



Character Name: **Lady Blue**

AKA: Tara Lemick

Genre: Superheroic

Campaign:

**CHARACTERISTICS**

Val	Char	Base	Cost	Roll
10/50	STR	10	0	11- / 19-
15/30	DEX	10	10	12- / 15-
20	CON	10	10	13-
23	INT	10	13	14-
13	EGO	10	3	12-
20	PRE	10	10	13-
5/10	OCV	3	10	
5/8	DCV	3	10	
3	OMCV	3	0	
5	DMCV	3	6	
6/26	PD	2	4	
8/28	ED	2	6	
3/6	SPD	2.0	10	
8	REC	4	4	
40	END	20	4	
10	BODY	10	0	
40	STUN	20	10	
13m	Run	12	1	
4m	Swim	4	0	
4m	Leap	4	0	
<b>Total 111</b>				

**Summary**

Lift: 100.0kg/25.6tons

Initiative: 15 / 30

Stun Threshold: 20

Perception Roll: 14-

PRE Attack: 4d6

STR Dmg: 2d6/10d6

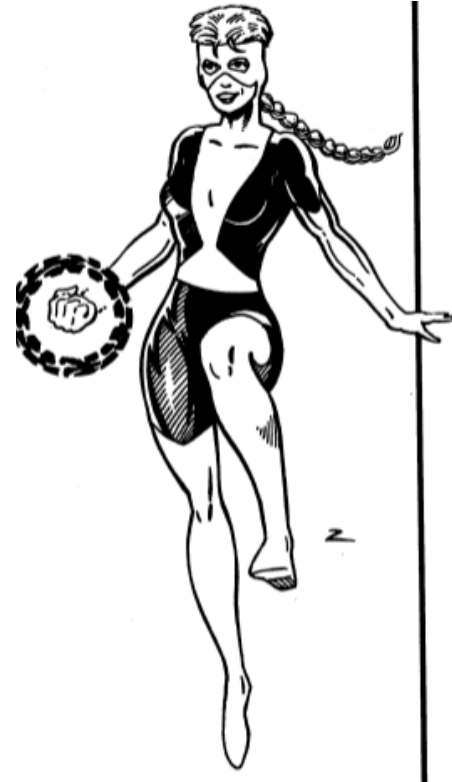
STR END: 1/5

6/26 PD • 0/20 Res. PD

8/28 ED • 0/20 Res. ED

Phases: 4, 8, 12/2, 4, 6, 8, 10, 12

**CHARACTER IMAGE**



**EXPERIENCE POINTS**

Total earned:	50
Spent:	50
Unspent:	0
Base Points:	500
Complication Points:	75
Characteristic Points:	111
Power Points:	337
Talent Points:	3
Martial Art Points:	20
Skill Points:	66
Perk Points:	13
<b>Total Points:</b>	<b>550</b>

**MOVEMENT**

Type	Top Speed
Run	13m [26m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Flight	40m [80m NC]

**INFORMATION**

**Eye Color:** Brown

**Height:** 1.65 m

**Hair Color:** Brown

**Weight:** 60.00 kg

**Appearance**

Lady Blue's battlesuit is a pleasing blend of light blue and green, with a half-face mask that let her long blonde hair flow free. When her powers are active, a gold glow surrounds her.

This is roughly how she was starting as a supervillainess in 1982 ("You All Meet in a Lab")

**Background**

Born to an impoverished family living in the Little Poland neighborhood of Brooklyn, Tara Lemick never felt neglected or deprived. Her parents didn't have much money, but they had lots of love to shower on her. Thriving in such a supportive environment, Tara excelled in school, graduating High School as class Valedictorian by the time she was 16. This won her a full scholarship at MIT, where she majored in electro-optical engineering with sub-specialties in Electrogravitics and the brand-new field of Holographic Computing. Excelling in both undergraduate and post-graduate work, her PhD thesis revolutionized force field technology and got her a lucrative job offer to continue forcefield development with a high-tech company in the Dallas-Fort Worth area.

