

Scrapper

700 pt

Name: Janet Bronson

Attributes [167]: ST 12 [20], DX 13 [60], IQ 13 [60], HT 12 [20], HP 13 [2], Will 13, Per 14 [5], FP 12

Advantages [539]: Appearance (Attractive) [4], Artificer (3) [30], Common Sense [10], Control Non-living Matter (3) (Collective) [240], Damage Resistance (20) (Limited (Non-Living Matter)) [80], High Pain Threshold [10], Higher Purpose (Cleaning up) (1) [5], Mathematical Ability (2) [20], Reputation (Cleaner) (1) (All the time; Almost everyone) [5], Smooth Operator (1) [15], Telekinesis (13) (Area Effect (2 yd); Visible) [85], Telekinetic Talent (4) [20], Very Fit [15]

*Control Unliving Matter was bought at the 40 point base level, as it explicitly allows for complex machinery to be manipulated and disassembled **and** extends the Control power over all non-living materials. Telekinetic Control gives a +4 to both Telekinesis and Control rolls.*

Perks [2]: Skill Adaptation (Clinch/Boxing) [1], Style Familiarity (Boxing) [1]

Disadvantages [-75]: Bad Sight (Nearsighted) (Glasses) [-10], Charitable (12 or less) [-15], Code of Honor (Gentleman's) [-10], Curious (12 or less) [-5], Easy to Read [-10], Honesty (12 or less) [-10], Pacifism (Cannot Harm Innocents) [-10], Sense of Duty (Comrades) [-5]

Quirks [-5]: Expression ("Let's have a scrap!") [-1], Habit (Breaking down junk) [-1], Imaginative [-1], Likes apples [-1], Trademark (Disassembled weapons) [-1]

Packages [0]: Boxing (Martial Arts) [0], Investigator (Basic Set) [0]

Skills [72]: Acting IQ/A - IQ+1 14 [2]*, Architecture/TL8 IQ/A - IQ-1 12 [1], Armoury/TL8 (Small Arms) IQ/A - IQ+3 16 [2]**, Boxing DX/A - DX+3 16 [12], Boxing Sport DX/A - DX+0 13 [1], Chemistry/TL8 IQ/H - IQ-1 12 [2], Climbing DX/A - DX-1 12 [1], Counterattack (Boxing) Tech/H - 12 [2], Detect Lies Per/H - Per-1 13 [1], Diplomacy IQ/H - IQ+1 14 [4]***, Electronics Repair/TL8 (Security) IQ/A - IQ+2 15 [1]**, Engineer/TL8 (Materials) IQ/H - IQ+3 16 [1]**/****, Fast-Talk IQ/A - IQ+1 14 [2]*, First Aid/TL8 (Human) IQ/E - IQ+0 13 [1], Games (Boxing) IQ/E - IQ+0 13 [1], Hazardous Materials/TL8 (Chemical) IQ/A - IQ-1 12 [1], Hazardous Materials/TL8 (Radioactive) IQ/A - IQ-1 12

[1], Machinist/TL8 IQ/A - IQ+3 16 [2]**, Masonry IQ/E - IQ+3 16 [1]**, Mathematics/TL8 (Applied) IQ/H - IQ+0 13 [1]****, Mechanic/TL8 (Automobile) IQ/A - IQ+3 16 [2]**, Metallurgy/TL8 IQ/H - IQ-1 12 [2], Observation Per/A - Per+1 15 [4], Physics/TL8 IQ/VH - IQ-1 12 [1]****, Research/TL8 IQ/A - IQ+1 14 [4], Running HT/A - HT+0 12 [2], Savoir-Faire (Gym) IQ/A - IQ+0 13 [1]**, Scrounging Per/E - Per+2 16 [4], Search Per/A - Per+1 15 [4], Shadowing IQ/A - IQ-1 12 [1], Streetwise IQ/A - IQ+1 14 [2]**, Targeted Attack (Boxing Punch/Face) Tech/H - 12 [2], Targeted Attack (Boxing Uppercut/Face) Tech/H - 12 [2], Uppercut (Boxing) Tech/A - 16 [1]

*includes: +1 from 'Smooth Operator'

**includes: +3 from 'Artificer'

***includes: +1 from 'Smooth Operator'

****includes: +2 from 'Mathematical Ability'

Stats [167] Ads [539] Disads [-75] Quirks [-5] Skills [72] = Total [660]

Janet Bronson wanted to be a private investigator ever since she was a kid. So she became one. It was surprisingly easy to get certified, if a little harder to get established. Janet actually enjoys the work, however; she meets a lot of people who need help, and Janet Bronson

was a woman seemingly destined from birth to help people. Her friends joked that somebody somewhere screwed up by not assigning Janet superpowers -- right up to the moment that she was caught in a life-endangering moment in a toxic waste dump, and survived by making the toxic waste go away.

Today, the people on the street don't call Janet 'Scrapper' because she's a fighter, although Janet's actually a well-trained boxer who is in excellent shape. They call her 'Scrapper' because she can take apart inanimate objects, all the way down to their component elements. Nobody's fully worked out the implications of this. Yet. It's going to take some time for the higher-ups in the superpowered world to really notice Scrapper's existence; but when they do, the offers are going to start pouring in. Including from a few unsavory groups that Scrapper would point-blank refuse to work for.

Scrapper likes being a superhero at the street level, you see. You can really help people out there, make a difference. Literally clean up the streets. Which is why, right now, Scrapper is based out of the campaign city's dirtiest locale. There's a lot of crime and urban pollution to clean up, which sounds like an efficient way for the superhero to scratch both of her itches in that regard.

In combat... well. Bullets typically dissolve, and then she oozes away your gun (Control) and pops off the wheels of your car (Mechanic). If she's feeling gracious, she'll just take apart your gun (Armoury) instead. If your equipment is bigger than she can normally handle, Scrapper will just start disconnecting discrete parts of it (Machinist), and then turning everything bad into nice, safe ingots (Chemistry, Engineer [Materials], Metallurgy, Physics). She is vulnerable to people just swinging their fists at her, which is why Scrapper has kept up her boxing. But she doesn't fight much. Partially because she's nice, and partially because Scrapper has no idea how terrifying she can sometimes be.

One last note: Scrapper is not a gadgeteer, at all. She understands how things are put together, sure, but that's mostly because she's excellent at taking them apart. Nobody would call in Scrapper to do an assessment of unknown tech. They'd absolutely bring her in to dispose of it, though.

800pt version: Add Patron [40], Filthy Rich [50], and Independent Income 10 [10]. This version of Scrapper is probably not as happy as the 700 point version, but is also more likely to be called in for tricky problems. Further

points would probably be put into Ally Groups, Contacts, Favors, Status, and various Ranks.

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