

## Elegance

She has served Glorion for almost ten years, first as an enthralled personal secretary and later – after gaining her powers in an experiment at his request – a bodyguard. Today, she is an indispensable part of his political machine. As a member of Richter 13, she is the least entrapped in his personality cult, but she is still his most loyal supporter.

She has a taste for easy living and extreme thrills. Over the years, she has demonstrated her strength and durability many times, but kept her other powers secret from the general public. In combat, she first tries to find a weakness in her foe (she especially likes psychological flaws) and then slugs away. If she and a target are isolated, with no witnesses, she may try her mind control power.

Like Glorion, she has a public persona as a law-abiding citizen. Also like Glorion, many law enforcement officials suspect her of crimes but have not been able to prove anything.

### Living Legends

PHYS 23 (STR 33), REFL 15, DEFT 16, INTL 14, COOL 11, VITL 21

**Armor:** 8 vs. All Physical (63 CP)

**Weakness Detection:** d8 Effect (16 CP)

**Mind Control:** d8 Effect, 6" range (-1) (27 CP)

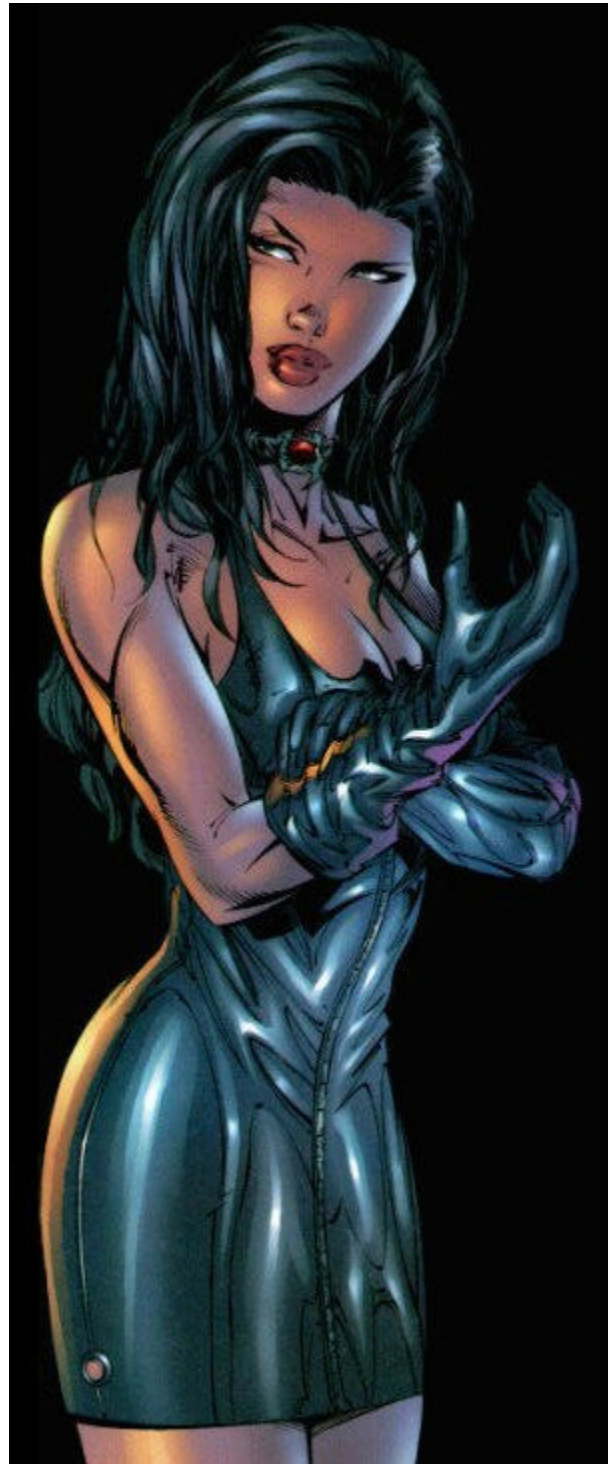
**Skill (Profession):** Executive Assistant (INTL/S), +2 levels, d8 effect [5 CP]

**Skill (Profession):** Lawyer (INTI/S), +1 level, d6 effect [2 CP]

**Weakness (Bad Reputation):** Everyone fears Richter 13 due to a strong reputation for violence and power level, -1 COOL [+5 CP]

**Weakness (Quirk):** Devoted follower of Glorion [+5 CP]

**Weakness (Dark Secret):** Only Glorion knows she has mind control power [+5 CP]



**Weakness (Persecuted):** law enforcement everywhere wants to see members of Richter 13 incarcerated (and frequently shoot first and ask questions later due to their reputation) [+15 CP]

### ***Villains & Vigilantes***

S 38, E 39, I 17, A 18, C 13, 110 lbs., level 6

Basic Hits 3, Carry Cap. 3232 lbs, Basic HTH 1d12, Hit Modifiers (3.7)(5.0)(1.2)(1.6) = 35.52, Hit Points 107, Power 112, Move 95" ground, Healing Rate 3.6, Damage Modifier +3, Accuracy +3

**Heightened Endurance B:** +24

**Heightened Strength B:** +25

**Invulnerability:** +22

**Mind Control:** 4", PR = 20.

**Weakness Detection:** spend one action to learn one Weakness and gain +6 "to hit"