

# Chain Lightning

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**Background & Origin:** 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.

**Combat Tactics:** She loves to ambush foes by chatting and flirting first as if she wants



to avoid combat entirely. If she can get close and capture a handsome hero with a toxic kiss, so much the better. If he resists her kiss, he is usually still close enough to sucker punch with a shock of lightning at point-blank range.

Once an open brawl breaks out, she is quite overconfident in her defensive energy field and tends to stand in the open so everyone can see how powerful and dangerous she is.

## Living Legends

PHYS 12 (CON 22), REFL 11, DEFT 11, INTL 11, COOL 11, VITL 14, Mass 50 kg (d3 Mass effect)

**Skills<sup>1</sup>:** 4 @ +1 level (2) (+7), 2 @ +3 levels (7) (+3) [14 CP]

**Research:** (INTL/G), d8 effect

**Weapon:** (DEFT/G), Energy Field, +3 levels, d12 effect

**Weapon:** (DEFT/G), Machine Control, +3 levels, d12 effect

**Weapon:** (DEFT/G), Rifles, d8 effect

**Mind Control ("Poison Kiss"):** 2d8-1 Biochemical [poison] vs. CON (-2), Reduced range [no range] (-3), Miscellaneous Restriction [target must ingest her saliva] (-5), Charges [5/day] (-4). Target still tries to break free using COOL (+0). [11 CP]

**Regeneration:** 2/turn (16), Continuous (+3), Miscellaneous Restriction [not vs. Low Temperature damage type] (-1) [21 CP]

### **Lightning Control**

**Energy Field:** d8 Electromagnetic [electricity] (24), Range [48"] (+5), NRG cost [1 per attack] (-2), Conductivity (+2), No Knockback (-1), Reduced at Range (-1) [36 CP]

**Machine Control:** d4 Electromagnetic [electricity] vs. Electronics (7), Range [48"] (+2) [9 CP]

### **Equipment ("Hand Blades")**

**Energy Field:** Her Lightning Control Energy Field has no NRG Cost when used as a melee Carrier Attack<sup>2</sup> (7), Equipment [carried, size 0.3m, duplicates (2 total)] (-3) (+1) (+2) [7 CP]

**Natural Weaponry:** +2 (9), Equipment [carried, size 0.3m, duplicates (2 total)] (-3) (+1) (+2) [9 CP]

**Skill Bonus:** +1 (3), Unarmed [punch], Equipment [carried, size 0.3m, duplicates (2 total)] (-3) (+1) (+2) [3 CP]

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

**Weakness (Compulsion):** She has an irrational need to resist, thwart and irritate anyone who tries to exert authority over her. (Uncommon, Resist/Recover 4+) [+10 CP]

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

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

<sup>1</sup> Alternate skill cost rules in the *Unofficial Living Legends Companion* by P. Rogers.

<sup>2</sup> This would normally be a (+1) Enhancement on the power, but because it is being bought through Equipment, I listed the basic CP cost in this line item for clarity.

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