

New Mutants

Hero: Hardware

Secret Identity: Megan Marie Jones

Group Affiliation: New Mutants

Base of Operations: Xavier's School for Gifted Youngsters

Hero Points: 1

Power Level: 6

Power Points: Abilities (42) + Powers (30) + Advantages (5) + Skills (16) + Defenses (0) = 93 (5 unspent)

Player Name: Megan J.

Game Master: Brian

Date Created: 11-30-2016

Date Retired: N/A

Strength	-1	Agility	5	Fighting	1	Awareness	3
Stamina	2	Dexterity	5	Intellect	5(8)	Presence	1

Dodge	Parry	Fortitude	Toughness	Will	Initiative
5	1	2	2	3(9*)	5(13)



Advantages	Rank	Cost	Notes
Ultimate Technology	N/A	*	Spend a Hero Point to get an effective 20 on a Technology check.
Eidetic Memory	N/A	*	Total recall, +5 circumstance bonus to remember things.
Equipment	2	2	10 points of equipment.
Improved Initiative	2	*	+8 bonus to initiative checks.
Inventor	N/A	*	Use Technology to create temporary devices.
Luck	3	*	3 rerolls per game as if spending a Hero Point, limited
Acrobatics Mastery	N/A	1	Make routine checks with Acrobatics under any circumstances.
Expertise (singing) Mastery	N/A	1	Make routine checks with Expertise (singing) under any circumstances.
Technology Mastery	N/A	1	Make routine checks with Technology under any circumstances.

Complications	Notes
Acceptance	Intelligent teens tend to feel set apart from their peers. They have a hard time making friends with kids their own age because of the intellect barrier, as being a nerd tends to carry a stigma. On the other hand, they can't make friends with older teens and young adults because they're seen as "just a kid." Just as her abilities make her a super nerd, they have also magnified the insecurities and feelings of being outcast that Megan has. In a way, she thinks of herself as a freak, and longs to be accepted as "normal." She hopes that the school will help her learn how to blend into society without becoming a pariah because of her gifts.
Enemy	Megan is sought by the shadowy group that originally provided the procedure that seemingly cured her and gave her the abilities that she now possesses. They want to study her further.
Relationship	Megan's parents, Jacob and Marie Jones, are still a constant influence in her life, living not too far away in the Long Island suburbs. Her enemies would not hesitate to use them to get at her.

Skills	Rank	Ability	Other	Total
Acrobatics	6	5	.	11
Athletics	5	-1		4
Close Combat (any)		1		1
Deception		1		1
Expertise (science)	4	5(8)		9(12)
Expertise (programming)	5	5(8)		10(13)
Expertise (singing)	6(0-cost)	1		7
Expertise (keyed instruments)	6(0-cost)	5		11
Expertise (babysitting)	6(0-cost)	1		7
Expertise (any)		5(8)		5(8)
Insight	1	3		4
Intimidation		1		1
Investigation	1	5(8)		6(9)
Perception	2	3		5
Persuasion	1	1		2
Ranged Combat (any)		5		5
Stealth		5		5
Technology	6(8)	5(8)		11(16)
Vehicles	1	5		6

Other Abilities

Enhanced Neural Reaction

Megan's powers naturally enhance her neural response and healing, allowing her nervous system to operate at heightened ability, including her cognitive functions and dexterity. In addition to her above genius level intelligence, particularly in regards to technology, and her agility and hand-to-eye coordination, she can both move and think faster than the average person. Megan's enhanced mental faculties allow her to process and recall information at an alarming rate. She's the kind of person that regularly gives the correct question to Jeopardy! answers before the contestants even have a chance. Most tasks only take her a fraction of the time that others would need. Thoughts move through her head at such a rapid pace that it gives her a moderate level of protection against mental intrusion.

