

The Unofficial Living Legends Companion

For Living Legends Edition 1.1

Companion created by Patric L. Rogers.

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Part 1: Core Rules

Introduction

This document began as an extension of the errata as published by Jeff on his website and grew extensively – and frequently – after that. I changed the name with revision 2.0 to better reflect the change in scope and intention of the product. Version 3.0 reflected another evolution – this time moving beyond rules to include campaign setting material and really begin its movement toward what a “Companion” should be. Version 4.0 reflected another shift – this time towards actual legitimacy, as Jeff Dee provided solid feedback on what could legally be included and what needed to be changed (including a mutually agreed change of the Copyright notice from Patric L. Rogers to Monkey House Games).

Just so it gets said clearly: this book is still unofficial and all rules are optional; it just no longer violates intellectual property rights of Monkey House Games, Wizards of the Coast or one or two artists I confused with Jeff Dee ☺

The bulk of it this doc is opinions and suggestions and discussions of clarifications collected from different sources, including the official *V&V to Living Legends Conversion* document, and the *Living Legends* Yahoo group. It includes material by Jeff Dee and Jonathan Woolley.¹

Artwork colored by R. Glenn Hall, yocjlo², and Grey “Roll 3d6” Grooters.

Maxima is Copyright © 1986 by Jack Herman.

I make no apologies for being pedantic.

¹ Speak up if I have forgotten you!

² Whose identity I have never sorted out.

2.2.1 Basic Characteristics

The typical heroic figure should spend 50 to 70 CP on Basic Characteristics. Those thematically based on a BC, or sub-BC, such as tanks, kung-fu masters, mad scientists, or super-spies should expect to spend more.

Intellect

Intellect (INTL) breaks down into Reason (REAS) and Perception (PERC). PERC is defined in the core rules.

REAS measures analytical ability, processing power and memory. A classic scientist might be able to think through an obstacle (high REAS), once someone shows him where it is (low PERC).

2.2.2 Place of Origin

Here is a convenient navigation table to aid random character generation.

d100 Roll	Place of Origin (heavily paraphrased)	Jump to section...
01-80	“Earth”	2.2.2.1
81-85	“Lost or hidden region of Earth”	2.2.2.2
86-90	“A different part of Earth history”	2.2.2.3
91-95	“A different planet”	2.2.2.4
96-00	“A different dimension”	2.2.2.5

After rolling on the “Place of Origin” (aka “Countries of Modern Earth”) table, then roll on the next table “Modern Earthly Species,” then jump to section 2.2.3.

2.2.2.2 Lost Regions of the Earth

Atlantean racial features

Speed Bonus: Swim speed x4 [everybody starts with 2" free] (6), top speed and acceleration (+3) [9 CP]

Silicoid racial features

Density Increase: SR 7, weight x7, Protection 6 (13), Stays Active (+2), Can't Hold Back [always on] (-2) [13 CP]

2.2.2.4 Other Worlds

In the table, change the description of "81-90 Darkworld" to read "Darkworld. An entire planet of 'dark matter' which orbits our solar system beyond Neptune³. Species: Darkling. Culture: Mixed."

Peratonian racial features

Replace "Heightened Senses" with "Telescopic Senses (V): Telescopic Vision, 2 levels (2) [2 CP]"

2.2.3.5.1 Selecting Random Skills

On the Medical skill table, change Teach to (INTL/G).

2.2.4.2 Random Powers

On the Travel Powers table; replace "Dimension Travel" with "Dimensional Travel."

2.2.7.2 Carry

See the Universal Table in §7.1 of the core rules for carrying capacity. Also see §10.3.2

which defines reductions to movement rate if carrying greater than one-half capacity.

2.2.7.8 Fame

Assign the character a Fame score that seems appropriate. 1 Fame means totally



unknown and just starting out no more famous than any other average person on the street, 3 Fame is a local celebrity or politician with good name recognition, 4 Fame is starting to get some national attention, 7 is a national sensation (e.g. "American Idol"), and people in other countries have heard of the hero, and 16 Fame means the character is recognized anywhere on the planet (e.g. Madonna, Tom Cruise). At 22 or higher, aliens on other planets may have heard of him!

