Spectra



When six year old Abigail Mason asked her mother why no one else seemed to see the colors she could see when she looked at people, her mother explained that this was part of what made her special, and better than nearly anyone else in the world. Then her mother made her promise that, no matter what other special talents she possessed, Abbey would always use them in a way that suited the great secret heritage of her family. Thirty years later, Abbey Churchill continues to try to live up to that promise, even though her understanding of just what that means has changed quite a bit over that time.

Initially, when she realized that the colors she saw related to the emotions that someone was feeling, she found the colors she associated with happiness and peace to be the most beautiful. She worked to make sure that everyone had these colors, finding ways to banish the colors of sadness and anger, most especially in her own family but in anyone that she met. It was sometimes difficult, but she soon became skilled at manipulating emotions through simple conversation and took pride and pleasure in using her abilities to help others.

And then she hit puberty, and her powers grew. She did not need to engage people in conversation anymore, she could just will people to stop being sad or angry and become happy and peaceful. That should have made *her* happy, but she found herself a bit dissatisfied that all

the work she had put into learning to influence people was nothing but wasted effort. While pouting about this, she was assigned to read *Anna Karenina*, and the opening sentence stunned her with its simple truth: "All happy families are alike; each unhappy family is unhappy in its own way."

She spent a lot of time thinking about that notion. All that she had done, by manipulating people to be happy and peaceful, was just turn them into carbon copies of her own ideal and carefully controlled family. It was just too easy, and even more than the pique she had felt over the waste of her time, she now realized that she had not been worthy of her heritage as she had promised her mother. Her talents were being wasted in creating banal happiness, when she could do much more artistic and unique things if she started to experiment with creating emotions that were not "pretty".

And so she did, and came to enjoy finding beauty in sorrow, anger, hatred, envy, and all sorts of other emotions that she could create. The best part had to be when these emotions led to actions that caused other, even more unpleasant emotions in both her original target and the people around them, like when she inspired horribly inappropriate lust in a business associate of her father, and watched him go on a spree of murder and rape. The wonderful horror when he realized what he had done, the beautiful agony of his victims! It ended way too soon, though, when he put a bullet in his own head. She would have to learn a defter touch in the future.

Initially, she left her own family alone, since she saw no reason for them to stop being the happy family they had always been because of her. But then **Earl** went out to be a superhero, of all things, trying to fix a society that she had realized was always going to be hopelessly broken. And then **Patricia** joined him! Despite her initial pose of indeifference, she eventually admitted to herself that she felt a bit of anxiety that they might start asking questions about why some of the more baffling crimes that they encountered were happening, and hypothesize that there was some controlling intelligence -- herself, to be precise -- behind it all.

She took a break for a while when she was married to one of her cousins, Bobby Churchill, and focused on manipulating him into loving her to distraction, rather than just viewing it as a way to concentrate both their family fortunes and their powers. She found herself becoming surprisingly fond of him, in the process. He was like both the great big puppy and the noble horse that she had always wanted, and it seemed likely that they would make wonderful children together. And they did, but not even that could hold back her urge to create more artwork forever.

So she enhanced the pain and grief that Patricia felt until her sister turned to drugs, and arranged for the murder of that *disgusting* **paramour** that Earl had chosen -- what was he thinking, really? -- so that he also dropped out of the superhero business, giving her a much better playing field in Portland. Before long, she had a finger in pretty much every pie, with countless people influenced by her. Everything was great, really, even when she had to teach that annoying **Siren** a thing or two. But then Patricia went back to swanning about in costume

and trying to set right things that Abbey had made go wrong!

Despite that annoyance, she resisted the urge to meddle further with her sister. The girl is already sufficiently broken, it is only a matter of time before she collapses completely. Spectra, to use the pseudonym she picked for her criminal enterprises, does not need to cause it personally. She can just sit back and watch. Besides, she has other things on her plate, like looking after her seven-year old son and her five-year old daughter. They are such wonderful children, with what she suspects will be fantastic powers.

