

Railgun



It started out nice. Erika Ohmstede was a typical Cleveland college student in 2007, working a part-time job to cover what student loans did not, and still frequently ran short of cash. She happened to read about an experiment in the student newspaper that would apparently pay good money to any qualified subject. She fit the description rather nicely. In one way, Erika was not typical at all, as she had had, from birth, a perfect sense of direction, and that was exactly what they were looking for.

So she went and applied, and some polite young men in lab coats told her to lay down, drink a disgusting-tasting liquid, and have a mild electrical current run through her body. Erika was never sure what they were trying to do, but she doubts that what happened -- her first explosion of electromagnetic energy -- was what they had in mind. Given that some of them were in the hospital for a few weeks, it does not seem *too* likely that it was, but you never really know, do you?

So now she had more power than she really knew what to do with, no particular grudge against society, but no real heroic impulse, either. Nevertheless, Erika tried to use her powers to help people in a low-key way on campus, attracting a fair bit of attention in the process. It was kind of fun, really, but it did make her a bit anxious, to the point where she felt a bit sick at times. She spoke with her doctor and got started on a regular dose of paroxetine, and things started to get better.

Then she met *him*. **The Blue Bolt** came looking for her, expressing an interest in her "heroic career". Erika was flattered, especially since he seemed to be flirting with her. While she had no really interest in putting on a costume and challenging the forces of evil, spending time with this

cute customer might make that prospect a bit more appealing. He dropped in on her when he was in the area, with her passing on things she had heard about that might be more his speed -- pardon the pun -- and him passing on things she could do to help out.

After about a year, they realized that they were dating, and the Bolt revealed his secret identity to her. She had managed to get her degree and was looking for a steady job, and Jimmy encouraged her to seriously consider superheroics. **Nereus** managed to make it pay reasonably well, and **the Powerhouse** had a policy of paying off the outstanding debts of new members when they joined. Still a bit uncomfortable, Erika did develop a red costume that she thought contrasted with his, and joined him on a couple of missions.

It was about as un-fun as she was expecting, and she came to the conclusion that while she did want to keep up a relationship with Jimmy, she *did not* want one with the Blue Bolt. She was trying to figure out how to explain this to him when he invited her to come have dinner with him and his parents. That was a major step! She decided to go pick up a new refill of her prescription, taking a pill a bit out of schedule, before she went to the restaurant and met Jimmy, who apologized for the fact that his parents had had to cancel.

That was when she realized that he was trying to kill her and naturally defended herself by trying to kill him right back. She failed, but he was incapacitated enough that he was unable to pursue her when she made her escape. She spent a long night thinking about all that had happened to her in the last few years, realizing that some sinister force had clearly been manipulating events to bring about her demise. In hindsight, the hints were all obvious. Now she just had to find out who was out to get her and bring them down.

The exact nature of what Railgun, as she now calls herself, believes about her persecutor varies from day to day. The only real constant is that the Blue Bolt, and the other members of the Powerhouse, are all clearly its minions, as are all law enforcement types. Other heroes or villains might be working for the enemy as well, or they might be innocent pawns. The same is true for anyone else. No one is to be trusted. No one is safe. And if she has to destroy the world in order to defeat the enemy, she will.

And while it might be easy to dismiss Railgun as delusional, the pharmacy clerk who gave her the last dose of paroxetine she ever took was found dead in the river of a gunshot the next day. Just because you are paranoid, after all ...

Update 2022: After a **confusing episode** that she does not remember all that well, Railgun realized that the mysterious **Purple Haze** was up to her neck in the conspiracy against her, and took appropriate steps. Weirdly, unlike most times when she takes appropriate steps, she just felt empty afterwards, which allowed the Bolt to beat her up while taking her into custody. It

was so strange. Anyway, she is recovering **behind bars** and planning her escape to continue to hunt down the rest of the conspiracy.

Update 2023: Having concluded her escape at the same time as a number of other people, Railgun has followed clues leading her to Korea, where she was persuaded to lend her abilities to **the Hwarang** ... for now.

