

# 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
<b>Fast:</b> Speed 4 (30 MPH) • 4 points
<b>Leaping:</b> Leaping (900 feet) • 7 points
<b>Resilient:</b> Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum); Impervious Toughness 8; Regeneration 2 • 15 points
<b>Unrecognizable:</b> 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	
<b>INITIATIVE +9</b>	
Unarmed +8	Close, Damage 12
Thrown Object +6	Ranged, Damage 12

DEFENSE			
<b>DODGE</b>	8	<b>FORTITUDE</b>	12
<b>PARRY</b>	8	<b>TOUGHNESS</b>	12
<b>WILL</b>	8		

POWER POINTS			
<b>ABILITIES</b>	88	<b>SKILLS</b>	13
<b>POWERS</b>	27	<b>DEFENSES</b>	11
<b>ADVANTAGES</b>	11	<b>TOTAL</b>	150

COMPLICATIONS
<b>Identity:</b> 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.
<b>Motivation – Doing Good:</b> 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.
<b>Power Loss:</b> 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.
<b>Relationship:</b> 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.

# CREDITS & LICENSE

**Mutants & Masterminds The Sentinels: Princess**

**Writing & Editing:** Steve Kenson & Jon Leitheusser

**Design & Development:** Jon Leitheusser

**Art Direction & Graphic Design:** Hal Mangold

**Interior Art:** MK Ultra Studios

**Publisher:** Chris Pramas

**Green Ronin Staff:** Bill Bodden, Steve Kenson, Jon Leitheusser, Nicole Lindroos, Hal Mangold, Chris Pramas, Evan Sass, Marc Schmalz, Jeff Tidball

*Mutants & Masterminds The Sentinels: Princess* is ©2011 Green Ronin Publishing, LLC. All rights reserved. References to other copyrighted material in no way constitute a challenge to the respective copyright holders of that material. Mutants & Masterminds, Super-powered by M&M,

Green Ronin, and their associated logos are trademarks of Green Ronin Publishing, LLC.

The following is designated as Product Identity, in accordance with Section 1(e) of the Open Game License, Version 1.0a: hero points, power points. All characters and their associated images, descriptions, backgrounds, and related information are declared Product Identity.

The following text is Open Gaming Content: all game system rules and material not previously declared Product Identity.

## Green Ronin Publishing

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

**Email:** [custserv@greenronin.com](mailto:custserv@greenronin.com)

**Web Sites:** [www.greenronin.com](http://www.greenronin.com)  
[www.mutantsandmasterminds.com](http://www.mutantsandmasterminds.com)



## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

*System Reference Document*, Copyright 2000, Wizards of the Coast, Inc., Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

*Modern System Reference Document*, Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Red-man, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

*Mutants & Masterminds*, Copyright 2002, Green Ronin Publishing; Author Steve Kenson.

*Advanced Player's Manual*, Copyright 2005, Green Ronin Publishing; Author Skip Williams.

*Silver Age Sentinels d20*, Copyright 2002, Guardians of Order, Inc.; Authors Stephen Kenson, Mark C. Mackinnon, Jeff Mackintosh, Jesse Scoble.

*Mutants & Masterminds, Second Edition*, Copyright 2005, Green Ronin Publishing; Author Steve Kenson.

*DC Adventures Hero's Handbook*, Copyright 2010, Green Ronin Publishing; Author Steve Kenson.

*Mutants & Masterminds Hero's Handbook*, Copyright 2011, Green Ronin Publishing; Author Steve Kenson.

*Mutants & Masterminds The Sentinels: Princess*, Copyright 2011, Green Ronin Publishing; Authors Steve Kenson & Jon Leitheusser.