The job with ProStar paid very well, and the co-worker that joined her in mid-May from Purdue was fun to be around once she started to get him to

loosen up. Still, her conscience nagged at her. How was she helping people with her talents? She was lucky -- she had enough smarts and support to get into college and make something of herself. So did her co-worker, who as a teenager had invented the field of Holographic Computing that had made her breakthroughs in forcefield engineering possible. Too many people, though, never had the kind of opportunity that she or Bob Hawkins had.

She became more disillusioned with private industry during the summer of 1982, as mismanagement and corporate malfeasance in ProStar's leadership encouraged an increasingly-hostile takeover attempt from the European conglomerate Duchess Industries. Secretly, she began to plan taking one of the two skintight forcefield-based battlesuits that she and Bob were building for Project STARFORCE -- suits that could not only allow the wearer to fly but to project bolts of energy! If she couldn't change a system rigged for the benefit of those in power from within, she would change the system the same way Robin Hood did: steal from the rich and give to the poor. And that's exactly what she did the night VIPER attacked ProStar to destroy it and claim the STARFORCE suits for their own... ("You All Meet in a Lab")

### **Personality**

Lady Blue genuinely cares about the poor and disadvantaged, not only in America but elsewhere. Helping them is her primary motivation for committing property crimes. But truth to tell, she also gets a big kick out of it -- not just the helping people part, but the action, the excitement, the thrills. Even the fights against superheroes are fun (though sometimes painful), and she takes care not to inflict any serious harm with her force blasts. She boasts of having never hurt an innocent person in any of her crimes, and while that's not entirely true, it's so close to true that the public believes her. That fact, and some of the best criminal defense attorneys available, have kept her out of prison so far. It also helps that she is known for aborting crimes in progress in order to protect innocent lives ("The Evil of Doctor Destroyer", "Crowns of Krim").

In spite of the glamorous, high-tech Robin Hood image she portrays to the rest of the world, she still has a soft spot in her heart for her former co-worker Bob -- now the superhero Starforce. She has a love/hate relationship with Julie Dormyer (AKA the superheroine Ladyhawk) -- she has never forgiven Julie for entering their lives in August of 1982 and "stealing Hoosier Boy" from her ("You All Meet in a Lab"), yet is in awe of her mad ninja skills ("Escalation", "The Jewel of Awad")

### **Quotes**

"Good evening, ladies and gentlemen! Stand and deliver!!"

**Lady Blue**

**COMBAT MANEUVERS**

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	--	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½*	+0	-5	+4 DC attack damage
Move By	½	-2	-2	STR/2 + v/10, you take 1/3
Move Through	½	-v/10	-3	STR + v/6
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged Attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target prone
<b>Martial Block</b>	1/2	+2	+2	Block, Abort
<b>Martial Dodge</b>	1/2	--	+5	Dodge, Affects All Attacks, Abort
<b>Kick</b>	1/2	-2	+1	6d6 / 14d6 Strike
<b>Punch</b>	1/2	+0	+2	4d6 / 12d6 Strike
<b>Martial Throw</b>	1/2	+0	+1	2d6 / 10d6 +v/10, Target Falls

**ATTACK POWERS**

Name	Effect	END
	15d6 Blast	7
	10d6 Blast	0
	10d6 Blast	7
<b>Electrogravitic Shock</b>	7d6 Blast	7
<b>Electrogravitic Bubble</b>	7d6, 7 PD/7 ED Entangle	7
	STR	4
	6d6 Hand-To-Hand Attack	3
<b>Personal Camouflage</b>	Images	2

**DEFENSE POWERS**

Name	Effect	Defense	END
<b>Force Barrier</b>	Barrier	20	7
<b>Adaptive Forcefield</b>	Resistant Protection	40	0
	Damage Negation	0	0
<b>Armor</b>	Resistant Protection	20	0
<b>Noise Cancelling</b>	Flash Defense	10	0
<b>Polarized Lenses</b>	Flash Defense	10	0

**SENSORY POWERS**

Name	Effect	END
	Nightvision	0
	High Range Radio Perception	0
	9- Detect	0

**COMBAT STATS**

Type	Base/Total	Current Vitals
Stunned Threshold	20	<b>STUN:</b>
Melee Damage	2d6/10d6	
Physical Defense	6/26	/40
Res. Phys. Defense	0/20	<b>END:</b>
Energy Defense	8/28	
Res. Energy Defense	0/20	/40
Mental Defense	10	<b>BODY:</b>
Power Defense	10	/10

