

Character Dossier:

“Rabid Anne” Gareth (250 pts)

Name: Patrol Officer Anne Gareth, NYPD Talent Squad
Nationality: American **Race:** Caucasian
DOB: October 12, 1972 **DOD:** —
Height: 5’5” **Weight:** 125 lbs

Appearance: Anne Gareth is a plain-looking, no-nonsense woman in her 30s. On the job she wears powered armor of her own construction, angular, thick and airtight, with a face-shield that can go opaque or transparent.

Known Superhuman Abilities: Gareth has a superhuman knack for creating incredible technology. It’s entirely intuitive. Sometimes she locks herself away in her workshop, goes into a sort of fugue of perfect concentration and inspiration, and produces things utterly beyond ordinary science. Since she’s also a cop, most of her inventions tend to be oriented toward tactics and survival.

History: “Rabid” Anne Gareth earned her nickname in her first days on the force, when she proved uncommonly cool-headed under fire and reliable in a crisis. She hates the nickname, but loves the police. Gareth joined soon after high school—her father was a retired detective—and worked as a patrol officer for four undistinguished years before her Talent power manifested. She has no memory of its first appearance; one weekend she simply blanked out, and when she came around she had turned her dad’s basement into a workshop loaded with impossible gadgets. When she showed up for work with the first version of her armor, they moved her to the Talent Squad on the spot.

Archetype (20 pts)

Anachronist

Stats (72 pts)

Body 2d (5d with armor) (10 pts) **Mind** 2d (10 pts)
Coordination 2d (10 pts) **Charm** 2d (10 pts)
Sense 2d (10 pts) **Command** 4d (20 pts)
Base Will 6 **Willpower** 8

Motivations: Loyalty to the NYPD (3); Passion for seeing her inventions succeed (3).

Skills (40 pts)

Athletics 1d (6d), Brawling 1d (6d), Dodge 1d (3d), Driving (squad car) 2d (4d), Endurance 1d (6d), First Aid 1d (3d), Interrogation 1d (5d), Intimidation 1d (5d), Knowledge (criminal procedure) 2d (4d), Melee Weapon (club) 1d (6d), Perception 1d (3d), Ranged Weapon (grenade) 1d (3d), Ranged Weapon (pistol) 1d (3d), Scrutiny 1d (3d), Stability 3d (7d), Streetwise 1d (3d).

Powers (118 pts)

Life Support System (Immunity) 2hd (U; 5 per die; 20 pts)

Useful Extras and Flaws: Duration +2, Focus -1, If/Then (Variable Effect is only for immunities) -1, If/Then (only for Variable Effect) -1, Variable Effect +4. *Capacities:* N/A.

Effect: Gareth’s armor includes a host of protective and life-support systems: oxygen, sound dampening, and flare resistance are just a few of its capabilities.

Medical Paste Dispenser (Healing) 2hd (U+1; 1 per die; 4 pts)

Useful Extras and Flaws: Engulf +2, Focus -1, If/Then (one use per injury) -1, Touch Only -2. *Capacities:* Touch.

Effect: Gareth has no idea what’s actually in the “paste” that her suit dispenses, a gummy, slightly metallic substance that has astonishing palliative properties. She suspects it’s some kind of nanorobotics compound, but she doesn’t say that out loud because it would freak her fellow officers right the hell out.

Multi-Spectrum Adaptive Sensors (Perceive) 1d+1wd (U; 3 per die; 15 pts)

Useful Extras and Flaws: Focus -1, If/Then (only for Variable Effect) -1, If/Then (Variable Effect is only for sensors) -1, Variable Effect +4. *Capacities:* N/A.

Effect: Gareth’s helmet includes an array of sensors: light enhancement, telescopic zooming, infrared, ultraviolet, thermal sight, sound enhancement, gas analysis, and so on. By examining metabolic processes they can even tell when someone is lying. (The lie-detector function is a contest with the other character’s Lie Skill.)

Multibeamer 5d (A+3 A+2; 4 per die; 20 pts)

Attacks + 3 (stunner) Extras and Flaws: Accessible Focus -2, If/Then (same focus as laser) -1, Limited Damage (Shock only) -1. *Capacities:* Range.

Attacks + 2 (laser) Extras and Flaws: Accessible Focus -2, If/Then (same focus as stunner) -1, Limited Damage (Killing only) -1, Penetration +3. *Capacities:* Range.

Effect: Gareth’s multibeamer, attached to her armor’s right arm, can switch between a stun setting (an electrical current carried along a plasma beam) and a laser beam.

Powered Exoskeleton (Hyperstat [Body]) +3d (3 per die; 9 pts)

Extras and Flaws: Focus -1.

Effect: Gareth’s armor’s powered exoskeleton gives her +3d Body.

Reactive Camouflage 1d+1wd (D U+1; 2 per die; 10 pts)

Defends Extras and Flaws: Duration +2, Focus -1, Slow -2. *Capacities:* Self.

Useful Extras and Flaws: Duration +2, Focus -1, Self Only -3. *Capacities:* Self.

Effect: Gareth’s camouflage system adjusts reflected light to match its surroundings, making her nearly invisible to normal sight. True invisibility takes a full round to achieve.

Reinforced Armor Paneling 4hd (D D; 5 per die; 40 pts)

Defends (HAR) Extras and Flaws: Always On -1, Armored Defense -2, Unwieldy Focus -3, Interference +3, Permanent +4. *Capacities:* Self.

Defends (LAR) Extras and Flaws: Always On -1, Armored Defense -2, Unwieldy Focus -3, Hardened Defense +2, Permanent +4. *Capacities:* Self.

Effect: Gareth’s armor paneling and reinforced substructure gives her HAR 4 and LAR 4 (hardened). It restricts all physical actions to width 2 for initiative purposes only.

Attacks

Police baton 6d (width + 1 in Shock).

Stun beam 5d (width + 3 in Shock; range 160 yards).

Laser beam 5d (width + 2 in Killing, Penetration 3; range 160 yards).

Talent Squad “NullCuffs™” (Adapted, Manufactured Focus: Nullify 2hd with Variable Effect [If/Then: applies to any Source]; no range; target must be pinned first; handcuffs can be broken by un-Nullified Body Stat of 6d or more).

Defenses

HAR 4; LAR 4 (hardened); Invisibility 1d+1wd (slow); life support system