

NAME: PEGASUS
SIDE: Good
SPECIES: Human
AGE: 24
WEIGHT: 126 lbs

PLAYER: NPC Hero
TRUE I.D.: Melanie Graham
BIRTHPLACE: New York City, NY
CULTURE: Modern
GENDER: Straight Cis Female
MASS: d4

BACKGROUND: Astrophysicist, Inventor

MOTIVATION: Duty Bound
ORIGIN TYPE: Science Project

WEALTH: d10+1
LUCK: 10-

LEGAL STATUS: Junior member of the Justice Crusaders

CPs:

ABILITIES

IPs:

	INVENTING:	9	<i>Unspent</i>	
10	ADAPTATION: Low Pressure (Kinetic) (5), Low Temperatures (Entropy) (5)			
25	EXPERIENCE LEVELS: +2 Hit Bonus, +3 Defense Bonus, +3 Task Bonus (25)			
5	HEIGHTENED AGILITY: +5 (5)			
15	HEIGHTENED COOL: +15 (15)			
10	HEIGHTENED ENDURANCE: +10 (10)			
5	HEIGHTENED INTELLIGENCE: +5 (5)			
10	FLIGHT: 8/128 (44 mph / Mach .06), PR 1 per hour of flight (15), Wings (-5)			
	LIGHT CONTROL: Photon Generator Suit (Costume)			
10	A) Laser: 34" Range, 2d8 Energy Damage, -9 Dazzle Save, 24 Charges (15), Gear (-5)			
10	B) Flash: 5" Radius, EN-1 Save, 12 Charges (15), Gear (-5)			
10	C) Glare: Visible Light, Infrared Light, 9" Diameter, 12 Charges (15), Gear (-5)			
5	D) Glow: 15" Glow Diameter, 24 1-hour Charges (10), Gear (-5)			
10	WEALTH: \$640,000 (10)			
-5	DISTINCTIVE: Large feathery wings, Difficult to disguise (-4 Task Check) (-5)			
-5	MUROPHOBIA: Fear of mice/rats, Rare (-5)			
-10	NEMESIS: Necromancer, More Powerful (+40 CPs) (-10), Very Rare (0)			

CPs	SCORE								
13	ST	13	SAVE	CARRYING CAPACITY:	151 lbs	BASE HTH DMG:	d6		
14	EN	24	13-	ATTACKS:	To Hit	Damage	Dmg Type	KB	DEFENSES:
16	AG	21	12-	Punch	17-	d6	Blunt Kinetic	Y	Physical Mental
12	IN	17	11-	Laser	17-	2d8	Energy	N	5 4
15	CL	30	14-	Flash	17-	EN-1 Save	n/a		
V	EXPERIENCE:		PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	Base	150	EARNED						
V	Spent	25	< 25						
	Total	175							

INITIATIVE: 2d8 **MOVE:** Ground 19 Leaping 1.1984

POWER (75): _____
HIT PTS (27): _____ **HEALING: 3.9**
CAPS: BCs: 45 Ability: 35 Dmg: 17 GEAR: Break: 12 Take: 13 Disarm: 10 BGC: 17

STORY: Melanie Graham is the daughter of the electronics magnate, Frank Graham. Frank turned a small electronics shop in New York City (called Graham's Electronics) into a multinational corporation known as ElectroTronics Inc. After two failed marriages, he met Melanie's mother, Sara Pike, and they fell in love even though she was twenty years his junior (with Frank being in his early forties).

He was in his mid forties when Melanie was born. He often told her that when she was born, an unknown comet was sighted in the sky overhead. He told her that he called it Melanie's Comet and that even the universe knew she was special. This was what inspired her to become an astrophysicist. Melanie had also inherited her father's knack for electronics and was creating a range of small inventions by the age of twelve.

She always asked her father about her grandfather but Frank didn't talk much about him. He told her that his father had disappeared when Frank was in his late teens. No one knows what happened to him. Frank never told his daughter that he suspected his father had run away with another woman and abandoned his family.

The disappearance of Henry Graham remained a mystery for over thirty years until one day when Melanie was going through a storage locker that had some of her grandfather's belongings. She was looking for old pulp novels to read (a guilty pleasure of hers) but instead she found her grandfather's private journal.

To her amazement, the journal had his private thoughts as well as old newspaper clippings about a costumed winged, mystery man known as the Pegasus. This was just after World War II and the Pegasus fought against crime, wannabe world dictators, and even a powered, mystical super-villain known as the Necromancer. Her grandfather claimed to have even fought against an alien invasion that took him to a space station known as Radagast's Rim in orbit around Saturn. His last entry was from the sixties around the time he disappeared. He had written his worries about being affected by some sort of radiation that was pulling him back to Radagast's Rim. He was resisting the power but he knew it was going to overtake him and he was worried about losing his wife, Gladys, and his two sons, Peter and Frank.

Melanie told no one about her grandfather's journal, not even her dad. She wasn't sure how anyone would react if they knew her grandfather was a mystery man hero. The journal deeply touched her and she felt that it was her destiny to follow in his footsteps. Even though she was still a young teenager, she began designing what would eventually become her Photon Generator Suit. Every night she would look out at the stars wondering if her grandfather was out there somewhere.

She had perfected a working model of her Photon Generation Suit by the age of nineteen. When she tried it on and activated it for the first time something strange happened. A kaleidoscope of colour exploded around her and she disappeared from her workshop. To the rest of the world, she had disappeared like her grandfather. Some wondered if there was a curse on the family. Her disappearance took a toll on her father's health and he passed away a few months later.

Once the prismatic radiance faded away, Melanie found herself in a strange and almost ghostly place. She was surrounded by strange metallic walls that seem to glow and hum with a life of their own. If she didn't know better, she would have sworn that she was surrounded by alien technology. She wondered who or what had abducted her and she began to search the area for answers. Melanie couldn't find a single soul in her surroundings and was shocked to suddenly hear footsteps coming towards her.

To Melanie's surprise she found herself face to face with her grandfather, Henry Graham, the original Pegasus. He was an old man who still had his feathery wings. He smiled as he brushed back one of her bangs from her eyes. He explained to her that he had been keeping his eye on her for sometime now from his new home, Radagast Rim. The aliens that built the space station made him the keeper of it. Henry had the solemn task of maintaining the station so an ancient, evil alien race couldn't use it to enter and invade the solar system. While he could not leave the station since they were bonded together as one, he was able to watch his family on earth. He grieved when his oldest son, Peter, died in Vietnam and again with the passing of his dear Gladys. He was happy that Melanie found his journal and he asked if she truly wanted to carry on his legacy. She answered without a moment's hesitation with a yes. He smiled and gave her a hug. She watched him and the station fade away but she could hear his parting words, "My gifts are now yours..."

Melanie Graham found herself back on earth in her workshop. To her surprise, she now had her own set of feathery wings. She could now carry on the legacy as Pegasus. Unfortunately it had been several months since her disappearance and she was sad to hear of her father's passing. Melanie Graham has since adopted the role of being a recluse as she tried to find a way to keep her newfound wings a secret. To the world, Pegasus has returned once more to fight the good fight.

Pegasus was soon noticed by the Justice Crusader, Navigator. He recognized her potential and invited her to join the Justice Crusaders. She accepted his offer and quickly found herself immersed in the strange world of super-heroics. Unknown to her she had also gained the attention of the original Pegasus' old foe, the Necromancer. Pegasus remains active as a member of the Justice Crusaders.