Super-Genius

Enhanced Ability (Intellect, rank 3, permanent), 6PP

Enhanced Advantage (Ultimate Technology, permanent, see Advantages), 1PP

Enhanced Advantage (Eidetic Memory, permanent, see Advantages), 1PP

Enhanced Advantage (Inventor, permanent, see Advantages), 1PP

Enhanced Advantage (Luck, rank 3, permanent, limited to acts of coordination that she can apply scientific principles to for greater success, see Advantages), 1PP

Enhanced Skill (Technology, rank 2, permanent), 1PP

Superspeed

Quickness (rank 3, -3 ranks to time needed for any action), 3PP

Quickness (rank 2, -2 ranks to time needed for mental actions, cumulative with above), 1PP

Quickness (rank 3, -3 ranks to time needed for invention, cumulative with above), 1PP

Enhanced Advantage (Improved Initiative, permanent, see Advantages), 2PP

Speed (rank 6, 120mph), 6PP

Feature (rank 1, change clothing in an instant), 0PP

Mental Block

Enhanced Defense (Will, rank 6, impervious, limited to mental powers, quirk [cannot be turned off, will always force a Will resistance check versus mental intrusion], permanent), 2PP

Affliction (rank 1, perception ranged, Will vs. DC 11, subtle [reduces noticeable traces], reaction [when making a Will resistance check against mental intrusion], instant recovery, limited to one degree [dazed], limited to the source of the intrusion), 3PP

Total Cost: 28PP

Perfect Pitch

Megan has a natural ear for music. She can play any music that she's listened to, provided she's familiar with the instrument, or can copy it on an instrument that she does know. She can also identify any tone, and sing it back perfectly.

Senses (rank 1, analytical auditory), 0PP

Total Cost: 0PP

Permanent Gear

Utility Belt

Megan likes to be prepared for emergencies, so she carries a small assortment of gadgets with her at all times. Most of these items are of her own design.

Equipment: stun gun (Affliction 5, electrical, critical 20), flash goggles(+5 equipment bonus against bright light Dazzle attacks), cutting torch (damage 1 linked to weaken toughness 1), electronics toolkit, night vision goggles (darkvision, -2 circumstance penalty to Perception checks), fire extinguisher.

Total Cost: see Advantages

Hovskates

Megan wears metal boots that allow her to skate around on focused fields of kinetic energy. Balancing on them is quite a feat, requiring a significant amount of agility. She likes to wear these even in her civilian guise, as long as she's not around anyone that doesn't know of her abilities. When armored up, the boots link into her armor's legs, becoming a part of the armor's flight system.

Flight (rank 6, approximately 120 MPH); Extras: Subtle (eliminates noticeable traces); Flaws: Hovering (only horizontal movement), Acrobatics Check Required (DC 17); Cost: 1PP

Device Flaws: Removeable.

Total Cost: 1PP

Temporary Gear

Ghostbuster

On Megan's first night at the school, boredom overtook her and she put together an anti-ghost weapon based on devices on one of her favorite movies.

Affliction (rank 5, dazed/stunned/incapacitated, cone, progressive, resisted by Dodge, overcome by Fortitude [DC 15], limited to ghosts)

Alternate Effect: Affliction (rank 5, hindered-vulnerable/defenseless-immobilized, ranged, cumulative, extra condition, resisted by Dodge, overcome by Will [DC 15], limited to two degrees, limited to ghosts)

Traits

Height: 5'2"

Weight: 110 lbs.

Age: 15

Hair Color: Raven black

Hairstyle: Ponytail

Eye Color: Bright Green

Skintone: Light

Physical Description (as Megan Jones)

Megan is a slender and petite girl, standing at just over five feet. Megan wears whatever seems comfortable, usually settling for jeans and a t-shirt, but staying well within the school's dress code. She does have a slight eye for fashion, but lacks the budget to really dress up much beyond a few pretty baubles. Her favorite colors are pink and black, and her wardrobe displays this love. She sometimes wears a pair of metal boots that allow her to hover a few inches off of the ground. She wears her raven-black hair in a high ponytail, letting the tips flow to just below her neckline. Her eyes are a bright green against her youthful face, and her skin is fair and unblemished. She smiles lovingly to those that she likes, and will even keep a pleasant expression on for those that she doesn't.



Physical Description (as Hardware)

As Hardware, Megan wears the same X-costume as her fellow students, though often with a pair of goggles or a visor around her eyes. This is purely a style choice, as she feels it complements her look.

Personality

Megan is a very sweet and loving young lady, easily becoming attached to those with whom she's friendly. She usually wears a smile as long as nothing is making her uncomfortable, but she has a tremendous shy streak and lacks a certain level of social confidence, partially because of how often she has had to move in recent years. She is very bright and inventive, which only further distances her from other kids and contributes to her own shyness and insecurities. Despite her timid appearance and manners, she will fight for those that she cares about.

