

## Elegance

*Model unknown; image used without permission*

**Background & Origin:** She has served Glorion for almost ten years, first as an enthralled personal secretary and later – after gaining her powers in an experiment at his request – a bodyguard. Today, she is an indispensable part of his political machine. As a member of Richter 13, she is the least entrapped in his personality cult, but she is still his most loyal supporter.

She has a taste for easy living and extreme thrills. Over the years, she has demonstrated her strength and durability many times, but kept her other powers secret from the general public.

Like Glorion, she has a public persona as a law-abiding citizen. Also like Glorion, many law enforcement officials suspect her of crimes but have not been able to prove anything.

**Combat Tactics:** In combat, she first tries to find a weakness in her foe (she especially likes psychological flaws) and then slugs away. If she and a target are isolated, with no witnesses, she may try her mind control power.

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*Designer's Notes:* Elegance has always been intended to be a very subtle support character. Based on her appearance and public role (i.e. executive assistant), none of her powers stand out as obvious and all of them can come as a very rude surprise to an unprepared hero.



I changed the artwork from the original publication in *They Might Be Characters Volume 2* because I think this image just fits the character so much better. *TMBCv2* was originally published on [www.patric.net](http://www.patric.net).

## *Living Legends<sup>1</sup> – Elegance* *[224 CP]*

PHYS 33 (CON 38), REFL 11 (REAC 16), DEFT 16, INTL 11 (REAS 16), COOL 11 (WILL 16), VITL 16, Mass 50 kg (d3 Mass effect), Fame 8

**Skills:** 4 @ +1 level (2) (+7), 2 @ +2 levels (3) (+3) [9 CP]

**Mind Control:** (REAS/G), d10 effect

**Profession:** (REAS/S), Executive Assistant, +2 levels, d10 effect

**Profession:** (REAS/S), Lawyer, +2 levels, d10 effect

**Unarmed:** (DEFT/G), punch, d10 effect

**Legal Powers:** International Driver License (1), Passport (1), Professional License [practice law] (1) [3 CP]

**Wealth:** +4 levels (8), d12 effect [8 CP]

**Armor<sup>2</sup>:** 8 vs. All Physical and Mystical (63), Ablative (-3) [42 CP]

**Mind Control:** d8 Mental [psychic] (31) (+3), Reduced Range [3"] (-2) [35 CP]

**Weakness Detection:** d8 Effect vs. Protection (16) [16 CP]

**Weakness (Bad Reputation):** Everyone fears Richter 13 due to a strong reputation for violence and power level, -1 COOL [+5 CP]

**Weakness (Quirk):** Devoted follower of Glorion [+5 CP]

**Weakness (Dark Secret):** Only Glorion knows she has mind control

power. She has used it on the other members of Richter 13 from time to time, and there will be dangerous consequences if they learn of this. [+10 CP]

**Weakness (Persecuted):** law enforcement everywhere wants to see members of Richter 13 incarcerated (and frequently shoot first and ask questions later due to their reputation). [+15 CP]

## *Villains & Vigilantes – Elegance*

S 38, E 39, I 17, A 18, C 13, 110 lbs., level 6

Basic Hits 3, Carrying Capacity 3,232 lbs., Basic HTH 1d12, Hit Modifiers (2.8) (5.0) (1.2) (1.9) = 31.92, Hit Points 96, Power 112, Move 95" ground, Healing Rate 3.6, Damage Modifier +3, Accuracy +3, Detect Hidden 12%, Detect Danger 16%

**Heightened Endurance B:** +24

**Heightened Strength B:** +25

**Invulnerability:** She can ignore the first 22 points of damage each turn.

**Mind Control:** 4", PR = 20.

**Weakness Detection:** spend one action to learn one Weakness and gain +6 "to hit"

## Combat Summary

**Unarmed:** +3 attack, 1d12+3 damage

**Mind Control:** +3 attack, special

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<sup>1</sup> Uses optional rules from the *Unofficial Living Legends Companion* by Patric L. Rogers

<sup>2</sup> The Ablative restriction on her Armor was purely a CP shaving mechanism.