

## Mysterica



*Masked*



*Unmasked*

Between the lingering effects of the final battle between **Alphatron** and **El Imán**, more than forty years ago, and the fact that two members of **the Powerhouse** live there, it should come as no surprise that Denver sees more than its fair share of superpower activity. Even during the height of the Insurgency, there was a small team of self-proclaimed superheroes resident here, **the Mile High Marauders** -- who were unfortunately neither all that competent nor blessed with much good fortune.

But their legacy continues right into the present day in the form of the many masked "fraternities" of Denver. Most of these are neither criminal groups nor alliances of would-be superheroes, just small, private assemblies of superpowers who know each other and hang out together. While some of the frats publicize their activities, usually in hopes of recruiting more members, most of them are averse to public attention. And whenever there are groups trying to keep their activities private, there will inevitably be those who are trying to find out what is going on.

Bobbi Catrell is a junior reporter for KWGN-TV news and wants to be one of the hosts of the primetime news program. In order to bring this about, she knows that she must report on a major story. And she believes that the best way to do this is to infiltrate the frats, discover their secrets, and publicize them. Therefore, she has created the identity of the masked mystery-woman *Mysterica*, posing as a would-be superhero. While doing so, she has run into **Polymorph** a few times, who has bought into her act completely and regards her as a trustworthy ally.

Of course, the thing about pretending to be a superhero is that you *will* run into situations that require a superhero. Recognizing this, Bobbi has acquired and trained with a unique weapon that she dubs a paintgun. (Not a paintball gun, that is something else.) It shoots a stream of reddish paint at a target, which stings but causes no actual injury, and can (if properly directed) leave the target temporarily unable to see. *Mysterica* generally uses this to slow opponents down so that she can escape but has sometimes used it to create a situation where she could defeat them by other methods, having taken a few krav maga lessons.

Despite the fact that Bobbi is pursuing this course for what is absolutely the wrong reason, she is not totally heartless. She frequently finds herself feeling sympathy for people who get caught up in these sorts of situations, and will, when possible, try to help them. And, when confronted with genuine villainy, she would oppose it to the best of her ability. But on the other hand, she always puts her own ambitions ahead of such matters.

Ironically, the activities of *Mysterica* are attracting a fair amount of media attention from other reporters, which is making achieving her goal a bit harder to achieve. The frats that Bobbi wants to infiltrate obviously do not want to be associated with someone who is always in the news!

## **Mysterica -- PL 6**

### **Abilities:**

**STR 1 | STA 1 | AGL 2 | DEX 3 | FGT 3 | INT 3 | AWE 2 | PRE 2**

### **Powers:**

***Paintgun***: Ranged Cumulative Affliction 5 (Resisted by Dodge; Dazed & Vision Impaired, Stunned)

& Vision Disabled), Extra Condition, Instant Recovery, Limited Degree; Easily Removable (-4 points) - 6 points

**Advantages:**

Accurate Attack, Agile Feint, Attractive, Beginner's Luck, Contacts, Defensive Attack, Defensive Roll 2, Equipment 2, Evasion, Improved Aim, Improved Initiative, Move-by Action, Taunt, Tracking.

*Equipment:*

Car - 10 points

**Skills:**

Acrobatics 6 (+8), Athletics 4 (+5), Close Combat: Unarmed 3 (+6), Deception 5 (+7), Expertise: Current Events 4 (+7), Expertise: Streetwise 4 (+7), Insight 4 (+6), Investigation 5 (+8), Perception 5 (+7), Persuasion 4 (+6), Ranged Attack: Paintgun 4 (+7), Stealth 4 (+6), Vehicles 2 (+5).

**Offense:**

Initiative +6

Unarmed +6 (Close Damage 1)

Paintgun +7 (Ranged Affliction 5, Resisted by Dodge)

**Defense:**

Dodge 5, Parry 6, Fortitude 3, Toughness 6/1, Will 5.

**Totals:**

Abilities 34 + Powers 6 + Advantages 16 + Skills 28 + Defenses 11 = 94 points

**Offensive PL:** 6

**Defensive PL:** 6

**Resistance PL:** 4

**Skill PL:** 3

**Complications:**

***Fame--Motivation. Secret Identity. Soft-hearted.***

**Update 2021:** During the **Konan** invasion, with the Blue Bolt and Polymorph out of town, Bobbi was startled to find herself as the one who organized the various frats into something like a defense force against the (fortunately small) Konan battlegroup sent against Denver. This was nothing she had ever expected to do, but there was no one else who was present and willing to keep these groups focused on the aliens instead of settling scores with each other. In the aftermath, she found herself paid a strange, backhanded compliment by one of **the elder**

**members** of the community: "You reminded me of **el Gato**, a little." (She is now PL 7; add Uncanny Dodge to her advantages, increase Athletics to 5 [+6], Close Combat: Unarmed to 4 [+7], and Persuasion to 6 (+8), and increase Dodge to 6 and Parry to 7.)