

Symphony

Origin & Background: Symphony and Scanner were childhood friends who separated for many years before teaming up again to found R/Evolution. Together, they determined that Symphony should work and act like a superheroine, cultivating the public trust and ingratiating herself to other heroes. She carries the act well, but her mutant supremacist attitudes occasionally boil over. She sends regular reports to Scanner detailing the information she collects about the superhero community.

Though she's technically a villain and a member of R/Evolution, Symphony has spent an enormous amount of time and energy to convince the public that she is a heroic vigilante and protector of the people. As such, vigilantes respond positively to her, and villains respond negatively. She keeps her contacts with R/Evolution very limited, and only the other four "core" members know of her true affiliation and motivation.

Tactics & M.O.: Symphony is a classic flying brick. She can absorb substantial amounts of damage, and is an accomplished melee fighter.

If there are cameras or witnesses around, she remains visible as long as possible and generally acts heroic. She tries to grapple or subdue opponents, as a voluntary surrender by a villain makes her look merciful and powerful. She uses her invisibility only if she needs the tactical advantage, and goes out of her way to prevent property damage and protect the public.

If there are no witnesses, she can be ruthlessly efficient, turning invisible immediately and then hammering a foe with blows or handy objects like cars or concrete blocks.

Living Legends [236 CP]

PHYS 38 (STR 59), REFL 11 (DODG 16), DEFT 11, INTL 11, COOL 16, VITL 16, Mass 73 kg (d4 Mass effect), Fame 17

Skills¹: 6 @ +2 levels (5) (+8) [15 CP]

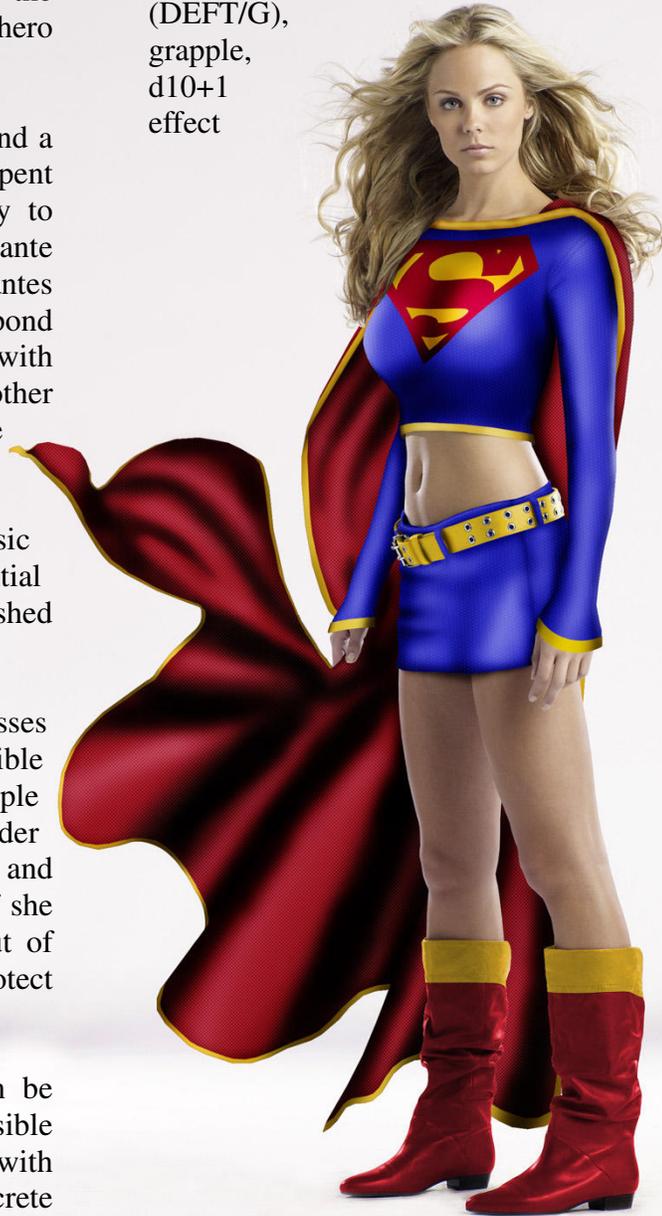
Charm: (COOL/G), d12 effect

Scholar: (INTL/S), superhuman lore, d8 effect

Shield: (DEFT/G), d10 effect

Unarmed:

(DEFT/G),
grapple,
d10+1
effect



¹ Alternate Skill Cost Method rules by P. Rogers.

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Unarmed: (DEFT/G), kick, d10+1 effect
Unarmed: (DEFT/G), punch, +3 levels (4), d12+1 effect [4 CP]

Contacts: Various politicians and scientists in the vigilante community (5) [5 CP]

Legal Powers: Vigilante License (1) [1 CP]

Wealth: +3 levels (6), d10 effect [6 CP]

Adaptation: All physical damage types, plus Asphyxiation (3) (+9), Miscellaneous Restriction [costs 1 NRG per day of use] (-1) [9 CP]

Armor: 2 vs. all Physical and Mystical (7), Miscellaneous Restriction [costs 1 NRG per hour of use] (-2) [5 CP]

Defense: +1 level (6) [6 CP]

Flight: Acceleration 82"/turn, Top Speed 2560"/round (30), Miscellaneous Restriction [costs 1 NRG per hour of use] (-2) [23 CP]

Invisibility: Visible light (13), infrared, ultraviolet, radar (+7), Miscellaneous Restriction [costs 1 NRG per hour of use] (-2) [26 CP]

Skill Bonus: +1 Unarmed (3), all maneuvers (+5) [6 CP]

Speed Bonus: x2 (3), Flight Acceleration Only (-5) [1 CP]

Equipment ("Cloak"):

Shield: 6 vs. Biochemical, Blunt Kinetic, Electromagnetic, Energy, High Temperature, Low Temperature, and Sharp Kinetic (9), Equipment [accessory, large] (+0) [9 CP]

Weakness (Dark Past): Her public persona is open-minded humanitarian and hero, but she is secretly a core and founding member of a terrorist mutant-supremacist group. [+10 CP]

Weakness (Persecuted): Hunted by various villain groups and organizations. [+5 CP]

Weakness (Public Identity): It is partially a false construction, but it is sufficiently well-constructed that most people accept and believe it to be true [+10 CP]

Weakness (Quirk): Strong mutant-supremacist feelings she constantly represses as part of her

public image [+5 CP]

Villains & Vigilantes

S 50, E 30, I 16, A 17, C 18, 160 lbs., level 7

Basic Hits 4, Carry Cap. 10,240, Basic HTH 2d10, Hit Modifiers (3.6) (3.8) (1.2) (1.6) = 26.2656, Hit Points 105, Power 113, Move 97" ground, 6600" flying, Healing Rate 3.6, Damage Modifier +2, Accuracy +2

Adaptation: She is immune to hostile environments and disease. PR = 1 per hour or per use as a defense.

Flight: 1500mph, PR = 1 per hour.

Heightened Strength B (x2): +37

Heightened Endurance B: +15

Invisibility: She can become invisible to visible light, infrared, ultraviolet and conventional radar. PR = 1 per hour.

Training: +3 "to hit" unarmed HTH

Invention: Her costume is made of a special space-age synthetic material which grants her Force Field defense (on the Combat Table) while still retaining skin tight flexibility and appearance. PR = 0.

Model Laura Vandervoot. Photomanip artist unknown (artist signature appears in image, but I do not know the artist's full name).

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