

Exile



In **Hespera**, **Nzarde** spent most of her time trying to avoid change. Change was something that people associated with **her mother**, and if Nzarde wanted to present herself as a viable alternative as Queen, she needed to court those who were opposed to the changes to Hespera that her mother had fought to bring about. Ultimately, due to forces beyond her control, none of her efforts came to anything, and she was sent away from the only home that she had ever known with a poisoned gift in the form of her shield. Perhaps those of her followers who abandoned her are now being rewarded by having even more changes forced down their throats by the one who did become queen. That would be just.

Meanwhile, since becoming Exile, Nzarde has surprised herself by realizing how much she *likes* change. In the year since her exile began, she has gone through five different costumes -- more than some "superheroes" go through in their entire careers. This has also led to her experimenting with changing her look in other ways, as well, such as how she recently dyed her hair with henna. It was entirely spontaneous, she woke up one morning a few weeks ago, looked at herself in the mirror and decided that she wanted red hair.

Now that she is in the outside world, she is discovering many of the reasons that her mother

seemed to prefer this place to their homeland. The different kinds of music, of storytelling, of clothing, of *food* -- it can be almost dizzying at times. And this place, California, is just one small part of the brave new world! There is still so much to see and do, and sometimes she can almost find herself feeling happy that she has twenty years to see and do it all before she will be allowed to go back. Of course, thinking that invariably ruins whatever good mood she might be feeling.

Joining **the Magnificent Seven** -- the name is apparently a reference to something, and she plans to investigate as soon as she has a spare moment -- is another change that she could never have predicted at the start of this. As Exile, she avoided other superheroes, especially those associated with her mother. (She was unsure what would be worse, if they expected her to be just like Sharana or if they were expecting the exact opposite.) But she could not completely do so, especially when those **soldiers** descended from space in the invasion. Fighting alone against those numbers would have been the act of a fool, so she worked with others, and found it worthwhile.

So, when **Bolton** approached her, Nzarde found his arguments somewhat enticing. She realizes that a good portion of the reason he contacted her was to borrow a bit of the credibility she herself is borrowing from her mother, but if he can get better use out of it than she has sometimes managed, so be it. Of her other teammates, the one who claims the name of **the Mexican storm god** seems most interesting and watching him fly is making her consider a new change. Bolton would probably be willing to arrange for her to use some sort of flight device, she thinks ...

Exile -- PL 12

Abilities:

STR 7 | STA 8 | AGL 4 | DEX 5 | FGT 12 | INT 1 | AWE 5 | PRE 3

Powers:

Adamantine Shield: Strength-based Ranged Damage 2; Strength-based Damage 2; Enhanced Defenses 4 (Dodge 2, Parry 2); Removable (-3 points) - 14 points

Hesperan Biology: Immunity 3 (aging, disease, poison) - 3 points

Hesperan Telepathy: Mental Communication 3 (regional); Mind Reading 6, Limited to Surface Thoughts, Communication Dependent - 18 points

More-Than-Hesperan Strength: Enhanced Strength 5, Limited to Lifting (100 tons) - 5 points

More-Than-Hesperan Swiftness: Leaping 7 (900 feet); Speed 6 (120 MPH); Swimming 6 (30 MPH) - 19 points

Advantages:

All-out Attack, Close Attack, Defensive Roll, Equipment, Improved Defense, Improved Disarm,

Improved Initiative, Power Attack, Ranged Attack 4, Set-Up, Skill Mastery (Athletics), Teamwork.

Equipment:

Commlink.

Skills:

Acrobatics 8 (+12), Athletics 6 (+13), Close Combat: Shield 2 (+14), Expertise: History 7 (+8), Expertise: Military 6 (+7), Insight 6 (+11), Intimidation 8 (+11), Perception 6 (+11), Persuasion 6 (+9), Ranged Combat: Throwing 5 (+10), Vehicles 6 (+11).

Offense:

Initiative +8

Unarmed +13 (Close Damage 7)

Shield Strike +15 (Close Damage 9)

Thrown Shield +14 (Close Damage 9)

Defense:

Dodge 14/12, Parry 14/12, Fortitude 11, Toughness 10/8, Will 8.

Totals:

Abilities 90 + Powers 59 + Advantages 14 + Skills 33 + Defenses 15 = 211 points

Offensive PL: 12

Defensive PL: 12

Resistance PL: 10

Skill PL: 8

Complications:

Responsibility--Motivation. Outsider (legal problems when she crosses a border.) **Reputation** (violent successor.)