

PRINCESS

REAL NAME: Jessica Prentiss
OCCUPATION: Student, pre-med
BASE: Emerald City

Jessica Prentiss grew up in the suburbs of Emerald City. She was a cute, precocious girl until puberty hit, then she turned into a painfully gawky, clumsy girl—all legs and elbows—who always managed to walk away from this accident or that fall without a scratch on her. In addition, despite her relative lack of exercise, she was incredibly physically fit. She was always the fastest and strongest in gym class, which brought her to the attention of her school's coaches who all tried to recruit her. She wasn't really interested in sports, but tried a few of them and went from novice to record-breaker in no time.

Jessica wasn't stupid and suspected there was more to her success at sports than simply being a "natural athlete," as everyone called her. She withdrew from all extra-curricular activities and started studying physiology, medicine, and mutant biology. She didn't know for certain, but she was pretty sure she was a mutant, or had been mutated



somehow. MarsTech wasn't far from her home, and who knew what *they* got up to in their labs?

She worked up her courage and started experimenting. At first she starting working out with her brother's weight set and within a week she could lift as many weights as she could pile on. Then she "accidentally" fell off the roof of her house and nothing happened. She held her hand over, then in, the flames of the family's gas stove; nothing. She could feel the flame, she knew it was hot, but it didn't hurt her. She kept all of these discoveries to herself, but continued her experiments.

By the time she started college at Emerald City University in pre-med, she could lift about a ton (as near as she could figure), leap about 60 feet, run about 15 miles an hour, and had never suffered a wound from anything she'd tried to hurt herself with. Her powers seemed to plateau, but then Junkpile went on a rampage near the ECU campus. A hurtling car struck the cafe Jessica was in. She was fine, but many other patrons were injured and being crushed by the car and the debris. She tried to shift the car, and found herself lifting it! She took a moment to make sure no one in the cafe needed medical attention, then took the car outside and set it down... right in front of Junkpile. The creature picked up the car in one hand and batted Jessica aside with the other. She flew down the street, skidded to a stop, then got up and charged Junkpile.

The fight was definitely one-sided; Jessica, who the press dubbed "Princess" because of the pink sequined shirt she wore, took a beating, but bounced up every time stronger than she was just seconds earlier, but it still wasn't enough. Eventually, Jessica managed to lead Junkpile to a nearby wrecking yard and trap him under a wall of cars. Then she returned to the scene of the rampage to make sure everyone was okay. She was surprised no one recognized her; they didn't bat an eye at her. The paramedics even asked if she needed any medical attention because she looked like she'd been trapped in the rubble. Stunned that her activities were being ignored, but secretly thrilled she wasn't being mobbed by the press, she recovered her bag from the coffee shop and walked home.

That was over a year ago and since then Princess has made a handful of appearances around town, usually near ECU, which has lead many to theorize the heroine is a student at the university, but so far no one has been able to find her. For her part, Jessica is happy to have a private life with Mitch while being able to help out as Princess when she's needed.

PERSONALITY

Princess is a bombastic and powerful personality. Her appearance makes her the center of attention and she's naturally helpful and supportive. When not operating as Princess, Jessica is a shy and mousy geek girl who enjoys anime, the latest computer games, and reading. She ac-

PRINCESS

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
12	12	5	3	6	2	2	2

POWERS

Fast: Speed 4 (30 MPH) • 4 points
Leaping: Leaping (900 feet) • 7 points
Resilient: Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum); Impervious Toughness 8; Regeneration 2 • 15 points
Unrecognizable: Feature 1 (No one can tell Jessica and Princess are the same person) • 1 point

SKILLS

Acrobatics 3 (+8), Athletics 2 (+14), Close Combat: Unarmed 2 (+8), Expertise: Student 3 (+5), Intimidation 6 (+8), Perception 4 (+6), Ranged Combat: Throwing 3 (+6), Treatment 3 (+5)

ADVANTAGES

All-out Attack, Attractive, Diehard, Extraordinary Effort, Improved Initiative, Inspire 2, Interpose, Power Attack, Ultimate Effort (Toughness checks), Well-Informed

OFFENSE

INITIATIVE +9

Unarmed +8 Close, Damage 12
 Thrown Object +6 Ranged, Damage 12

DEFENSE

DODGE	8	FORTITUDE	12
PARRY	8	TOUGHNESS	12
WILL	8		

POWER POINTS

ABILITIES	88	SKILLS	13
POWERS	27	DEFENSES	11
ADVANTAGES	11	TOTAL	150

COMPLICATIONS

Identity: Jessica doesn't talk about the fact that she's Princess with others because if she does, it breaks the "spell" that keeps people from recognizing her.

Motivation – Doing Good: Princess aspires to be a genuinely good and helpful person and can't keep from helping when she sees trouble. She tries to do the right thing as much as possible.

Power Loss: Princess' powers are tied to her confidence and ability to take on challenges. When she falters, so do her abilities, leaving her ranks reduced, even to those of an ordinary woman.

Relationship: Jessica is in a serious, long-term relationship with Mitchell Allen, who's aware of her dual identity and tries to "help" her however he can. They are in constant contact by phone and text.

tively cultivates the differences between her two identities in an effort to make them distinct personalities. Regardless of which identity she's in at the moment, she's a smart, confident young woman who wants to make something of herself.

POWERS & ABILITIES

Princess' powers revolve around her enhanced strength, speed, and resilience. While she has the build of a tallish, but fairly average-sized young woman, she's a physical powerhouse. In addition to her powers, she's quite bright and is excellent at motivating those around her to perform better. With mentoring, she may become an excellent leader.

The secret to Princess' powers lie in being challenged. Her strength, speed, and invulnerability have increased in sudden bursts over the years in response to outside

dangers and threats. In theory there's not upper limit to her power, but for now she seems to have hit a plateau.

The one thing Princess really doesn't understand about her powers is the fact that when she's not "being" Princess, people simply don't recognize her. People close to her, or to whom she's told about her role as Princess, can see her for who she is, but everyone and *everything* else view Jessica and Princess as completely different people.

USING PRINCESS AS A VILLAIN

Princess is the ultimate party girl. She's out at the bars every night pursuing the next high and pushing the envelope however she can. She's a thrillseeker and danger junkie of the highest order. Most of the time she's happy to find her boy for the night, have some fun, then spend the next day looking for more trouble to get into. She particularly enjoys joyriding, which usually ends after a high-speed run through the streets of Emerald City in a fantastic crash she casually walks away from.

What she wants or needs, she either takes from her boy-toys or, really, anyone. The last person who refused her—a particularly stubborn old bitty behind the jewelry counter at the mall—was dangled from the top floor of the mall's three-floor atrium until she relented. When the police arrived, Princess had already melted back into the crowd as mousy, little Jessica and walked away unseen.

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