**COMBAT VALUES**

**OCV: 5/10**                      **DCV: 5/8**  
**OMCV: 3**                              **DMCV: 5**

**Combat Skill Levels**

+2 with Force Projection multipower

**Initiative and Action Phases**

**DEX: 15 / 30**    **Action Phases: 4, 8, 12/2, 4, 6, 8, 10, 12**

**COMBAT MODIFIERS**

Range	0-8m	9-16m	17-32m	33-64m	65-125m	129-250m
<b>RMOD</b>	0	-2	-4	-6	-8	-10

**Lady Blue****POWERS**

END	Description	Cost
0	<b>Monopolar Power Cells:</b> Endurance Reserve (120 END, 21 REC) Reserve: (44 Active Points); OIF (Requires Multiple Foci or functions at reduced effectiveness; -1/4), Only for powers bought through battlesuit (-1/4); REC: (14 Active Points); OIF (battlesuit; -1/2), Only for powers bought through battlesuit (-1/4)	28
7	<b>Force Projection System:</b> Multipower, 75-point reserve, (75 Active Points); all slots OIF (battlesuit; -1/2)	50
7	1) Blast 15d6 (75 Active Points); OIF (battlesuit; -1/2)	5f
0	2) Blast 10d6, Reduced Endurance (0 END; +1/2) (75 Active Points); OIF (battlesuit; -1/2)	5f
7	3) Blast 10d6, Area Of Effect (4m Radius; +1/4), Selective (+1/4) (75 Active Points); OIF (battlesuit; -1/2)	5f
7	4) <b>Electrogravitic Shock:</b> Blast 7d6, Attack Versus Alternate Defense (Power Defense; +1) (70 Active Points); OIF (battlesuit; -1/2)	5f
7	5) <b>Electrogravitic Bubble:</b> Entangle 7d6, 7 PD/7 ED (70 Active Points); OIF (battlesuit; -1/2)	5f
4	6) +40 STR (40 Active Points); OIF (battlesuit; -1/2)	3f
3	7) Hand-To-Hand Attack +6d6 (30 Active Points); OIF (battlesuit; -1/2), Hand-To-Hand Attack (-1/4)	2f
7	<b>Force Barrier:</b> Barrier 10 PD/10 ED, 10 BODY (up to 10m long, 4m tall, and 1/2m thick), Dismissable, Non-Anchored (70 Active Points); Feedback (-1), OIF Durable (personal; -1/2)	28
0	<b>Adaptive Forcefield:</b> Resistant Protection (10 PD/10 ED/10 Mental Defense/10 Power Defense), Allocatable (+1/4) (75 Active Points); OIF Durable (personal; -1/2), Nonpersistent (-1/4)	43
6	Flight 40m, Combat Acceleration/Deceleration (+1/4), No Turn Mode (+1/4) (60 Active Points); OIF (battlesuit; -1/2), Linked (Adaptive Forcefield; -1/2)	30
	<b>Zero-Point Transducer:</b> Multipower, 40-point reserve, (40 Active Points); all slots OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2), Lockout (Must use Absorption until maxima hit, then must use negation until points fade; -1/2)	16
0	1) Absorption 10 BODY (energy, END Reserve), Absorption As A Defense (Resistant; +1) (20 Active Points); OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2), Lockout (Must use Absorption until maxima hit, then must use negation until points fade; -1/2)	1f
0	2) Absorption 10 BODY (physical, END Reserve), Absorption As A Defense (Resistant; +1) (20 Active Points); OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2), Lockout (Must use Absorption until maxima hit, then must use negation until points fade; -1/2)	1f
0	3) Damage Negation (-4 DCs Physical, -4 DCs Energy) (40 Active Points); OIF Durable (Personal; -1/2), Linked (Adaptive Forcefield; -1/2), Lockout (Must use Absorption until maxima hit, then must use negation until points fade; -1/2)	2f
	<i>Physical Enhancement</i> , all slots OIF (battlesuit; -1/2), Linked (Adaptive Forcefield; -1/2), Unified Power (-1/4)	
	1) +15 DEX (30 Active Points); OIF (battlesuit; -1/2), Linked (Adaptive Forcefield; -1/2), Unified Power (-1/4)	13
	2) +5 OCV (25 Active Points); OIF (battlesuit; -1/2), Linked (Adaptive Forcefield; -1/2), Unified Power (-1/4)	11
	3) +3 DCV (15 Active Points); OIF (battlesuit; -1/2), Linked (Adaptive Forcefield; -1/2), Unified Power (-1/4)	7
	4) +3 SPD (30 Active Points); OIF (battlesuit; -1/2), Linked (Adaptive Forcefield; -1/2), Unified Power (-1/4)	13
0	5) Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum) (9 Active Points); OIF (battlesuit; -1/2), Linked (Adaptive Forcefield; -1/2), Unified Power (-1/4)	4
0	<b>Armor:</b> Resistant Protection (10 PD/10 ED) (30 Active Points); OIF Durable (personal; -1/2)	20
2	<b>Personal Camouflage:</b> Sight Group Images, +/-5 to PER Rolls (25 Active Points); No Range (-1/2), OIF Durable (personal; -1/2), Linked (Armor; -1/2)	10
	<b>Notes:</b> Used this to appear to be wearing a jogging outfit in Chapter III of 'The First Dimensional War'	
	<i>Mask</i> , all slots OIF (-1/2), Unified Power (-1/4)	

