

Makayla Dozens



From the time she was very young, Miguelita Delgado had been told about **the brave heroine** who had saved her father, then working in construction all the way up in Denver, when **Cerebron** attacked ... and then, a few years later, *also* saved her mother when her class trip to Florida came under attack by supervillains. Her parents had only lived to meet because of her, and one day they hoped that they might be able to introduce their eldest daughter to her so she might see how grateful they were. And then, one day just a few months ago, Miguelita came home to find her mother sobbing on the phone, and learned **that was never going to happen**.

It was hard for her to really grasp this, but she got it better than her younger brother and sister. So Miguelita found herself trying to keep those two rambunctious tweens under control as they traveled on what seemed like a fun family trip to Australia but was really a somber pilgrimage by her parents to the place where their hero had died. At the end, while her mother and father just stood in silence at the spot that the guide indicated, she found herself chasing down Rodrigo and Ximena yet again ... but paused when she saw something out of place. It looked like an old-fashioned flip phone. Had someone else visiting this site dropped it by mistake? She picked it up --

-- and it turned on, projecting a holographic image of an alien creature which started talking to her. Miguelita let out a squawk and tried to drop the device, but it refused to let go of her hand. With a popping sound in her ears, she abruptly realized that she could understand what the alien was saying. "In thanks for your sister's sacrifice, we offer you this token. All of those in the great link will help when needed. We wish that we could give you more." The alien made some sort of nodding bow, the image vanished, and so did the device, turning into light which flowed into her hand.

Her parents had raised no fools, so Miguelita promptly went to her mother and father and told them *everything* that had just happened. That had the added effect of pulling them out of their funk, and between the three of them they worked out what had happened. Essentially, Miguelita could make the "phone" appear in her hand, and with that she could "call" on any of the rather large number of aliens -- no, of *people* -- in the so-called great link, and assume their appearance and powers. The one thing she could not do was put the phone down.

Esteban and Joane Delgado knew just one thing -- they could not take their superpower daughter back to Colombia. It would not end well for anyone. They called on some resources that they had hoped they would never have to use and managed to get the process of permanently immigrating to Australia underway. It has not been an easy transition, but both parents recognize it as absolutely necessary for Miguelita to become the blessing that she is clearly meant to be for this world.

Miguelita is still unsure about all that has been thrust upon her. But she has spent a lot of time listening to the vast number of recorded messages contained in what she calls "the Helpline", all offering their thanks for "her sister" (a simplification of "fellow female resident of the planet") for having prevented something terrible happening to their worlds, many of them ending with phrases that mean "Let me help." It seems to her that it would a horrible, horrible *waste* of all that if she decided not to use this to help people. And hey, no one has to know just who is taking all these crazy shapes, and Australia ... it seems like it needs some heroes, now. So, at least for now, she will go be Makayla Dozens.

Makayla Dozens -- PL 8

Abilities:

STR 0 | STA 0 | AGL 2 | DEX 1 | FGT 3 | INT 2 | AWE 1 | PRE 2

Powers:

Helpline: Enhanced Advantage 1 (Multilingual); Linked Morph 3 (various super-powered forms); Linked Variable 8 (superpowered forms) - 71 points

Typical Variable Settings:

Bruto (Default): Enhanced Advantage 2 (Close Attack 2); Enhanced Strength 8; Immunity 10 (life support); Impervious Protection 8; Leaping 6 - 40 points

Pathique: Impervious Will 8, Limited to mental effects; Mental Communication 3; Mind Reading 10; Senses 3 (acute radius psychic awareness) - 39 points

Torchy: Reaction Damage 3; Ranged Damage 9, Accurate 3; Immunity 5 (fire damage) - 38 points

Zipper: Enhanced Advantages 5 (Close Attack 2; Improved Initiative 3), Quirk (Close Attack is only enhanced against opponents with a lower initiative total); Enhanced Defenses 16 (Dodge 8, Parry 8); Quickness 10; Speed 10 - 40 points

Advantages:

Defensive Roll, Evasion, Improved Defense, Improved Initiative, Luck, *Multilingual*.

Skills:

Athletics 4 (+4), Close Combat: Unarmed 3 (+6), Investigation 3 (+5), Perception 4 (+5), Stealth 4 (+4).

Offense:

Initiative +6

Unarmed +6 (Close Damage 0 or by form)

Bruto Unarmed +8 (Close Damage 8)

Defense:

Dodge 4, Parry 6, Fortitude 2, Toughness 10/8/2/0, Will 8

Totals:

Abilities 22 + Powers 72 + Advantages 5 + Skills 9 + Defenses 14 = 121 points

Offensive PL: 8

Defensive PL: 8

Resistance PL: 5

Skill PL: 0

Complications:

Responsibility--Motivation. Family. Secret Identity. Shyness.

Note: While the Helpline takes the form of a phone in her hand when she activates it, any attempt to Smash it or Disarm it will automatically fail.

So I console myself in thinking that some things generate their rewards in second-hand ways.