

Gauss

Former Aliases: None

Secret Identity: Elaine ?

Occupation:

Age:

Gender: Female

Height & Weight: 5'6", 130lbs

Description:

Damage Percentile Table

Dice Roll	Result	Critical
2-5	100%	200%
6-10	75%	175%
11-16	50%	150%
17-20	25%	125%

Specific Attacks

	2-5	6-10	11-16	17-20
Railgun Throw (Lim. Shot)	95	75	55	35
Guided Shot (Homing, Lim Shot)	75	60	45	30
Metalstorm (Spreading, Short Range, 4 targets, Req. Abundant metal)	95	75	55	35
Energy Discharge	75	60	45	30
EMP (Backblast, Short Range, Electronics Only (or swap BB & SR for Touch)	135	105	75	45
L1	35	30	25	20
L2	55	45	35	25
L3	75	60	45	30
L4	95	75	55	35
L5	115	90	65	40
L6	135	105	75	45
Thrown Dart (no power)	19	18	17	16

Other Common Effects

Scrap Bombardment - (No Damage, Req. Abundant Metal, Irritant), Target makes body check at -5 or is at -2 for number of rounds = to Margin of failure.

6 MhZ Shutdown - (No Damage, Melee, Incapacitating) Body check at +1 or Unconscious

Force Field - (60 Points protection)

Shock Field - (40 Pts protection, 20 points damage)

Interference - Block Power, Drain or sensory bock 3 v. tech

Interface - Computer Scanning or Mind Control (tech) 3

Metal Control - Telekinese (100kg Metal)

Body	14	ACV	15
Mind	14	DCV	15
Soul	11	HP	165
Lvl	Pts	Characteristics	
2	4	Tough	
11	11	Highly Skilled	
2	6	Attack Combat Mastery	
4	8	Defense Combat Mastery	
1	8	Extra Attack	
2	6	Extra Defense	
4	4	Combat Technique (Accuracy, Lightning Reflexes, Steady Hand, Judge Opponent)	
Lvl	Pts	Powers	
3	45	Dynamic Powers: Magnetism	
	-1	• Detectable: EM	
Lvl	Pts	Skills (140 Skill Points)	
1	6	Acrobatics (Tumbling)	
1	3	Burglary (Breaking & Entering)	
1	3	City Know: Baltimore (docks)	
1	3	City Know: DC (Georgetown)	
1	2	Climbing (walls)	
1	4	Computers (Intru sion/security)	
1	2	Cultural Arts (Urban Legends)	
1	5	Demolitions (Bomb Disposal)	
1	3	Disguise (costume)	
1	2	Driving (cars)	
2	8	Electronics (Security Sensors)	
3	3	Etiquette (Corporate)	
1	4	Interrogation (Physical)	
1	4	Intimidation (Street)	
1	4	Law (Intellectual Property)	
1	2	Piloting (light Aircraft)	
1	4	Poisons (Synthetic)	
4	16	Police Sciences (Forensics)	
1	8	Power Usage (Dynamic Powers)	
1	1	Riding (Horse)	
1	3	Seduction (Opposite Sex)	
1	3	Sleight of Hand (Pick Pocket)	
1	3	Stealth (Silent Movement)	
1	2	Street Sense (Influential Individuals)	
1	1	Swimming (Scuba)	
1	3	Urban Tracking (Corporate)	
1	8	Unarmed Defense (strikes)	
1	12	Ranged Defense (personal)	
1	10	Special Ranged Attack (Magentism)	
1	8	Thrown Weapons (Darts)	
Lvl	Pts	Defects	
2	2	Owned (Parents own right to name, licensing rights, etc.)	
2	2	Fame	
2	2	Nemesis: Admiral Ironsides	
1	1	Nemesis: Parents	
1	1	Marked (Magnetic Aura)	
1	1	Unreliable (fail DP by 6, 20 points stun)	
2	2	Wanted by Father's enemies	
3	3	Achilles Heel: Ferrous Metal	

Initiative	2d10 + 20
Unspent AP	

Total AP	155
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Player: _____

Description

Her media events costume her in a bright yellow mask that dips over her nose and splashy yellow and green spandex that dips over the rest of her. Her short dark curls fan out above shoulders that are a bit broad for a woman and cobalt boots rise up muscular calves. A utility belt is slung rakishly across her hips - in red. It's a primary color sort of effect, and painfully memorable.

The outfits she wears to outings are far more utilitarian and not so much costumes as 'appropriate gear for the event'. Gauss always has the right tool and the right shoes and she tends towards dark, neutral colors - dark taupe trenchcoats, black jeans, ordinary black blouses, black hiking boots. Her only affectation is a tendency towards fedoras to go with the trenchcoats, but she's been known to give those up, too, if the situation does not call for them. Lively blue eyes stand out more above such ordinary clothing, but what is really notable about Gauss has nothing to do with her features so much as the fact that she is incredibly and I do mean incredibly fit. No one remembers the shape of her cheekbones; they remember the biceps.

Background

Gauss's parents set her up as a media child from an early age. They trained her, educated her, saw to a fantastical physical set of skills and made certain of a very photogenic smile. They devoted time and energy and their lives (and hers) to this cause. There was one small catch: Gauss had no powers.

This bothered Gauss, but it didn't bother her parents one whit. Heroes themselves, one of them in retirement, they assured her this would come in time and kept promoting her. Gauss did not agree. They parted company in a typical adolescent fight, but ultimately family is faily and Gauss is still in contact with her parents.

So it was a bit awkward for her when her powers showed up anyway.

She's had them for a few years now and she's in Charm City because it's low profile; she doesn't want the media fuss. And she doesn't want to be a hero. She's only heroing because she feels obliged by her abilities at all. And, really, she has a machiavellian nature, so she's perfectly willing to steal from her parents to supply the team. She just finds the media coverage tacky.

If only her parents didn't own her rights...