And the grandchildren she will get when she breeds the two of them with each other will be even more fantastic, surely!

Update 2021: Spectra has recently been exposed to the Red Archer and Songbird, as well as to the members of **the Powerhouse**. She fled Portland with her husband and children, but was ultimately caught and defeated in Bhutan, and imprisoned by **Argus**. Her husband and children escaped, and are being sheltered by **Corentin van Damme** in the Netherlands.

Update 2022: Despite several escape attempts, Spectra has remained imprisoned in Argus' Inaccessible Island facility. She recently seemed to suffer some sort of breakdown and become catatonic, but the warden believes this to be a ploy. (He is correct.)

Spectra - PL 12 *(3rd Edition)*

Abilities:
STR 0 | **STA** 3 | **AGL** 1 | **DEX** 2 | **FGT** 3 | **INT** 3 | **AWE** 7 | **PRE** 7

Powers:
Emotional Manipulation: Array (51 points)

- ***Emotional Control:*** Cumulative Perception-Ranged Affliction 12 (Resisted by Will; Entranced, Compelled, Controlled), Concentration, Limited to making people act as though they are in the grip of a powerful emotion, Insidious, Subtle, Variable - 51 points
- ***Emotional Overload:*** Perception-Ranged Affliction 12 (Resisted by Will; Dazed, Stunned, Incapacitated), Concentration, Insidious, Subtle, Variable - 1 point

Empathy: Mind-Reading 12, Limited to emotions, Subtle - 13 points

Advantages:
Assessment, Benefit 5 (Billionaire), Connected, Defensive Roll 2, Evasion, Fascinate (Persuasion), Ranged Attack 3, Taunt, Well-Informed.

Skills:
Deception 6 (+13), Expertise: Business 8 (+11), Expertise: Criminal 8 (+11), Insight 7 (+14),

Perception 5 (+12), Persuasion 8 (+15).

Offense:
Initiative +1
Unarmed +3 (Close Damage 0)
Emotional Control -- (Perception-Range Will 12)
Emotional Overload -- (Perception-Range Will 12)

Defense:
Dodge 8, Parry 8, Fortitude 6, Toughness 8/3, Will 12.

Totals:
Abilities 52 + Powers 65 + Advantages 16 + Skills 21 + Defenses 20 = 174 points

Offensive PL: 12
Defensive PL: 8
Resistance PL: 9
Skill PL: 10

Complications:
Power--Motivation. Classist and Racist. Family (husband and children). ***Secret Identity.***

Spectra - PL 12 ***(4th Edition)***

Abilities:
STR 0 | **AGL** 1 | **STA** 3 | **INT** 3 | **AWE** 7 | **PRE** 7

Combat:
Attack 3 | **Defense** 8 | **Initiative** 7

Resistances:
Dodge 6 | Fortitude 4 | Toughness 8/3 | Will 12

Powers:
Emotional Manipulation: Array - 64 points

- ***Emotional Control:*** Mind Control 12, Concentration, Cumulative, Insidious, Limited to making people act as though they are in the grip of a powerful emotion, Subtle, Variable (emotions)
- ***Emotional Overload:*** Mental Blast 12, Concentration, Insidious, Subtle, Variable (emotions)

Empathy: Mind-Reading 12, Limited to emotions, Subtle - 13 points

Advantages:
Assessment, Awareness Initiative, Benefit 5 (Billionaire), Connections, Defensive Roll 5, Encourage 2, Fascinating Persuasion, Improved Evasion, Inspiration 2, Taunting Deception, Well-Informed.

Skills:
Business Expertise 8 (+11), Criminal Expertise 8 (+11), Deception 6 (+13), Insight 7 (+14), Perception 5 (+12), Persuasion 8 (+15).

Offense:
Emotional Control -- (Perception-Range Will 12)
Emotional Overload -- (Perception-Range Will 12)

Totals:
Abilities 42 + Combat 22 + Powers 77 + Advantages 21 + Skills 17 + Resistances 11 = 190 points

Complications:
Power--Motivation. Classist and Racist. Family (husband and children).