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Originally appeared in the *Death Duel with the Destroyers* adventure.

Iron Maiden

Real Name: Stark, Agatha

Origin and Background: Agatha Stark, an Irish immigrant to the United States, is a former NATO scientist specialising in cybernetics. While she was a competent scientist, she lacked imagination which resulted in her being laid off during military budget cuts. Shortly afterwards, she was recruited by Doctor Apocalypse to work on the Doomsday Robot project. During this time, she designed and built the suit of powered armor that earned her a place in The Destroyers.

When the Destroyers were broken up in 1993 by the Ann Arbor branch of Project: Superhero, she and [Behemoth](#) were sent to jail. It was there that [Mastermind](#) found her and recruited her to work for the Black Legion.

Combat Tactic/M.O.: She will try to get outside or up to the rooftop where she can make best use of her jumping ability. Despite her time with the Destroyers, she still lacks substantial experience against superhuman foes. She will likely be nervous, leading her to stay close to her allies. She will always electrify her Disruptor Staff, hoping to disable opponents as quickly as possible.

Personality/Character Traits: The Iron Maiden has become as hard as her name sake. Her time in prison was rough, and she wants to control her own destiny.

Iron Maiden

PHYS 9, REFL 11, DEFT 11, INTL 11, COOL 11 (APP 15), VITL11 [65 CP]

Power Armor: Equipment (suit) (-3), Unique (-2)

- **Armor Plating:** Armor 13 vs All Physical (103 CP), Ablative (-3), Partial Coverage (heavy: head) (-1) [31 CP]
- **Servomotors:** Heightened PHYS: +9 (9 CP), STR only (-3) [3 CP]
- **Jump Jets:** Leap, 2" horizontal (4 CP), and Speed Bonus (x32) (15 CP), total 64" horizontal and 32" vertical [8 CP]

Power Armor Extra Hit Points: +9 hit points [3 CP]

Disruptor Staff: (Armor 6 vs All Physical, brittle) (free)

- **Quarterstaff:** +2 attack roll, +1 damage roll, +2 parry roll [6 CP]
- **Power Blast:** 1d8 Electromagnetic [Electrical] (16 CP), No Range (-3), Carried Attack (quarterstaff) (+2), Equipment (carried) (-2), Unique (-2) [8 CP]

Disruptor Staff Extra Hit Points: +9 hit points [3 CP]

Disruptor Staff Armor: 6 vs All Physical (31 CP upgrade), Misc: Staff only (-5) [11 CP]

Science: Engineering (Cybernetics) (INTL/S) 3 levels, d12 effect [9 CP]

Science: Engineering (Electrical) (INTL/S) 2 levels, d8 effect [5 CP]

Weapon: Quarterstaff (DEFT/G) 1 level, d8 effect [2 CP]

Weakness: Human Characteristics [-10 CP]

Weakness: Unimpressive -1 level [-5 CP]

Weakness: Quirk (lacks combat experience; stays close to allies; may surrender easily if outnumbered) [-5 CP]