Consult the table in §8.5 of the core rules to get a sense of what Fame effect rolls signify.

³ ...because Pluto is no longer considered a planet, but is instead merely one of thousands of "trans-Neptunal objects" orbiting our sun, Sol.

As noted in the core rules, most superheroes and supervillains also maintain a secret identity. Unless the secret identity is a chatty social-media playboy or extravagant heiress celebute, then the secret identity's Fame is probably 1.

3.0 Skills

The Skill Effect table which appears in §2.2.3.5.1 makes more sense if moved to §3.0.

For skill costs, see either §2.2.3.5.1 or the Alternate Skill Cost Method in the Appendices of this document.

For the Unarmed and Weapon skills, it is an official rule that the Variable Enhancement (§4.4) applies and can be used to save CP.

By extension, the Variable Enhancement can also apply to skills like Mechanic, Performer, Profession, Scholar, Science, and several other "broad group" skills, so take advantage of the CP savings if you want more than one of these skills.

3.1 Using Skills

Remember to pay special attention to that little note directing you to §7.3.3 for skill challenge difficulty levels.

3.2 Skill List

Awareness (PERC/G)

This is a group of Skills that increase the PERC effect value. Choose a specialty. One specialty is available for each sense a character has. For example, a rescue specialist trained to fly an airplane and see people lost on the vast ocean surface might have levels in Sight, but not Hearing.

Language

American Sign Language and Braille are both Language skills that also require Literacy since they technically only have a "written" form.

Literacy

Remember this is only free for the character's first (native) language and costs 1 CP for every additional language. See the Alternate Skill Cost Method appendix for details on using the Variable enhancement to keep costs reasonable.

Medicine

Ignore the reference to "rules on treating injuries in §10.9" (there is no §10.9). Rules for stopping the bleeding of a mortally wounded character are found in §10.5.4.2.

First Aid: A physician can attempt to heal hit point damage. Roll vs. a Difficulty based on the severity of the patient's wounds:

Damage	Difficulty
Less than 1/4 Hits gone	1
Less than 1/2 Hits gone	2
Less than all Hits gone	4
0 Hits remaining	8

Each successful roll repairs one Hit Point of damage. This use of Medicine can only be used a limited number of times per patient, per day, and only once on any given wound. A physician can treat as many wounds on a single patient as she has levels in the Medicine skill.

Example: Remedy, the Combat Medic, has 3 levels of Medicine skill. Her ally, Iron

Sponge, is prone to soaking damage. Remedy can treat as many as three separate wounds that Iron Sponge suffers in a day, restoring up to 1 hit of each wound.

Alternately, a physician may treat a disease or a specific symptom, allowing the patient one additional resistance roll.

Each First Aid attempt takes about 5 minutes. Having access to medical instruments and supplies is mandatory, but very high quality equipment may add a bonus of +1 (well-stocked clinic) or +2 (well-stocked hospital) to the physician's roll.

A fumbled Medicine skill roll may inflict additional damage, cause bleeding, etc. depending on the circumstances and GM's discretion.

Comment: These rules for First Aid are very "superheroic" and do not fit into a typical street-level game, so feel free to ignore them.