0	1) <b>Noise Cancelling:</b> Hearing Group Flash Defense (10 points) (10 Active Points); OIF (-1/2), Unified Power (-1/4)	<b>6</b>
0	2) <b>Polarized Lenses:</b> Sight Group Flash Defense (10 points) (10 Active Points); OIF (-1/2), Unified Power (-1/4)	<b>6</b>
	3) Bump Of Direction (3 Active Points); OIF (-1/2), Unified Power (-1/4)	<b>2</b>
	<b>Human Tricorder:</b> Multipower, 30-point reserve, (30 Active Points); all slots OIF (Mask; -1/2), Sense Affected As More Than One Sense Sight group (-1/2), Unified Power (Mask; -1/4)	<b>13</b>
0	1) Nightvision (5 Active Points); OIF (Mask; -1/2), Sense Affected As More Than One Sense Sight group (-1/2), Unified Power (Mask; -1/4)	<b>1f</b>
0	2) High Range Radio Perception (Radio Group) (12 Active Points); OIF (Mask; -1/2), Sense Affected As More Than One Sense Sight group (-1/2), Unified Power (Mask; -1/4)	<b>1f</b>
0	3) Detect Energy Fields 9- (no Sense Group), Discriminatory, Analyze, Range, Sense (27 Active Points); Sense Affected As More Than One Sense Sight group (-1/2), OIF (Mask; -1/2), Unified Power (Mask; -1/4)	<b>1f</b>
	<b>Total Powers Cost</b>	<b>337</b>

### TALENTS

Description	Cost
+1/+1d6 Striking Appearance (vs. all characters)	<b>3</b>
	<b>Total Talents Cost</b>
	<b>3</b>

### MARTIAL ARTS

Description	Cost
Martial Art - Generic	
1) <b>Martial Block</b> 1/2 Phase, +2 OCV, +2 DCV, Block, Abort	<b>4</b>
2) <b>Martial Dodge</b> 1/2 Phase, -- OCV, +5 DCV, Dodge, Affects All Attacks, Abort	<b>4</b>
3) <b>Kick</b> 1/2 Phase, -2 OCV, +1 DCV, 6d6 / 14d6 Strike	<b>5</b>
4) <b>Punch</b> 1/2 Phase, +0 OCV, +2 DCV, 4d6 / 12d6 Strike	<b>4</b>
5) <b>Martial Throw</b> 1/2 Phase, +0 OCV, +1 DCV, 2d6 / 10d6 +v/10, Target Falls	<b>3</b>
	<b>Total Martial Arts Cost</b>
	<b>20</b>

