

## SCARE SHEET: CURVEBALL

[SCARE sheet] Kate Brandt

**Jamal Norwood**

jamalnorwood@SCARE.gov

[Hide Details](#)

To:



Ray1@SCARE.gov

Date:

March 18, 2013, 3:25 PM

Sir,

Kate Brandt (aka Curveball) is a potent ace whose potential should not be over-looked simply because she's an attractive young woman. I say this with insight I gained when she was my chief rival on the first season of *American Hero*.

She was still a viable contestant on the show when she decided to give up any chance of winning and go to Egypt to help John Fortune save the Egyptian jokers from the fundamentalist regime that had recently come to power. Needless to say, Brandt put her life on the line—and gave up the opportunity for a secure economic future—for her ideals.

Still a Committee operative, she's proven herself steadfast in battle, and although she possesses a hot temper, she usually manages to contain it. She follows orders well and understands the concept of teamwork. Much like her friend, Ana Cortez (aka Earth Witch), Brandt would make a useful SCARE operative if someone could pry her away from her United Nations entanglements. Her current estrangement from both John Fortune and Michael Vogali (aka Drummer Boy) and her leave of absence from the Committee makes this an ideal time to recruit her if sufficient inducements could be conceived.

Sincerely,

Jamal Norwood  
SCARE operative

## HISTORY

Kate Brandt is the good-looking girl-next-door type. She has a trim athletic figure and long blonde hair she usually wears in a ponytail under a baseball cap. She's energetic, friendly, and relates well to people. She lost her dream of a life in professional sports as a softball/baseball pitcher when her card turned, and so turned her sights in another direction.

Kate is only nineteen during the first season of *American Hero*. Her best friend among the contestants is Ana Cortez (Earth Witch). She's initially attracted to Michael Vogali (Drummer Boy), but his blatant dalliances with other attractive female contestants turns Kate away from him. She gets close to John Fortune, but his sudden departure from the show interrupts their growing relationship.

As the first season of *American Hero* approaches its climax, Brandt is one of the last three remaining contestants, along

with Rosa Loteria and Jamal Norwood (Stuntman). While watching television with a number of the *Hero* discards, Kate sees the story of Fortune, Bugsy, and Lohengrin's attempt to save the joker population of Egypt, but before the story can fully sink in the big showdown between the final *Hero* contestants is at hand. The fate of the final contestants will be decided by a vote of those already eliminated from the show in an open ballot.

The voting progresses to Rustbelt's turn. He's been touched by the terrible fate of the Egyptian jokers and has become increasingly disenchanted with the show. He casts his vote against Stuntman, reveals the truth of the interaction between them that got Rusty unfairly branded a racist, then walks out of the studio. Simoon, with whom Rusty had had a quiet conversation just prior to the voting, suggests that he might be headed to Egypt.

And he is, although he has no real idea how to do it. As he packs his meager belongings, Rusty looks up to dis-

cover a group of *Hero* contestants crowding his doorway. Simoon, Holy Roller, Earth Witch, Hardhat, King Cobalt, and Bubbles have all decided to join him. They head off to the airport, where Kate, despite having won a respite (Rosa Loteria was voted off the show), meets them. A studio executive arrives and tries her to talk her out of leaving, practically guaranteeing she'll win the show (and the million-dollar grand prize). She turns her back on him and the show and joins her comrades on the flight to Egypt.

Kate and the others arrive in time for the first Battle of Aswan. The situation is desperate for the Egyptian jokers. Fortune has been worn down to a shadow of himself. Despite the presence of the Egyptian ace Sekhmet in Fortune's mind, the relationship between Fortune and Kate blooms—though things became even more complicated between the two Aswan battles when Drummer Boy shows up.

Brandt stays by Fortune's side despite Drummer Boy's pleading. She doesn't, *can't* trust him emotionally. But there is little time in an active war zone for personal entanglements. They've already beaten the Egyptian Army (losing King Cobalt in the process), but now the Army of the Caliphate—and the Righteous Djinn, one of the most powerful aces in the world—has arrived. They finally defeat their opponents after two more pitched battles (with Hardhat, Simoon and the Djinn dying).

After the Egyptian success, Brandt joins the nascent Committee, sponsored by the United Nations and led by John Fortune. She goes on various assignments, including one with Ana Cortez to Ecuador where they save a number of victims from terrible floods and mudslides. The two young women remain close friends and share a small apartment on the Lower East Side, which they rarely get to use because they're usually off globe-trotting on behalf of the Committee.

