The Lancet



As with many superpowers who shun the public spotlight, little is definitely known about the woman who calls herself the Lancet (or, just as often, la Lancette.) She first appeared in Syria in 1996, assisting and protecting medics active during the U.S.-led invasion of the nation, both from the insurgents and from any other forces who meant them harm. The Lancet has since been active in warzones throughout western Asia and east Africa. While she observes the traditional unarmed status of a medic, she is not a pacifist and shows willingness to employ her super-strength in the defense of patients and doctors alike. And then there are her other talents.

The best guess as to the identity of the Lancet is that she was at one point Dr. Genievre Gygax, born in Geneva in 1962 and graduating from the Geneva University Hospitals in 1986, where she also completed her residency. In 1988, she joined Médecins du Monde and was dispatched to Iraq to provide medical care to victims of the civil war that erupted following the downfall of the Baathist government. A year later, she became an apparent casualty of that war, apparently killed when a car bomb destroyed her vehicle. Her body was not recovered from the wreck, however, and it was rumored that she had been kidnapped.

The Lancet has never claimed to be Dr. Gygax, nor has she ever denied the putative identification, which is supported mostly by the similarity between the facial features of the two women. Aside from these, she is roughly fifteen centimeters taller, has differently colored eyes and hair, and -- of course -- superpowers of unknown origin. The surviving family of Dr. Gygax are divided in their opinions about her identity, but the consensus is that she is performing work that their relative would have respected, generally.

Her primary superpower, aside from her heightened physical attributes and swift recovery time, is the ability to exert a form of telekinesis that cleans and closes injuries. (She *cannot* use this power to cure diseases, which she regards as a personal failing.) This process is *excruciatingly* painful for the recipient, akin to having surgery conducted without anesthetic. The Lancet prefers not to use this as weapon but can and will do so in the defense of others.

The Lancet typically responds to the idea of herself as a superhero with a roll of her eyes. She has exactly no interest in preventing crimes other than the theft of medical supplies (and has been known to freely donate what would have been pilfered if she believes the need of the thieves is genuine, rather than being inspired by greed.) Her focus is entirely on providing medical treatment and protecting the injured and innocent. Much as with her powers, she heals but will not offer comfort, often being noted for having an extremely cold expression. How much of this is an emotional reserve needed to allow her to maintain her sanity under the extremely stressful circumstances in which she usually operates, and how much is natural, is known only to herself.

While dismissive of the idea of being one, she has worked with superheroes in the past, however, most notably **La Donna Universale**. Because of this relationship, she has recently been contacted by **the Powerhouse** about **a certain event**, which they believe she would be better equipped to observe (and intervene in, if necessary) than they would. While she would normally focus on actual battlefields, the idea of preventing fatal injuries arising from a series of blood sports appealed to her, and so she has agreed to their proposal.

Update 2021: Her participation in the Daikessoshen prevented at least **one death** that might have happened save for her absence, and working to ensure that the post-revolutionary period saw as few injuries as possible kept her busy in the aftermath. She moved on after a month or so, next appearing without warning in the American south during the **Konan** invasion. While operating alongside **Helice**, the telepath was startled to realize that the regenerative abilities of the Lancet cause *herself* just as much pain as she inflicts on those whom she heals, with her stern demeanor never revealing even a hint of this.

Update 2022: The Lancet was contacted by Argus to monitor the second Daikessoshen, this time on an official basis. While initially hap-- well, *satisfied* to do this, she became less so she realized that the competitors were taking more risks under the assumption that they would be restored to full health in the aftermath, despite the pain her healing would cause them. Thus, she has indicated that she has no intention of participating in the next such contest.

The Lancet -- PL 11 ***(3rd Edition)***

Abilities:
STR 5 | **STA** 5 | **AGL** 6 | **DEX** 2 | **FGT** 7 | **INT** 4 | **AWE** 4 | **PRE** 4

Powers:
Heals But Does Not Comfort: Linked Perception Range Healing 9, Limited to Others; Linked Perception Range Cumulative Affliction 9 (Resisted by Will; Dazed, Stunned, Incapacitated); Requires Check (Treatment, DC 15) - 59 points
Walks Through Hell Unfazed: Immunity 5 (aging, disease, poison, need for sleep, starvation & thirst); Regeneration 10 - 15 points

Advantages:
Assessment, Connected, Defensive Roll 2, Diehard, Fearless 2, Great Endurance, Improved Initiative, Leadership, Startle, Uncanny Dodge.

Skills:
Athletics 2 (+7), Close Combat: Unarmed 4 (+11), Expertise: Military 4 (+8), Expertise: Science 6 (+10), Expertise: Streetwise 4 (+8), Insight 7 (+11), Intimidation 8 (+12), Investigation 5 (+9), Perception 6 (+10), Persuasion 7 (+11), Treatment 9 (+13), Vehicles 4 (+6).

Offense:
Initiative +10
Unarmed +11 (Close Damage 5)
Heals But Does Not Comfort -- (Perception Range Will 9)

Defense:
Dodge 9, Parry 11, Fortitude 7, Toughness 10/5, Will 11

Totals:
Abilities 74 + Powers 74 + Advantages 12 + Skills 32 + Defenses 16 = 208 points

Offensive PL: 9
Defensive PL: 11
Resistance PL: 9
Skill PL: 8

Complications:
Saving Lives--Motivation. Icy Demeanor. Methodical.

The Lancet -- PL 11 ***(4th Edition)***

Abilities:
STR 5 | **AGL** 6 | **STA** 5 | **INT** 4 | **AWE** 4 | **PRE** 4

Combat:

Attack 7 | **Defense** 9 | **Initiative** 10
Close Defense 11 | Specialized Attack: Unarmed 11

Resistances:
Dodge 9, Fortitude 7, Toughness 10/5, Will 11

Powers:
Heals But Does Not Comfort: Linked Healing 9, Limited to Others, Limited to Removing Damage Conditions, Perception Range; Linked Stun 9 (Resisted by Will), Perception Range; Requires Check (Medicine, DC 15) - 40 points
Walks Through Hell Unfazed: Immunity 5 (aging, deprivation, disease, poison, sleep); Impervious Will 9; Regeneration 5 - 33 points

Advantages:
Assessment, Connected, Defensive Roll 5, Diehard, Encourage 3, Fearless 2, Great Endurance, Improved Revive, Intimidating Feint, Uncanny Dodge.

Skills:
Athletics 2 (+7), Insight 7 (+11), Intimidation 8 (+12), Investigation 5 (+9), Life Science Expertise 6 (+10), Medicine 9 (+13), Military Expertise 4 (+8), Perception 6 (+10), Persuasion 7 (+11), Streetwise Expertise 6 (+10), Vehicles 4 (+6).

Offense:
Unarmed +11 (Close Damage 5)
Heals But Does Not Comfort -- (Perception Range Will 9)

Totals:
Abilities 56 + Combat 36 + Powers 73 + Advantages 17 + Skills 28 + Resistances 12 = 222 points

Complications:
Saving Lives--Motivation. Icy Demeanor. Methodical.

"Life is pain. Get used to it."