

PRE-MADE ROLE-PLAYING CHARACTER

INSTANT ENEMY™

ISSUE #8

LADY PSYCHE



PRE-MADE ROLE-PLAYING CHARACTER

INSTANT ENEMY™

LADY PSYCHE

*INSTANT ENEMY
COPYRIGHT © 2016 PETER SAGA.
ALL RIGHTS RESERVED.*

*ALL ARTWORK INCLUDING THE INSTANT ENEMY LOGO'S ARE
TRADEMARKS OWNED BY PETER SAGA, ALL RIGHTS RESERVED.*

*NO PART OF THIS PUBLICATION MAY BE REPRODUCED, STORED IN A
RETRIEVAL SYSTEM, OR TRANSMITTED IN ANY FORM OR BY ANY MEANS
ELECTRONIC, MECHANICAL, PHOTOCOPYING, RECORDING, OR OTHERWISE,
WITHOUT THE PRIOR EXPRESS PERMISSION OF THE PUBLISHER.*

*ALL THE CHARACTERS AND EVENTS PORTRAYED IN THIS WORK ARE
FICTIONAL. ANY RESEMBLANCE TO REAL PEOPLE, IS COINCIDENTAL.*

CREATED IN THE USA.



HERO System™ is DOJ, Inc.'s trademark for its roleplaying system.
HERO System Copyright © 1984, 1989, 2002, 2009 by DOJ, Inc. d/b/a Hero Games. All rights reserved.
Fantasy Hero © 2003, 2010 by DOJ, Inc. d/b/a Hero Games. All rights reserved.
Star Hero © 2003, 2011 by DOJ, Inc. d/b/a Hero Games. All rights reserved.

BF3B-YOUQ-NFX3-T12R

**CASEY
CLARK**
WRITER

**SETA
TRIANDI**
ARTIST

**PETER
SAGA**
GRAPHICS

**JEN
COOPER**
EDITOR

**TAD
KELSON**
TECHNICAL

LADY PSYCHE



CHARACTER PROFILE

REAL NAME: VICTORIA HONEYCUT
HEIGHT: 5'7" (1.702 METERS)
WEIGHT: 120 POUNDS (54.431KG)

CHARACTERISTICS

STAT	VALUE	POINTS	ROLL
STR	25	15	14-
DEX	18	16	13-
CON	25	15	14-
INT	25	15	14-
EGO	15	5	12-
PRE	20	10	13-
OCV	4	5	
DCV	4	5	
OMCV	3	0	
DMCV	3	0	
SPD	4	20	
PD	15	13	
ED	15	13	
REC	24	20	
END	50	6	
BODY	20	10	
STUN	40	10	

POINTS 178

POWERS

TK ASSISTED ABILITIES

2
53 TELEKINESIS 35 STRENGTH 11 END COST
30 RESISTANT DEFENSE 10 RPD, 10 RED

TK ASSISTED MOVEMENT

40 POINT MULTIPOWER,
4 DESOLIDIFICATION 8 END COST (FIXED SLOT)
8 FLIGHT +25 METERS (+5 POINTS TO DOUBLE NC TOTAL
100 METERS NC MYE) 6 END COST
3 +28 METERS RUNNING (TOTAL OF 40 METERS)
8 END COST (FULL MYE)

POINTS 138

SKILLS, PERKS AND TALENTS

- 3 SCHOLAR
- 3 HIGH SOCIETY 13-
- 1 SCIENCE SKILL BIO-CHEMISTRY 11-
- 1 SCIENCE SKILL CHEMISTRY 11-
- 1 SCIENCE SKILL MOLECULAR CHEMISTRY 11-
- 2 KS OLYMPICS HELTAPHALON COMPETING 11-
- 2 PS STAGE PERFORMING 11-
- 2 PS STAGE MAGIC 11-
- 3 SLEIGHT OF HAND 13-

PERKS

- 2 MEMBERSHIP IN ENGLISH NOBILITY
- 6 WEALTHY (UP TO A MILLION A YEAR INCOME)

TALENTS

- 3 LIGHTNING CALCULATOR
- 5 EIDETIC MEMORY

POINTS 34

COMPLICATIONS

- 10 UNTRUSTING OF OTHERS AND THEIR MOTIVES
(COMMON, MODERATE)
- 5 EMOTIONALLY DETACHED (UNCOMMON, MODERATE)
- 20 TO TAKE WHAT SHE FEELS SHE DESERVES, I.E. GREEDY
(UNCOMMON, STRONG)
- 20 HUNTED BY LAW ENFORCEMENT AGENCIES
(FREQUENTLY, MORE POWERFUL, NCI)
- 20 SECRET IDENTITY LADY VICTORIA HONEYCUT
(FREQUENTLY, SEVERE)

TOTAL POINTS

CHARACTERISTICS	178
POWERS	138
SKILLS	34
TOTAL COST	350

NOTES

Peter Saga
PRESENTS:

INSTANT ENEMY!

