

MASS MISTRESS

Identity: Virginia Crane

Side: Good

Experience: 22,734

Age: 26

Powers:

1. **Heightened Agility A:** +12

2. **Heightened Endurance B:** +10

3. **Heightened Defense:** -4 to be hit.

4. **Size Change:** Mass Mistress has the ability to change her size **both** up and down. She can grow to either 18' tall (height factor x3, weight factor x27) or shrink to a height of 1/4" tall (Height Factor 288, Weight Factor .00000027). It costs PR 2 to grow or shrink but none to revert back to normal height.

Height: 5' 8"

Basic Hits: 3

Strength: 11

Agility: 28

Charisma: 20

Hit Mod. (1.0) (3.0) (2.8) (1.1) = 9.24

Damage Mod.: +3

Accuracy: +5

Carrying Capacity: 254 lbs.

Movement Rates: 63" ground.

Detect Hidden: 10% (15%)*

Inventing Points: 7.2

To Hit (Unarmed HTH):

+7

Weight: 138 lbs

Agility Mod.: –

Endurance: 24

Intelligence: 12

Reactions from Good: +3 **Evil:** -3

Hit Points: 28

Healing Rate: 1.6

Power: 75

Basic HTH Damage: 1d6

Detect Danger: 14% (19%)*

Inventing (36%):

Damage (Unarmed HTH):

1d6 + 3

Knowledge Areas: Inheritance (\$12,346,160), Dilletante, and Social Work

Origin and Background: (American) Virginia Crane is the oldest daughter of the wealthy industrialist Walter Crane, of Crane Industries fame – one of the largest, if not *the* largest, industrial companies in New Augustus City. She is the oldest of five sisters. While she gets along with all in her family, she has the strongest relationships with her mother, Gladys, and her youngest sister, Alice. Her second-oldest sister, Doris, has always been cold towards Virginia (she is in fact jealous of Virginia's position of being the oldest).

When Virginia was twelve, she was on vacation with her family at their personal summer home in the Catskill Mountains. She was out for a walk by the lake and she stumbled upon a large, strange metal disk-shaped craft that was half buried in the mud. The damaged craft bellowed smoke as it smouldered on the beach. Virginia could see a survivor trying to crawl away from the craft.

Virginia couldn't believe her eyes. The survivor was barely five feet tall, had a large head with bulbous eyes, and grey skin. She summoned all of her courage and picked up the alien and took him away from the crash.

Once she was a safe distance away, Virginia laid the alien down on a patch of nearby grass. Virginia did what she could for the little alien, but it wasn't enough. She could see both the kindness and fear in his eyes. The alien touched her with a frail hand and suddenly her mind was exploding with an avalanche of images – no words, just images. She saw a ship flying through space that was attacked by strange hostile needle-like ships. This ship belonged to the alien in question (Virginia sees a green homeworld with white clouds) and he is dying (she sees the alien take on a lifeless posture). The alien gave Virginia a small silver ball of unknown metal. He motioned her to place it against her forehead (an image of a gift appears in her mind).

Virginia watches the alien take his last breath and die in front of her. The telepathic image of the gift still lingered in her mind. She took a deep breath and held the silver ball to her forehead. She screamed from shock, more than anything else, as the ball dissolved into her head. She could feel alien technology melding with her mind, and then throughout her body. To her surprise, the alien gift had changed her so she now had control over her size. It improved her natural endurance and agility as well.

She is a founding member of the Mystery Brigade. Their headquarters is housed in a hidden underground subway station located under the central Garrett-Ebersol Park in New Augustus City. There are secret entrances across the city that lead to the private subway network used by the Mystery Brigade to move around the city.

Motivation: Duty Bound. She feels honour bound to help others with her gift as payment for it and to atone for not saving the alien's life.

Training Bonuses: (2) +1 Agility, (3) +1 to Hit with HTH Combat, (4) +1 Strength, (5) +1 to Hit with HTH Combat, (6) +1 Endurance.

* **House Rule:** The Detect Hidden and Detect Danger scores increase by 1% for each level above the first.



Occupation: Masked vigilante, dilettante

Identity: Secret

Legal Status: Citizen of the United States with no criminal record

Former Aliases: None

Place of Birth: Miami, Florida

Marital Status: Single

Social Status: Upper Class

Known Relatives: Walter (father), Gladys (mother), Doris, Nancy, Frances, and Alice (sisters)

Group Affiliation: The Mystery Brigade

Base of Operations: New Augustus, New York

First Appearance: MYSTERY BRIGADE #1

GIANT-SIZE NOTES:

➤ MINIMUM SIZE

Height: 8' 6"

Basic Hits: 10

Agility: 26

Hit Mod. (1.0) (3.0) (2.5) (1.1) = 8.25

Power: 73

Carrying Capacity: 877 lbs.

Movement Rates: 92" ground.

To Hit (Unarmed HTH):

+6

Weight: 469 lbs.

Agility Mod.: -2

Hit Points: 83

Basic HTH Damage: 1d8

Damage (Unarmed HTH):

1d8 + 3

➤ INTERMEDIATE SIZE

Height: 8' 7" to 16' 11"

Basic Hits: 23

Agility: 22

Hit Mod. (1.0) (3.0) (2.2) (1.1) = 7.26

Power: 69

Carrying Capacity: 2,059 lbs.

Movement Rates: 114" ground.

To Hit (Unarmed HTH):

+6

Weight: 1,104 lbs.

Agility Mod.: -6

Hit Points: 167

Basic HTH Damage: 1d12

Damage (Unarmed HTH):

1d12 + 2

➤ MAXIMUM SIZE

Height: 18'

Basic Hits: 75

Agility: 20

Hit Mod. (1.0) (3.0) (1.9) (1.1) = 6.27

Power: 67

Carrying Capacity: 6,951 lbs.

Movement Rates: 165" ground.

To Hit (Unarmed HTH):

+5

Weight: 3,726 lbs.

Agility Mod.: -8

Hit Points: 471

Basic HTH Damage: 2d8

Damage (Unarmed HTH):

2d8 + 2