

Character Name: **Lady Blue**
 AKA: Tara Lemick
 Genre: Superheroic
 Campaign:



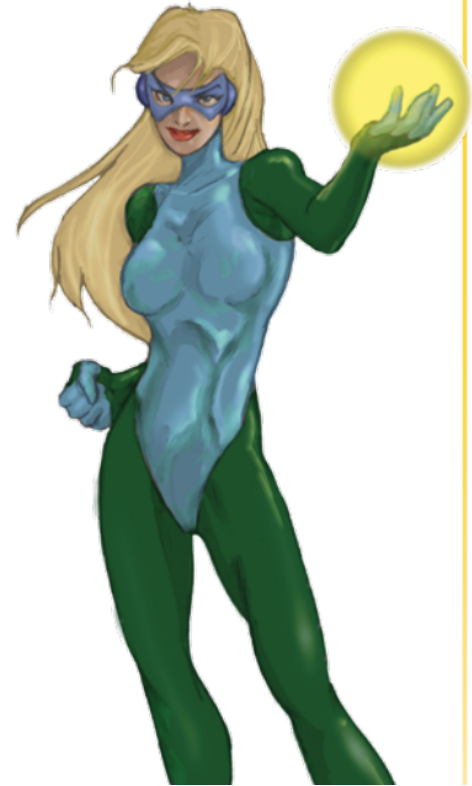
CHARACTERISTICS

Val	Char	Base	Cost	Roll
10/50	STR	10	0	11- / 19-
15/30	DEX	10	10	12- / 15-
30	CON	10	10	15-
23	INT	10	13	14-
13	EGO	10	3	12-
25	PRE	10	15	14-
5/10	OCV	3	10	
5/8	DCV	3	10	
3	OMCV	3	0	
5	DMCV	3	6	
6/36	PD	2	4	
8/38	ED	2	6	
3/6	SPD	2.0	10	
8	REC	4	4	
40	END	20	4	
10	BODY	10	0	
50	STUN	20	15	
13m	Run	12	1	
4m	Swim	4	0	
4m	Leap	4	0	
Total 121				

Summary
 Lift: 100.0kg/25.6tons
 Initiative: 15 / 30
 Stun Threshold: 30
 Perception Roll: 14-

PRE Attack: 5d6
 STR Dmg: 2d6/10d6
 STR END: 1/5
 6/36 PD • 0/30 Res. PD
 8/38 ED • 0/30 Res. ED
 Phases: 4, 8, 12/2, 4, 6, 8, 10, 12

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	295
Spent:	294
Unspent:	1
Base Points:	500
Complication Points:	75
Characteristic Points:	121
Power Points:	506
Talent Points:	12
Martial Art Points:	20
Skill Points:	76
Perk Points:	59
Total Points:	794

MOVEMENT

Type	Top Speed
Run	13m [26m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Flight	100m [1600m NC]
Teleport	70m [70m NC]

INFORMATION

Eye Color: Blue

Hair Color: Bleach Blonde

Height: 1.65 m

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 in 1989 ("Crowns of Krim")

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 what she's been doing ever since the night VIPER tried to destroy ProStar ("You All Meet in a Lab"). Beautiful, kindhearted, popular, and careful in her choice of robbery targets, she's not only distributed millions of stolen dollars to America's poor, but managed to do it while maintaining a popularity rating as high, or higher, than most superheroes. She's dated celebrities (including rock star Jimmy Caxton), appeared on magazine covers, made surprise visits to talk shows, been spoken of positively by some liberal politicians, and is the subject of dozens of fan websites devoted to tracking her every activity and praising everything she does.

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 -- 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
Martial Block	1/2	+2	+2	Block, Abort
Martial Dodge	1/2	--	+5	Dodge, Affects All Attacks, Abort
Kick	1/2	-2	+1	6d6 / 14d6 Strike
Punch	1/2	+0	+2	4d6 / 12d6 Strike
Martial Throw	1/2	+0	+1	2d6 / 10d6 +v/10, Target Falls

ATTACK POWERS

Name	Effect	END
	18d6 Blast	9
	12d6 Blast	9
Electrogravitic Shock	9d6 Blast	9
Electrogravitic Bubble	9d6, 9 PD/9 ED Entangle	9
	(60 STR) Telekinesis	9
	STR	4
	6d6 Hand-To-Hand Attack	3
Personal Camouflage	Images	2