**Lady Blue****SKILLS**

<b>Roll</b>	<b>Description</b>	<b>Cost</b>
	+2 with Force Projection multipower	<b>10</b>
<b>14-</b>	Analyze: Powered Armor	<b>3</b>
<b>12- (15-)</b>	Acrobatics	<b>3</b>
<b>14-</b>	Computer Programming	<b>3</b>
<b>14-</b>	Disguise	<b>3</b>
<b>14-</b>	Electronics	<b>3</b>
<b>14-</b>	Inventor	<b>3</b>
<b>13-</b>	Oratory	<b>3</b>
<b>11-</b>	PS: Public Relations	<b>2</b>
<b>12- (15-)</b>	Stealth	<b>3</b>
<b>13-</b>	Streetwise	<b>3</b>
<b>14-</b>	Survival (Urban)	<b>2</b>
<b>14-</b>	Weaponsmith (Energy Weapons, Power Armor)	<b>3</b>
	Scholar	<b>3</b>
<b>14-</b>	1) KS: Fortune 500 (3 Active Points)	<b>2</b>
<b>14-</b>	2) KS: History of Electrogravitics Research (3 Active Points)	<b>2</b>
<b>14-</b>	3) KS: The Superhuman World (3 Active Points)	<b>2</b>
	Scientist	<b>3</b>
<b>14-</b>	1) Science Skill: Cybernetics (3 Active Points)	<b>2</b>
<b>14-</b>	2) Science Skill: Electro-Optical Engineering (3 Active Points)	<b>2</b>
<b>14-</b>	3) Science Skill: Electrogravitics (3 Active Points)	<b>2</b>
<b>14-</b>	4) Science Skill: Forcefield Engineering (3 Active Points)	<b>2</b>
<b>14-</b>	5) Science Skill: Physics (3 Active Points)	<b>2</b>
<b>Total Skills Cost</b>		<b>66</b>

**PERKS**

<b>Description</b>	<b>Cost</b>
Positive Reputation: Celebrity Supervillainess (Americans) 11-, +2/+2d6	<b>4</b>
Well-Connected	<b>3</b>
1) Contact: Biomaster (Contact has extremely useful Skills or resources) (4 Active Points) 8- <i>Notes: After 1992, replace with Utility</i>	<b>3</b>
2) Contact: Brainchild (Contact has extremely useful Skills or resources) (4 Active Points) 8-	<b>3</b>
<b>Total Perks Cost</b>	<b>13</b>

**COMPLICATIONS**

<b>Description</b>	<b>Points</b>
Hunted: PRIMUS Infrequently (Mo Pow; NCI; PC has a Public ID or is otherwise very easy to find; Capture)	<b>25</b>
Psychological Complication: Concerned with the welfare of the poor (Very Common; Strong)	<b>20</b>
Psychological Complication: Thrillseeker (Common; Strong)	<b>15</b>
Social Complication: Public Identity Frequently, Major	<b>15</b>
<b>Total Complications Points</b>	<b>75</b>

## Lady Blue

### INFORMATION

#### Powers/Tactics

If her power set looks a lot like Starforce's, it's because they share an origin within ProStar's Project STARFORCE. Her suit is the Mark I prototype intended for demonstration to potential clients.

Lady Blue loves thrills and excitement, but she prefers not to fight too much -- someone might get hurt. She'll fight to get away, but she won't linger over the battle any longer than she has to. Unless she knows her opponent can take it, she'll start with lower-powered force blasts before unleashing her battlesuit's full offensive capabilities.

Like Starforce, she depends on her Zero-Point Transducer to keep her END Reserve charged -- which (like Starforce) translates into a desire to WANT to be hit in combat.

#### Campaign Use

Lady Blue presents an interesting moral dilemma for most superheroes. On the one hand, her actions are unquestionably criminal. She steals, and in some cases she endangers lives. On the other hand, her motives are entirely unselfish. She gives away all the money she doesn't need to maintain her battlesuit, and has genuinely helped dozens of people to better themselves. Putting her in jail might cause more harm than good. And of course, she's still carrying a romantic flame within her for Bob Hawkins....

If Lady Blue isn't strong enough to hold her own in your campaign, increase the size of her Multipower reserve, and her slots to match. You could also give her more slots -- other force blast configurations, or even different powers like Entangle or Telekinesis. If she's already too powerful, reduce her Multipower to 50-60 points, remove her Zero-Point Transducer, and lower her Flight to 30m.