

Lady Lightning

| Val | Char | Roll | Notes |
|--------|------|------|---|
| 20 | STR | 13- | HtH Damage: 4d6 Lift: 400 kg |
| 23 | DEX | 14- | |
| 20 | CON | 13- | |
| 18 | INT | 13- | PER Roll: 13- |
| 11 | EGO | 11- | |
| 15 | PRE | 12- | PRE Attack: 3d6 |
| 8 | OCV | | |
| 8 | DCV | | |
| 2 | OMCV | | |
| 2 | DMCV | | |
| 5 | SPD | | Phases: 3, 5, 8, 10, 12 |
| 6 / 20 | PD | | Total: 6 / 20 (Or / 14r) |
| 5 / 25 | ED | | Total: 5 / 25 (Or / 20r) |
| 9 | REC | | |
| 40 | END | | |
| 12 | BODY | | |
| 30 | STUN | | |

Personal Data

Hair: Brown **Eyes:** Brown
Height: 5' 8" **Weight:** 175 lbs

Birth Date: February 16, 2006
Place of Birth: CalTech, Pasadena, CA

Non-Hero Occupation: None

Complications

Distinctive Features: Artificial Life Form (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)

Physical Complication: Lacks familiarity with everyday human culture (Frequently, Slightly Impairing)

Psych Complication: Code Against Killing (Common, Total)

Psych Complication: Protective of innocents (Common, Strong)

Psych Complication: Wants to be treated just like a human being (Common, Moderate)

Social Complication: Artificial Life Form (Infrequently, Minor)

Movement

| | END |
|---------------------------|-----|
| Run: 12m (24m NC) | 1 |
| Swim: 4m (8m NC) | 1 |
| Leap: 4m (8m NC) | 1 |
| Fly: 34m (272m NC) | 3 |

Skills

+1 with All Combat
+2 with Lightning Attacks

Acrobatics 14-
Breakfall 14-
Criminology 13-
Deduction 13-
Demolitions 13-
Oratory 12-
Paramedics 13-
Power (Lightning Powers) 13-
Security Systems 13-
Stealth 14-
Systems Operation 13-
Teamwork 14-

KS: Superheroes 11-

KS: Supervillains 11-

KS: Law 11-

PS: Superhero 11-

AK: Southern California 13-

Language: English (idiomatic)
Language: Spanish (idiomatic)

Talents

Records Everything: Eidetic Memory

Scans Written Material Quickly: Speed Reading (x1000)

Beautiful: +3 / +3d6 Striking Appearance

Perks

Positive Reputation: Beautiful lightning-wielding member of Remarkable Wrong-Righters (A large group) 11-, +2 / +2d6

Fringe Benefit: Passport

Fringe Benefit: Sanctioned Superhero

Power

END

Lightning Powers all slots Unified Power

- Lightning Speed:** Flight 34m, x8 Noncombat, 0 END
- Lightning Shield:** Resistant Protection (14 PD / 20 ED), Nonpersistent, Perceivable
- Shock Shield:** RKA 2d6-1, Constant, Area of Effect (personal Surface – Damage Shield), ½ END; No Range 2
- Lightning Bolt:** Energy Blast 11d6, ½ END 2
- Chain Lightning:** Energy Blast 7d6, Area Of Effect (Radius 8m, Selective) 6

Android Body: Life Support

Eating: Character does not eat
 Immunity All terrestrial diseases
 Immunity: All terrestrial poisons
 Longevity: 200 Years
 Safe in High Pressure
 Safe in High Radiation
 Safe in Intense Cold
 Safe in Intense Heat
 Safe in Low Pressure / Vacuum
 Self-Contained Breathing

Telescopic Sight and Hearing: +6 PER to offset Range
 Modifiers with Normal Sight and Hearing

Self-Repairing Systems: Regeneration (1 BODY per Hour)

Protective Eye Filters: Sight Group Flash Defense (6 points)

Systems Shielding: Power Defense (15 points); Does not work against magic

Wrong-Righter Wrist Radio: Radio Perception / Transmission (Radio Group); OIF

Combat Maneuvers

| Maneuver | Phase | OCV | DCV | Effects |
|-----------------|-------|-------|-----|---|
| Block | ½ | +0 | +0 | Block HTH Attacks; Abort |
| Brace | 0 | +2 | ½ | +2 OCV only to offset Range Modifier |
| Disarm | ½ | -2 | +0 | Disarm target, req.STR vs. STR Roll |
| Dodge | ½ | -- | +3 | Dodge all attacks; Abort |
| Grab | ½ | -1 | -2 | Grab two limbs, can Squeeze, Slam, or Throw |
| Grab By | ½ | -3 | -4 | Move and Grab object, +(v/10) to STR |
| Haymaker | ½ | +0 | -5 | +4 DC |
| Move By | ½ | -2 | -2 | ((STR/2)+(v/10))d6, take 1/3 damage |
| Move Through | ½ | -v/10 | -3 | (STR +(v/6))d6, take ½ damage |
| Multiple Attack | 1 | var | x½ | Attack 1 or more targets multiple times |
| Set | 1 | +1 | +0 | Take extra time to aim a Ranged attack |
| Shove | ½ | -1 | -1 | Push target back 1m per 5 STR used |
| Strike | ½ | +0 | +0 | STR damage or by weapon type |
| Throw | ½ | +0 | +0 | Throw object or character, does STR damage |
| Trip | ½ | -1 | -2 | Knock target to ground |
| Other Attacks | ½ | +0 | +0 | |

| Maneuver | Phase | OCV | DCV | Effect |
|-------------------|-------|--------|-----|---|
| Club Weapon | ½ | +0 | +0 | Killing weapon does Normal damage |
| Choke | ½ | -2 | -2 | NND 1d6, Grab one limb |
| Cover | ½ | -2 | +0 | Target held at "gunpoint" |
| Dive for Cover | ½ | +0 | +0 | Character avoids attack; Abort |
| Hipshot | ½ | -1 | +0 | +1 DEX only for initiative |
| Pulling A Punch | ½ | -1/5d6 | +0 | Strike, normal STUN, ½ BODY |
| Roll With A Punch | ½ | -2 | -2 | "Block" after being hit, ½ damage; Abort |
| Snap Shot | 1 | -1 | +0 | Lets character duck behind cover |
| Strafe | ½ | -v/6 | -2 | Make Ranged attack while moving |
| Suppression Fire | 1 | -2 | +0 | Continuous fire through an area, must be Autofire |

Range Modifiers

| Range | Modifier |
|-------------------|----------|
| Within Reach (1m) | -0 |
| 2 - 8m | -0 |
| 9 - 16m | -2 |
| 17 - 32m | -4 |
| 33 - 64m | -6 |
| 65 - 125m | -8 |
| 126 - 250m | -10 |
| and so forth | |