

Cynthia Monroe

Origin & Background: Cynthia (don't call her Cindy) Monroe was born and raised in the Los Angeles area. She manifested mutant powers in her late teens, but didn't want to become either a vigilante or a villain. Instead, she wanted to be the mechanic and engineer for a vigilante team. She got her chance when she met the heroic Bodybag in college, and they fell in love. For the next couple years, she helped him design the gadgets and weapons he used fighting villains. (He was famous as both a hero and movie stuntman for his superhuman regenerative powers. As far as the public was concerned his gadgets were just cool.)

Unfortunately, one day even Bodybag's powers couldn't save him and he was killed by the incredibly powerful flame-wielding villain SuperNova. The hero team let Cynthia stay with them for several months, but finally she decided to move out and get a job as a "regular" mechanic at a local shop in the suburbs. Today, she still builds gadgets in her spare time, but she really is afraid to get involved again with a hero team, and she tenaciously avoids romantic relationships of any kind.

Cynthia towers over everyone at 6'8" tall, with her Amazonian build. Her good looks are only partially concealed behind the automotive grease and stained coveralls. Her long hair is the same color as her corn-flower blue eyes.

Tactics & M.O.: Cynthia has a very grim perspective on combat. She knows that even the "invincible" can get killed, so she doesn't screw around. If a fight starts, she goes full offense with the intention to end it before someone on her team gets badly injured.

Living Legends – Cynthia Monroe **[142 CP]**

PHYS 24 (STR 33), REFL 11, DEFT 11, INTL

11, COOL 11, VITL 11, Mass 100 kg (d4 Mass effect)

Skills¹: 3 @ +2 levels (5) (+5) [10 CP]

Mechanic: (DEFT/S), d8+2 effect

Science: (INTL/S), electrical engineering, d8+2 effect

Science: (INTL/S), mechanical engineering, d8+2 effect

Unarmed: (DEFT/G), punch, +0 levels, d6 effect

Weapon: (DEFT/G), rifles, +0 levels, d6 effect

Languages: English (native), Mandarin Chinese (basic) (1), Spanish (basic) (+3) [1 CP]

Literacy: English, Mandarin Chinese, Spanish (1) (+3) [1 CP]

Contacts: In the superhero community [3 CP]

Wealth: +2 levels (4), d8 effect [4 CP]

Armor ("Unbreakable"): 4 vs. all Physical and Mystical (24) [24 CP]

Skill Bonus ("Hyper-Invention"): +2 (7), Mechanic, Science [electrical engineering, mechanical engineering] (+5) [14 CP]

Weakness (Distinctive): Very tall, even by the standards of today, and has blue hair (INTL 4+, Disguise 4+) [5 CP]

Weakness (Public Identity): She is known as the former girlfriend of a dead vigilante, and the gadgeteer for a Los Angeles-based vigilanted team. [+10 CP]

Equipment

These are gadgets that Cynthia has built in the past, but does not actively use herself.

Blaster Rifle

Power Blast: 1d10 Energy [ion] (22), Range [12"] (+0), Charges [7ch per clip, field reloading as single action] (-1), Equipment

1 Alternate Skill Cost Method rules by Patric L. Rogers.

[carried] (-3) [13 CP]

Equipment Armor: Equipment Armor is not Brittle, but is Ablative [2 CP]

Equipment Extra Hit Points: +3 (4 total) [1 CP]

Jump Boots

Speed Bonus: Jump distance x16 (12), Miscellaneous Restriction [maximum horizontal distance is 48", maximum vertical distance is 24"] (-2), Equipment [accessory] (-2) [10 CP]

Personal Deflector Field

This device is typically worn on the belt due to its size, but could be worn on any part of the body.

Defense: +2 levels (13), Equipment [accessory] (-2), Charges [4 activations per day] (-5), Time Limit [bounded duration, 3 minutes] (-3) [4 CP]

Villains & Vigilantes – Cynthia Monroe

S 30, E 14, I 14, A 13, C 14, 220 lbs., level 3

Basic Hits 5, Carry Cap. 3124 lbs., Basic HTH 1d12, Hit Modifiers (3.1) (1.4) (1.1) (1.2) = 5.7288, Hit Points 29, Power 71, Move 57" ground, Healing Rate 1.5, Damage Modifier +1, Accuracy +1

Heightened Strength B: +16. Although Cynthia does exercise regularly giving her a healthy build, superhuman strength is the result of her mutant powers.

Invulnerability: +10. Cynthia's skin and bones are nearly unbreakable. She heals very quickly and without scarring from any injuries she does suffer.

Mutant Power (Hyper-Invention): Cynthia has a supernatural ability to conceive, design and build technological devices. Her natural creativity and problem solving abilities are also far above the human baseline. She has triple the normal inventing points. Her chances to

succeed at an inventing roll are improved to 4× Intelligence.

Invention: Bodybag's Blaster Rifle: This is a Power Blast device made famous by Bodybag (q.v. *TBMCv2*). It fired a bright green bolt of energy to A×2", 1d12 damage. It got eight (8) shots per clip. Cynthia originally built four clips, but one was destroyed in the fight that killed Bodybag. Each clip could be recharged from household electricity at the rate of one shot per three hours. A special recharger was built that could recharge all four clips simultaneously. The only known copy of this weapon (including the three clips and recharger) was buried with Bodybag's remains.

Invention: Jump Boots: These look like normal Marine combat boots, but they use compressed air and micro air-rams to boost the wearer's jumping by 64" horizontally and 32" vertically.

Invention: Secure Headset Radios: This set of six headset radios can be used to monitor standard AM/FM, police and CB radio frequencies. However, each also contains a small computer. All computers are synchronized and with the flick of a switch, each headset will use only the special secure communications channel shared by the headsets. Security is ensured by a combination of digital encryption, random frequency hopping and random encapsulation scheme hopping. The synchronized computers make sure they all hop in the same random fashion. Cynthia gave all six headsets to the Guardians of Los Angeles.

Invention: Personal Deflector Field: This belt mounted device creates a shimmering field of energy that deflects and absorbs incoming attacks. This is the same as the Heightened Defense power. It has four charges, each lasting five minutes.

Designer's Notes: Cynthia Monroe originally appeared in *They Might Be Characters Volume 1* by Patric L. Rogers.