



Model Cindy Synnett

“Fission Girl” (Living Legends)

PHYS	11	Skills:
REFL	19	Unarmed (all) [+5] 2 levels (Effect: d12) (10 CP)
DEFT	19	Weapon (all weapons) [+11] 2 levels (Effect: General d12, Specific d10) (22 CP)
INTL	9	Science: Electrical Engineering 2 levels (Effect: d10) (5 CP)
COOL	11	
VITL	13	Powers:

Heightened Senses:

- “Low-Light Vision”: In conditions of low visible light, her eyes respond to ambient IR and UV light instead, resolving these in the visual light spectrum, effectively enabling her to see much farther than normal humans in poor lighting (Normal Vision, Variable [+3]). (3 CP)
- “Darkvision”: In the absence of visible, IR or UV spectrum energy, her eyes stop being useful (just like a normal human) and an energy sensing organ right behind her eyes takes over. It absorbs energy in the very high and very low EM frequencies and her mind resolves this as being able to “see in total darkness” (including the Darkness power). This “vision” is black and white only. She cannot use it if blinded, or otherwise able to see (for example, if

she is using themographic imaging technology.) Theoretically, this sense could be omni-directional and always on, but her concept of it limits the potential at this time. (Full Sense, Misc: only in total darkness [-5], Range 6” [+2]) (3 CP)

Heightened Agility: Included in Basic Characteristics

Equipment:

Fission Bazooka: Power Blast 2d8-1 [37 CP], cannot hold back [-1], 15 charges/day [-1], carried [-3], misc: wielder requires combined weapon skill effect d10 or higher to use properly or suffer -1 level on attack skill [-1], range 48” [+2], does fission damage (high radiation) (22 CP)

Weaknesses:

Responsibilities: Secret Masters (hey, someone keeps providing her with these fragile, non-unique fission bazookas, right?) (Uncommon, Major) (+5 CP)

“Fission Girl” (Villains & Vigilantes)

Str 13, End 17, Int 12, Agl 24, Cha 13, Level 5, 130 lbs

Basic Hits 3; Hit Mod (1.3)(1.8)(1.1)(2.0) = 5.148; Power 66; Hit Points 15; Heal Rate 1.2; Move 54” ground; Accuracy +4; Damage Mod +3; Carrying Capacity 253 lbs.; Basic HTH 1d6

Heightened Senses (power): Can see 3 times farther than normal humans in low-light conditions. Can see 6” even in total darkness (but only black and white). Detect Hidden +8% and Detect Danger +6%. This is a mutant ability.

Heightened Agility A (skill): +10

Heightened Expertise (skill): +4 all attack rolls

Natural Weaponry (skill): +2 attack unarmed melee, +4 damage unarmed melee. Special: melee opponents are -2 on attack rolls against her as she evades and blocks with superior skill.

Fission Bazooka (device): Power Blast weapon, 15 shots per day, 2d8 damage, range is 3xA” for those with Heightened Expertise. Range is only A” for those without Heightened Expertise that at least applies to this device. Most people need two hands or a tripod to use the fission bazooka, but her natural talent enables her to fire it with only one hand, but at -2 attack (anyone else automatically misses unless using two hands or a tripod).