

Choice

Origin & Background: Andrea Thornton began studying kung fu when she was a child. She excelled in it, and her instructor finally convinced her to travel to China for proper training in the ancient mysteries. She spent two summers in China during high school, but her life changed when her mutant powers emerged in college. At the age of twenty, she decided the world had more need of a hero than just another kung fu master.

Choice has not revealed the source of her absorption power, but it is not a mutant power. She acquired it during her time in China.

She studied Eastern medicine and philosophy and since returning to the West has taken up the study of physiology and medicine as a way to further understand and expand her own abilities.

Combat Tactics: In spite of her ability to absorb damage and convert it to strength, she is really much more of a classic martial artist. She actively dodges and uses cover until she can close with her opponents, then she uses her close combat skills (especially Parry) to ward off attacks while whittling away at her foes. If she is able to block most of her foe's attacks, she may ask an ally to deliver a low-power attack to her to boost her strength.

Living Legends¹ – Choice [150 CP]

PHYS 11, REFL 11, DEFT 11, INTL 7, COOL 16, VITL 7, Mass 68 kg (d4 Mass effect), Fame 16

Skills: 6 @ +1 level (2) (+8) [6 CP]

Medicine: (INTL/S), d4 effect

Scholar: (INTL/S), Chinese martial arts, d4+1 effect

¹ This character uses optional rules from the *Unofficial Living Legends Companion* by P. Rogers.



Science: (INTL/S), organic chemistry, d4 effect

Stealth: (DEFT/G), d8 effect

Unarmed: (DEFT/G), kick, d8 effect

Unarmed: (DEFT/G), punch, d8+1 effect

Languages: English (native), Mandarin Chinese (basic) (1), Korean (basic) (+3) [1 CP]

Literacy: English [0 CP]

Combat Maneuvers: +2 levels (7) with Parry (+1), Strike and Stun (+5), with Unarmed [punch] (+0) [16 CP]

Legal Powers: Passport (1), Professional License [nurse] (1), Vigilante License (1) [3 CP]

Skill Bonus: +1 level (3) with Scholar and Unarmed [punch] (+3) [4 CP]

Wealth: +1 level (2), d6 effect [2 CP]

Armor: 3 vs. All Physical and Mystical damage types (15), Absorption [to STR, automatic] (+3) (+3) [33 CP]

Speed Bonus: Jumping distance x1.33 (1) [1 CP]

Chi Multi-Power (2 powers)

(a) **Devitalization ("Nerve Punch"):** d6 Mutagenic [molecular disruption] (9) (+3), Carrier Attack [unarmed melee] (+2), Reduced Range [no range] (-3), Multi-power (-3) [8 CP]

(b) **Power Blast ("Chi-Energized Power Punch"):** d12 Energy [pure energy] (29), Carrier Attack [unarmed melee] (+2), Reduced Range [no range] (-3), NRG Cost [1 per use] (-2), Multi-power (-3) [13 CP]

Weakness (Attracts Attack): Mystical damage type [+15 CP]

Weakness (Public Identity): She was unmasked a few years ago by a villain and has done the best she can. [+10 CP]

Weakness (Quirk): Only listens to New Age and Classical music [+5 CP]

Weakness (Responsibilities): She is the legal guardian of her two younger siblings. These are the children of her father's second wife (both father and wife died in a car accident) and are legally minors. (Uncommon, Major) [+5 CP]

Weakness (Vulnerability): x2 damage from Magical and Mental Damage types (Uncommon) [+10 CP]

Villains & Vigilantes - Choice

S 9, E 16, I 11, A 15, C 18, 150 lbs., level 2

Basic Hits 3, Carry Cap. 175, Basic HTH 1d4, Hit Modifiers (1.0) (1.8) (1.0) (1.4) = 2.52, Hit Points 8, Power 51, Move 40" ground, Healing Rate 1.2, Damage Modifier +1, Accuracy +2

Absorption: She can convert physical and energy attacks into Strength. Assume this power applies against all attacks affected by the Adaptation defense, but it does not offer a defensive modifier. This power provides some resistance to injury

equivalent to the Invulnerability power, absorbing 4 points of damage per turn per character level (thus, as she gets more powerful, she gets more durable).

However, for each point of damage (before the Invulnerability), her Strength characteristic is increased by one point. Extra strength gained through this power fades at the rate of one point per five minutes. She cannot absorb attacks that do not normally cause Hit Point damage (this includes Paralysis Ray, Devitalization Ray, and many forms of psionics). The increased Strength boosts only her Carrying Capacity, it does not affect Hit Points, Power or Movement. The normal benefits of a high Carrying Capacity (e.g. Basic HTH, throwing) apply. This power is always on; she does not have to spend an action to activate it.

Natural Weaponry: Lifelong training in the martial arts gives her +3 "to hit" and +6 damage with unarmed HTH. She has also developed two special abilities (and can develop more with Inventing Rolls):

- **Nerve Punch:** With a Special Attack, this attack does normal damage, but also delivers carrier attack that acts as a Devitalization Ray causing 1d12 points. PR = 0.

- **Chi-Energized Power Punch:** This attack focuses her chi-energies into a powerful blow. This is a normal Power Blast carrier attack doing 1d12 damage, PR = 3.

Choice – Absorbed Strength Table

Base Strength 9

Endurance 16

Weight 150

<i>Strength</i>	<i>Carrying Capacity</i>	<i>Basic HTH</i>
9	175	1d4
10	195	1d4
11	220	1d4
12	250	1d6
13	285	1d6
14	326	1d6
15	373	1d6
16	427	1d6

<i>Strength</i>	<i>Carrying Capacity</i>	<i>Basic HTH</i>
17	488	1d8
18	557	1d8
19	634	1d8
20	720	1d8
21	815	1d8
22	919	1d8
23	1033	1d10
24	1157	1d10
25	1292	1d10
26	1438	1d10
27	1596	1d10
28	1766	1d12
29	1949	1d12
30	2145	1d12

Designer's Notes: Choice originally appeared in *They Might Be Characters Volume 1* which was posted on patric.net in 1999. It had the V&V version, so this is an update to her background and creates the LL conversion. I made a conscious choice to convert her as written and avoid a "ten years later" update.