

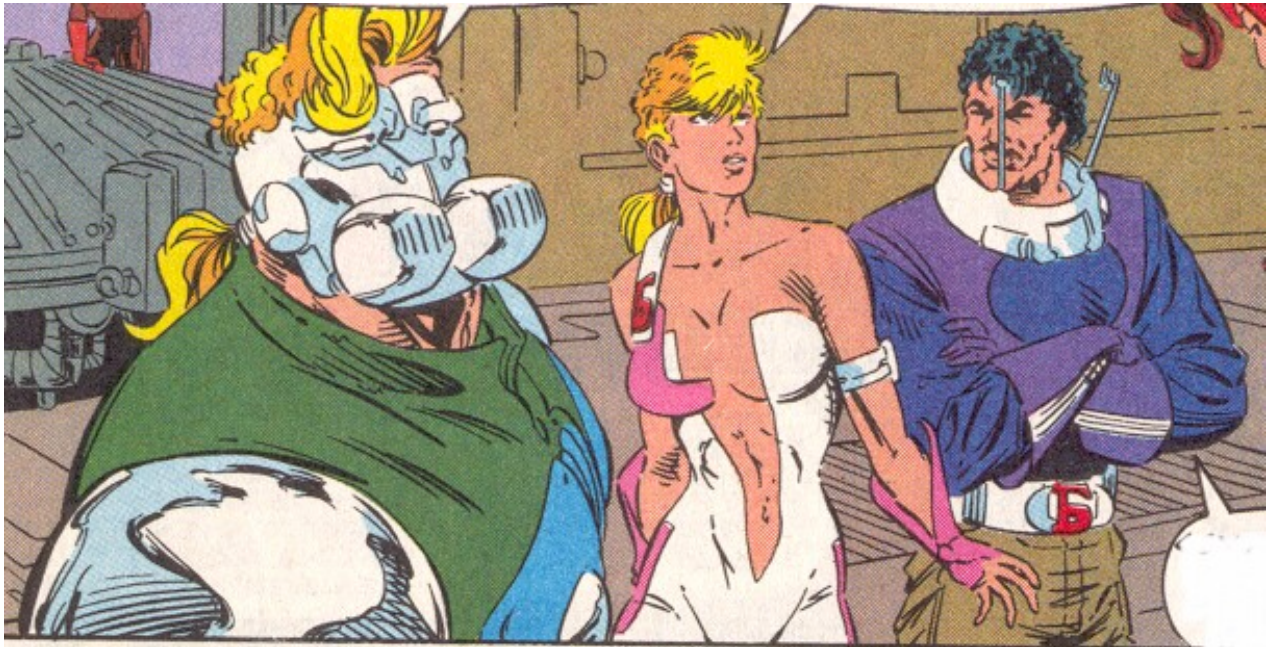
Isvestia

Background & Origin: She was a civilian contractor, working as an electrician's apprentice, at the facility where the Russian scientist, Dr. Volkh, was conducting his research in high-energy physics, pushing into the psionic range of the electromagnetic spectrum. She was ignorant of being part of the fake operation that was being used to conceal the real patently illegal experimental

offense, but weak on defense, so her teammates need to run interference for her.

Living Legends¹ - Isvestia [155 CP]

PHYS 11, REFL 11, DEFT 7, INTL 7, COOL 7 (APP 11), VITL 11, Mass 54 kg (d3 Mass effect), Fame 7



Svyatagor, Isvestia, and Mikula review the battle plan.

operation Dr. Volkh was running, and she was terrified when a tremendous accident occurred. However, the accident gave her superhuman powers and she quickly fell under the charismatic sway of the only man who could explain what happened to her – the Russian scientist, Dr. Volkh.

Combat Tactics: Isvestia is a classic flying blaster. She likes the quick efficiency of the paralysis power. Note that she is heavy on

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

Flight²: (DEFT/G), d6 effect

Profession: (INTL/S), electrician, +2 levels (3), d6 effect [3 CP]

Weapon: (DEFT/G), photon beam (power blast), d6 effect

Weapon: (DEFT/G), Fireball (power blast), d6 effect

- 1 Uses optional rules from the *Unofficial Living Legends Companion* by Patric L. Rogers.
- 2 Used for high-speed maneuvers, like the Running skill

Weapon: (DEFT/G), Neural Sapper (paralysis), d6 effect

Weapon: (DEFT/G), Flash Burst (sensory shock), d6 effect

Languages: Russian (native), English (conversational) (2) [2 CP]

Literacy: Russian (native), English (1) [1 CP]

