Pyro Girl



Name: DOB: 4/3/1986

Actor: Margo Harshman DOB: 4/3/1986

Character Type: Champion

Life Points: 53 Drama Points: 10

Attributes (20 + 3 from Drawbacks) = 23

Strength 3
Dexterity 4
Constitution 4
Intelligence 3
Perception 4
Willpower 5

Qualities (20 + 7 from Drawbacks) = 27

Attractive +4 (4)
Hard to Kill 5 (5)
Pyrokinesis 6 (18)

Drawbacks (10) = 10

Adversary (Incidental) (2)
Covetous (Mild Lechery) (Part of Screwed-up Adolescent Drawback)
Emotional Problem (Anger and Resentment) (Part of Screwed-up Adolescent Drawback)
Screwed-up Adolescent (4)
Uncontrollable Power (5)

Skills (30) = 30

Acrobatics: 3	Knowledge: 4
Art: 0	Kung Fu: 5
Computers: 1	Languages: 0
Crime: 1	Mr. Fix-It: 2
Doctor: 0	Notice: 2
Driving: 0	Occultism: 4
Getting Medieval: 3	Science: 2
Gun Fu: 0	Sports: 0
Influence: 3	Wild Card: 0

Maneuvers	**Bonus**	**Base Damage**	**Notes**
Aiming	7	None	Adds Success Leve
Big Knife	6	21	Slash/stab
(Decapitation)	4	21	x5 Damage
Bow Shot	6	20	Slash/stab; Ranged
(Through the Heart)	2	20	x5 vs. vamps
Dodge	13	None	Defense Action
Grapple	15	None	Resisted by Dodge
Jump Kick	8	27	Bash
Kick	12	18	Bash
Parry	10	None	Defense Action
Parry Ranged	8	None	Defense Action

Punch	10	16	Bash
Spin Kick	11	20	Bash
Stake	9	16	Slash/stab
(Through the Heart)	6	16	x5 vs. vamps

Background on the Pyro Girl

Margo is the daughter of two students who entered into experiments for a government agency in the 70s. The experiment was shrouded in suspicion and mystery, and seemed to be related to psychic abilities. The two were married and had a daughter Margo, who has the ability to start fires by merely thinking about it. Naturally, the government takes a great interest in Margo.

Now, though, Margo has decided to master her powers.

Quote: “It’s nothing but showy gypsy stuff.” **Roleplaying the Pyro Girl**

Dani has always been a strong individual. In her first encounter, she had the courage to speak against and defy Quentin Travers in order to proclaim her pride in her Heritage. She was at first untrusting of anyone outside of her tribe, but she learned to make new friends and gained much experience and humility when she was one of the leaders of a Watchers Council commando team. She showed her conviction when she refused to follow Nigel and has proven her worth as a force for the side of the good, going on to help build her own team and to work as an undercover agent after her disassociation with the Watchers. She may have quit the team, but her spirit and dedication never left.

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