

Here are some alterations one might see given ten or fifteen sessions of playing Miasma, for about 50 experience points. I've provided two versions, with the caution that although I've tried to imagine incremental spending based on events, it's very, very hard to anticipate or imagine such things as opposed to seeing them really occur.

I haven't calculated exact point costs for either one, but you can trust me that each one is about 50 points built-up from the beginning version. What I'd like you to see is how different each one is and how clearly rooted in whatever happened during play (allowing for the tautology inherent in making this up).

I didn't spend points on removing Disadvantages, but instead rearranged the existing points into new categories. This isn't really in the rules, but we found ourselves doing it a lot in play.

### **Concept 1: "Mistress of Mists"**

The idea here is that Miasma settled into her new hero mode, overcoming a variety of challenges and moving past them, to become a dependable and strategically-integrated team member.

Increase Speed to 6

Add the skills Security Systems, and Skill Levels with Coordinated Attack

Add to Elemental Control:

- Light Illusions: 1 hex, no range (she can control their content)
- Darkness
- Mind Scan

Increased Presence when the illusions are on

Radar Sense only usable vs. her own Darkness

She'd also donate points to the shared team base

Disadvantages

- Change the trigger for Enrage: When a teammate is damaged by an attack
- Cynicism altered to Economic Justice Advocate
- Convert Donald (the ex-husband) from a Hunted to a DNPC (he reforms, they reconcile)
- New Hunted: a surreal villain born from her own hallucinatory powers
- Diminish Unusual Looks (Ex-villain reputation) to 8-

She'd still be the blunt-truth, hard-luck history character, but the villain origin story would be a matter of specialized knowledge, just a curiosity, as it is for Hawkeye.

### **Concept 2: "Yes, but she's our byotch"**

By contrast, in this case I'm imagining a few social or emotional disasters early in her history, leading to a more vicious and dangerous result, and also to a different role in the super-team: the valuable assault-hitter in a fight, but potentially loose cannon, whom you sympathize with but don't really trust.

*(as above)* Increase Speed to 6 and add Security Systems

Improve Find Weakness and Presence Defense

Add Danger Sense

Elemental Control

- Increase Endurance Battery
- Light Illusions, similar to above but with no control over content
- Flash, Ego-based; defined as blinding chemical gas
- Improve Desolidification so it can affect others
- Mental Paralysis usable on those she's made Desolid (during or after); sinister special effect of utter terror

Significant difference from the first build: she has much less ability to get others to listen to her, presuming early experiences in play in which they didn't anyway.

#### Disadvantages

- Add a Berserk after being affected by a Presence Attack
- Diminish Code vs. Killing to Won't Kill Innocents (10)
- Lose Competent DNPC (the ex-hero; he died)
- Add 2d6 Unluck
- Shift the definition of Unusual Looks from ex-villain reputation to a physically-scary green-and-black-and-white appearance
- Add Hunted by the FBI