BACK STORY

VICTORIA HONEYCUT WAS BORN INTO THE ENGLISH ARISTOCRACY. AS SHE GREW, SHE FOUND HERSELF UNABLE TO CONNECT EMOTIONALLY WITH OTHER CHILDREN. HER SOCIAL AWKWARDNESS LED TO ISOLATION AND A LACK OF EMPATHY. PRIVATE TUTORS AND THERAPISTS WERE ENGAGED TO HELP THE YOUNG GIRL. THOUGH SHE EXCELLED AT MANY TASKS CONNECTING TO HUMANITY WAS NOT AMONG THEM.

UNDER THE GUIDANCE OFFERED SHE QUICKLY OUTSTRIPPED HER MENTORS BOTH INTELLECTUALLY AND PHYSICALLY. BY FOURTEEN SHE HAD COMPLETED A UNIVERSITY DEGREE IN BIO-CHEMISTRY WITH SEVERAL OTHER DEGREES FOLLOWING IN SUBSEQUENT YEARS. HER ATHLETIC SKILLS QUICKLY PLACED HER IN THE TOP OF THE NATIONAL JUNIOR RANKINGS IN MANY SPORTS AND HAD GARNERED THE ATTENTION OF MANY OLYMPIC COACHES. NO MATTER THE ACCOLADES OR THE VENUE SHE REMAINED APART FROM HER PEERS AND COMPETITORS.

HER PARENTS, ALWAYS OPEN AND WILLING TO REACH OUT TO THEIR DAUGHTER, FOUND THEIR ATTENTION REBUFFED. THE ONLY COMPANION SHE ENDURED FOR ANY LENGTH OF TIME WAS THE FAMILY'S DEVOTED CHAUFFEUR, SIMON. IT WAS HIS SUGGESTION THAT VICTORIA PURSUES MORE EDUCATION IN PURE SCIENCES. HE ARGUED FOR PHYSICAL PERFECTION BY COMPETING IN THE OLYMPIC HEPTATHLON. THOUGH SHE HAD FOUND A COMPANION AT LONG LAST WHO ENCOURAGED HER SIMON WAS AS COLD AND DISTANT AS SHE WAS. THE CAR CRASH ON THE CUSP OF HER SEVENTEENTH BIRTHDAY PUT AN END TO MANY OF HER PLANS. BOTH SHE AND THE DRIVER WERE GRIEVOUSLY INJURED AND HOSPITALIZED FOR MONTHS. SIMON HAD CRIPPLING INJURIES LEAVING HIM A QUADRIPLÉGIC. THOUGH SHE ESCAPED SIGNIFICANT INJURY, VICTORIA LAPSED INTO A COMA AND WAS FOR THREE MONTHS BEFORE REGAINING CONSCIOUSNESS.

AS SHE RECOVERED, VICTORIA FOUND SHE COULD APPLY HER WILLPOWER TO MANIPULATING OBJECTS. EVEN HER PHYSIQUE SEEMED TO BEND TO HER WILL. HER FORMIDABLE INTELLECT WAS INTACT BUT CONSUMED BY HER NEW ABILITIES. UNSURE HOW TO PROCEED WITH THEIR NEWLY PASSIVE DAUGHTER THE HONEYCUT HAD HER SHIPPED OFF TO THE CONTINENT TO REST AND RECOVER. VICTORIA WAS PASSED FROM ONE REHAB CLINIC AS HER ABILITIES EXPANDED AND HER EBBING EMPATHY DISAPPEARED COMPLETELY.

IT WAS BY FLUKE COINCIDENCE THAT SHE EVENTUALLY RECONNECTED WITH SIMON. HIDDEN AWAY IN A SANATORIUM IN NORWAY HER ONE CONNECTION TO HUMANITY BROUGHT THE YOUNG WOMAN OUT OF HER INTROSPECTIVE TRANCE. BURDENED BY THE TRAGEDY OF THE ACCIDENT, INCLUDING LEGAL AND EMOTIONAL GUILT, SIMON FACED A LIFE OF TORMENT. VICTORIA EASED HIS PAIN BY FIRST DISPLAYING HER DEVELOPING POWERS AND THEN TAKING HIM ABROAD.

CHOOSING BETWEEN HER FAMILY'S WEALTH AND THE ONE PERSON SHE CARED FOR WAS A NATURAL CHOICE. WELL-TIMED CORPORATE ESPIONAGE EASILY REPLACED THE LOST MONEY. HER NEW FOUND WEALTH EXPLAINED AWAY BY A "MAGIC" ACT. HER ABILITIES, ON FULL DISPLAY, WERE SEEN AS WELL DEVISED ILLUSIONS. SOON THE NEW SENSATION IN THE MAGIC INDUSTRY DIDN'T NEED TO ROB LABORATORIES (THOUGH SHE STILL DOES) AS SHE NOW HEADLINES HER SHOW IN LAS VEGAS. TRAVELING THE WORLD WITH SIMON, PERFORMING IN FAMOUS VENUES, AND OCCASIONALLY STEALING A PRECIOUS BAUBLE VICTORIA ENJOYED THIS BRIEF TIME.

