

Dreamweaver

Origin & Background: Donna Weston was a college student participating in deep sleep research experiments as a volunteer when she was propelled into the dream dimension and the electronic monitoring equipment had a mysterious power surge.

Lost, she aroused the anger of her own dreams and was attacked by them. By remaining passive she was able to absorb the dream energy into herself. When she was awakened by the technicians, she soon discovered herself to be changed. She had the ability to become unseen and to move objects about with only thought. Her mind could create images of dream impressions of practically anything else at will.

Using her ability to save her best friend when she was attacked by a mugger, she realized that her powers should not be exploited and should be used to help all other people.

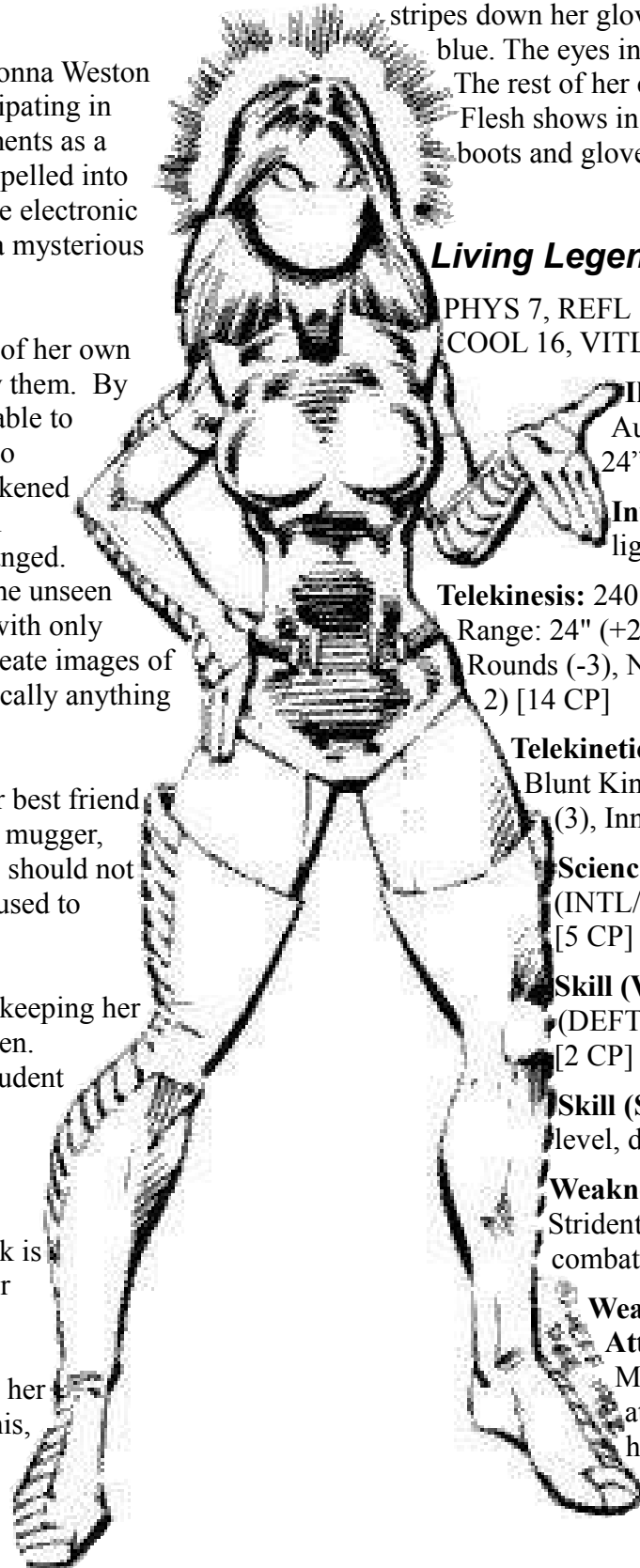
She became Dreamweaver, keeping her real identity secret and hidden. Only she and psychology student Lynda Turner know who Dreamweaver really is.

Combat Tactics:

Dreamweaver's favorite trick is to move invisibly among her opponents, creating minor illusions here and there to create confusion, and to use her Telekinesis to knock over this, undo that, and so on.

Costume: Her mask,

gloves, belt and boots are yellow. The padded stripes down her gloves and boots are light blue. The eyes in her mask are white. The rest of her costume is silver. Flesh shows in the gaps next to her boots and gloves. She has blond hair.



Living Legends

PHYS 7, REFL 11, DEFT 7, INTL 11, COOL 16, VITL 11

Illusions: Visual and Audible, Effect 5 (15), 24" range (+1) [17 CP]

Invisibility: Visible light [13 CP]

Telekinesis: 240 kg., d8 Effect (21), Range: 24" (+2), Time Limit: 24 Rounds (-3), NRG Cost: 1 per use (-2) [14 CP]

Telekinetic Block: Shield 9 vs. Blunt Kinetic and Sharp Kinetic (3), Innate Shield (+3) [4 CP]

Science (Psychology): (INTL/S) +2 levels, d8 effect [5 CP]

Skill (Weapon: Telekinesis): (DEFT/G) +1 level, d6 effect [2 CP]

Skill (Shield): (DEFT/G) +1 level, d8 effect [2 CP]

Weakness (Quirk): Stridently avoids melee combat [+5 CP]

Weakness (Attracts Attack): +2 to be hit by Mystical category attacks (a leftover of her experience in the dream dimension) [+15 CP]

Villains & Vigilantes

Str 13, End 15, Int 16, Agl 13, Cha 16, 120 lbs., level 3, age 21 years

Basic Hits 3; Hit Modifier (1.3)(1.8)(1.2)(1.2) = 3.3696; Hit Points 11; Power 57; Damage Modifier +2; Accuracy +1; Carrying Capacity 222 lbs.; Basic HTH 1d4; Heal Rate 1.2; Detect Hidden 12%; Detect Danger 16%

Illusions A: Visual and Audible components only. PR=2 per illusion created. Requires one action per turn to maintain (with +2 Power cost each maintenance phase). Alterations cost movement only. Non-player characters save vs Intelligence on 1d100 per clue to determine that the illusion is not real.

Invisibility: PR=1 per hour, base +1 “to hit” and -1 to be hit, cumulative per turn left undiscovered.

Telekinesis: TK capacity 390 lbs., PR=1 to establish control and per turn to maintain, range 39”. TK defense costs PR=1 to set up and per attack repulsed, with one action to establish. TK blast damage 1d6, PR=1 per attack, attacks as HTH, range 39”.

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This document was created with OpenOffice Writer. It is a great tool, but still lacks the overall maturity of Microsoft Word or even WordPerfect. At some point, I may convert this doc to Word simply for the superior control over image contours. :-)