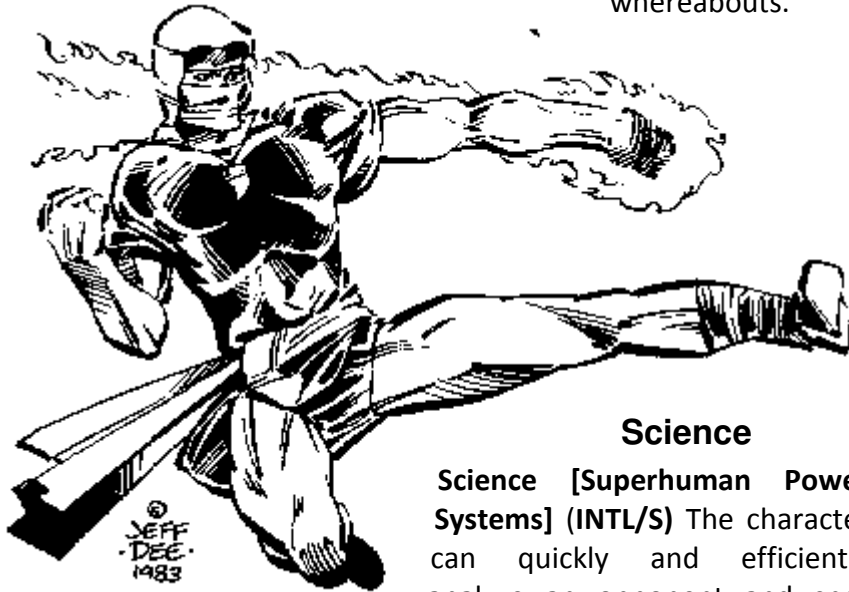
Long-term Care: A physician may provide long-term care for old injuries. A Medicine skill roll against difficulty 4 allows the patient to heal one additional hit point each day.

Scholar

Scholar [Geography] (INTL/S) is used to interpret maps and GPS data.

Scholar [Superhuman Lore] (INTL/S) is the knowledge of superhuman current events

and history. The scholar can recognize superhumans by sight or description. This skill includes knowledge of *modus operandi* and common associates. At higher difficulties, the scholar may know possible types of hangouts or even last known whereabouts.



Science

Science [Superhuman Power Systems] (INTL/S) The character can quickly and efficiently analyze an opponent and spot the source of power – device, innate, spell, etc. Also helps detect possible weakness or limitations based on observed events (does not replace the Weakness Detection power).

Unarmed

Unarmed consists of three subskills called "punch," "kick," and "grapple." "Punch" and "kick" are not literal and could also be named "strike" and "power strike" where the strike is any basic attack with a body part, typically the fist, but could also include a snap kick, a knee thrust or an elbow smash. The "power strike" is any attack that sacrifices accuracy for power such as a haymaker, roundhouse kick, jump kick or clenched-double-fist smash.

Unarmed damage is always Blunt Kinetic [dull impact], unless the character has a

power, such as Natural Weaponry, that changes the damage form. For example, Lava Fist can transform his hands and feet to a lava-like form, thus his unarmed attacks cause High Temperature [fire] damage instead of Blunt Kinetic.

Unarmed Option: Kick Changes Effect Levels

As an option, instead of the “kick” skill changing the attack and damage effects by -1 or +1, you can have it increase the effect level by one step. For effect values of d12 or less, this is pretty much the same thing, but it can “feel” better to players to roll a different die type, especially for the team brick who gets to roll 2d12-1 instead of 2d10-1. The average roll is the same, but the tactile sense of rolling bigger dice can be a lot of fun.

4.0 Powers

There are several powers which are essentially just pre-constructed variants of other powers. For example, Energy Field is “Power Blast, Area Effect [no area effect] (-3), Energy Field (+6).” One of the elegant things about the design of the rules is that adding additional Enhancements or Restrictions to these pre-constructed powers results in the same cost as if you re-constructed the power from the ground up. By that, I mean that “Energy Field, Conductivity (+2), Range [12”] (+3)” has the same cost as “Power Blast 1d8 (16), Area Effect [no area effect] (-3), Conductivity (+2), Energy Field (+6), Range [12”] (+3)” and they are the exact same thing.

4.2 Deactivating Powers

Holding Back

Characters may only hold back their power's primary effect, such as an attack

power's damage effect or a protection power's protection number. They may not hold back a power's range, area effect, duration, or other characteristics.

4.3 Power List

Adaptation

“Spaceworthy” is “Adaptation: Asphyxiation and High Radiation (3) (+3), plus High Pressure and Vacuum (1) (+3) [5 CP]”

Amplified Sense

Use the Variable Enhancement to add this power to more than one sense. All five human senses is a (+8) modifier.