Legal Powers: Professional License [electrician's apprentice] (1), Passport (1). She is known to the legal authorities as "Isvestia," but they do not yet know her real identity, so her legal powers have not been revoked. She travels in disguise. [2 CP]

Wealth: Spoils of crime. +1 level (2), d6 effect [2 CP]

Defense: +1 level (6) [6 CP]

Flight: Acceleration 28"/turn, top speed 320"/round (21), Miscellaneous Restriction [costs 1 NRG per hour of use] (-2) [16 CP]

Energy Expulsion Multi Power

(a) **Power Blast ("Photon Beam"):** 1d8 Light [laser] or Light [ultraviolet] or High Temperature [heat] (16) (+5), Range [24"] (+1), Multi Power (-5) [18 CP]

(b) **Power Blast ("Fireball"):** 1d12 Energy [particle beam] (29), Range [6"] (-1), Duration [2 round] (+2), NRG Cost [1 per use] (-2), Multi Power (-5) [13 CP]

(c) **Paralysis ("Neural Sapper"):** d10 Electromagnetic [radar] (22), Range [12"] (+0), Duration [2 rounds] (+2), NRG Cost [1 per use] (-1), Multi Power (-5) [13 CP]

(d) **Sensory Shock ("Flash Burst"):** d8 Overload (12), affects visible light, infrared, and ultraviolet (+5), Reduced Range [no range] (-3), Area Effect [7" d., offset] (+6), Multi Power (-5) [18 CP]

Weakness (Attract Attacks): For unknown

reasons, darkness-themed or shadow-themed attacks are more likely to harm her, and she is less likely to successfully avoid them. They are +2 to hit her. It is believed this is a psychosomatic problem as it only applies when she is aware of the attack, or when she thinks an attack has these themes. [+5 CP]

Weakness (Human Characteristics): [+10 CP]

Weakness (Persecuted): She is a criminal in Russia and Poland and wanted by authorities (Rare, Major) [+5 CP]

Weakness (Quirk): Not really a villain at heart, could probably be rehabilitated by the right heroic role-model taking a personal interest in helping her understand her powers, how to live with them, and how to receive a pardon from the legal authorities. [+5 CP]

Villains & Vigilantes - Isvestia

S 14, E 13, I 11, A 13, C 9, Weight 120, level 1

Basic Hits 3, Carrying Capacity 243 lbs., Basic HTH 1d6, Hit Modifiers (1.3) (1.4) (1.0) (1.2) = 2.184, Hit Points 6, Power 51, Move 37" ground, Healing Rate 0.9, Damage Modifier +1, Accuracy +1; Detect Hidden 8%, Detect Danger 12%

Flight: 182mph, PR=1 per hour.

Light Control: She can create photon beams from her eyes or hands, radiate light or produce blinding bursts of photons from her body. She can release energy in the infrared, ultraviolet and visible light spectrum

Photon beam has range of 26", does 2d8, PR = 1. Blinding burst has no range, a radius 26", requires a Special Attack and is PR = 1. She can only release light in powerful bursts; she cannot release light slowly like a light bulb.

Paralysis Ray: She can project a ray from her finger tips that can short circuit the nervous

system of even the most durable foes.

A successful hit causes unconsciousness in the target without hit point loss . Range 26", PR = 7 per shot. Once the victim is knocked out, normal wake-up rules apply.

Power Blast: She can generate a powerful beam of energy that engulfs the target in an angry red corona of energy. She refers to this as her "fireball" attack, and it is a very intimidating power to witness in action. The initial attack has range 10", causes 1d20 damage and is PR = 3.

The energy field lingers on the target until the end of the turn. During the between-turns phase, roll another attack against the target on the Power Blast column using no modifiers other than any defensive powers the target has active. If this secondary attack hits, the target takes another 1d8 damage. The energy effect ends during the between-turns phase in any case.

Bogatyri

This is a new team of Russian villains led by

megalomaniac Dr. Volkh who has decided that scientific progress is better in Western Europe than in the collapsed Eastern Europe. Although a relatively new team, these villains operate primarily in Europe moving from one scheme to another. It is very much a cult of personality, with the three villains following their leader wherever he takes them. Despite this, it should be kept in mind that they are all intelligent fighters.

Most of their crimes focus on destabilizing political or civil bodies, or on acquiring scientific research material or equipment for Dr. Volkh's experiments.

Designer's Notes: This character originally appeared in *They Might Be Characters Volume 1* by Patric L. Rogers, and published on www.patric.net.

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