La Donna Universale



Despite what she sometimes claims, her real name is *probably* not Leona del Giocondo, and she is *probably* not a descendant of a certain famous painter and polymath or of the model for his masterpiece. She is clearly Italian, roughly thirty to thirty-five years of age, and -- based on her dialect -- a native of Florence. Some evidence suggests that she has gone to great lengths to obscure her background beyond that; if she has, she has done so with considerable success. Given that she readily answers to the name "Donna", it is possible that her original name is some variation on that, but she could have taught herself to do so.

La Donna is not the first individual to use the Artifact that she has dubbed the Artisan's Gauntlet. In the first age of heroes, it was employed as an unnamed weapon by the California-based criminal known as Senor Manos, a recurrent foe of **the Iconoclast**. Following the final defeat and imprisonment of Senor Manos in 1968, his gauntlet -- then unnamed -- disappeared from evidence storage. It seems likely that it was stolen by the primary henchman of Senor Manos, Reggie "Torgo" Johns, who had somehow inveigled himself into a custodial position at the warehouse in question. If he *was* responsible, Johns made no attempt to free his former master from prison, and disappeared immediately afterwards, never to be seen again.

According to the limited account of her background that she has given, the gauntlet somehow came into her possession in 2010, shortly before her first public activities. When asked for more details about "somehow", she politely ignored both that question and any subsequent questions from the person who asked. She *will* state that her experiments with the Artifact have unlocked powers that Senor Manos, who mostly used it to enhance his punches and occasionally project force beams, clearly never knew existed.

Of these, the most notable is probably her ability to use the advanced, likely extraterrestrial computer which lies at the heart of its mechanisms to, with time, essentially reprogram reality.

So far, La Donna has not yet encountered anyone who uses **the Technate** term for this talent -- technomancy -- and generally performs her experiments in using it with a level of caution that would surprise those who are only familiar with the rather brash way she normally works. As far as is known, she is the *only* technomancer on Earth at the present time.

While willing to assist during emergencies and thwart criminal activities she encounters, particularly in Rome, where she makes her residence, La Donna is not a crime fighter by inclination. She prefers to think of herself as an artist, a scientist, and an explorer. In the latter role, she has spent a great deal of time in the past decade charting the Saknussemm Caverns beneath the Atlantic, visited **Dread Island** -- both alone and in the company of small expeditions -- and fruitlessly sought permission to visit **Atlantis**. Pursuit of the latter goal was how she met **Nereus**, whom she has assisted on several occasions, as well as maintaining a friendship with **Danielle Caponegro** and a friendly rivalry with **le Charme**, with whom she has competed in the artistic production of illusions.

Because of her lack of active crime fighting, La Donna is frequently taken for someone much more callous and amoral than she is, resulting in attempts by various shady organizations to recruit her as an asset. She usually goes along with these groups in order to discover what is going on and has sometimes needed to be extricated from them by allies when she gets in too deep. Those who do so will find her grateful if usually annoyed that she needed to be rescued, earning her friendship by not making much of the latter. It has also happened that she has gotten distracted from these investigations by the work she has been hired to do, leading to her success in the latter, as when she was hired by the Guild of Thieves based in Seville to help build something that she never fully identified. (She would like to find out what that was all about, one of these days.)

Update 2021: Somewhat to her own surprise, La Donna has been invited to join **the Powerhouse** during the sabbatical of **El Dorado**, which she accepted. After meeting with **Captain Mystic** following the **Konan** assault on Earth, she has learned more about technomancy -- most notably that this is what she is doing.

Update 2022: Continuing to test the limits of what she can do with the Gauntlet, often in association with the Captain, has continued to reward her with greater mastery of its abilities, as well as assisting her to deal with certain problems that have troubled her since she began her activities. However, new evidence has come to light suggesting that she is older than she has heretofore claimed, possibly by as much as a decade, and that she was actually born in Conegliano. It is possible that this is a historical change resulting from the recent **Anachronic Calamity**. Another possible alteration in her history has led to her reunion with **an old friend**.

Update 2023: In the aftermath of the Rising, and with El Dorado indicating that the personal business that had led to his sabbatical (and the foundation of **O Povo de Oro**) was at an end, La Donna elected to step down from the Powerhouse, making it clear that she will be happy to assist in the future, but intending to enjoy a vacation from the world-saving business.

