

## Madame Winter



Roughly fifty years ago, an uncontrolled dimensional portal opened in an uninhabited district of **the Sprawl** for a few moments. As all portals created within the Sprawl open under the control of a megacorp-run lab, this event was of considerable interest and provoked fierce competition to claim the area in question. When the dust settled, the spoils of victory included damaged mechanical parts, a collection of human remains, and **one living human female** on the verge of death. As she was the only witness to what had happened, the megacorp naturally tried to keep her alive, until it became apparent that it would be more economical to download her memories and then upload them to a healthy clone. This was then done, and the original was promptly euthanized.

The clone proved unable to explain much about how the portals had been opened, as she had been an unwitting victim of that process. However, she promptly volunteered her services to work for her "saviors", under the code name Agent Winter, and demonstrated considerable talents as a covert operative, especially after she acquired some cybernetic upgrades. Her natural talents were remarkable enough that her DNA was added to the mixture from which the genetically engineered operatives were made. **One of them** would be created almost in her image.

Meanwhile, Agent Winter had slowly but surely moved out of operations and into management, slowly rising through the megacorp ranks. Her plan, of course, was to eventually seize control of the corp and then turn it into the dominant force in the Sprawl, and then use the resources of the Sprawl to dominate all other realities and become the effective ruler of the multiverse. It was a great plan, and the only problem was that so many other entities had the same idea, and most of them were significantly more powerful than she was.

Fortunately, the worst of them also attracted attention from other worlds, who came to the Sprawl to stop them. This led to the first meeting between Winter and her "daughter", and Winter was impressed with the talent demonstrated by Baba Yaga and her allies. When they defeated both **Nephren-Ka** (making him flee into the outer darkness, where he would be a problem for someone else) and **Makabre 2400** (taking him back to their world with them) she pledged that, out of gratitude, she would do all she could to end the exploitative practices of

the Sprawl, especially their actions against their world.

*Suckers*, she thought as she watched them depart. When she finally took power, she probably *would* leave the World Less Magical alone, at least until they had gotten all they could out of the other worlds of the multiverse. But sentimentality for neither the world of her donor nor for her own offspring influenced her decisions in this regard. Instead, Winter has made this choice because relatively minor figures from that world have already impacted the Sprawl in an enormous manner, and she is concerned about the prospect that much more powerful ones might wreck it entirely. Better to wait for them to fall to their own failings, as is historically inevitable, and then seize the moment.

In the meanwhile, there are other worlds than this, countless realities just waiting to be squeezed dry. Of course, she has failed to consider that the effects of that first incursion from the World Less Magical are not yet over, and that there are those who will oppose her dreams here, as well. And that Baba Yaga, in particular, knows that if something seems too good to be true, it probably is, and is also not a sentimentalist.

**Update 2022:** The arrival of the Sprawl on the World in the Aftermath has greatly strengthened the position of Madame Winter among its corporate rulers, as the others view her knowledge of this reality as an essential asset. (Neither they nor she realize how much it has changed.) She does not have the biggest seat at the table yet, but is confident that will come in time, as long as she can deal with troublemakers like [Pendrake](#) and [Wilmarth](#).

### **Madame Winter -- PL 8 (3rd Edition)**

#### **Abilities:**

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

#### **Powers:**

**Boosted Reflexes:** Enhanced Advantages 6 (Defensive Roll, Evasion, Improved Initiative 3, Uncanny Dodge); Enhanced Defenses 6 (Dodge 3, Parry 3) - 12 points

**Cyberlink:** Radio Communication 3 (regional); Comprehend Machines 2 - 16 points

**Panimmunity:** Immunity 1 (disease) - 1 point

**Shielded Mind:** Impervious Will 9, Limited to Mental Effects - 5 points

#### **Advantages:**

Accurate Attack, Assessment, Benefit 4 (multimillionaire), Chokehold, Connections, Contacts, Defensive Attack, *Defensive Roll*, Equipment 8, *Evasion* Grappling Finesse, Improved Aim, *Improved Initiative* 3, Ranged Attack 2, *Uncanny Dodge*, Well-informed.

#### **Equipment:**

Blaster Pistol (Ranged Damage 5), Body Armor (Protection 4, Subtle), and 25 points of equipment as needed.

#### **Skills:**

Deception 9 (+13), Expertise: Business 5 (+10), Expertise: Civics 6 (+11), Expertise: Current Events 4 (+9), Expertise: Streetwise 4 (+9), Insight 8 (+12), Intimidation 6 (+10), Investigation 6 (+11), Perception 6 (+10), Persuasion 4 (+8), Ranged Combat: Blaster 4 (+7), Technology 4 (+9).

**Offense:**

Initiative +13

Unarmed +4 (Close Damage 0)

Blaster Pistol +9 (Ranged Damage 5)

**Defense:**

Dodge 7/4, Parry 7/4, Fortitude 3, Toughness 7/5/3/1, Will 9

**Totals:**

Abilities 42 + Powers 34 + Advantages 22 + Skills 33 + Defenses 11 = 142 points

**Offensive PL:** 7

**Defensive PL:** 7

**Resistance PL:** 6

**Skill PL:** 8

**Complications:**

*Power--Motivation. Enemies (many.) Pretense of Honor and Humanity.*

**Madame Winter -- PL 7 (4th Edition)**

**Abilities:**

STR 0 | AGL 0 | STA 1 | INT 5 | AWE 4 | PRE 4

**Combat:**

Attack 4 | Defense 7/4 | Initiative 12/0

Ranged Attack 5 | Specialized Attack: Blaster 9

**Resistances:**

Dodge 4 | Fortitude 3 | Toughness 7/5/3/1 | Will 9

**Powers:**

**Boosted Reflexes:** Enhanced Advantages 4 (Defensive Roll 2, Evasion, Uncanny Dodge);

Enhanced Defense 3; Enhanced Initiative 12 - 13 points

**Cyberlink:** Radio Communication 3; Comprehend Computers 2 - 10 points

**Panimmunity:** Immunity 1 (Disease) - 1 point

**Shielded Mind:** Impervious Will 7, Limited to Mental Effects - 7 points

**Advantages:**

Assessment, Benefit 4 (multimillionaire), Connections, Contacts, Defensive Roll 2, Equipment 8,

Improved Aim, Improved Evasion, Improved Grab, Multilingual, Uncanny Dodge, Well-equipped, Well-informed.

*Equipment:*

Blaster Pistol (Blast 5), Body Armor (Protection 4, Subtle), and 25 points of equipment as needed.

**Skills:**

Business Expertise 5 (+10), Deception 8 (+12), Insight 8 (+12), Intimidation 6 (+10), Investigation 6 (+11), Perception 6 (+10), Persuasion 4 (+8), Persuasion: Negotiating +4 (+12), Politics Expertise 6 (+11), Streetwise Expertise 5 (+10), Technology 4 (+9).

**Offense:**

Unarmed +4 (Close Damage 0)

Blaster Pistol +9 (Ranged Damage 5)

**Totals:**

Abilities 28 + Combat 19 + Powers 31 + Advantages 24 + Skills 26 + Resistances 11 = 139 points

**Complications:**

***Power--Motivation. Enemies*** (many.) ***Pretense of Honor and Humanity.***

*Note: It is likely that Madame Winter has her memories backed up and at least one (and probably more than one) clone stored against the possibility of her death. As these clones will not have her cybernetic modifications, she does not qualify for an Immortality effect.*