

Power Girl

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Origin & Background: Power Girl was a Captain in the US Army and gained her powers after volunteering for Army experiments to create a superhuman. She retains her rank, but has been assigned to a hero team based in California.

She has a good tactical sense, and is a good organizer, but has a shy personality. She has the potential to be the team leader, but for now is only the deputy leader.

Combat Tactics: She relies heavily on her magnetic force field for defense and her particle beam for offense. Although it is relatively easy for her to magnetically manipulate objects, she does it only rarely, and people sometimes forget she can do it.

Living Legends¹ – Power Girl [142 CP]

PHYS 11, REFL 7, DEFT 7, INTL 7 (PERC 11), COOL 7 (APP 11), VITL 7, Mass 68 kg (d4 Mass effect), Fame 13

Skills: 6 @ +2 levels (5) (+7) [13 CP]

Negotiate: (INTL/G), d8 effect

Tactics: (INTL/G), urban, d8 effect

Vehicle: (DEFT/S), helicopter, d6 effect

Weapon: (DEFT/G), power blast, d8

¹This document uses rules from the *Unofficial Living Legends Companion* by P. Rogers and available at www.patric.net.

effect

Weapon: (DEFT/G), rifles, d8 effect

Weapon: (DEFT/G), telekinesis, d8 effect

Legal Powers: Military Rank [captain in the US Army] (1), Vigilante License (1) [2 CP]

Magnetic Powers

Armor Generation: 6 vs. All Physical (17) [17 CP]

Flight: Acceleration 16", top speed 48" (13), Miscellaneous Restriction [costs 1 NRG per hour of use] (-2) [10 CP]

Heightened Sense: New Basic Sense (2), detects magnetism, Range (+3), Global (+5) [6 CP]

Power Blast: 2d8-1 Energy [particle beam] (37), Reduced Range [6"] (-1) [32 CP]

Shield: 5 vs. Biochemical, Blunt Kinetic, Energy, High Temperature, Low Temperature, and Sharp Kinetic (1), Innate (+3) [1 CP]

Telekinesis: 820 kg., d10 Effect (34), Range [12"] (+0), Miscellaneous Restriction [can only move ferrous targets] (-2), Time Limit [bounded duration, 24 rounds] (-3), NRG Cost [1 to activate] (-1), Not on Self (-2) [11 CP]

Weakness (Dark Past): There were issues during her Army career that were conveniently "forgotten" when she volunteered for the experimental procedure. These could result in



Bad Reputation or Persecuted if revealed. [+10 CP]

Weakness (Quirk): Shy [+5 CP]

Weakness (Responsibilities): Still an active member of the US Army and a member of a vigilante team with contracts to the City of Los Angeles (Uncommon, Major) [+5 CP]

Villains & Vigilantes – Power Girl

S 12, E 13, I 12, A 10, C 10, 150 lbs., level 3

Basic Hits 3, Carrying Capacity 227 lbs., Basic HTH 1d4, Hit Modifiers (1.3) (1.4) (1.1) (1.0) = 2.002, Hit Points 6, Power 47, Move 36" ground, 158" flying, Healing Rate 0.9, Damage Modifier +0, Accuracy +0, Detect Hidden 10%, Detect Danger 14%

Magnetic Powers (×2): Magnetic control requires one action, PR = 2, 24" range. She can control objects for 12 turns. Her maximum capacity is 1800 lbs. A magnetic blast does up to 1d10 damage, PR = 3.

Power Blast: By focusing her magnetic powers, she can generate a charged particle beam from her hands. 12" , 1d20, PR = 1.

Heightened Senses: Her sensitivity to magnetic fields makes her almost impossible to surprise at close range, and gives her other unusual sensory abilities.

Invention: She can fly by manipulating magnetic fields. Her top speed is her ground move inches in miles per hour. PR=3 per hour.

Combat Summary

Magnetic Powers: +0 attack, 1d10 maximum damage

Power Blast: +0 attack, 1d20 damage

Unarmed: +0 attack, 1d4 damage

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.

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Designer's Notes: Power Girl originally appeared in *They Might Be Characters Volume 1*