracted by technology.

**Strainpoints:** 6

**Lifepoints:** 6

**Relations:** 2-tinkering in Lab, 2-twin brother Rob,

1-reading science fiction and fact



### Talent Details

**Miniature Tools** [2-Acr:F] Tesla carries a number of miniature tools with her at all times. This allows her to build simple devices when away from her lab, or disable and modify existing devices—whether they belong to her or not.

**Arc Lightning Multi-attack** [2-Acr:MC] Tesla's arc lighting generator tends to jump from one foe to another. She can pool this Talent with *arc lightning generator* any time she wants to target multiple opponents. As it is a hard-tech (contingent) device, Tesla gains 1 die when targeting

more than one foe who are both carrying metal, or when one target is mostly metal.

**Repulsor** [2-Mbl:F] Tesla can use her repulsor field to shove off surfaces. This allows her to make impressive leaps and break falls.

**Repulsor** [3-Tgh:D] When Tesla's repulsor field is active, physical attacks get pushed aside with a strong force, making her quite difficult to hit.

**Arc Lightning Generator** [3-Mgt:0C] Tesla's arc lightning generator strikes opponents with a powerful jolt of electricity. As a hard-tech device (a contingent talent) it cannot be pushed with Strainpoints and may be damaged or stolen. However, it gains a die when attacking robots or mechanically enhanced opponents.

**Inventor** [4-Brn:T] Tesla is able to build a huge range of technological devices that can function as rank 3 Talents. She may build in a secondary capability at rank 2 by taking more time. She can expend 2 Strainpoints to increase the primary capabilities potency by 1, or 1 Strainpoint to increase the secondary capability.

**Advanced Tools** [3-Brn:P] Tesla has a lab filled with advanced tools and machinery that helps her build her devices. It usually takes Tesla a 1-3 hours to build a device, she can decrease this to 10-15 min by spending a Strainpoint.

**Hacking** [2-Brn:F] Tesla is skilled at hacking into networked devices.

### Drawbacks

Tesla can do almost anything, if she has good information and time to prepare. Unfortunately enemies often don't wait around for Tesla to build the perfect device to foil them. She also can not build things that would require a rank 5 Talent, even if she expends Strainpoints.

### Tactics

Tesla tries to learn all she can and then build custom inventions to counter the opponents' strengths and exploit their weaknesses. She would make an excellent ally for Inquisitor.

### Talent Development

Tesla will invent some goggles that can read energy sources and power levels. These goggles will also have zooming functionality. She'll enhance advanced tools a rank and rename it advanced laboratories.

### Background and Personality

Tesla is a tinkerer: she compulsively takes things apart and tries to improve them. Anna disdains wealth and fame and rarely bothers to sell anything she makes. This sometimes leaves her lacking funds and her social skills are somewhat underdeveloped.

Anna's twin brother, Robert, is also an inventor and

operates in another city a couple of hours away under the same alias (Tesla). Anna would like to be with him, but feels compelled to stay with her ailing mother.

**Appearance:** Tesla usually wears a lab coat, a tool belt, and is often smudged with grime and oil.

"Fascinating! I'm sure we can improve this device. All we need to do is . . ."

**Orientation:** Hero

**Role:** Inventor

### In Your Universe

Tesla has a low sense of personal property, which might lead to conflicts when she starts tinkering with other people's gizmos. Anna will likely take an interest in any high-tech criminal activity. There is also some chance that she will be a suspect in such events—possibly with good reason. Tesla is not associated with any group, and she could really use one. As it stands it is easy for both criminals and heroes to take advantage of her skills.

The right kind of group could put her skills to use and protect her from casual manipulation.