

Fairchild

Background & Origin: Natalie Fairchild was born with her powers, and they manifested when she was in college. She is the daughter of a great hero of the 1970's and she hopes to carry on his legacy by becoming a great hero herself.

She and her teammate, Vindicator, have a

friendly rivalry going about scientific topics. Fairchild's expertise is the life sciences and organic sciences, while Vindicator leans toward the electromechanical sciences. They have had a number of lively debates about chemistry.

Combat Tactics: Move in fast, grab a big heavy object and hit the bad guys with it.



Living Legends¹ – Fairchild [166 CP]

PHYS 30 (STR 34), REFL 22, DEFT 16, INTL 16 (REAS 22), COOL 11 (APP 16), VITL 22, Mass 68 kg (d4 Mass effect), Fame 9

Skills: 6 @ +1 level (2) (+8) [6 CP]

Charm: (COOL/G), d8 effect

Science: (INTL/S), biology, d10 effect

Science: (INTL/S), chemistry, d10 effect

Scholar: (INTL/S), superhuman power systems, d10 effect

Unarmed: (DEFT/G), punch, d10 effect

Weapon: (DEFT/S), improved weapons, d8 effect

Legal Powers: Passport (1), Vigilante License (1) [2 CP]

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

¹ Uses optional rules from the *Unofficial Living Legends Companion* by P. Rogers.

Armor: 1 vs. All Physical and Mystical (2) [2 CP]

Heightened Speed: +1 level (17) [17 CP]

Speed Bonus: Ground move x3.33 (4), top speed and acceleration (+3), acceleration 27"/turn, top speed 55"/round [8 CP]

Weakness (Dark Past): Something dark, secret, and horribly embarrassing [+5 CP]

Weakness (Public Identity): [+10 CP]

Weakness (Quirk): Never misses any scientific convention that occurs within 250 miles of whatever city she is living in [+5 CP]

Villains & Vigilantes – Fairchild

S 35, E 17, I 25, A 25, C 15, 150 lbs., level 1

Basic Hits 3; Carrying Capacity 3,343 lbs.; Basic HTH 1d12; Hit Modifiers (3.4) (1.8) (1.5) (2.0) = 18.3600; Hit Points 55; Power 102; Move 127" ground; Healing Rate 1.2; Damage Modifier +5; Accuracy +4; Detect Hidden 18%; Detect Danger 22%

Heightened Agility B: +14

Heightened Intelligence B: +16

Heightened Strength B: +21

Speed Bonus: +50" ground

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