

Captain Floop

Origin & Background: Billy Floopinski grew up in the Buntersville maximum security orphanage with his brothers. After graduation, Bill went on his own for a time, learning various con games and trying his hand at muggings and car theft. He was eventually arrested, and while in jail met up with his brothers. Upon their release, the Floop brothers gang was formed. Billy gained his powers from devices made by himself and his allies. Because of his sparkling personality and high intelligence, Billy has become the leader of the Floop Brothers gang in combat situations.

Combat Tactics: Captain Floop is the team leader. He uses his force fields to protect himself and also to control the shape of the battlefield, separating and herding his foes into his allies where they can be picked apart one at a time. He takes opportunity shots with his flame blaster.

Living Legends

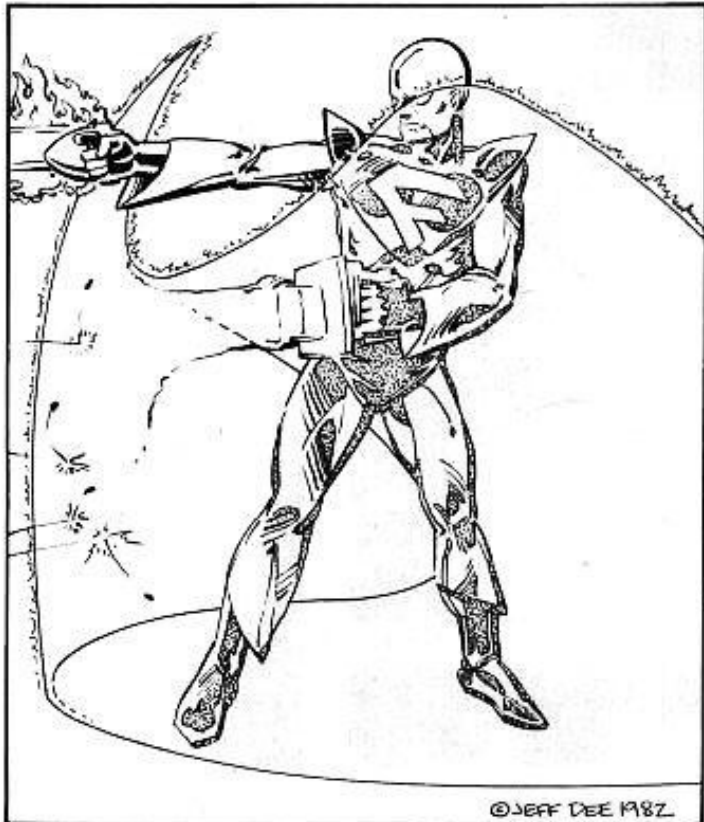
PHYS 9, REFL 7, DEFT 7, INTL 16, COOL 16, VITL 10

Skills¹: 6 @ +2 levels (5) (+8) [15 CP]

Skill (Charm): (COOL/G) d12 effect

Skill (Gaming): Poker (INTL/G) d12 effect

Skill (Leadership): (COOL/G) d12 effect



Skill (Science): Electronics (INTL/S) d10 effect

Skill (Science): Physics (INTL/S) d10 effect

Skill (Weapon): Flame blaster (DEFT/G) d8 effect

Flame Power Device: Equipment [carried, size 0.3m] (-3)(+2)

Power Blast: d8 High Temperature [fire], Range 12" (16), Duration [6 rounds, water, lack of oxygen, etc. extinguishes] (+3), Charges [11/day] (-2), Equipment (-1) [16 CP]

Shield: 7 vs. Low Temperature, Blunt Kinetic, Sharp Kinetic (3), Innate (+3), Equipment (-1), Miscellaneous Restriction [only while Power Blast has charges remaining] (-1) [3 CP]

Extra Equipment Hit Points: 7 total [2 CP]

¹ Uses Alternate Skill Cost Method, see www.patric.net/morpheus/legend

Force Field Device: Equipment [carried, size 0.3m] (-3)(+2)

Armor Generation: 9 vs Electromagnetic, Blunt Kinetic, Sharp Kinetic, High Temperature, Low Temperature, Biochemical, and Energy (28), Brittle (-4), Range 12" (+3), Area Effect [7" dia., shapes, perimeter] (+7), Charges [7/day] (-3), Time Limit [3 minutes] (-3) [28 CP]

Extra Equipment Hit Points: 7 total [2 CP]

Villains & Vigilantes

Str 12, End 10, Int 18, Agl 9, Cha 18, 160 lbs., level 3

Basic Hits 4; Hit Modifier (1.3)(1.0)(1.3)(1.0) = 1.69; Hit Points 7; Power 49; Damage Modifier +1; Accuracy +0; Heal Rate 1.0; Carrying Capacity 218 lbs.; Basic HTH 1d4; Move 31" ground; Detect Hidden 14%; Detect Danger 18%

Force Field Device: The maximum size of the screen is a ten inch square, and the field can only be set up within fifteen inches of the device. There are six charges in the device and the field can take up to 30 points of damage before collapsing. The field can take any shape desired.

Flame Power Device: A pistol-sized device which can project bolts of flame. It gets ten charges per day, and has a range of twenty-four inches. It causes 1d12 damage on a hit. It requires one action to set up flame power defense, but defense uses up no charges.

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His background is as written in the original work – *Opponents Unlimited*, published by Fantasy Flight Games – but the combat tactics was invented by me. I also wrote the bit about using his Flame Power Device for defense.

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