Animal Communication

Range is ambiguous, but generally less than 6” depending on the PERC score of both the character and the animal.

Armor Generation

Armor Generation has built in Time Limit [bounded expenditure, 1 hour]. The character can renew or dismiss the effect earlier, but must again spend 1 NRG to reactivate it.

As a (+1) modifier, the built-in Time Limit can be modified to be Incremental.

It's great to view Armor Generation like cheap and easy temporary Hit Points.

This allows the character to turn it on and off, but the Protection remains at whatever value it last was, until the character again spends 1 NRG to regenerate the Protection.

Astral Projection

In the first and fourth paragraphs, delete the words “spirit” and “spirit-form.” Whether the character's Astral body is

"spirit" or not depends on the character's concept.

The Astral Projection power does not automatically grant special movement abilities such as flight. However, the character can buy these with the Miscellaneous Restriction [only when Astrally Projecting] (-3).

Combat Maneuvers

As written, Combat Maneuvers are overpriced for their relative value. Here is a new model that uses the Variable Enhancement to balance them against similar powers such as Skill Bonus and Natural Weaponry.

Base cost of one maneuver, added to one combat skill is:

Level	CP cost
1	3
2	7
3	12

Modifiers: Having the Parry maneuver is a (+1) Miscellaneous Enhancement, having the Disarm maneuver is a (+2), and Escape is a (-2). These modifiers are in addition to the Variable modifier for the total number of maneuvers.

Buying maneuvers for additional combat skills adds its own Variable modifier.

Example 1: +1 level with Choke Hold and Throw, with Unarmed [punch]. This is one level (3), two maneuvers (+3), one combat skill (+0), total [4 CP] (compare to 6 using the original method).

Example 2: +2 levels, with Disarm, Hold, Escape and Throw, with Unarmed [grapple]

and Weapon [flail]. This is two levels (7), four maneuvers (+7), Disarm (+2), Escape (-2) and two combat skills (+3), total [27 CP] (compared to 46).

Example 3: +3 levels, with Disarm, Parry, and Strike, with Unarmed Combat [punch, kick, grapple] and Weapon [dagger, flail, 1-handed sword]. This is 3 levels (12), three maneuvers (+5), Disarm (+2), Parry (+1), with six combat skills (+8), total [102 CP] (compared to 270).

Cosmic Awareness

Insert "Cosmic Awareness Fumbles:" as a header after the sentence "The GM should always make Cosmic Awareness rolls secretly."

Darkness

Second paragraph, first sentence: remove "and no range." from the end of the sentence as it is redundant.

Emotion Control

By default, the character has the power to induce any one emotional state in the target per use of the power. This makes it very versatile.

Miscellaneous Restriction: Single emotion, defined when the power is purchased (-5).

Miscellaneous Restriction: Small, related group of emotions, defined when the power is purchased (-2).

Extra Limbs

Fine Manipulation is a (+3) modifier for those limbs capable of acting like hands and providing fine manipulation. Limbs without fine manipulation are strikers and typically used as legs or bludgeons, such as a

crocodile's tail. Prehensile feet are still 2 CP.

Flight: Light Speed

Top light speed equals top speed, not acceleration. For example, a character with a top flight speed of 384 and light speed capability can fly at 384 times the speed of light, or slightly over 1 light year per day.

Gigantism



In contrast to Shrinking, the profile change of Gigantism does not affect movement rates. Buy Speed Bonus with a (-1) restriction if linked to Gigantism, and an extra (-1) if the Speed Bonus is pro-rated to scale as the profile scales.

For example, “only when in giant form” is (-1), but “speed multiplier is the same as profile multiplier (i.e. x1, x1.3, x1.6)” is (-2).

Gravity Increase

Just like other attack powers, Gravity Increase requires that you select a damage type.

Heightened INTL

Heightened INTL [REAS only] is a (-1) restriction. Unless otherwise noted, all INTL skills are based on REAS, so there are no freebies here.

Heightened Senses

It is reasonable to assume that any Equipment that can receive radio frequencies also receives cellular and GPS data. The Scholar (Geography) skill is still required to make use of the GPS data.