Megan is self-conscious of her physical appearance, spending equal time worrying about her weight and fretting about how underdeveloped her curves are. She continues to hope that her small bust size will improve in a year or two, though she knows that her chest may never get any bigger, considering her mother's own slim body type. Regardless of her feelings of physical inadequacy, she refuses to consider getting any modifications to herself beyond getting her ears pierced. She feels that a person is most beautiful when they're natural.

Megan's main reason for coming to the school is to learn how to fit in with her peers, and maybe find some acceptance among them. The schoolwork offers her little challenge, almost to the point of annoyance. She does have some difficulty in certain classes, but these are few and far between. She tends to enjoy gym, though she's far better at sports that utilize speed and agility over strength and endurance. She does well in home economics, excelling at everything besides cooking, which escapes her. This confuses her teachers, since she does so well at baking. The only artistic classes that she takes are those involving music or creative writing. She hates history because of the boring memorization, even though she aces every test. Her favorite classes are currently Calculus, physics and computer programming.

Megan also has a secret dream of becoming a pop star, and practices her singing when no one is around. She also has a love of some of the geekier things in life, a fact that she keeps hidden as it furthers her image as a "nerd." She used to make extra spending money as a babysitter, and may take a nurturing role with any younger children around her.

Background

Megan Marie Jones was born with a degenerative nerve disorder that effectively crippled her. Her nerves couldn't heal and grow properly, leaving her bedridden for much of her younger years and stunting her mentally. When she was ten, her parents were approached by a "benevolent" organization with the offer of performing an experimental procedure in the hope of reversing the girl's condition. With her parents' permission, the operation was performed in an attempt to jumpstart her nervous system.

Within weeks, the resulting progress had enabled the girl to make an almost total recovery, allowing her to celebrate her 11th birthday without the aid of a wheelchair or braces. The operation had actually worked even better than expected, restoring her neural connections and allowing them to transmit at

incredible rates. Her nerve tissue, formerly damaged beyond repair, could heal itself quickly and create new pathways.

Because of the extra receptors, her intelligence increased dramatically, revealing an inventiveness that surpassed many great thinkers. Megan's mind could now work at an alarming capacity, retaining massive amounts of information and processing that data with the efficiency of a supercomputer. Likewise, the improved nerve functions made her faster and more coordinated, allowing her to move quicker and with improved hand-eye coordination. Her senses became sharper, permitting her mind to scour every detail of a situation as it played out.

It wasn't long after this miraculous recovery that Megan's parents, Jacob and Marie, were tipped off by one of the researchers that had handled the girl's treatment that the agency intended to acquire the child for further study. In light of this information, the pair spirited their daughter away, going into hiding before the project's men came for her.

Megan never questioned her parents about why they suddenly moved, or why they continued to go from city to city every few months. She was smart enough to know that something was up with how her parents have been since the procedure, but she has always assumed that it was just parental concern about people wanting to take advantage of her gifts, which she sees as a reasonable fear for them to have. Despite her newfound powers, Megan was just happy that she could live like a normal girl, and struggled to do so in spite of her extraordinary abilities.

As Megan grew, so did her abilities, which became an increasing issue for the family's attempts to remain hidden. At her first school, she made headlines with the academic awards that she brought home, which led Marie to decide on homeschooling her daughter. This kept Megan out of the spotlight, but only until the first gymnastics class that she begged to take, which led to her winning her first meet. It became increasingly obvious to her parents that keeping her under the radar was going to be difficult. During this time, Megan became increasingly interested in technology, tinkering with anything she got her hands on and sucking up knowledge like a sponge. With ease, she constructed several pieces of gear, including her hovskates, and an animatronic teddy bear named Scuffles.

Then, after they had found a quiet home on Long Island, a man named Charles Xavier appeared on their doorstep, claiming to know of Megan's gifts and offering the girl a chance to attend a prestigious boarding school for children like her. After almost a year without many chances to interact with others her age, Megan begged her parents to give the school a shot. Marie was resistant to the idea, afraid that this professor might have ties to the project, since he knew so much about Megan's abilities. Jacob took his daughter's side, though, and convinced his wife that they should at least visit the campus to give it a chance.

A week later, the family went to the school for a private tour. Megan returned with her parents again a week after that, this time with all of her luggage to get moved into her dorm room.

Our Hero Team

Hero	Real Name	Their Roles
Hardware	Megan Jones	
	Camila Holstein	
	Abigail Jones	
	Jacob Fitzsimmons	
	Melissa Sauda	

Friends and Family

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