Isabella Bayne

Herself

Passable Alertness, Good Charm, Superior Cunning, Awesome Fate, Unbelievable Willpower, Incredible Knowledge, Inhuman Mechanical, Superior Agility, Great Dexterity, Good Stamina, Good Strength

Wounds: L L M M

Weapons: Pistol (Good x 5)

Psychotronics: require devices

* Incarnate: Reconsider 7 (Cost 1), Resistance 3, Dream Control 3, Mind Control 4 (Cost 2), Increase Attribute 3
* Energist: Electrical Interference 6, EMP 6 (cost 1), Shock Shield 4, Static 6

Appearance: Beautiful, tall, poised, mid-20s

Personality: Driven, scientific, sociopathic

Motivation: Vengeance

Other events, ongoing: all rolling 6 dice

Attack on the power plant: Great task

Attack on the TransMatter Device: Great task

The Squid sabotage: Passable task

The Temple of Balance (distractions around the city): Passable task