Dancer



When one has the reputation of being one of the greatest detectives in the world, and perhaps that of being at the top of that non-existent list, then a genuine mystery that one is unable to resolve is likely to provoke a variety of reactions. Frustration at the ambiguities of the situation will be one of those reactions, but not the only one. There is also likely to be a certain amount of fascination mixed into it as well; someone who investigates mysteries is generally someone who *enjoys* investigating them. The hope that things can be resolved thus melds with the irritation when they cannot be.

Such is a fairly good description of the opinions **Darkwing** has formed about another costumed crime fighter who began operating in the Chicago area two years ago, under the alias Dancer. He makes a point of investigating those who operate in the same area that he does, mostly because of the number of times they have turned out to be criminals-in-the making or criminals-running-a-scam. But those who are not either are left to their own devices, since he is not some sort of monstrous megalomaniac who refers to Chicago as "my city" in possessive terms.

The ambiguities of the situation with Dancer, however, concern him. On the surface, things seem ordinary enough. She has a fairly normal civilian life as a young woman named Nikki Purvis, who recently turned a position as a volunteer at the Brainerd Branch of the Chicago Public Library into a paid position there, and also makes a small sum doing menial labor at the Pritzker School of Molecular Engineering. Unlike Darkwing, she makes a clear distinction between her civilian life and her heroics, and never changes into her costume before the sun starts to set. She possesses clearly enhanced balance and grace, spontaneously performing feats of movement that expert acrobats will attempt only after weeks or months of practice.

Digging a bit will reveal some of those ambiguities, however. Purvis seems to have come from

nowhere. Approximately seventeen years of age when she first appeared in 2018, she was not registered as a student at any high schools in Chicago -- nor had she ever been a student at any of its middle or elementary schools, either. While it is possible that she came to the city from somewhere else, he has been unable to find any evidence of her existence before 2018. She resided (and resides) in an apartment which was, up until 2018, an **Argus** safehouse that was purchased by a holding company which *also* came into existence in 2018. The rent on that apartment, and its utilities, should be more than she is making from her various jobs, but she apparently has no difficulty keeping up her payments.

Finally, there is her hair. This is probably nothing, but she has the power to alter her hair color, normally switching between a vibrant red in her identity as Dancer and a brown shade in her civilian life, but sometimes appearing with black, platinum or golden blonde, or any of a variety of apparently dyed colors. Generally, super-powers follow a particular theme, and how altering hair color is associated with enhanced agility is utterly baffling.

Attempts to inveigle information about her background from her have met with failure. She deflects all inquiries about her past by referring to herself as "an only child of the universe" -- which would probably seem profound if Darkwing was not passingly familiar with the music of Fall Out Boy. She has a few casual friendships and no apparent intimates. Most bewilderingly, she has no online profile whatsoever.

In terms of her heroics, she mostly fights street crime, though her library job resulted in her developing at least one enduring enemy in the person of Ronald Granger, the so-called Deatheater, who commits crimes based on a certain popular series of books. She has also fought several of the foes of Darkwing, sometimes in conjunction with the man himself. In her first confrontation with **Jack**, he seemed to recognize something in her that drove him into a fury, which she answered with uncharacteristic violence of her own. Of course, the maniac will not explain his actions to anyone, and she has refused to talk about that episode either.

In light of it, however, Darkwing recently made a somewhat paradoxical decision to offer Dancer additional training and equipment, since she is clearly going to be running into heavy opposition henceforth. It is possible that he hopes this will lead him to discover more about her, but he might just be concerned for her welfare. Whether she has accepted this offer is still in question.

Most of the questions about her would be easily answered if it was known that she will not be born until 2023, that her parents have yet to begin a relationship, and that she grew up hearing stories about the second age of heroes, which began to end with the debut of a young urban acrobat named Dancer, who died in 2024. But that would also produce more questions.

Update 2022: Dancer somehow managed to emerge from the recent **Anachronic Calamity** alive when it seemed that she was going to die ahead of schedule. Which is good. But now everything that she thought she knew about what is to come has been completely up-ended. As far as she has been able to figure out, the future from which she came no longer exists in any

form. She has continued to work with the second **Darkwing** while coping with her own confusion at all these developments.

Update 2023: The baby girl who was supposed to grow up to be her -- but now seems more likely to grow up to be someone like **Retort** -- has been born. Ironically, this happened before the Confluence that merged the two paths to tomorrow in a way that seems to have erased both **Echo** and Retort from existence, leaving Dancer as one of the few who remembers them, though she knows better than to believe that she has seen the last of either of them. Meanwhile, Dancer joined forces with **Uplink** to organize the raid that turned into the Rising. She still fears that she might only have a few months left in her life, but intends to live them in the best way she knows how.

Dancer -- PL 9 *(3rd Edition)*

Abilities:
STR 2 | **STA** 3 | **AGL** 9 | **DEX** 4 | **FGT** 9 | **INT** 2 | **AWE** 3 | **PRE** 3

Powers:
Parkour: Movement 5 (environmental adaptation [urban], safe fall, sure-footed 2, wall-crawling 1), Limited to Moving in Urban Environments; Speed 2 (8 MPH) - 8 points
Polychromatic Hair: Feature 1 (hair can change color) - 1 point
Situational Awareness: Senses 1 (danger sense) - 1 point
Unperturbable: Immunity 10 (emotional effects) - 10 points

Advantages:
Agile Feint, All-out Attack, Benefit (cipher 2), Defensive Attack, Defensive Roll, Equipment 5, Evasion 2, Grabbing Finesse, Hide in Plain Sight, Improved Defense, Improved Initiative, Improved Trip, Instant Up, Ranged Attack 4, Set-up, Skill Mastery (Acrobatics), Uncanny Dodge.

