Chain Lightning

She grew up in Madrid, the middle child in a family of seven. She never felt like she got any attention and so she became a very selfish and self-serving person. Her affiliation with Richter 13 is for the money and notoriety. She has become talented at manipulating the news media and whenever there are cameras or reporters around, she is always sure to "put on a good show."

Chain Lightning is the result of deliberate Spanish military experiments to create a superhuman.

Her family had money, so she has an excellent education. She joined the military out of college as a way to snub her parents by wasting their expensive education on "grunt work". She did well enough in training, but was always a



discipline case. After an incident involving civilians and guns, she was given the choice of be in an experiment or spending life in prison. She certain has no regrets about her choice.

Glorion is the first and only authority figure she respects or listens to. He manages her personality by playing the caring father figure she always craved and never had (caring, but still ruthlessly disciplined.)

She is a sensualist, enjoying the pleasures of life. She tends to keep a group of "thralls" around her, mostly for the ego gratification, but sometimes they are useful to distract heroes or do other "side tasks" for her.

Living Legends

PHYS 12, REFL 11, DEFT 11, INTL 11, COOL 11, VITL 14

Skill: (Weapon) (DEFT/G) Lightning Control, +3 levels, d12 effect, all powers in group (+3) [14 CP]

Skill: Research (INTL/G) +1 level, d8 effect [2 CP]

Poison Kiss: Mind Control (V): 2d8-1 effect vs CON (-2), no range (-3), target must ingest her saliva (-5), 5 charges/day (-4). Target still tries to break free using COOL (0) [11 CP]

Regeneration: 2/turn, continuous (+3), not vs Low Temperature damage type (-1) **Lightning Control:**

- Energy Field (V): d8 Electricity, 12" range (+3), NRG cost (1 per attack) (-2), conductivity (+2), no KB (-1), reduced at range (-1) [28 CP]
- Machine Control (V): d4 Electricity vs Electronics, 12" range [7 CP]

Weakness (Persecuted): She is wanted by several national and international law enforcement agencies [+15 CP]

Weakness (Attracts Attack): Low Temperature type attacks are +2 on attack rolls against her [+10]

Weakness (Quirk): She has an irrational attraction to "putting on a show" any time there is a camera around. [+5 CP]

Weakness (Quirk): She has an irrational need to resist, thwart and irritate anyone who tries to exert authority over her. [+5 CP]

Villains & Vigilantes

S 14, E 30, I 14, A 15, C 15, 110 lbs., level 6

Basic Hits 3, Carrying Capacity 316 lbs, Basic HTH 1d6, Hit Modifiers (1.3)(3.8)(1.1)(1.4) = 7.61, Hit Points 23, Power 73, Move 59" ground, Healing Rate 2.7, Damage Modifier +2, Accuracy +2, Detect Hidden 12%, Detect Danger 16%

Heightened Endurance B: +13

Lightning Control: 60" range, 2d8, PR = 4; one action to activate defense, PR = 0; PR = 4, save v. INT on 1d20 to take control of electrical devices, AGL save on 1d20 each time tries to make the controlled device do something; PR = 4 and 60% chance short-circuit electrical devices.

Poison/Venom: Glands in her mouth secret a chemical that gives her the Mind Control power over anyone who ingests her saliva. Her preferred method of delivery is a kiss. Her body generates five doses (E/6) per day. The initial attack to gain control is made as a Mind Control attack comparing her Endurance to the target's Endurance instead of Intelligence. The target later uses Intelligence to resist or break control.

Regeneration: She can spend one action per turn to regenerate. Chain Lightning cannot regenerate from Ice Powers or cold attacks as they short-circuit her own bioelectric systems.

Invention: Intensive training program permanently adds +5 to Endurance.

Invention: Hand blades that are +1 "to hit", +1d4 damage, and permit Lightning Control carrier attack on HTH at PR = 1 if her Lightning Control defense has been activated.

Training: +2 "to hit" with Lightning Control