

The SCORPION

Carmilla Black, Teenage Assassin

AFFILIATIONS: Solo d10 Buddy d8 Team d6

DISTINCTIONS: (you can use a Distinction at d8, or at d4 and gain 1 plot point)
Don't Make Me Angry, Normal Girl Out of Her Depth, Life on the Run

POWER SET: Killer Instincts

Enhanced Senses d8, Enhanced Reflexes d8

- *SFX: Berserk.* Borrow a die from the Doom Pool and add it to your roll. After you're done with it, step it up and return it to the Doom Pool.
- *SFX: Second Wind.* Before you take an action including a Killer Instincts power, you can move your Physical stress to the Doom Pool and step up the Killer Instinct power for this action.

LIMIT: Uncontrollable. Change any Killer Instincts power into a complication to gain 1 plot point. Activate an opportunity or remove the complication to recover the power.

POWER SET: Gamma Glands

Poisonous Touch d8, Superhuman Stamina d10

- *SFX: Deadly Sting.* Before making an attack action, add a d6 to your die pool and step back the largest-sized die in your pool. Step up any Physical stress inflicted.
- *SFX: Absorption.* On a successful reaction against a Poison or Disease attack, convert your opponent's effect die into a Gamma Glands stunt or step up a Gamma Glands power for your next action. Spend 1 plot point to use this stunt if your opponent's attack succeeded.
- *SFX: Unleashed.* Step up or double any Gamma Glands power for one action. If the action fails, add a die to the Doom Pool equal to the normal rating of that power.

LIMIT: Mutant. Earn 1 plot point when affected by mutant-specific complications or tech.

SPECIALTIES: Acrobatic Expert d8, Covert Expert d8, Teen Expert d8

MILESTONE: I Was An Advanced Idea

1 XP when you mention the A.I.M. origins of one of your powers while using it.

3 XP when you learn a new piece of information about how you were created.

10 XP when you discover the truth about Project: Scorpion, or you destroy the info forever

MILESTONE: No Place Like Home

1 XP when you hold yourself apart from normal human interaction because you're dangerous.

3 XP when you take part in normal human social life, but your powers cause a problem.

10 XP when your powers kill someone and you're a fugitive again, or you find a new family.

HISTORY

Carmilla Black was a perfectly normal teenager—albeit one with green hair—until, on the night of her senior prom, she held her boyfriend's hand and he fell over dead, as if he had been poisoned. Carmilla fled the prom, only to find that her parents had been shot in the head, and a bomb had been placed in her house. Wanted by the police and the FBI, she became a fugitive.

Carmilla was eventually found by the scientists of A.I.M., who explained that they had genetically engineered her to have super human powers, but placed her with adoptive parents so that she could lead a normal life. The scientists explained that their enemies, SHIELD, discovered the project and murdered her parents to sabotage Project: Scorpion, because Carmilla contains some of the Hulk's DNA making her a threat to national security.

As the “Scorpion,” Carmilla once defended an AIM safe-house when the Hulk tried to destroy it. She held off the Hulk single-handedly by relying on her keen reflexes and emotional manipulation, allowing the scientists time to escape. In the wreckage, however, she found evidence that the story AIM told her about her family wasn't true. Unsure who to trust, she now wanders the country alone, hunted by forces she can't begin to imagine.

PERSONALITY

Until a few months ago, the Scorpion was an ordinary teenage girl living a happy suburban life. She has begun to recover from the grief of her parents' and boyfriend's deaths, and is still coming to terms with being a genetic experiment grown from an inhuman monster. She doesn't know who to trust; she's discovered that she has a ferocious temper, and can't rely on her own instincts any more. Part of her wants to find a way to return to an ordinary life, and another part wants to figure out what on earth is really going on.

ABILITIES AND RESOURCES

The Scorpion's nerve tissue was designed to react at speeds three times faster than peak human, and her sensory system, particularly her sense of smell, rivals that of a jungle cat. Her lymph tissue and sweat glands in her left arm have been modified to absorb and process all manners of toxins, which she can release from her left hand, causing anything from mild nausea to death.

In her old life, Carmilla received professional training in dance, and enjoyed all the hijinks of suburban teenage life. AIM, however, initiated her into a shadowy world of secret societies, super science, and global mayhem. As a fugitive, she has to rely on herself, but in theory AIM might be willing to help her in a tight spot.