DEFENSE POWERS

Name	Effect	Defense	END
Force Barrier	Barrier	20	7
Adaptive Forcefield	Resistant Protection	60	0
	Damage Negation	0	0
Armor	Resistant Protection	20	0
	Damage Reduction	0	0
	Damage Reduction	0	0
TEMPEST Hardening	Power Defense	10	0
Noise Cancelling	Flash Defense	10	0
Polarized Lenses	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	30	STUN:
Melee Damage	2d6/10d6	
Physical Defense	6/36	/50
Res. Phys. Defense	0/30	END:
Energy Defense	8/38	
Res. Energy Defense	0/30	/40
Mental Defense	10	BODY:
Power Defense	20	/10

COMBAT VALUES

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

Combat Skill Levels

+4 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
RMOD	0	-2	-4	-6	-8	-10

Lady Blue**POWERS**

END	Description	Cost
0	Monopolar Power Cells: Endurance Reserve (180 END, 30 REC) Reserve: (65 Active Points); OIF (Requires Multiple Foci or functions at reduced effectiveness; -1/4); REC: (20 Active Points); OIF (battlesuit; -1/2)	49
	Force Projection System: Multipower, 90-point reserve, (90 Active Points); all slots OIF (battlesuit; -1/2)	60
9	1) Blast 18d6 (90 Active Points); OIF (battlesuit; -1/2)	6f
9	2) Blast 12d6, Area Of Effect (4m Radius; +1/4), Selective (+1/4) (90 Active Points); OIF (battlesuit; -1/2)	6f
9	3) Electrogravitic Shock: Blast 9d6, Attack Versus Alternate Defense (Power Defense; +1) (90 Active Points); OIF (battlesuit; -1/2)	6f
9	4) Electrogravitic Bubble: Entangle 9d6, 9 PD/9 ED (90 Active Points); OIF (battlesuit; -1/2)	6f
9	5) Telekinesis (60 STR) (90 Active Points); OIF (battlesuit; -1/2)	6f
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	Force Barrier: 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	Adaptive Forcefield: Resistant Protection (20 PD/20 ED/10 Mental Defense/10 Power Defense) (Protect Carried Items), Allocatable (+1/4), Impenetrable (+1/4), Hardened (+1/4) (175 Active Points); OIF Durable (battlesuit; -1/2), Nonpersistent (-1/4)	100
	I Believe I Can Fly: Multipower, 82-point reserve, (82 Active Points); all slots Linked (Adaptive Forcefield; -1/2), OIF Durable (Personal; -1/2)	41
8	1) Combat Mode: Flight 50m, Position Shift, No Turn Mode (+1/4), Combat Acceleration/Deceleration (+1/4) (82 Active Points); Costs END To Maintain (Full END Cost; -1/2), Linked (Adaptive Forcefield; -1/2), OIF Durable (Personal; -1/2)	3f
8	2) Flash-Step Mode: Teleportation 70m, No Relative Velocity (80 Active Points); Linked (Adaptive Forcefield; -1/2), OIF Durable (Personal; -1/2), Must Pass Through Intervening Space (-1/4), no Noncombat movement (-1/4)	6v
8	3) Noncombat Mode: Flight 50m, x16 Noncombat, Rapid Noncombat Movement (+1/4) (81 Active Points); Costs END To Maintain (Full END Cost; -1/2), Linked (Adaptive Forcefield; -1/2), OIF Durable (Personal; -1/2)	3f
	Notes: Max Velocity 1,440 km/hr	
	Zero-Point Transducer: Multipower, 60-point reserve, (60 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)	24
0	1) Absorption 15 BODY (energy, END Reserve), Absorption As A Defense (Resistant; +1) (30 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 15 BODY (physical, END Reserve), Absorption As A Defense (Resistant; +1) (30 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 (-6 DCs Physical, -6 DCs Energy) (60 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)	
	1) +15 DEX (30 Active Points); OIF (battlesuit; -1/2), Linked (Adaptive Forcefield; -1/2)	15
	2) +5 OCV (25 Active Points); OIF (battlesuit; -1/2), Linked (Adaptive Forcefield; -1/2)	12
	3) +3 DCV (15 Active Points); OIF (battlesuit; -1/2), Linked (Adaptive Forcefield; -1/2)	7
	4) +3 SPD (30 Active Points); OIF (battlesuit; -1/2), Linked (Adaptive Forcefield; -1/2)	15
0	Armor: Resistant Protection (10 PD/10 ED) (30 Active Points); OIF (-1/2)	20

