

# ROGUES GALLERY: LADY LIGHTNING



**MUTANTS &  
MASTERMINDS**  
THIRD EDITION

# LADY LIGHTNING

**REAL NAME:** Josephine "Jo" Fenton

**OCCUPATION:** Former jet pilot, now criminally insane stalker

**BASE:** Freedom City

Officially, Josephine Fenton flew Nolan Aircraft's corporate airplanes, but unofficially, quiet, loyal, funny, and caring Jo was everyone's best, most trusted friend. She was especially close to fellow jet jockey Ray (Captain Thunder) Gardener, and for a time rivaled Nancy Dumont for his affections. Through it all, the three remained friendly, and shared good times and bad. When Ray finally choose to settle down with Nancy, Jo accepted it gracefully, and focused on getting on with her life.



Fenton's cherished independence came to an end when the supervillain Dr. Stratos abducted her as part of a scheme to emotionally devastate his archenemy Captain Thunder. With his superpowers removed and true identity revealed, Ray Gardener could only watch helplessly as Jo was seemingly killed by Stratos, disintegrated by the metahuman energies the villain drained from Captain Thunder. Gardener eventually regained his powers and escaped, but genuinely good people like Jo Fenton are emotional foundations for all those close to them. Ray Gardener mourns her loss still today.

In truth, Fenton's body survived, transformed into "living lightning." Through sheer force of will, she re-integrated herself into a coherent whole, able to switch between solid and energy forms. In the process, the essence of Jo Fenton was destroyed, and what remained was the long-suppressed base, selfish, and amoral aspects of her personality. The resurrected Jo wanted Ray Gardner more than ever, now that they were true soul mates who "shared the lightning." As Lady Lightning, she would do whatever it took to have him.

Lady Lightning stalked Captain Thunder for several years, until Blackstone Prison devised a way to successfully contain her energy form. The world changed during the years she remained incarcerated, with Captain Thunder retiring and his son Ray Jr. now carrying on his legacy as Thunderbolt. Lady Lightning's madness left her frozen in the past, and after escaping Blackstone during the "Time of the Apes" incident, the now middle-aged Fenton began stalking Thunderbolt, oblivious to the fact she's now pursuing a completely different man.

## PERSONALITY

Lady Lightning is always manipulative of others, donning whatever persona helps bring her closer to Thunderbolt. Only when she's denied him does the depth of her violent psychotic imbalance show.

## POWERS & ABILITIES

Fenton transforms into a coherent electrical field, making her immune to physical harm (though still vulnerable to energy attacks). She can fly along the paths of electrical lines, and transport herself along information networks such as cellular telephone and computer. Contact with her "living lightning" form—by accident or design—inflcts powerful electrical shocks.

## ALLIES

Fenton allies herself with absolutely anyone who can help put the Gardener du jour in her clutches, even Dr. Stratos.

## LADY LIGHTNING

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	6	7	3	1	3	3	2

## POWERS

**Living Lightning:** Alternate Form (Activation: Standard Action) • 135 points

- **Electrical Form:** Insubstantial 3 (Energy)
- **Electro-Flight:** Flight 8 (500 MPH)
- **Electromagnetic Field:** Sustained Protection 6
- **Energy Body:** Enhanced Advantages 3 (Evasion 2, Move-by Action), Enhanced Agility 5, Enhanced Dodge 2, Enhanced Fortitude 8, Enhanced Parry 8, Enhanced Stamina 5
- **Network Jump:** Teleport 5 (900 feet), Accurate, Extended (30 miles), Medium (networks)
- **Shock Field:** Reaction Affliction 11 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated) **AE: Lightning Arc:** Damage 11, Reach 5 (25 feet) Linked to Cumulative Perception Area Affliction 11 (Resisted by Dodge, Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision only

## SKILLS

Close Combat: Shock Field 10 (+11), Deception 9 (+11), Perception 2 (+5), Persuasion 6 (+8), Ranged Combat: Lightning Arc 10 (+11), Vehicles 5 (+8)

## ADVANTAGES

Evasion 2, Move-by Action, Taunt

## ENEMIES

Anyone standing between her and the object of her mad affections suffers her wrath.

## HOOKS

**Atomic:** Lady Lightning abducts Nancy Gardener and sneaks her into the Raymond Nuclear Power Plant under cover of a protest demonstration outside the facility. She threatens to hurl Nancy into the radioactive core unless Thunderbolt (or Captain Thunder, in a historical Freedom City series) appears and publicly declares his love for Lady Lightning. Trouble is, Thunderbolt's out of town (possibly off world, or in a different dimension) on another case, leaving the player characters to save Nancy. Making matters worse, some of the more radical protesters take advantage of the confusion and make their way inside to sabotage the plant. The heroes must then rescue a hostage and prevent the demonstrators from triggering a meltdown, with lots of sensitive, vital equipment and innocent plant workers around forcing them to avoid an all-out fight.

**You! You're So ... Suitable!:** It may be the shape of his nose, his voice, his bearing, or just being a guy wearing a similar cape or using electrical powers, but whatever it is, Lady Lightning transfers her fixation from (a secretly relieved) Thunderbolt to a player character. The heroes must use all their detective skills to locate her and find a way to

## OFFENSE

## INITIATIVE +7

Shock Field +11	Close, Affliction 11, Fort. DC 21
Lightning Arc +11	Ranged, Damage 11 (25 ft. reach) linked to Cumulative Perception Area Affliction 11, Dodge/Fort. DC 21

## DEFENSE

<b>DODGE</b>	10	<b>FORTITUDE</b>	14
<b>PARRY</b>	10	<b>TOUGHNESS</b>	12
<b>WILL</b>	7		

## POWER POINTS

<b>ABILITIES</b>	30	<b>SKILLS</b>	20
<b>POWERS</b>	136	<b>DEFENSES</b>	6
<b>ADVANTAGES</b>	1	<b>TOTAL</b>	193

## COMPLICATIONS

**Motivation—Obsession:** Lady Lightning is consumed by her psychotic desire for Ray Gardener, Jr., the young hero known as Thunderbolt, just as she once craved his father Captain Thunder's attentions. Everything she does is a means to that end.

**Power Loss:** Her powers "short-out" when she's immersed in water or exposed to strong magnetic fields. Until these conditions are reversed, Lady Lightning reverts to her normal human form and her powers are unavailable.

**Weakness:** Exposure to water disrupts her "living lightning" form. She resists this with Fortitude (rank depending on the amount of water contacted), with failure leaving her stunned, dazed, or incapacitated.

imprison her before she uncovers enough of her would-be paramour's secrets to begin cyber-stalking her way to him. With the hero's loved ones potential targets for kidnapping and emotional blackmail, the tension mounts with every text, email, and chat window he receives.

SOME OF MY DAD'S OLD ENEMIES ARE LIKE THE COMMANDER—THEY QUIT AND MAKE COOL STUFF LIKE DEEMOS LAPTOPS. LUCKY ME, WHEN I LOG ON TO MY DEEMOS, I NEVER KNOW WHEN A CREEPY MIDDLE-AGED LADY MADE OF ENERGY IS WAITING INSIDE IT TO KIDNAP ME. AGAIN. AND EVERY TEXT MESSAGE I GET COULD BE LADY LIGHTNING LOOKING TO PUT HER TONGUE DOWN MY THROAT. BEST OF ALL, WHEN I DO FIGHT HER OFF, NO JAIL CAN HOLD HER. I CAN'T WIN. SMH. WHY CAN'T SHE QUIT, TOO?

—THUNDERBOLT.

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## MUTANTS & MASTERMINDS ROGUES GALLERY #1: LADY LIGHTNING

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