

Virginia Jones*



Her mother was a member of the British peerage and widely regarded as one of the worst things to ever happen to archaeology in the history of the discipline. Her father was a gigantic question mark. By the time that Virginia, largely raised by the family servants, was old enough to wonder about the identity of that question mark, her mother had disappeared on yet another one of the adventures that inspired a series of ridiculously popular computer games. Virginia -- call her Ginny and she *will* shoot you -- was left with countless unanswered questions and a ridiculous amount of money that she needed permission of dozens of estate managers to even think about.

Inevitably, in her late teens, Virginia started going out and having adventures just like those she imagined her mother had once had. Unfortunately, quite possibly *because* of the adventures that her mother had once had, laws against this sort of thing were somewhat more vigorously enforced. Since she lacked access to the sort of money that she needed to bribe her way out of legal trouble, she often found herself in it. At last, sitting in a jail cell and waiting impatiently for her lawyer to bail her out, Virginia found herself confronted by someone interested in offering her a job.

Virginia has a mixed reputation among her fellow **Argus** agents. On the one hand, she is incredibly good at her job, a brilliant investigator, an ace infiltrator and one of the best fighters that the organization has ever produced. On the other hand, she appears quite clearly insane. She will openly admit that she is just in it for the excitement and does not care whether she succeeds or fails in her missions ... regardless of whether that failure results in her life or death, or that of anyone she works with. Her mother, for all her flaws, cared deeply about discovering things, whether the secrets of the past or the enigmas of her own life. Virginia has apparently decided not to care about anything.

Which is why this current assignment is so bewildering to her. She has worked handler detail in

the past, and it never went well. So why in the world are they expecting her to look after some **space wizard** on his tour of Earth? It was frustrating enough that she even tried to scrub the mission by telling him straight up that she was working for Argus, and all that he did was shrug and say, "I thought so." Excuse you?! It makes no sense! Why is she starting to care so much about this weirdo, and why is she worrying that the nihilism she has always embraced as a shield against the cruelties of life will rub off on him? *And why is she even analyzing herself like that?*

Virginia Jones -- PL 7

Abilities:

STR 2 | STA 3 | AGL 3 | DEX 3 | FGT 6 | INT 5 | AWE 4 | PRE 2

Powers:

None.

Advantages:

Benefit 3 (Millionaire), Close Attack 2, Connected, Contacts, Defensive Roll, Equipment 10, Evasion, Improved Initiative, Jack-of-all-trades, Power Attack, Ranged Attack 5, Skill Mastery (Perception), Tracking, Well-informed.

Equipment:

Assault Rifle: Ranged Multiattack Damage 5 - 15 points

Heavy Pistol: Ranged Damage 4, Accurate - 1 point

Skaeheld: **Size** Large; **Toughness** 8; **Features** Communications, Computer, Garage, Gym, Isolated, Library, Living Space, Power System, Security System - 12 points

Smartphone - 2 points

Ten points of equipment as needed (typically a vehicle.)

Skills:

Acrobatics 7 (+10), Athletics 6 (+8), Expertise: History 6 (+11), Expertise: Survival 4 (+9), Insight 5 (+9), Intimidation 8 (+10), Investigation 6 (+11), Perception 5 (+9), Persuasion 7 (+9), Stealth 6 (+9), Vehicles 6 (+9).

Offense:

Initiative +7

Unarmed +8 (Close Damage 2)

Heavy Pistol +10 (Ranged Damage 4)

Assault Rifle +8 (Ranged Multiattack Damage 5)

Defense:

Dodge 9, Parry 8, Fortitude 7, Toughness 5/3, Will 6

Totals:

Abilities 56 + Advantages 30 + Skills 35 + Defenses 20 = 141 points

Offensive PL: 7

Defensive PL: 7

Resistance PL: 7

Skill PL: 6

Complications:

Thrills--Motivation. Reputation (crazy). ***Responsibility*** (family estate). ***Secret*** (Argus agent).

* "I'm complicated, okay?"

Update 2021: Virginia has recently discovered the fate of her mother. Penelope Jones has spent the last thirteen years hiding out as an exile in Peru, tired of her life of adventure and preferring to live peacefully. Her attempt to trick Virginia into thinking she had died did not go all that well, and Virginia has just crossed one more thing that she cared about off her list.

Update 2022: After a conflict with **an old enemy of her mother**, in which a certain person whom she supposedly did not care about and supposedly did not care about her put her life on the line to save her, Virginia has come to a better understanding of what motivates Penelope. Her mother clearly has issues that Virginia is completely ill-equipped to help with. She has done what she can by putting her mother in contact with a good psychiatrist, and letting her know that she forgives and ... and ... okay, she is not quite *there* yet but she might be one day. Regardless, Virginia has left Earth and travel to the Imperium with Logan and **Bounty Hunter Barbie**, and Penelope gave her a small package to take with her. It contained a short letter revealing the identity of **her father** and a pair of red round-lensed sunglasses. (Virginia is now PL 8; increase her STA to 4 and DEX to 4, add **Guts** [Immunity 8 (cold, disease, heat, need for sleep, poison, starvation & thirst, suffocation), Limited to half effect] to her powers, and replace her Heavy Pistol with a Customized Blaster Pistol [Ranged Damage 5, Accurate].)