

DISRUPTORS

AGENTS OF CHANGE

GOLDEN LASS

NAME

Margaret "Peggy" McShane Pilfered Power Thief

IDENTITY: PUBLIC—~~SECRET~~ TAGLINE

Gotta show up that Tommy punk every chance I get - by being BAD (Stealing is fun!!).

CREDO

Fortunate Magic Artifact Wielder (Golden-haired Blonde in her late teens)

BACKGROUND: ARCHAEOLOGIST—ENIGMATIC—~~FORTUNATE~~—INHERITOR

Wealthy Class, Level 3 - Trust Fund Baby (Your parents are RICH!) Stole the Heart of Gold from Golden Lad

CLASS: WORKING—~~OWNER~~ IGNITION: WIELDER

Adrenaline Junkie: It's all about the thrills (mostly)! Vacillating Villain - 1 Base Plot Point.

REST & RECREATION MOTIVATIONS

TRAUMA STRESS

COLD—HAUNTED—OBSESSED—PARANOID—RECKLESS—UNSTABLE—VICIOUS

HARM

3		NEED HELP
2		-1D
1		LESS EFFECT

REPAIR*

ARMOR

HEAVY

RESERVES

MORAL EVENT HORIZON

NOTES

Partied with the original Golden Lad and stole his mystic artifact.

Somehow it works for her. Does not wear a mask.

Possible Heart of Gold concealment locations: (All Heart-shaped) Epaulets (Cape Clasps), Belt Buckle, Boot Shields, Hair Badges.

Level 1; Striking Blonde Late-Teens Woman in a dress-to-impress outfit with Hearts all over it.

MARKING

EXERTION

Check a box after a Power or Action to gain +1d.

FAIT ACCOMPLI

Check one of your 6 Hooks to gain auto success OR +1 effect (Talk to GM)

PLOT POINTS

Start: 1 Current:

Spend a plot point (gambit) to gain +1d.

FLAW: TALISMAN - Your powers derive from a mystical object, that looks like a golden heart amulet (that is biologically accurate). It is hidden on your person (you decide where).

WIELDER



Human with an artifact of unknown origin

PLAYBOOK SEVEN OF SEVEN

TOUCHED BY FATE (OR MAYBE CHANCE): HEART OF GOLD MYSTIC ARTIFACT - When you push yourself using your Artifact, it only costs 1 stress instead of 2. You can spend a plot point to recharge your reserves.

Aura of Anonymity: You can't be recognized or documented. While worn, the Heart of Gold prevents its Wielder from being recorded or documented, always preserving their privacy and identity from prying eyes. [Resolve] I

Flight: You may Fly at will. Whee! This is derived from your ability to control energy in and around your body and may not be removed (but could possibly be neutralized) {Movement}. [Prowess] II

Hypervision: You can see through things. Literally. You may push yourself to gain +1d to Study or Survey rolls, with the limit of it being eyesight-based. There are things that might block your vision, though whether it's based on X-rays is open to conjecture. You may ask the GM one question per each 6 when you roll a critical while Gathering Information. [Insight] II

Superhuman Resilience {Consummate}: You can Resist with Prowess for minimal cost (0-2 stress) against all Physical or Energy Attacks. [Prowess] III

Superhuman Strength {Consummate}: You can push yourself to perform a Force III superhuman feat of strength or engage a large crowd (25 people) on an equal footing. [Prowess] III

Power Stunts: requires 2 plot points for a single use of a Special Ability from another Origin <no Origin Abilities>; 2 advances to acquire permanently.)

FRIENDS AND RIVALS

△▽ Leon Blanc, sarcastic but knowledgeable info broker

△▽ Harold Ilfette, recording imprimatur & club owner

△▽ Mikey Kravets, creepy crypto-technobro

△▽ Sophia Gallodet, Socialist politician on the City Council

▲▽ Dante Rossini, Super thug bully who loves criming

△▽ Kaela Lynch, runs a comic & game store in U District.

EXPERIENCE

PLAYBOOK

- Every time you roll a desperate action, mark 1 xp in that action's attribute. At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.
- You addressed a challenge with either your Robot Body (and its abilities) or you learned something new about your Robot Body, its nature and/or its origin.
- You expressed your hooks, motivations or flaw.
- You struggled with issues from your recreation, trauma or harm.

BANK

CASH

□□
□□

INSIGHT

●●●● HACK
●●●● HUNT
●●●● STUDY
●●●● SURVEY

PROWESS

●●●● BATTLE
●●●● FINESSE
●●●● PROWL
●●●● WRECK

RESOLVE

●●●● COMMAND
●●●● CONSORT
●●●● INVOKE
●●●● SWAY

LOAD

□ 3 □ 5 □ 6

POSSESSIONS

- ✓ Gold & White 'Hearty' Outfit
-
-
-
-
-

ITEMS

- A gun □ a lot of guns
- A melee weapon
- A non-lethal weapon
- +□ A heavy weapon
- An unusual weapon
- +□ A superscience weapon
- ✓+✓ Armor
- ✓+✓+✓ Hvy. Armor
- Burglary gear
- Computer gear
- Climbing gear
- +□ Personal flight device
- Documents
- +□ Demolition Tools
- Cracking gear
- Subterfuge supplies
- Night-vision tech