

Brandy Robinson

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The third leg of the

Bodhissatva/Storm Queen leg is the WASP, and like them she has an elaborate backstory. Back in the 1940s she was a mildly famous superheroine, who discovered her powers while working with the Women Airforce Service Pilots. (Click the link, really. The pictures really help.) Powerfully defensive, she had recurring battles with a supervillain who (conversely) seemed to be all offense and little defense. Then she disappeared.

The Bodhissatva was led to her in the desert near Vegas after his disastrous financial setbacks there. He went out into the sand, found a giant rock and, listening, heard a faint scratching behind it. Digging down (with a shovel he'd just happened to pick up) he released a woman in an old-fashioned flight suit.

She'd been trapped there since the 1950s.

To understand the WASP's powers, a computer metaphor is useful. Imagine you make a backup copy of a file and keep it safe on a hard drive, but it's Read Only. You can keep another copy that you work on, but if the work copy gets lost or destroyed, you restore the Read Only copy.

The WASP is essentially immutable. If injured, she tends to return to the form she was in when her powers first awakened in the early 40s. She doesn't age. And if she dies, she completely resets to the way she was at that instant.

Which means that if she dies all the way, she comes back with amnesia, having skipped over fifty years. Like a badly edited film, she jumps from her crashing plane in the Pacific to the present day. Any friends she made, memories she gained, skills she learned -- they vanish and she's back to being a 23-year-old woman from World War II.

Her destructive rival, unable to get ahead of her healing curve, buried her under a boulder in the desert. Only later does she realize how many times she must have died, revived panicking in the dark, scabbled a few handfuls of dirt out of the way, only to suffocate again. And come back again, with no memory of her torment...

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Archetype: GODLIKE Talent (+0) Permission: "Immutable" Power Theme

Body 3 (+15)

Coordination 4 (+20)
Sense 2 (+10)
Brains 3 (+15)
Command 3 (+15)
Cool 3 (+15)
Body Skills
Brawl 1 (+2)
Endurance 1 (+2)
Martial Arts: Karate 1 (+2)
Throw 2 (+4)
Swim 1 (+2)
Coordination Skills
Dodge 1 (+2)
Firearms: Pistol 2 (+4)
Drive Car 1 (+2)
Grenade 2 (+4)
Pilot: Light Aircraft 3 (+6)
Command Skills
Inspire 2 (+4)
Leadership 2 (+4)
Cool Skills
Resist 2 (+4)
Stability 2 (+4)
Brains Skills
Education 1 (+2)
Speak Japanese 1 (+2)
First Aid 2 (+4)
Navigate Sea/Air 2 (+4)
Mechanics: Light Aircraft 1 (+2)
Tactics 1 (+2)

Miracles

Second Chance R,U, 6/level reduced to 4/level

This, as described above, has her body's tendency to "reset" when slain. She has five levels, (+30) five second chances remaining (though she doesn't know that and presumably the player can buy more layers as they're used).

Flaw: Lose all new memories and skills upon resurrection -2

[i]Regeneration/[i] D,R, U 8/level

As with the previous regenerator, it actually seems more economical to just buy one level and crank it up ala carte. With all the advantages, she just naturally gets back 4 Killing and 4 Shock per round. (+60)

Advantage: Heals 3 extra Shock/round +6 flat

Advantage: Heals 4 Killing/round +16 flat

Advantage: Automatic x2

Extra Tough D,R, U, 6/level

It's not exactly extra flesh, so much as the fact that when you shoot her the bullet hole closes before she feels anything other than a slight sting. 10 levels (+60)

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I dunno. Maybe the flaw with the Lazarus power (hey, would 'Lady Lazarus' be a good suggestion for a publicist to make for her 'new image'?) should be -3 instead of -2, which might let her afford a couple things like Immunity: Age and Modest Uniform which is essentially a cosmetic power that protects her old uniform from damage and age just as her flesh is protected.

The fun way to play the trio would be that Norbert had a HUUUGE crush on her as a little guy, and that she in fact inspires him to be a better person, to try and be the hero he always imagined himself... complicated by that whole gender bend. So Norbert insists that the Bodhisatva keep the whole Storm Queen thing secret, and the WASP doesn't know what the hell is going on. You could have a fun scene where she's talking with the Storm Queen, and the Queen is all "Norbert's pretty cool, isn't he?" and WASP is "What the HELL are you talking about?"

Good times.

-G.

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