

PRE-MADE ROLE-PLAYING CHARACTER

INSTANT ENEMY™

CRIMSON GARGOYLE

ISSUE #2



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Crimson Gargoyle
Real Name: Dr. Linda A. Rudd
Height: 5'9" (1.524 m)
Weight: 110 lbs. (49.98 kg)



Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH Damage [1]
18	DEX	16	13-	
15	CON	5	12-	
18	INT	8	13-	PER Roll 13-
20	EGO	10	13-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
6	DCV	15		
7	OMCV	12		
8	DMCV	15		
4	SPD	20		Phases: 3, 6, 9, 12
6	PD	4		Total: 18 PD (12 rPD)
6	ED	4		Total: 18 ED (12 rED)
8	REC	4		
60	END	8		
10	BODY	0		
30	STUN	5		Total Characteristic Cost: 151

Movement: Running: 12m
Flight: 40m
Leaping: 4m
Swimming: 4m

Cost Powers

50	<i>Psi-ber Band:</i> Multipower, 62-point reserve, all slots IIF (psychic amplification headband worn under costume; -¼)
5f	1) <i>Psi-ber Blast:</i> Mental Blast 6d6; IIF (-¼), END 6
5f	2) <i>Psi-berescapes:</i> Mental Illusions 10d6; IIF (-¼), END 2
5f	3) <i>Psi-ber Control:</i> Mind Control 10d6, Reduced Endurance (½ END; +¼); IIF (-¼), END 2
5f	4) <i>Psi-ber Search:</i> Mind Scan 12d6; IIF (-¼), END 6
5f	5) <i>Psi-ber Access:</i> Telepathy 10d6, Reduced Endurance (½ END; +¼); IIF (-¼), END 2
4	<i>Gargoyle Claws:</i> HKA 1 point (1d6 w/STR), Reduced Endurance (0 END; +½); OIF (-½), Reduced Penetration (-¼)
16	<i>Psi-ber Shields:</i> Mental Defense (20 points total); IIF (psychic amplification headband worn under costume; -¼)
24	<i>Armored Costume:</i> Resistant Protection (12 PD/12 ED); OIF (-½)
30	<i>Gargoyle Wings:</i> Flight 40m, Reduced Endurance (0 END; +½); OIF (-½), Restrained (-½)

Perks

1	Fringe Benefit: License to practice medicine
5	Money: Well Off

Talents

6 *Beautiful*: Striking Appearance (+2/+2d6)

Skills

3 Computer Programming 13-
 3 Electronics 13-
 3 KS: The Medical World 13-
 3 KS: The Works of Thomas Rudd 13-
 3 Mechanics 13-
 3 PS: Neurologist 13-
 3 Paramedics 13-
 3 Systems Operation 13-
 3 Scientist
 1 1) SS: Biology 11-
 2 2) SS: Clinical Medicine 13-
 2 3) SS: Neurobiology 13-
 2 4) SS: Neurology 13-
 2 5) SS: Neuropsychology 13-
 2 6) SS: Physiology 13-

Total Powers & Skill Cost: 199

Total Cost: 350

300+ Matching Complications (60)

20 DNPC: Emilee and Thomas Rudd (daughter and husband) Infrequently (Normal; Unaware of character's adventuring career/Secret ID; Group DNPC: x2 DNPCs)
 15 Enraged: if someone disputes her "true" identity as the Crimson Gargoyle (Uncommon), go 11-, recover 11-
 15 Hunted: local law enforcement and/or local superheroes Frequently (As Pow; Harshly Punish)
 20 Psychological Complication: Believes She Is A Character From A Novel By Thomas Rudd (Very Common; Strong)
 15 Social Complication: Secret Identity Frequently, Major

Total Complications Points: 350

Experience Points: 50

Back Story

Dr. Lynda Rudd had a beautiful family. Her husband, Thomas, was a famous novelist; and their daughter, Emilee, had just left for college. Life was good until Thomas was diagnosed with dementia. Dr. Rudd, a renowned neurologist, did everything she could to make her husband comfortable. Lynda even tried experimental cybernetics to alleviate Thomas' downward spiral.

At first, the devices worked and; Thomas returned to normal. Sadly, as time passed, his faculties faded again. Lynda decided to use an untested device that would link their minds. Her hope was that by connecting their consciousness, she could cure Thomas. Lynda's plan failed terribly. Not only did the cure for her husband's illness not work, but she turned insane by it.

Lynda's dementia included obsessing on a character from a novel Thomas had written. The book centered on a gargoyle terrorizing a village. In Lynda's twisted mind, the image of a red gargoyle became a symbol of justice. She would use it defend the weak and punish evil doers. (continued next page)

Back Story

As Crimson Gargoyle, Lynda tried to do good; but her efforts were in vain. Her power's effects harmed more innocents than criminals. Crimson Gargoyle is a deadly enemy who uses her mind-altering abilities to distort reality for her targets. She sends her foes into their private mental hells to suffer as Thomas does.

Tactics

Crimson Gargoyle uses hit-and-run tactics in combat. She will fly in, take control of a single enemy, then her puppet to battle others. If there are no other options, she will unleash her mental blasts to keep enemies from attempting to flee.

Plot Hooks

"I'M THE REAL CRIMSON GARGOYLE!"

Thomas Ross has taken on a personality like the Crimson Gargoyle. Instead of 'helping' others, he lives only to kill. Thomas is blood crazed and will not hold back. He has all of Crimson Gargoyle's psychic abilities as part of his physiology instead of cybernetics.

“INSANE IN THE MEMBRANE”

Lynda's grasp on reality has slipped even further. Instead of questing to cure mental illness, she wants to cause as much mayhem as possible. Crimson Gargoyle has commandeered a local broadcast antenna and is transmitting an external signal across the city. The signal is striking terror in every person that feels it. Chaos is spreading across the town as the signal spreads out from the broadcast site. The characters will need to stop the transmission before its effects were felt across an ever increasing area.

“WHERE'S MY DAUGHTER?”

Crimson Gargoyle has discovered that Emilee was kidnapped and is being held for ransom. In a moment of clarity, Lynda reaches out to the characters for help. How long can Lynda remain in control and what has become of her daughter?

[illegible]

Peter Saga
PRESENTS:

INSTANT ENEMY!