La Donna Universale -- PL 10 ***(3rd Edition)***

Abilities:
STR 0 | **STA** 2 | **AGL** 3 | **DEX** 4 | **FGT** 4 | **INT** 7 | **AWE** 4 | **PRE** 3

Powers:
Artisan's Gauntlet: Removable (-9 points)
* ***Artisan's Arsenal:*** Array (24 points)

- ***Hand of Art:*** Illusion 8 (visual; 250 cubic feet), Independent - 1 point
- ***Hand of Might:*** Ranged Damage 12 - 24 points
- ***Hand of Will:*** Move Object 12 (100 tons) - 1 point

* ***Passive Features:*** Mental Communication 1 (100 feet); Enhanced Advantages 3 (Assessment, Multilingual, Technomancer); Protection 5; Quickness 4, Limited to Mental Tasks; Strength-based Damage 6 - 20 points

Advantages:
Assessment, Attractive, Benefit 3 (millionaire), Connected, Defensive Attack, Defensive Roll 2, Equipment 6, Improved Defense, Jack-of-all-Trades, *Technomancer,* Uncanny Dodge, Well-Informed.

Equipment:
16 points for equipment as needed (usually a vehicle)
Atelier: Size Medium; Toughness 10; Features Communications, Computer, Concealed, Laboratory, Library, Living Space, Security System, Workshop - 14 points.

Skills:
Deception 6 (+9), Expertise: Art 7 (+14), Expertise: Science 7 (+14), Insight 8 (+12), Investigation 6 (+13), Perception 10 (+14), Persuasion 8 (+11), Stealth 8 (+11), Ranged Attack: Gauntlet 4 (+8), Technology 8 (+15), Vehicles 6 (+10).

Offense:
Initiative +3
Unarmed +4 (Close Damage 0)
Gauntlet Punch +4 (Close Damage 6)
Hand of Might +8 (Ranged Damage 12)

Defense:
Dodge 8, Parry 8, Fortitude 4, Toughness 12/7/7/2, Will 11

Totals:
Abilities 54 + Powers 37 + Advantages 18 + Skills 39 = Defenses 18 = 166 points

Offensive PL: 10
Defensive PL: 10
Resistance PL: 8
Skill PL: 10

Complications:
Discovery--Motivation. Easily Distracted by Beauty (human, natural, and architectural.) ***Vulnerability*** (sensory afflictions).

La Donna Universale -- PL 10 ***(4th Edition)***

Abilities:
STR 0 | **AGL** 3 | **STA** 2 | **INT** 7 | **AWE** 5 | **PRE** 3

Combat:
Attack 4 | **Defense** 8 | **Initiative** 7
Specialized Attack: Artisan's Arsenal 10

Resistances:
Dodge 7 | Fortitude 4 | Toughness 13/9/6/2 | Will 13

Powers:
Artisan's Gauntlet: Removable (-10 points)
* ***Artisan's Arsenal:*** Array - 26 points

- ***Hand of Art:*** Illusion 8 (Visual), Active
- ***Hand of Might:*** Force Blast 12
- ***Hand of Will:*** Move Object 12

* ***Passive Features:*** Mental Communication 1; Enhanced Advantages 2 (Assessment, Improvised Technology Effect [Technomancer]); Enhanced Toughness 7, Improved 5; Quickness 4, Limited to Mental Tasks; Damage 6, Strength-based - 24 points

Advantages:
Assessment, Benefit 3 (millionaire), Connections, Defensive Roll 4, Encourage 2, Equipment 6, Guidance, Improved Defense, *Improvised Technology Effect (Technomancer)*, Intellect Initiative, Jack-of-all-Trades, Know-it-all, Multilingual, Uncanny Dodge, Well-Equipped, Well-Informed.

Equipment:
Powerhouse Commlink (Communication 4), and 16 points for equipment as needed (usually a

vehicle)
Atelier: **Size** 0; **Toughness** 10; **Features** Communications, Computer, Concealed, Laboratory, Library, Living Space, Security System, Workshop - 10 points.

Skills:
Art Expertise 6 (+13), Deception 6 (+9), Disguise Expertise 2 (+9), Galactic Expertise 2 (+9), Insight 8 (+13), Investigation 6 (+13), Knowledge Expertise 6 (+13), Perception 10 (+15), Persuasion 9 (+12), Science Expertise 7 (+14), Stealth 8 (+11), Technology 9 (+16), Vehicles 7 (+10).

Offense:
Unarmed +4 (Close Damage 0)
Gauntlet Punch +4 (Close Damage 6)
Hand of Might +10 (Ranged Damage 12)

Totals:
Abilities 40 + Combat 27 + Powers 40 + Advantages 25 + Skills 41 + Resistances 14 = 187 points

Complications:
Discovery--Motivation. Easily Distracted by Beauty (human, natural, and architectural.)
Friendship (Maciste.)