Railgun -- PL 11 (3rd Edition)

Abilities:

STR 0 | STA 2 | AGL 2 | DEX 2 | FGT 4 | INT 4 | AWE 2 | PRE 2

Powers:

Bump of Direction: Senses 1 (direction sense) - 1 point

Electromagnetic Control: Array (28 points)

- **Bolt Launch:** Ranged Damage 14, Quirk (requires metal object) - 1 point
- **Control Metal:** Perception Range Move Object 14 (400 tons), Limited to metal - 28 points
- **Magnetic Pulse:** Close Burst Area Nullify Electronics 9, Broad, Simultaneous - 1 point
- **Metallic Bonds:** Ranged Cumulative Affliction 9 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree, Quirk (requires metal) - 1 point

Jamming: Close Burst Area Nullify Surveillance and Transmission 11, Simultaneous, Sustained -- 44 points

Magnetic Riding: Flight 7 (250 MPH), Platform - 7 points

Magnetic Shield: Sustained Protection 12, Impervious 8 - 20 points

Advantages:

Accurate Attack, Power Attack, Precise Attack (Ranged, Cover)

Skills:

Acrobatics 5 (+7), Athletics 5 (+5), Expertise: Science 5 (+9), Intimidation 8 (+10), Perception 6 (+8), Ranged Combat: Elemental Control 6 (+8), Stealth 4 (+6), Technology 5 (+9).

Offense:

Initiative +2

Unarmed +4 (Close Damage 0)

Bolt Launch +8 (Ranged Damage 14)

Metallic Bonds +8 (Ranged Affliction 9, Resisted by Dodge)

Defense:

Dodge 8, Parry 6, Fortitude 6, Toughness 14/2, Will 9.

Totals:

Abilities 36 + Powers 103 + Advantages 3 + Skills 22 + Defense 19 = 183 points

Offensive PL: 11

Defensive PL: 11

Resistance PL: 8

Skill PL: 5

Complications:

Destruction--Motivation. Nemesis (Blue Bolt). ***Paranoia.***

Railgun -- PL 11 (4th Edition)**Abilities:**

STR 0 | AGL 2 | STA 2 | INT 4 | AWE 2 | PRE 2

Combat:

Attack 4 | Defense 6 | Initiative 2

Ranged Defense 8 | Specialized Attack: Electromagnetic Control 8

Resistances:

Dodge 6 | Fortitude 6 | Toughness 14/2 | Will 9

Powers:

Bump of Direction: Enhanced Senses 1 (direction sense) - 1 point

Electromagnetic Control: Array - 31 points

- ***Bolt Launch:*** Piercing Blast 14, Quirk (requires metal object)
- ***Control Metal:*** Move Object 14, Limited to metal, Perception Range
- ***Magnetic Pulse:*** Counter Electronics 7, Nullify, Simultaneous, Sphere Area
- ***Metallic Bonds:*** Snare 14, Quirk (requires metal)

Jamming: Counter Surveillance and Transmission 10, Continuous, Nullify, Simultaneous, Sphere Area 2 - 80 points

Magnetic Riding: Flight 7, Platform - 7 points

Magnetic Shield: Enhanced Toughness 12, Improved, Sustained - 24 points

Advantages:

Improved Evasion 2, Menacing Attack, Precise Shot, Ranged Pin.

Skills:

Acrobatics 5 (+7), Athletics 5 (+5), Intimidation 8 (+10), Perception 6 (+8), Physical Science Expertise 5 (+9), Stealth 4 (+6), Streetwise Expertise 5 (+9), Technology: Electronics 6 (+9).

Offense:

Unarmed +4 (Close Damage 0)

Bolt Launch +8 (Ranged Damage 14)

Metallic Bonds +8 (Ranged Affliction 14, Resisted by Dodge)

Totals:

Abilities 24 + Combat 24 + Powers 143 + Advantages 5 + Skills 18 + Resistances 17 = 231 points

Complications:

Destruction--Motivation. Nemesis (Blue Bolt). ***Paranoia.***