Hungerless

The character is also free from the requirements of water, or other life-sustaining fluids required by her species.

Intangibility

Except in rare instances, Intangibility should automatically make insubstantial any Equipment the character paid CP for, except Vehicles and Installations.

Invisibility

Use Heightened Senses for a list of senses the character can be invisible to. See also Sensory Shock for another model of defining groups of senses.

Use the Variable Enhancement to determine how much the character must pay for invisibility.

Invisibility to an entire Sense (e.g. Sight, Smell) is (+8).

Invisibility to All Five Human Senses (including Heightened versions) is (+9).

Invisibility to Everything is a (+11) enhancement.

Legal Powers

The Variable Enhancement cannot be used with Legal Powers; each legal power must be purchased separately.

Cost	Legal Power
1	International Driver License: The right to operate a motor vehicle in foreign countries. Typically also requires a Passport.
1	Vigilante License: The heroic figure can “bend the law” in pursuit of villains and criminals. A vigilante is not a police officer and cannot make arrests or detain people, and in fact the two legal powers are explicitly incompatible so a character cannot have both a vigilante license and any form of police powers.

Note: The Vigilante License is not part of the official *Living Legends* universe, but is useful for games set in other worlds.

Lightning Calculator [Talent] [New]

For 9 CP the character can crunch numbers and process mathematical formulae faster than a computer and do it all in her head. Two practical benefits include a +1 bonus to all mathematics-related skills, such as Profession (accountant) and most Science skills, and also characters with the ability to receive raw GPS data (e.g. Radio Hearing)

can convert that into map coordinates and know exactly where they are.

Analysis: Skill Bonus +1 (3), related group (math skills) (+8) [9 CP]

Luck

See Chapter 13 for details on Luck.

Machine Control

“Computers” can be chosen as a valid target which gives the character broad ability to impact a wide variety of modern day machines. For example, many cars today have computer controlled fuel systems or braking systems. The Machine Controller could not steer the car, but he could force it to accelerate or stall out, for example. By selectively controlling the computerized brakes, he could cause the vehicle to slew in a particular direction, affecting something similar to “steering.” Future vehicles might have entirely computerized steering systems. If “computer control” gives a character TOO MUCH breadth (say, the *Star Trek* universe), then this becomes a (+2) Enhancement to control “computers.”

See the Appendices for a more fully formed model of computer control, named Cyberpathy, including special rules for controlling computers.

Mimicry

Global restrictions that only apply when the mimicry occurs are worth half normal value (round down). Global restrictions that apply whenever a mimicked power is used are worth full value.

Mimicry Option: Multiple Sources

A character can have multiple sources by applying the Variable Enhancement, thus

allowing mimicry of more than one source simultaneously.

Omni Power

Omni Power is the ultimate extension of the Variable Enhancement. The character simultaneously has *all* skills or powers at the purchased base CP value and can use them *all at the same time*, within the limits of the character's number of turns per round.

Omni Power can have Restrictions, but these are global and automatically apply to any power or skill represented (q.v. magic in § 2.2.4.2). Thus, Charges or NRG Cost are probably best avoided.

With GM permission, individual powers can be defined as having Enhancements or Restrictions, but these are permanent and cannot be changed.

Example 1: a “d6 Mental Attack (11), No Range (-3), Psychic Damage (+3)” has net cost 11 CP and can fit into an 11-point Omni Power but will always be exactly as defined here.

Example 2: Omega Lass has a 7 CP Omni Power, All Powers. Among the other benefits, this gives her +7 to *each* PHYS, REFL, DEFT, INTL, COOL and VITL. It also gives her 7 CP of Armor [2 vs. All Physical], 7 CP of Armor Generation [3 vs. All Physical], and 7 CP of Shield [4 vs. All Physical, Innate (+3)].

NRG Battery

The base cost of NRG Battery is 1 CP per NRG, with a miscellaneous modifier of (-5).

