

Menace

Sofie "Die Drohung" Fassbinder

Brawling:	Gd(+1)(10)	Reputation:	Gd(+1)(10)
Agility:	Gd(+1)(10)	Health Points:	40
Strength:	Gd(+1)(10)	Story Points:	60
Endurance:	Gd(+1)(10)		
Willpower:	Gr(+2)(15)		
Intelligence:	Gr(+2)(15)		
Perception:	Gr(+2)(15)		
Resourcefulness:	Gr(+2)(15)		

Powers

Telekinesis: **Ou(+3)(20)**

Sofie can bend iron girders and throw around 400 kg (800 lb) objects from as far away as 400 m (1200 ft) with the power of her mind. She can occasionally move even heavier objects, but finds them harder to control, manipulating **Ex** weights with a (-1) penalty, **Ph** weights with a (-2) penalty, and **Fa** and heavier weights with a (-3) penalty. Conversely, the lighter an object, the easier Fassbinder can manipulate it, moving **Gr** weights with a (+1) bonus, **Gd** weights with a (+2) bonus, and **Cm** and lighter weights with a (+3) bonus. In addition to being able to make **Outstanding** blunt/sharp distance attacks of pure telekinetic force, she has one feat:

- **Enhanced Touch: Gr(+1)(15)**
Sophie's telekinesis comes with a sense of touch, one far more sensitive than her physical sense of touch.

Control Electronics: **Ph(+5)(40)**

Fassbinder's telekinetic abilities are even more powerful at the scale of micro-electronic equipment, allowing her to understand and manipulate the functions of electronic devices at a very basic level. She can essentially hack a computer with her mind. To exert this much control, Sophie needs to be within **Dr** range (20 m / 60 ft) of a device, but if she takes over a networked device, she can use it as a bridge to reach out to any other device on the same network.

Gear

Mobile Phone / Computer

Price: **Ph(+5)(40)**

- Material: **Gd(+1)(10)**, aluminum shell and electronics
- Power Reserve: **Gd(+1)(10)**, 10 hours of operation
- Data Storage: **Ex(+4)(30)**
- Intelligence Boost: **Ou(+3)(20)**
- Signal Range: **Wk(-2)(2)**, 4 km

Contacts

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Cadre of elite hackers with anarchist tendencies.



Skills

Language: German (Standard), Czech, English (US).

Electronics: (+1) bonus to Intelligence.

Programming: (+1) bonus to write, debug, & modify software.

Negotiation: (+1) bonus to Willpower in negotiations.

Intimidation: (+1) bonus in social situations.

Lockpicking: (+1) bonus to pop open locks.

Survival: Urban.

Description

Appearance

Sophie is a human female in her mid twenties, about 176 cm (5 ft 10 in) tall and weighing about 84 kg (185 lbs), with a lean, hard, muscular build. She has fair skin, cornflower blue eyes, bow lips, and except for her twice-broken nose, a face that wouldn't seem out of place on the cover of a fashion magazine. Fassbinder's canary-yellow hair is cut into a Mohawk; she sports a home-made tattoo of the Weimar eagle on her left shoulder, three golden rings on her right ear, and one ring over her left eye. She favors military surplus and military-inspired clothes, along with durable, heavy boots.

Background

Sofie Fassbinder is a German citizen, a legal adult with no criminal record, or much of a record at all. Whole chunks of her record manage to keep disappearing in server crashes, accidental erasures, and other electronic calamities.

Sofie grew up tinkering with everything from old watches to obsolete radios and calculators in the back of her father's electronics store. Her telekinetic abilities first manifested while their store was being robbed, and though she saved herself by crushing the robber under a shelf full of heavy equipment, she was unable to prevent her father from being fatally shot. Already without a mother, Fassbinder found herself getting handed to one foster family after another, never getting along with any of them, and building up a great rage over her lot in life, a rage that exploded in the kinds of violent incidents that earned her the nickname "*die drohung*", ("*the threat*" or "*the menace*") in the foster system. At thirteen, she ran away; She wasn't missed.

Sophie made a new life for herself among the homeless, squatters, gangs, and anarchists of the urban jungle. In this dangerous world, she found a ready outlet for her rage, and plenty of opportunities to practice using her unusual abilities in life-or-death situations. After spending a few years burning

through her rage, Fassbinder finally found a kind of peace when she adopted a group of younger street-kids who were actually worse off than her. One by one, she helped each child to become self-sufficient and to find a role in some part of some society. After her last ward went off to join a hacker collective in Prague, Sofie decided to rejoin "normal" society.

Reinventing herself as a security consultant (with all the appropriate records to support her claims) Fassbinder now uses her money and her experiences to help children that are considered problem cases by most agencies. Between her clients and her kids, she manages to keep finding herself in dangerous situations. Her life is now far from boring, or safe, but Sofie wouldn't have it any other way.

Notes

Home Base: Modern-day Berlin.

Story: Menace could cross the path of PCs if they're sent to investigate a crime against one of Sofie's clients, or if they run across one of her former wards from either side of the law, or any time they're in Berlin when trouble goes down.

Character points: (2,190 - 0 in limitations =) 2,190

Unused Character Points: 10 (built with 2,200 points)

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I chose to release this work in this way so you can adjust it to suit the needs of you and your friends, and so you can create your own characters and stories based on this game and still own them yourself—which is as it should be. I do ask that you give me credit when you make something based on this work (preferably by linking to www.TenThousandWorlds.org) and I ask that you not make any money off of it.

This should go without saying, but this work is a supplement to a *game*, **Ten Thousand Worlds**, and is meant to make a rainy afternoon more enjoyable for you and a few friends. This game requires you to use your imagination. If you have trouble telling the difference between fantasy and reality, then this game is not for you.