

PRE-MADE ROLE-PLAYING CHARACTER

INSTANT HERO™

MISS PLASTIQUE

ISSUE #2



PRE-MADE ROLE-PLAYING CHARACTER

INSTANT HERO™

MISS PLASTIQUE

*INSTANT HERO
COPYRIGHT © 2016 PETER SAGA.
ALL RIGHTS RESERVED.*

*ALL ARTWORK INCLUDING THE INSTANT HERO LOGO'S ARE
TRADEMARKS OWNED BY PETER SAGA, ALL RIGHTS RESERVED.*

*NO PART OF THIS PUBLICATION MAY BE REPRODUCED, STORED IN A
RETRIEVAL SYSTEM, OR TRANSMITTED IN ANY FORM OR BY ANY MEANS
ELECTRONIC, MECHANICAL, PHOTOCOPYING, RECORDING, OR OTHERWISE,
WITHOUT THE PRIOR EXPRESS PERMISSION OF THE PUBLISHER.*

*ALL THE CHARACTERS AND EVENTS PORTRAYED IN THIS WORK ARE
FICTIONAL. ANY RESEMBLANCE TO REAL PEOPLE, IS COINCIDENTAL.*

CREATED IN THE USA.



HERO System™ is DOJ, Inc.'s trademark for its roleplaying system.
HERO System Copyright © 1984, 1989, 2002, 2009 by DOJ, Inc. d/b/a Hero Games. All rights reserved.
Fantasy Hero © 2003, 2010 by DOJ, Inc. d/b/a Hero Games. All rights reserved.
Star Hero © 2003, 2011 by DOJ, Inc. d/b/a Hero Games. All rights reserved.
All DOJ trademarks and copyrights used with permission.

15JD-ITPB-CIXP-012

**CHRISTOPHER
CORTRIGHT**
WRITER

**SETA
TRIANDI**
ARTIST

**PETER
SAGA**
GRAPHICS

**ROY
BILLARD**
EDITOR

**TAD
KELSON**
TECHNICAL

MISS PLASTIQUE



CHARACTER PROFILE

REAL NAME: MISS PLASTIQUE
HEIGHT: 5'6" (1.676 METERS)
WEIGHT: 45 POUNDS (20.411,KG)

CHARACTERISTICS

STAT	VALUE	POINTS	ROLL
STR	20	10	13-
DEX	20	20	13-
CON	25	15	14-
INT	15	5	12-
EGO	15	5	12-
PRE	20	10	13-
OCY	3	0	
DCY	3	0	
OMCY	3	0	
DMCY	3	0	
SPD	5	30	
PD	22	20	
ED	22	20	
REC	5	1	
END	40	4	
BODY	20	10	
STUN	40	10	

POINTS 160

POWERS

- 24 MULTI-POWER PLASTIC BODY ALL FIXED SLOTS
UNIFIED POWERS (-1/4) PLASTIC BODY
- 1 ELASTIC ARMS 7M' STRETCHING 2 END COST,
ARMS ELONGATING
- 3 BALL OF PLASTIC 2D6 2RPD, 2 RED ENTANGLE
BACKLASH (+1/2) 6 END COST,
BLOBS OF PLASTIC ARE THROWN
AT THE TARGET.
- 3 PLASTIC KNIVES 6D6 BLAST (PHYSICAL) PLASTIC
BLADES 6 END COST (FINGERS
BECOME BLADES AS THEY ARE
FORMED THEN THROWN)

- PLASTIC FORM UNIFIED POWERS (-1/4) PLASTIC BODY
- 12 PLASTIC FILLING DOES NOT BLEED
- 13 ROLL WITH IT ABSORPTION, UP TO 20 BODY,
ENERGY TO PD/ED (EVENLY)
MAX 10/10, NOT VS FIRE BASED
ATTACKS (-1/4)

POWERS (CONTINUED)

- 24 MENTAL INVULNERABILITY
30 POINTS MENTAL DEFENSE
- 19 MADE OF PLASTIC
LIFE SUPPORT, DOES NOT EAT, DOES NOT SLEEP,
IMMORTAL, IMMUNE POISONS, DISEASES,
LOW PRESSURE, HIGH PRESSURE

POINTS 99

SKILLS

- 3 ACTING 13-
- 7 CHARM 15-
- 3 CONTORTIONIST 11-
- 3 PS: SINGING 13-
- 3 PS: STAGE PERFORMANCES 13-
- 2 KS: GEOGRAPHY OF JAPAN 11-
- 2 KS: JAPANESE CUSTOMS 11-
- 7 LANGUAGES JAPANESE (KANA, HIRAGANA,
KATAKANA, SPOKEN) NATIVE ACCENT
- 2 LANGUAGE ENGLISH (SPOKEN, WRITTEN) BASIC
CONVERSATION
- 3 STEALTH 11-

PERKS AND TALENTS

- 5 MONEY

POINTS 40

COMPLICATIONS

- 15 DISTINCTIVE FEATURES (PLASTIC BODY) CONCEALABLE, ALWAYS
- 20 HUNTED BY MIZUMI THE HAG, MORE POWERFUL, VERY
FREQUENTLY, JAPAN ONLY
- 10 PSYCHOLOGICAL LIMITATION: DESIRES TO BE A 'REAL' HUMAN
BEING, UNCOMMON, STRONG
- 10 SOCIAL COMPLICATION, FAMOUS (J-POP SINGER),
FREQUENTLY, MINOR
- 20 VULNERABILITY X2 STUN FIRE BASED EFFECTS, COMMON
- 20 VULNERABILITY X2 BODY FIRE BASED EFFECTS, COMMON

TOTALS

CHARACTERISTICS 160
POWERS 99
SKILLS 40

TOTAL POINTS 299

Peter Saga
PRESENTS:

INSTANT HERO!

