

FLOWER					
Val	Char	Cost	100+	Disadvantages	
10/25	STR	0	10	Enraged at deliberate cruelty 11-, 11-	
29	DEX	57			
15/33	CON	16	20	Code Against Killing	
11/14	BODY	2	15	Sees all issues as black and white	
13	INT	3	5	Must lecture opposition	
11	EGO	2	5	Urge to correct every wrong she sees	
13	PRE	3			
18	COM	4	20	No hands, legs, arms, mouth while shrunk	
2/11+	PD	0			
4/13+	ED	0	20	Hunted by FBI, 8-	
5	SPD	11	25	Hunted by Mafia, 8-	
6	REC	0	10	Public ID	
36	END	0	23	"Villainess" Bonus	
35	STUN	10			
Cost Powers			END		
21#	EC: Energy Ball Powers:				
a-21#	Shrinking, 3 levels, 1/8 END				0
b-21#	Density Increase, 3 levels, 1/8 END				0
c-21#	Flight 21", 1/2 END				2
d-21#	Force Field (17PD/13 ED), 1/8 END				0
6	1/2 END Cost on STR				2
Skills					
7	Disguise 12-				
5	Stealth 15-				
3	Survival Skill 11-				
2	PS: Folk Guitar and Voice 11-				
2	Language: Canadian French (conversation)				
15	+3 levels w/flight, move-bys, and move-throughs				
#-1/4, all EC powers must be active, or none					
COSTS: Char. Powers Total Disadv. Base					
108 + 145 = 253 = 153 + 100					
OCV: 10+; DCV: 10+; ECV: 4; Phases: 3, 5, 8, 10, 12					

Origin: Flower Moon Waters was born in Canada, where her activist father had fled to avoid the draft. She grew up listening to stories about the Sixties; her parents had been everywhere — Woodstock, King's "Dream" speech, the '68 Democratic convention. By Watergate, things had settled down. While a hundred thousand people and a protest concert was good, three people and a mountain were better.

In the mid-80s, the protest movement started to come alive again and Flower's parents were there. Nuclear power, toxic waste, apartheid. Flower got quite an education — in righting wrongs, civil disobedience, and discontent with the status quo. This was her first and only introduction to world politics. Her mother had not sent her to school, but instead taught her about her namesakes.

Flower was 16 when her parents brought her to the annual Pennsylvania nuclear protest, which protested America's Three Mile Island disaster and the shameful way the government had handled it. Thousands joined them.

Thousands were exposed to radiation in the second accident.

Flower was one of several who developed powers that day. After nearly being crushed in a mob panic, she found herself shrunk to the size of a grapefruit, glowing red/orange, and flying through a forest. She knocked down several trees before she figured out how to stop. Along with three others, she was imprisoned by the pigs (taken into protective custody), and harassed (tested for radiation intensity, and given a skilled but inorganic general health check-up). She wasn't radioactive, as were the other three, but the pigs wanted to keep her imprisoned without trial indefinitely (or at least until she learned how to stop crashing into things at high speed).

It was Flower who first decided that the pigs were being unreasonable. She convinced the others — later named Bomb, Fallout, and Meltdown — that they had to break out. Flower led the attack,

accepting advice from Fallout. Fallout's "improvised" plan worked as if it were planned for months. (It had. It was one of Ringer's best.)

Flower returned to the protest to tell her parents what had happened, and to say goodbye. She was going to organize her fellow escapees into a group of superheroes — Mass Reaction — and save the world from the heartless corporations, corrupt politicians, and rich people who were ruining America.

Motivation: Flower is dedicated to her cause. She hasn't been told that the others are Russian, though they have tried to convert her to Marxism. Many a dull morning has been livened up by political debates between Fallout and Flower. Flower is determined to right the wrongs of America and goes out of her way to tell her opponents what they are doing wrong.

Personality: Flower is an enthusiastic American, who handles Mass Reaction's publicity: mostly videos urging American activists to fight evil institutions. She is a sparkplug, an idealistic American teenager with a liberal background, who keeps her teammates on their toes with constant suggestions (much to Ringer's disgust).

Tactics: In combat, Flower uses her shrinking ability to do move-throughs on the toughest opposition (12d6 damage) or multiple move-bys on "pigs," agents, guards (9d6 damage).

Powers: Flower's powers are not radiation-based, but are a "normal" mutation triggered by radiation exposure. In her "Flower" form, she cannot use manipulatory limbs of any sort, nor can she speak, so she assumes her weaker human form to lecture the opposition.

Appearance: Flower is 5'11" tall, slender, with grey eyes. She has long, straight, thin cornstalk hair, which hangs to just below her waist (difficult but not impossible to disguise). She prefers to wear faded bell bottom denims and matching jacket. Decorations include uncounted protest buttons, sewn on bead flowers, crescent moons, and astrology symbols. Unfortunately, most of the time she has to work in disguise. She has no superhero costume. With powers active, Flower appears as an oversized 8 inch diameter atom. Each of Flower's "petals" is a suborbital, which shifts in color and position faster than the eye can follow. At rest the suborbitals are red, but as she flies, entering a higher energy state, the "petals" elongate behind her, while orange and yellow suborbitals become common.

