

Marionette

Origin & Background: Marion Henderson's original ability was a form of transformation but before she ever learned to control it the severe inferiority complex from which she suffered interacted with her power and reduced her to her present state (about 10 inches tall).

Driven to seek a cure for fear of shrinking away to nothing, she delved deeply into Eastern philosophies and became a master of yoga. Her intense self-control simultaneously halted (but did not reverse) her diminution and empowered her to hypnotically enthrall those around her. After years of paranoia, this sudden talent transformed her into the villainess she has become.

Combat Tactics: Marionette generally hides out of sight until she has gained control of one opponent, then she uses him to fight for her and transport her around (riding on his shoulder). If hard pressed, she has no aversion to fisticuffs... using her training in Eastern martial arts to good advantage.

She absolutely hates any comment about her size and any opponent who makes a crack about this is sure to become her next target.



Living Legends

PHYS 7, REFL 16, DEF 16, INTL 11, COOL 11, VITL 11

Mind Control: d12 effect (57), 48" range (+2) [74 CP]

Telepathy: Verbal communication (8), Misc: only to send commands to her mind controlled victims (-5) [4 CP]

Shrinking: 2 levels (1/6 height, 1/216 weight), Stays Active: Constant (+2), Can't Hold Back: Always On (-2), adds +2 effect levels to Sneak, +2 levels of Amplified Senses: All [10 CP]

Speed Bonus: x1.67 (2), final move after adjusting for height is 3" [2 CP]

Combat Maneuver: Strike +1 damage [3 CP]

Combat Maneuver: Escape +1 to STR roll [3 CP]
Skill (Scholar): Mysticism (INTL/S) +1 level, d4 effect [2 CP]

Weakness (Compulsion): Anyone who comments on her size becomes her next target (Common, COOL 4+ to recover) [+15 CP]

Weakness (Attracts Attack): Mutagenic damage type [+15 CP]

Weakness (Persecuted): Law enforcement wants to imprison her [+10 CP]

Weakness (Quirk): If she has a mind-controlled victim, then she is riding his shoulder (this behavior makes her predictable and potentially vulnerable). She prefers targeting men over women. [+5 CP]

Villains & Vigilantes

Str 12, End 13, Int 16, Agl 21, Cha 14, (125)
½ lb., level 4

Basic Hits 3; Hit Modifier (1.3) (1.4) (1.2) (1.8) = 3.9312; Hit Points 12; Power 62; Damage Modifier +3; Accuracy +4; Carrying Capacity 190 lbs.; Basic HTH 1d4; Move 8" ground; Detect Hidden 12%; Detect Danger 16%

Size Change (Smaller): Permanent. Height factor = $1/6^{\text{th}}$, weight factor = $1/216^{\text{th}}$. New height is 10 ½ inches tall.

Heightened Agility A: +8

Mind Control: 45" range, no communication required (telepathic). PR = 20 per success.

Artwork captured from
http://www.paratime.ca/v_and_v/art_jdee_vav.html

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