

Allison Cromwell

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Origin & Background: Allison was born with superhuman strength and endurance. She studied kung fu to learn to control her awesome strength. She is of British descent, but her parents emigrated from Hong Kong when she was young, and she grew up in California's Silicon Valley. She is fluent in Mandarin and English. Because of her mutation, she studied medicine and physiology, picking up a minor in secondary education. She focused on her studies and completed her medical studies at the age of 26.

Combat Tactics: Allison is a classic brick. Close with the target and pound him into mush.

Personality Traits: Allison has strong self-discipline and sense of social responsibility. She earns her income by being part of an inner city non-profit hospital and youth education program. She does fund-raising for it and also patrols a large section of the city helping those in need and stopping criminals.

Living Legends – Allison Cromwell *[120 CP]*

PHYS 30 (STR 37), REFL 8 (REAC 11), DEFT 11, INTL 11 (PERC 16), COOL 7, VITL 16, Mass 55 kg (d3 Mass effect)

Skills¹: 4 @ +1 level (2) (+7), 3 @ +2 levels (3) (+5) [11 CP]

Medicine: (INTL/S), +2 levels, d8 effect

Science: (INTL/S), Psychology, +2 levels, d8 effect

Teach: (DEFT/G), d8 effect

Unarmed: (DEFT/G), punch, +2 levels, d10 effect

Languages: English (native), Mandarin Chinese (fluent) (3) [3 CP]

Literacy: English (native), Mandarin Chinese (1) [1 CP]

Armor: 1 vs. All Physical (2) [2 CP]

Heightened REFL: +11 (11), DODG only (-3), Miscellaneous Restriction [must spend an Action to activate until the end of her next turn] (-3) [4 CP]

Speed Bonus: Ground move x2 (3), top speed 16" and acceleration 16" (+3) [4 CP]

Weakness (Poverty): It makes her parents nuts that she works for almost nothing, but it makes her happy. Wealth d3 effect [+5 CP]

Weakness (Public Identity): [+10 CP]

Weakness (Quirk): Tends to launch into a speech or pedantic explanation at the drop of a hat because she loves teaching and sharing knowledge and education [+5 CP]



1 *Unofficial Living Legends Companion* by P. Rogers

Villains & Vigilantes – Allison Cromwell

S 41, E 30, I 16, A 13, C 9, 120 lbs., level 1

Basic Hits 3, Carry Cap. 4315 lbs., Basic HTH 2d8, Hit Modifiers (4.0) (3.8) (1.2) (1.2) = 21.8880, Hit Points 66, Power 100, Move 84" ground, Healing Rate 2.7, Damage Modifier +2, Accuracy +1

Heightened Strength B ×2: +31

Heightened Endurance B: +17

Heightened Expertise: Lifelong karate training gives her +4 "to hit" with all unarmed HTH.

Designer's Notes: I gave the LL version Armor to reflect her high V&V Hit Points and Power score, both of which enable her to absorb tremendous amounts of damage. The bit about extra DODG and the restriction are just flavor, but also simulates the "Evasion" mechanic of V&V. She's low-power super, so dumping all her powers makes her a good brick for low-power games. To bump her to a Standard power level increase her Armor to 3 and increase her STR to 46.

Allison Cromwell originally appeared in *They Might Be Characters Volume 1* by Patric L. Rogers, published at www.patric.net in 1999.