

## Dragonfly [600 pt]

Attributes [310]: ST 18 [80], DX 16 [120], IQ 12 [40], HT 16 [60]

HP 18, Will 14 [10], Per 12, FP 16

Basic Lift 65

Damage 1d+2/3d

Basic Speed 8, Basic Move 8, Air Move 16, Ground Move 8, Water Move 1

Social Background

TL: 8 [0]

Cultural Familiarities: Western

Advantages [325]: Ambidexterity [5], Charisma (1) [5], Combat Reflexes [15], Damage Resistance (20) [100], Danger Sense [15], Enhanced Dodge (1) [15], Enhanced Parry (All Parries) (1) [10], Enhanced Tracking (2) [10], Extra Arms (2) [20], Extra Attack (2) [50], Fit [5], Flight (Winged) [30], Gifted Artist (4) [20], Regeneration (Slow: 1HP/12Hr) [10], Reputation (Stalwart hero) (3) (All the time; Almost everyone) [15]

Disadvantages [-70]: Code of Honor (Comics Code) [-15], Enemy (Supervillians) (Medium-sized group (6-20 people)) (9 or less) [-20], Honesty (12 or less) [-10], Pacifism (Reluctant Killer) [-5], Sense of Duty (Society) (Entire Race) [-15], Unnatural Feature (Six-armed humanoid winged dragonfly) (-5) [-5]

Quirks [-5]: Thinks she can sing [-1], Constantly sketches interesting things [-1], Likes pets [-1], Prefers to fight robots instead of humans [-1], Patient [-1]

Skills [40]: Administration IQ/A - IQ+0 12 [2], Artist (Drawing) IQ/H - IQ+4 16 [4]\*, Artist (Painting) IQ/H - IQ+4 16 [3]\*, Broadsword DX/A - DX-1 15 [1], Fast-Draw (Sword) DX/E - DX+1 17 [1]\*\*, Flight HT/A - HT-1 15 [1], Jitte/Sai DX/A - DX-1 15 [1], Karate DX/H - DX+0 16 [4], Leadership IQ/A - IQ+0 12 [1]\*\*\*, Observation Per/A - Per+0 12 [2], Saber DX/A - DX+2 18 [8], Savoir-Faire (High Society) IQ/E - IQ+0 12 [1], Shield (Shield) DX/E - DX+0 16 [1], Shortsword DX/A - DX-1 15 [1], Soldier/TL8 IQ/A - IQ+0 12 [2], Spear DX/A - DX+0 16 [2], Tactics IQ/H - IQ+0 12 [4], Thrown Weapon (Spear) DX/E - DX+0 16 [1]

\*Includes: +4 from 'Gifted Artist'

\*\*Includes: +1 from 'Combat Reflexes'

\*\*\*Includes: +1 from 'Charisma'

Stats [310] Ads [325] Disads [-70] Quirks [-5] Skills [40] =  
Total [600]

Dragonfly (the name on her birth certificate is 'Dragon Flye') is twenty-two years old, and... maybe a mutant? Maybe an alien? Her DNA isn't incompatible with the rest of Earth's, although six-foot tall four-armed winged humanoids kind of require superhero-level rubber physics if they want to work properly. Whatever her origins, Dragonfly has spent most of her life as a ward of the US military-industrial-scientific complex.

This was not actually bad for her. You never hear about the secret military projects where basic ethical and moral protocols were in place, but Dragonfly was raised in one; in fact, she's frankly an Army brat. Her adoptive parents were both career military, and starting at about eight or so Dragonfly was educated alongside of other children of military families. She doesn't really think of herself as a *human*, but Dragonfly definitely thinks of herself as a *person*. So does pretty much everybody else. It helps that Dragonfly doesn't look enough like a human to trigger the

Uncanny Valley; most people think of her as being a reasonably well-formed entity with a pleasingly exotic appearance. She's also **nice**. Dragonfly likes people, and they generally like her, too.

Which is good, because in combat Dragonfly is terrifying. She typically fights with three swords and a shield, with throwing spears on her back; she is very good with bladed weapons, and can attack with all three at once, and against different targets. Dragonfly's weapon of choice is the cavalry saber, but she's familiar with all sorts of blades. Couple that with her flight abilities and toughness, and she might have made for an acceptable super-soldier -- only, Dragonfly doesn't have the right attitude for it.

The military therefore decided to use her in an auxiliary capacity; she's a poster girl for the Army's metahuman recruitment program, participates in various PR programs, and coordinates with various military units during natural disasters (Dragonfly *is* familiar with how the US Army works, which can be extremely useful when translating from Military to Superhero). Accordingly, Dragonfly currently operates out of a city near a major US Army base; her areas of expertise involve rescue operations, helping to tamp down arguments between the military and superheroes when a giant monster is rampaging through

downtown, and taking out robots (Dragonfly will happily take apart anything mechanical and not self-aware). By now she has the usual rogues' gallery of supervillains, but nothing she can't handle.

How she may handle her upcoming fame as an artist is another question entirely. It's only very recently that anybody in the wider world has noticed that Dragonfly is a talented sketch artist and painter; the combination of her undeniable skill and notoriety as a superheroine will probably make her rich. If she lets it; Dragonfly takes her status as a superheroine seriously. But she takes art seriously, too. Honestly, Dragonfly feels **lucky** that these are her problems. Other people have it so much worse.

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