Equipment:
Utility Belt: Array (18 points)

- ***Explosives:*** Ranged Burst Area Damage 5, Triggered 2 - 1 point
- ***Meta-Taser:*** Ranged Cumulative Affliction 6 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) - 1 point
- ***Stun Grenade:*** Ranged Cloud Area Affliction 6 (Resisted by Fortitude; Dazed and Visually Impaired, Stunned and Visually Disabled), Extra Condition, Limited Degree - 1 point
- ***Techno-Bolos:*** Ranged Cumulative Affliction 6 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree - 18 points
- ***Throwing Darts:*** Strength-based Ranged Multiattack Damage 4 (includes Strength 2), Accurate 2 - 1 point

Skills:
Acrobatics 5 (+14), Athletics 7 (+9), Close Combat: Unarmed 3 (+12), Deception 5 (+8), Expertise: Streetwise 5 (+7), Investigation 8 (+10), Perception 8 (+11), Ranged Combat: Thrown 2 (+6), Sleight of Hand 7 (+11), Stealth 4 (+13).

Offense:
Initiative +13
Unarmed +12 (Close Damage 2)
Meta-Taser +8 (Ranged Fortitude 6)
Stun Grenade -- (Ranged Cloud Area Fortitude 6)
Techno-Bolos +10 (Ranged Affliction 6, Resisted by Dodge)
Throwing Darts +14 (Ranged Multiattack Damage 4)

Defenses:
Dodge 13, Parry 11, Fortitude 5, Toughness 5/3, Will 7

Totals:
Abilities 70 + Powers 20 + Advantages 26 + Skills 27 + Defenses 12 = 155 points

Offensive PL: 9
Defensive PL: 9
Resistance PL: 6
Skill PL: 9

Complications:
Justice--Motivation. Enemy (Jack.) ***Responsibility*** (mundane life.) ***Secrets on Secrets.***

Dancer -- PL 9 ***(4th Edition)***

Abilities:
STR 2 | **AGL** 9 | **STA** 3 | **INT** 2 | **AWE** 3 | **PRE** 3

Combat:
Attack 8 | **Defense** 11 | **Initiative** 13
Ranged Attack 10 | Specialized Attack: Unarmed 12

Resistances:
Dodge 9, Fortitude 5, Toughness 7/3, Will 9

Powers:
Parkour: Enhanced Movement 1 (environmental adaptation [urban]); Enhanced Movement 4

(safe fall, stable speed, wall-walking 2), Limited to Moving in Urban Environments; Speed 2 - 5 points
Polychromatic Hair: Feature 1 (hair can change color) - 1 point
Situational Awareness: Enhanced Senses 1 (Danger Sense) - 1 point
Unperturbable: Immunity 5 (Emotion effects) - 5 points

Advantages:
Acrobatic Feint, Acrobatics Mastery, Benefit 2 (cipher 2), Counterattack, Defensive Roll 4, Defensive Throw, Equipment 5, Fast Feint, Hide in Plain Sight, Improved Defense, Improved Evasion 2, Improved Initiative, Improved Trip, Instant Up, Ranged Pin, Riposte, Set-up, Uncanny Dodge.

Equipment:
Utility Belt: Array - 22 points

- ***Explosives:*** Concussive Damage 5, Sphere Area, Thrown, Triggered 2 - 1 point
- ***Meta-Taser:*** Stun 6, Cumulative, Ranged
- ***Stun Grenade:*** Sight Dazzle 4, Extra Condition (Dazed, Stunned), Limited Degree (no third), Ranged, Sphere Area
- ***Techno-Bolos:*** Snare 6, Cumulative
- ***Throwing Darts:*** Piercing Damage 2, Accurate 2, Multiattack, Strength-based, Thrown

Skills:
Acrobatics 5 (+14), Athletics 7 (+9), Deception 5 (+8), Dexterity 3 (+12), Investigation 8 (+10), Perception 8 (+11), Stealth 4 (+13), Streetwise Expertise 8 (+10).

Offense:
Unarmed +12 (Close Damage 2)
Meta-Taser +10 (Ranged Fortitude 6)
Stun Grenade -- (Ranged Sphere Area Fortitude 6)
Techno-Bolos +10 (Ranged Affliction 6, Resisted by Dodge)
Throwing Darts +14 (Ranged Multiattack Damage 3)

Totals:
Abilities 44 + Combat 43 + Powers 17 + Advantages 27 + Skills 22 + Resistances 8 = 161 points

Complications:
Justice--Motivation. Enemy (Jack.) ***Responsibility*** (mundane life.) ***Secrets on Secrets.***

"Cause you're the last of a dying breed
Write our names in the wet concrete,
I wonder if your therapist knows

Everything about me
I'm here in search of your glory
There's been a million before me
That super kind of love
You never stop dreaming of
YOU'RE JUST THE LAST OF THE REAL ONES."