DURING HER RETURN TO ENGLAND, SHE ONCE AGAIN MET HER PARENTS. THEY WERE DISGUSTED AT WHAT VICTORIA BECAME AND HORRIFIED AT HER RELATIONSHIP WITH SIMON. IN A FURY, SHE BEGAN TO UNLEASH HER POWERS. THE ASSAULT CUT SHORT AS HER MOTHER PRODUCED A SMALL PISTOL AND FIRED WILDLY. THE BULLETS PASSED THROUGH VICTORIA HARMLESSLY BUT CUT SIMON DOWN. THE HONEYCUT'S CONNECTIONS AND WEALTH WOULD PROTECT HER FAMILY FROM JUSTICE BUT NOT FROM HER VENGEANCE. WHEN SHE WAS DONE, VICTORIA WAS NOW LADY HONEYCUT. SIMON WAS LAID TO REST IN A FUNERAL PYRE OF THE FAMILY MANSION WITH THE REMAINS OF HER RELATIVES.

TACTICS

LADY PSYCHE IS A DECENT FIGHTER BUT PREFERS TO ENGAGE IN COMBAT ONLY WHEN THERE IS NO OTHER OPTION. SHE USES TELEKINESIS TO MOVE OBJECTS AS HER PRIMARY DEFENSE, EITHER TO BLOCK HER ADVERSARIES OR TO TRAP THEM. ENEMIES AND SECURITY CHALLENGES ARE STUDIED IN-DEPTH. LADY PSYCHE THEN WILL CONSTRUCT A PLAN THAT OPTIMIZES HER CHANCE OF SUCCESS. HER ABILITY TO FLY IS A GUARDED SECRET ALLOWING HER TO UTILIZE IT AT UNEXPECTED MOMENTS. EVEN THEN SHE WILL OFTEN OBFUSCATE THE USE OF HER POWERS WITH ILLUSIONS AND MISDIRECTION.

PLOT HOOKS

BIG BEN STRIKES TEN

THE CROWN JEWELS ARE STOLEN FROM THE TOWER OF LONDON. USUALLY, SUCH A COMMON CRIME WOULD BE BENEATH LADY PSYCHE'S NOTICE. HOWEVER, UNBEKNOWNST TO THE THIEF THE SOVEREIGN'S ORB, A TYPE OF GLOBUS CRUCIGER, ACTUALLY CONTAINS A QUANTUM DNA ENCRYPTION KEY FOR AN UNKNOWN COMPUTER SYSTEM. AS THE POLICE SCOUR THE STREETS BELOW LIKE CRAZY ANTS, LADY PSYCHE HAS TRACKED DOWN THE THIEF WHO HAS TAKEN REFUGE IN THE CLOCK TOWER, BIG BEN. AS THE ALIENS ARRIVE TO ACQUIRE THEIR PRIZE, THE BUREAU OF EXTRA-NORMAL AFFAIRS CLOSE IN ON UNREGISTERED ACTIVITY. LADY PSYCHE ENTERS THE ENCLOSED AREA WITH CAUTION, A THIEF BEWILDERED AND PANICKED BY THE ATTENTION, POWERFUL ALIENS WHO WANT THE KEY RETURNED, AND THE MEN IN BLACK WITH THEIR ALLIES WILLING TO SHUT DOWN EVERYTHING.

VIVA LAS VEGAS

AFTER ONE OF HER MAGIC SHOWS IN LAS VEGAS, LADY PSYCHE OVERHEARS A COUPLE OF HENCHMEN DISCUSSING THEIR PLANS TO ROB HER PLACE OF EMPLOYMENT. THE FACT THAT THEY ARE OPENLY DISCUSSING THE HEIST MAKES LADY PSYCHE BELIEVE THAT THESE GUYS ARE NOT THE BRAINS OF THE OPERATION AND THAT THERE MUST BE A MASTERMIND BEHIND THE PLAN. SHE FOLLOWS THE HENCHMEN BACK TO WHAT APPEARS TO BE AN ABANDONED WAREHOUSE AND FOLLOWS THEM INSIDE. TIME TO TAKE CONTROL OF THE SITUATION...OR MAKE AN EXAMPLE OF THEM?

THE FRENCH CONNECTION

LADY PSYCHE HAS RECEIVED A CONTRACT TO STEAL THE MONA LISA FROM THE LOUVRE MUSEUM IN PARIS. ALTHOUGH SHE HAS NO INTENTION OF CARRYING OUT THE CRIME, SHE WANTS TO FLUSH OUT THE PERSON WHO HIRED HER. AS SHE ENTERS THE MUSEUM, SHE SUDDENLY FINDS HERSELF SURROUNDED BY ARMED POLICE. IT APPEARS THAT THE CONTRACT MAY HAVE BEEN A SETUP. LADY PSYCHE WILL NEED TO FIND A WAY OUT OF THE SITUATION WITHOUT ENDANGERING HER COVER.

NOTES

[illegible]

Peter Saga
PRESENTS:

INSTANT ENEMY!



LADY PSYCHE