

Simonia



The majority of the superpower operatives of the State of Israel are cybernetically empowered psychics, who each come with rather steep maintenance costs. So, when the bureaucrats who direct the team have the opportunity to recruit someone with innate abilities, they rarely have many scruples about such people. Therefore, Simona Valens, the most recently recruited operative, is officially 19 years old, and has been ever since she was first recruited, three years ago. She has been known to wonder out loud if she will be allowed to be officially 20 years old in three years time.

Raised in an orphanage in Tel Aviv, Simona has no memories of her parents or the life that she knew before landing there. This is strange when one considers the laser like clarity of her memories of everything since then, so she suspects that her memories of childhood have been deliberately suppressed. She sometimes wonders when and how that happened but feels no deep curiosity about the subject. *That* is strange when one considers how deep her curiosity can get, so she suspects that her opinions in this matter have been artificially induced. She does not yet have the ability to do something about this; until she does, she is content to bide her time.

For Simonia -- she uses the Latin spelling of "simony" as her ops moniker -- the world can be seen in one of two ways. There is the normal way that she can see just like anyone else. Then there is the more interesting way, where the sky is orange, buildings, vehicles, and plants are abstract images, and people are vaguely humanoid reddish blobs with blue spikes coming out of their heads, which she can connect to the blue spikes coming out of her own head by making them extend further until they link with each other. When she does this, she gains the ability to communicate with and influence the minds with which she is linked. Officially, she is only supposed to do this when instructed to do so by **the Captain**. In practice ... well, she gets curious from time to time.

Because of that curiosity, Simonia often goes beyond the scope of her orders to assist people with their difficulties, usually without revealing her identity or even existence. The Captain tolerates this behavior for two reasons -- first and foremost, he considers it to be good training. Secondly, Simonia is considered so useful by the bureaucrats that he is under official orders to tolerate her eccentricities, like her tendency to dye her hair various shades of blue and purple. He has therefore chosen to treat her curiosity as just another eccentricity, so far.

Simonia presents a constant persona of patience and friendliness, the better to convince people of her good intentions, whether she has them or not. There is, however, one subject that can get under her skin. She views being Jewish as a cultural identity, not a religious one, and is agnostic verging on atheism. She therefore has scant patience for the vocally religious of any stripe, but especially little when it comes to the ultra-orthodox in Israel whom she views as living relics of a past best left behind. (People who assume her to be religiously devout annoy her even more.) This has gotten her in trouble from time to time, but she has not yet faced any serious consequences for this prejudice. How long that will last remains to be seen.

Simonia -- PL 9

Abilities:

STR 0 | STA 1 | AGL 3 | DEX 4 | FGT 3 | INT 4 | AWE 5 | PRE 3

Powers:

Establish Link: Mental Communication 3 (regional), Check Required (Perception, DC 18) - 6 points

Psychic Detection: Senses 4 (acute psychic awareness, danger sense) - 4 points

Psychic Invisibility: Concealment 10, Passive, Resistible by Will - 5 points

Psychic Links: Array (19 points)

- **Damaging Link:** Perception Range Damage 6, Communication Dependent, Resisted by Will, Subtle - 19 points
- **Deluding Link:** Perception Range Affliction 9 (Resisted by Will; Figment, Phantasm, Hallucination), Communication Dependent, Subtle - 1 point
- **Dominating Link:** Perception Range Affliction 9 (Resisted by Will; Dazed, Compelled, Controlled), Communication Dependent, Subtle - 1 point
- **Probing Link:** Effortless Mind Reading 9, Communication Dependent, Subtle - 1 point

Power Stunt:

Shielding Link: *Impervious Will 9, Affects Others Only at Perception Range, Limited to Mental Effects*

Advantages:

Benefit (security clearance), Defensive Attack, Defensive Roll 2, Eidetic Memory, Equipment 5, Evasion, Fast Grab, Grabbing Finesse, Improved Aim, Improved Defense, Improved Initiative,

Move-by Action, Quick Draw, Speed of Thought.

Equipment:

25 points needed for any mission, typically including a light pistol (Ranged Damage 3).

Skills:

Close Combat: Unarmed 3 (+6), Deception 6 (+9), Expertise: Civics 2 (+6), Insight 3 (+8), Investigation 3 (+7), Perception 4 (+9), Persuasion 5 (+8), Ranged Combat: Guns 3 (+7), Stealth 5 (+8), Technology 2 (+6).

Offense:

Initiative +8

Unarmed +6 (Close Damage 0)

Pistol +7 (Ranged Damage 3)

Damaging Link -- (Perception Range Damage 6, Resisted by Will)

Dominating Link -- (Perception Range Will 9)

Defense:

Dodge 8, Parry 6, Fortitude 3, Toughness 6/1, Will 9

Totals:

Abilities 46 + Powers 33 + Advantages 23 + Skills 18 + Defenses 14 = 134 points

Offensive PL: 9

Defensive PL: 7

Resistance PL: 6

Skill PL: 4

Complications:

Duty--Motivation. Curiosity. Intolerance (religious zealotry.) ***Secret Identity.***

Update 2022: Simonia has continued to develop her talents on various missions that have taken her throughout the world, on one occasion working with **Robin Hood** and his **Merry Men** on an operation in the United Kingdom. She is no closer to unlocking her hidden memories, but has broken through whatever psychic block was keeping her from feeling normal curiosity about them. (Simonia is now PL 10; increase FGT to 5, AWE to 6; increase Psychic Links Array to 21 points, and improve each effect by 1 rank each; add Ranged Attack 2 to advantages; increase Dodge to 10.)