

Maria

[[The Day After Ragnarok](#)]

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d6, Intimidation d8, Knowledge (films) d6, Notice d6, Persuasion d8, Repair d4, Throwing d6

Charisma: +4 Pace: 6 Parry: 7 Toughness: 6

Edges: Attractive, Charismatic, Danger Sense, Luck, Great Luck

Hindrances: Loyal, Overconfident, Vow (“Be heroic”) (Minor)

Gear: Maria has a silvery full-body suit that makes her look like an android. Depending on the campaign, it can be anything from effectively leather armor (+1 to Armor) to the equivalent of Power Armor (+12 Armor, +1 die to Fighting, +2 to Pace, 2d6/1d6 Jump). If the latter, the suit is ophi-tech, and will absolutely require an Ophi-Tech roll

to recharge and repair. Over **that** she has lately started to wear a black cloak and golden pocketed belt.

Brigitte Kunheim and her family had the distinct good fortune of being in Geneva on holiday when their home disappeared underneath the falling corpse of the Serpent. In fact, they were doubly fortunate: the natural assumption that they were all dead allowed them to quietly disappear in the chaos. Getting back to Germany itself proved a fairly epic adventure, but by the end of 1945 Brigitte and her husband Hugo were back in a newly-conquered but fairly intact Communist Berlin (their four children were sent off to Australia, where they encountered a remarkable set of their own adventures that will not be addressed at this time).

They did this, of course, to fight the Soviet occupiers: while Brigitte had turned her back on a film career and fled Germany with her Jewish chemist husband, the Soviets were hardly an improvement. It should also be noted that people in Switzerland seemed to have gotten a particularly mind-altering dose of whatever witches' brew was emanating from the Serpent's corpse in the first days after Ragnarok; many of them have acted particularly oddly in the past few years.

In Brigitte's case: if she's gotten a mind-altering dose of psychotropic Serpent's venom, it's caused her to decide to lead a vigilante's life in occupied Berlin. As Maria, she fights petty crimes and makes commissars' lives miserable, while encouraging others to do the same. Her android costume and vigilante name are both derived from her most iconic film role (*Metropolis*, of course), on the reasonable assumption that nobody will expect the person inside of it to actually be the original actress, back from the dead. It's worked so far.

But if Maria has a deeper plan than keeping the Soviets from fully controlling Berlin, it's not readily obvious. Then again, the way things are in Berlin these days, she may not have time. The city has always been a bit wild, and the criminal element has gotten remarkably strange over the last few years. Maria often has to fight *them*, rather than the commissars.

Note that this particular version of the character is not a full-fledged superhero (she's Veteran-level). 'Maria' can fight effectively, but relies much more on her charm and ability to present herself as more dangerous than she actually is. Along those lines, Brigitte has taken some inspiration from American comic books; there was one in

particular where a vigilante dressed up as a bat to frighten his enemies. She's drawn quite heavily from that, including the idea of a cape (and, increasingly, a utility belt filled with minor chemical gadgets, courtesy of her husband). Unfortunately, she's also decided to act as if she is bulletproof; Brigitte has gotten away with it so far, but even her luck may run out someday.

- Moe Lane

- <http://www.moelane.com>