Kate's next big assignment is the occupation of the oil fields and pumping facilities in Iraq, Kuwait, and the Persian Gulf, with Lohengrin and Drummer Boy (who talks his way onto the project when he discovers she's

**NAME:** KATE BRANDT

**WC NAME:** CURVEBALL

**OCCUPATION:** COLLEGE STUDENT

**WC STATUS:** ACE

**BASE:** ORIGINALLY PORTLAND, OREGON; ON NEW YORK CITY'S LOWER EAST SIDE WHEN WITH THE COMMITTEE

**ETHNICITY:** CAUCASIAN

being sent there). She saves Lohengrin's life when he gets knocked out and loses his ghost armor, but is wounded in the process. The constant pressure of their work unravels her relationship with John Fortune. Drummer Boy's constant attentions don't help.

When Drummer Boy snaps at the news conference set up to announce the re-opening of the oil fields, Kate (and the rest of the Committee) sides with Fortune after Drummer Boy attacks him. But she finds she can no longer maintain a relationship with Fortune and breaks up with him. She also decides to take a leave of absence from the Committee, returning to school but keeping in touch with some of her former comrades.

## PERSONALITY

As an athlete, Kate learned to push herself, constantly trying to be the best she could be and then be a little bit better. She doesn't understand why other people don't feel the same way about their talents. She has a quick temper but she can usually rein it back in just as quickly.

## POWERS & ABILITIES

Curveball's ace allows her to telekinetically control the flight of anything she throws, enabling it to increase its velocity, veer around obstacles, and detonate on impact with a force she determines by charging the object with energy before throwing. Her usual throwing style is the underhand snap delivery of a softball pitcher. There doesn't seem to be any appreciable difference in range or speed when she throws asymmetrical objects like chunks of broken pavement, but she prefers to throw marbles, baseballs, or carefully collected rounded pebbles.

Her good looks, athletic form, and ease when dealing with people don't hurt either.



## CURVEBALL

POWER LEVEL 8

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	2	2	3	3	0	1	2

  

POWERS	
<b>Curveballs:</b> Ranged Damage 10, Homing 2, Indirect: fixed point, directed away, AE: Ranged Burst Area Damage 7, Homing, Indirect: fixed point, directed away; Enhanced Advantages 3 (Precise Attack (Ranged, Cover and Concealment), Quick Draw) • 27 points	

  

DEFENSE	
<b>DODGE</b>	7
<b>PARRY</b>	6
<b>WILL</b>	6
<b>FORTITUDE</b>	5
<b>TOUGHNESS</b>	2

  

COMPLICATIONS	
<b>Fame:</b> As the most popular and photogenic contestant from the first season of American Hero, Kate is constantly dogged by the press.	
<b>Motivation—Doing Good:</b> While originally Kate was motivated by a desire for fame (first in professional sports and then on American Hero), exposure to the evils of the world has triggered a desire in her to combat it.	
<b>Power Loss:</b> If Curveball's throwing arm (right) is restrained or damaged, she is powerless, even if her left arm is unharmed. She also needs something to throw in order to use her power; without a projectile, it's useless.	

  

SKILLS	
Athletics 6 (+8), Expertise: Sports 5 (+5), Insight 4 (+5), Intimidation 3 (+5), Perception 5 (+6), Persuasion 4 (+6), Ranged Combat: Throwing 3 (+6), Sleight of Hand 2 (+5)	

  

ADVANTAGES	
Inspire, Move-by Action, <i>Precise Attack 2 (Ranged, Cover and Concealment)</i> , <i>Quick Draw</i>	

  

OFFENSE	
INITIATIVE +2	
Curveball +6	Ranged, Damage 10, Homing 2
Curveball Blast —	Close, Burst Area Damage 7
Unarmed +3	Close, Damage 2

  

Abilities 30 + Powers 27 + Advantages 2 + Skills 16 + Defenses 16 = 91	
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## ALLIES

Everybody on the Committee and most of the other aces she competed against on *American Hero* would be willing to fight alongside her again. Ana Cortez is her closest friend on the Committee. John Fortune was her lover for

a time, and Drummer Boy would be more than willing to take his place.

## ENEMIES

Curveball doesn't really have any enemies, although John Fortune and Drummer Boy are certainly torn up about her.

WILD CARDS



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## WILD CARDS - SCARE SHEETS #3: CURVEBALL

**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:** Darren Calvert

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

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

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