

SCARE SHEET: EARTH WITCH

[SCARE sheet] Ana Cortez



Jamal Norwood

jamalnorwood@SCARE.gov

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To: Ray1@SCARE.gov

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Sir,

As I learned when we were both contestants on *American Hero*, Ana Cortez is a deceptively powerful, intelligent, and quietly determined individual whose value should not be overlooked because of her naturally self-effacing personality.

She is loyal to her friends and fierce in their defense. She follows orders but is not rigidly robotic in their performance. She understands the necessities of teamwork and will put the goals of an assignment over her personal desires and even her own health and safety.

She was, and continues to be, a very strong member of the Committee. She would make a fine SCARE agent if someone were able to recruit her. She should not be approached on solely patriotic grounds or by telling her that working for SCARE would benefit her economically, but rather by relating to her how much she could accomplish for the general good as a SCARE operative.

Sincerely,

Jamal Norwood

SCARE operative

HISTORY

Ana is somewhat stocky, round-faced, and has long dark hair. Before her appearance on *American Hero* she lived in a mobile home in the small town of Aztec, New Mexico, with her father and seventeen-year-old brother, Roberto. She worked for an excavation company; a perfect job, since her wild card power is the ability to dig holes with her mind.

Her brother encourages her to try out for *American Hero*. She agrees reluctantly. Ana initially feels her power doesn't amount to much of anything, and also feels uncomfortable and out of place in the glitzy *Hero* setting. She meets Kate Brandt (Curveball) early on and they became inseparable friends. Kate encourages her as much as her brother did earlier. Cortez eventually comes to believe in herself and figures out how to use her powers in imaginative and useful ways; for example, using earth to build defenses rather than just excavating holes in the ground.

Cortez is one of the group of *American Hero* discards who joins John Fortune, Bugsy, and Lohengrin in Egypt. Although she used her powers to good effect earlier, she's wounded by gunfire during the second stage of the Battle of Aswan and is

unable to participate in the climactic fight with the Righteous Djinn and the Army of the Caliphate.

Earth Witch signs on with the Committee after the Egyptian campaign and is sent to various hotspots where she's particularly adept at ameliorating natural disasters. She eventually finds herself in New Orleans, building and reinforcing levees when it's hit by multiple hurricanes, and is part of the Committee team facing the Radical when he tries to destroy the city with a nuclear device.

She remains a member of the Committee after the New Orleans affair. She and Kate Brandt share a small apartment on the Lower East Side of New York City that they rarely have the opportunity to enjoy. She has deep-rooted feelings for Drummer Boy that she scarcely recognizes. He, though, has no interest in one of the less sexy of the female *American Hero*/Committee members.

PERSONALITY

Ana is shy, self-conscious, and self-deprecating, believing herself to be unattractive and her ace to be insignificant. As

EARTH WITCH (LA BRUJA DE LA TIERRA)

POWER LEVEL 9

STRENGTH	STAMINA	AGILITY	DEXTERITY
1	3	0	1

FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	1	2	0

POWERS

Earth-Moving: Perception Range Damaging Move Object 9 (12 tons), Subtle, Limited Material: Earth • 28 points

SKILLS

Expertise: Construction 6 (+7), Insight 2 (+4), Perception 2 (+4), Ranged Combat: Throwing 4 (+5), Vehicles 2 (+3)

ADVANTAGES

Extraordinary Effort, Great Endurance, Languages (Spanish)

OFFENSE

INITIATIVE +0	
Earth-Moving —	Perception Range, Damaging Move Object 9
Unarmed +2	Close, Damage 1

DEFENSE

DODGE	6	FORTITUDE	6
PARRY	5	TOUGHNESS	3
WILL	6		

COMPLICATIONS

Motivation—Doing Good: Ana was always raised to do good, but suffers from low self-esteem, believing she doesn't have the power to accomplish anything truly significant.

Power Loss: Earth Witch always wears a medallion of Santa Barbara, patron saint of geologists, miners, and ditch diggers, around her neck. Her mother (a wild card latent who died giving birth to Ana's brother Roberto) had given it to her. To use her power, Ana must take the medallion in her hand and pray, while kneeling and touching the ground.

Abilities 20 + Powers 28 + Advantages 3 + Skills 8 + Defenses 16 = 75

NAME: ANA CORTEZ	WC NAME: EARTH WITCH
OCCUPATION: CONSTRUCTION EXCAVATOR (PRE-AMERICAN HERO); COMMITTEE MEMBER	BASE: MOBILE HOME IN AZTEC, NM; APARTMENT ON THE LOWER EAST SIDE OF NEW YORK CITY
WC STATUS: ACE	ETHNICITY: LATINA

time goes on, her impressions of herself are evolving, but she is still quiet and retiring under most circumstances.

POWERS & ABILITIES

Earth Witch can telekinetically control dirt, moving it anywhere she wills.



Even if the ground she's on is covered with concrete or asphalt she can manipulate the earth underneath. The amount of earth she can move is enormous, but continual use of her power quickly fatigues her.

ALLIES

Many members of the Committee are Earth Witch's friends and allies, especially Curveball.

ENEMIES

Ana has made no enemies yet in her career.

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Writing and Design: John Jos. Miller and Steve Kenson

Development: Jon Leitheusser

Original Character Creation: Carrie Vaughn

Editing: Spike Y Jones

Art Direction: Pauline Benney

Graphic Design: Hal Mangold

Interior Art: Sean Izaakse

Publisher: Chris Pramas

Green Ronin Staff: Pauline Benney, Bill Bodden, Joe Carriker, Steve

Kenson, Jon Leitheusser, Nicole Lindroos, Hal Mangold, Jack Norris,
Chris Pramas, Donna Prior, Evan Sass, Marc Schmalz

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Green Ronin Publishing

3815 S. Othello St., Suite 100 #304
Seattle, WA 98118

Email: custserv@greenronin.com

Web Sites: www.greenronin.com

www.mutantsandmasterminds.com



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