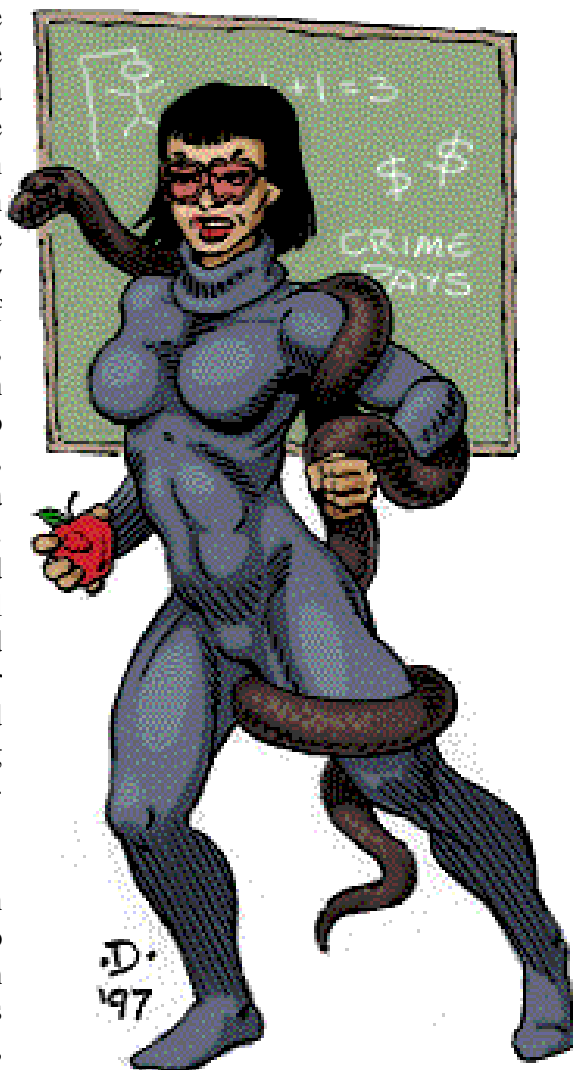


## Crime Teacher

*Living Legends – Crime Teacher*  
[206 CP]

**Origin & Background:** Eva Lords is the acting headmistress for the Winthrope Academy. She actually was planning to be a high school teacher when she got distracted by falling in with a bad crowd in high school and discovering she loved living on the shady side of life. Years of intensive physical training, including Hindu meditation techniques that lead to bonding with her pet, Lucian, have made her into a supreme physical specimen. She acted as a recruiter and trainer for several criminal cartels before being recruited by the Terroroids to take over the Winthrope Academy and recruit and train promising supervillains for their world-conquering plans.

**Tactics & M.O.:** Through her empathic connection to Lucian, she can give him verbal and visual commands that are reasonably complex, and as long as he can see and hear her, he can follow them pretty well. Typically, she keeps him close, sometimes wrapped around her (although, not usually, since he technically weighs more than she does). They work very well together. She uses her devitalization ray against foes at range, and Lucian bites anyone who tries to melee with her. If pinned down, she may instruct him to slither around and flank foes, causing a distraction or even catching them by surprise.



PHYS 16, REFL 29, DEFT 22, INTL 11, COOL 11, VITL 16

**Cosmic Awareness:** [10 CP]

**Heightened Senses:** “Danger”, Basic (2), Global (+5), Range (+3) [6 CP]

**Natural Weaponry:** +5 damage all attacks [30 CP]

**Sidekick:** Lucian the Snake (see below) [17 CP]

**Skills<sup>1</sup>:** Six at +1 level (2) (+8) [6 CP], and two at +2 levels (3) (+3) [4 CP]

**Skill (Contortionist):** (DEFT/G), +1 level, d12 effect

**Skill (Locksmith):** (INTL/S) +2 levels, d8 effect

**Skill (Science):** (INTL/S) Criminology, +1 level, d6 effect

**Skill (Sneak):** (DEFT/G) +1 level, d12 effect

**Skill (Teach):** (INTL/G) +1 level, d8 effect

**Skill (Weapon):** (DEFT/G) Devitalization Ray Device, +2 levels, 2d8-

1 effect

**Devitalization (Device):** 2d10-1 High Radiation [cosmic ray] (36), Range 24” (+1), Equipment [carried, accessible] (-2), Size (0.3m) (+2), Charges [11 uses per day] (-2), Fatigues (-1) [28 CP]

1 Uses alternate skill costing method designed by P. Rogers.

**Weakness (Compulsion):** She focuses her combat efforts on anyone that hurts Lucian, regardless of the tactical or strategic consequences (Uncommon, Recover 6+) [+15 CP]

**Weakness (Dark Past):** She is secretly a villain working for would-be alien invaders [+5 CP]

**XP:** [+36 CP]

### *Villains & Vigilantes – Crime Teacher*

Str 18, End 18, Int 15, Agl 33, Cha 15, 120 lbs., level 10

Basic Hits 3; Hit Modifier (1.9) (2.2) (1.2) (2.6) = 13.0416; Hit Points 39; Power 84; Damage Modifier +5; Accuracy +6; Heal Rate 1.5; Carrying Capacity 458 lbs.; Basic HTH 1d6; Move 69" ground; Detect Hidden 12%; Detect Danger 16%

**Heightened Attack:** +10 damage on all attacks

**Heightened Senses:** 6<sup>th</sup> Sense

**Cosmic Awareness**

**Pet:** Giant venomous adder, "Lucian" (see below)

### *Living Legends – Lucian [85 CP]*

PHYS 7, REFL 11, DEFT 11, INTL 2, COOL 16, VITL 11

**Skills:** Two at +1 level (2) (+3) [3 CP]

**Skill (Sneak):** (DEFT/G) +1 level, d8 effect

**Skill (Unarmed):** (DEFT/G) Bite, +1 level, d8 effect

**Natural Weaponry ("Bite"):** +1 damage (4) [4 CP]

**Power Blast ("Poisonous Bite"):** d10 Biochemical [poison] (22), Carried Attack (+2), No Range (-3) [20 CP]

**Weakness (Distinctive):** Really, really big snake. [+10 CP]

**Weakness (Physical Disability):** Move is only 4" ground [+10 CP]

### *Villains & Vigilantes – Lucian*

Str 13, End 12, Int N, Agl 15, Ferocity 18, 155 lbs., level 4

Basic Hits 4; Hit Modifier (1.3) (1.4) (1.0) (1.4) = 2.5480; Hit Points 10; Power 58; Damage Modifier +1; Accuracy +2; Heal Rate 1.2; Carrying Capacity 264 lbs.; Basic HTH 1d4; Move 4" ground; Detect Hidden 8%; Detect Danger 12%

**Poisoned Attack:** d10 poison carrier (Chemical Power) on bite, PR = 0.

**Natural Weaponry:** +1 to hit, +2 damage with bite.

**Body Power (Stealth):** He is a natural predator and really sneaky. Opponents have -6% on their detection rolls against him.

**Physical Handicap:** crawls at 1/10 of normal ground movement.

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*Designer's Notes:* I wrote the background, so do not blame Jack if it sucks.

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