BACK STORY

MISS PLASTIQUE WAS CRAFT FROM THE WRECKAGE AND RUIN OF AN ABANDONED FACTORY. SHE WAS CREATED TO DESTROY AND MAIM OTHERS IN THE NAME OF HER CREATOR. THE PLASTIC GOLEM-LIKE CREATURE CREATED BY A SPITEFUL HAG CALLED MIZUMI. MIZUMI BUILT HER INHUMAN 'CHILD' FROM THE DETRITUS OF A LOST PLASTICS FACTORY AND IMBUE IT WITH DARK MAGICS. THE HAG'S INTENTION WAS TO USE HER CREATION TO TORMENT THE CITY BELOW, TO PUNISH THEM WITH THE TRASH THEY LEFT BEHIND.

BUT SOMETHING IN MIZUMI'S SPELL WENT AWRY. THE SPITEFUL CREATURE MIZUMI INTENDED TO CREATE, AWOKES WITH A CRUDE CONSCIOUSNESS OF ITS OWN. IT INSTINCTIVELY KNEW WHAT MIZUMI PLANNED WAS WRONG AND WANTED NO PART OF IT. THE NEWLY AWAKENED MANNEQUIN LASHED OUT AT THE STARTLED WITCH AND FLED INTO THE NIGHT.

THE CONSTRUCT KNEW IT WAS SUPPOSED TO 'HATE' THE PINK BEINGS SCURRYING ABOUT IN THE STRUCTURES BELOW, BUT IT DIDN'T UNDERSTAND WHY. IT FINALLY DECIDED TO CREEP OUT OF THE FORESTS TO THE CITY BELOW TO STUDY HER INTENDED PREY. FOR WEEKS THE MANNEQUIN LIVED ON THE EDGES OF SOCIETY LEARNING EVERYTHING IT COULD FROM WATCHING OTHERS INTERACT.

IT TAUGHT ITSELF TO READ AND HOW TO SPEAK FROM WATCHING DIFFERENT PROGRAMS FROM THE SHADOWS. IT FELL IN LOVE WITH THE IMAGES IT SAW IN VARIOUS FASHION MAGAZINES. HER FAVORITE IMAGES CAME FROM THE WRINKLED PAGES OF A FRENCH HIGH-FASHION CATALOG. BEFORE LONG, IT BEGAN EMULATING THE BEHAVIORS OF A JAPANESE TEENAGE GIRL. IN TIME, THE MANNEQUIN'S PHYSICAL BODY TRANSFORMED INTO THAT OF A YOUNG WOMAN. DESPITE HER FLAWLESS OUTWARD FAÇADE, SHE WAS STILL A CREATURE OF PLASTIC.

SHE KNEW THAT SHE WOULD ALWAYS BE DIFFERENT AND DECIDED TO EMBRACE IT. SHE GAVE HERSELF THE NAME OF MISS PLASTIQUE. FROM THAT POINT ON, MISS PLASTIQUE STRUCK OUT ON A LIFE OF SELF-DISCOVERY AND ADVENTURE. SHE LEARNED EVERYTHING SHE COULD ABOUT LIFE. SHE CLIMBED TO THE TOP OF MT. FUJI AND DID BATTLE WITH STRANGE CREATURES. MISS PLASTIQUE KNEW THAT THE PEOPLE AROUND HERE WERE WEAKER THAN SHE SO THAT SHE WOULD DEFEND THEM. TIME AFTER TIME PLASTIQUE WAS CALLED ON TO SAVE OTHERS WITH HER FANTASTIC ABILITIES. HER POWERS, OUTGOING DEMEANOR, AND UNIQUE LOOK QUICKLY MADE HER FAMOUS.

TODAY MISS PLASTIQUE IS A MEDIA SENSATION ACROSS JAPAN. HER 'PERFECT' APPEARANCE AND FANTASTIC ABILITIES HAVE MADE HER THE IDOL OF MILLIONS. IT EARNED HER THE IRE OF COUNTLESS VILLAINS, BUT SHE WON'T LET THAT DETER HER. INSTEAD, SHE USES EACH BATTLE AS A WAY TO SHOW PEOPLE HOW TO HELP EACH OTHER. SHE BANKROLLED THIS ATTITUDE INTO A FORTUNE FROM DOING DIFFERENT COMMERCIALS AND MOVIES. SHE IS EVEN PRODUCING A RECORD WHICH CRITICS ARE ALREADY GIVING RAVE REVIEWS.

TACTICS

MISS PLASTIQUE IS A HERO FIRST AND FOREMOST. SHE TRIES TO REFLECT THIS IN HOW SHE BATTLES HER ENEMIES BY SHOWING MERCY. PLASTIQUE WILL NEVER KILL AN ENEMY AND, DOES HER BEST NOT TO INJURE THEM IF POSSIBLE. INSTEAD, SHE USES HER POWERS TO SUBDUCE HER FOES BY KNOCKING THEM OUT OR CAPTURING THEM IN THE MOST EXCITING WAY POSSIBLE.

MISS PLASTIQUE KNOWS SHE IS ALWAYS UNDER SCRUTINY. SHE LOOKS AT THIS AS A FUN CHALLENGE RATHER THAN A BURDEN. SHE STRIVES TO TAKE DOWN HER FOES BY USING THE ENVIRONMENT AROUND HER. SHE LOVES TO USE THE TERRAIN TO HER ADVANTAGE. SHE USES THINGS SUCH AS SCAFFOLDINGS, TRASH CANS, AND OTHER JUNK TO HINDER HER ENEMIES BEFORE TAKING THEM DOWN.



Peter Saga
PRESENTS:

INSTANT HERO!



MISS PLASTIQUE