Armor Core Systems, all slots OIF (-1/2), Linked (Armor; -1/2)

0	1) Energy Damage Reduction, Resistant, 50% (30 Active Points); OIF (-1/2), Linked (Armor; -1/2)	15
0	2) Physical Damage Reduction, Resistant, 50% (30 Active Points); OIF (-1/2), Linked (Armor; -1/2)	15
2	3) Personal Camouflage: Sight Group Images, +/-5 to PER Rolls (25 Active Points); No Range (-1/2), OIF (-1/2), Linked (Armor; -1/2)	10
	Notes: <i>Used this to appear to be wearing a jogging outfit in Chapter III of 'The First Dimensional War'</i>	
	4) +10 CON (10 Active Points); OIF (-1/2), Linked (Armor; -1/2)	5
0	5) TEMPEST Hardening: Power Defense (10 points) (10 Active Points); OIF (-1/2), Linked (Armor; -1/2)	5
0	6) 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 (-1/2), Linked (Armor; -1/2)	4

Mask, all slots Hardened (+1/4); all slots OIF (-1/2), Unified Power (-1/4)

0	1) Noise Cancelling: Hearing Group Flash Defense (10 points) (12 Active Points); OIF (-1/2), Unified Power (-1/4)	7
0	2) Polarized Lenses: Sight Group Flash Defense (10 points) (12 Active Points); OIF (-1/2), Unified Power (-1/4)	7
	Human Tricorder: 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)	13
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)	1f
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)	1f
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)	1f
	Total Powers Cost	506

TALENTS

Description	Cost
+1/+1d6 Striking Appearance (vs. all characters)	3
<i>Mask</i> , all slots OIF (-1/2), Unified Power (Mask [powers]; -1/4)	
1) Absolute Range Sense (3 Active Points); OIF (-1/2), Unified Power (Mask [powers]; -1/4)	2
2) Absolute Time Sense (3 Active Points); OIF (-1/2), Unified Power (Mask [powers]; -1/4)	2
3) Bump Of Direction (3 Active Points); OIF (-1/2), Unified Power (Mask [powers]; -1/4)	2
4) Recorder: Eidetic Memory (5 Active Points); OIF (-1/2), Unified Power (Mask [powers]; -1/4)	3
Total Talents Cost	12

MARTIAL ARTS

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

Lady Blue**SKILLS**

Roll	Description	Cost
	+4 with Force Projection multipower	20
14-	Analyze: Powered Armor	3
12- (15-)	Acrobatics	3
14-	Computer Programming	3
14-	Electronics	3
14-	Inventor	3
14-	Oratory	3
11-	PS: Public Relations	2
12- (15-)	Stealth	3
14-	Streetwise	3
14-	Survival (Urban)	2
14-	Systems Operation	3
14-	Weaponsmith (Energy Weapons, Power Armor)	3
	Scholar	3
14-	1) KS: Fortune 500 (3 Active Points)	2
14-	2) KS: History of Electrogravitics Research (3 Active Points)	2
14-	3) KS: The Superhuman World (3 Active Points)	2
	Scientist	3
14-	1) Science Skill: Cybernetics (3 Active Points)	2
14-	2) Science Skill: Electro-Optical Engineering (3 Active Points)	2
14-	3) Science Skill: Electrogravitics (3 Active Points)	2
14-	4) Science Skill: Forcefield Engineering (3 Active Points)	2
14-	5) Science Skill: Physics (3 Active Points)	2
Total Skills Cost		76

PERKS

Description	Cost	
Positive Reputation: Celebrity Supervillainess (Americans) 11-, +3/+3d6	6	
Laboratory: Base	40	
Well-Connected	3	
1) Starforce: Favor (1 Active Points)	1	
2) Contact: Brainchild (Contact has extremely useful Skills or resources) (4 Active Points) 8-	3	
3) Contact: Utility (Contact has extremely useful Skills or resources) (4 Active Points) 8-	3	
4) Contact: Wayland Talos (Contact has extremely useful Skills or resources) (4 Active Points) 8-	3	
Total Perks Cost		59

COMPLICATIONS

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

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, despite all the celebrity dating 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, use her 1982 character sheet ;).