NRG Battery cannot normally be targeted unless an attack power is specifically bought

to affect NRG Battery, but the GM may make exceptions with a plausible explanation.

Perfect Memory

See the Alternate Skill Cost Method appendix for additional ideas on combining Perfect Memory with skills.

Power Blast

Power Blast is an iconic power and can be modified to represent a number of effects. Power Blast damages only HITS. To affect other traits, such as STR, or Power Blast, for example, use Suppression. To affect NRG, use Devitalization.

Quick Draw

Use the Variable Enhancement to apply to more than one weapon.

Recharge

Recharge can be bought to replenish the character's natural NRG or it can be bought to recharge an NRG Battery. There is no modifier for replenishing an NRG Battery.

Recharge can replenish natural NRG or NRG Battery for (+3), chosen each turn that the character recovers. It can replenish both simultaneously for (+4).

Restraint

Restraint can be Opaque to all senses as a (+11) Enhancement.

The example for Glacier contains an error. Here is the corrected example:

Glacier's Restraint has 4 Protection vs. All Physical Damage Types and a 12" Range, for a Base Cost of (12). It has 2d8-1 Hit Points (rolled each time a new Restraint is created), for an additional Base Cost of (16).

Its total Base Cost is now (28). It has the power to Inflict Damage (+5), but is Brittle (-4), for a total Cost Modifier of (+1). Final Cost is 32 CP.

Shape Changing

The base power allows the character to assume only one other form. Use the Variable Enhancement to add forms and define the scope of forms.

“Any Humanoid Form” or “Any Animal Form” are both (+8) modifiers.

“Any Living Creature” is (+9).

“Anything” is (+11).

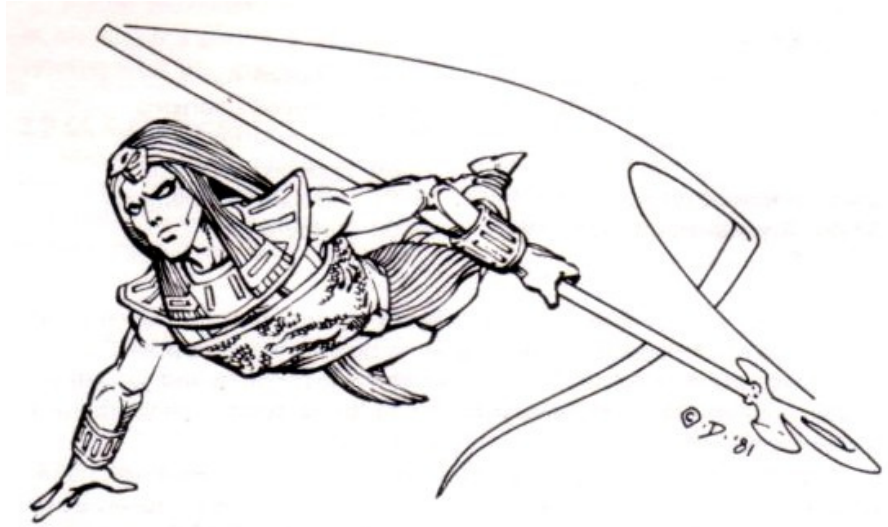
Combine with Gigantism or Shrinking to change size.

Shaping

Animations move on the ground unless a movement ability is purchased specifically for them; this is a (-3) modifier to the movement power if the character cannot use the power, or (+3) if the movement applies to both the character and the animation.

Shaping Option: Elemental Control / Energy Control

Shaping can be used to manipulate energy. The effective “mass” that can be shaped determines the effect level that can be controlled. For example, 120 kg mass is a d6 Effect.



For classic “controllers”, Shaping is best combined with Negation to create that sense of being able to snuff out or reshape the energy.

Shield

The table accompanying the Shield power is misnamed, “Restraint Damage Types”; it should say, “Shield Damage Types”.

Shrinking

Shrinking reduces the character’s movement rates by the same ratio as her height. Speed Bonus can be used to offset the reduction normally. Speed Bonus only when shrunk is (-1), unless it is prorated to the same ratio (see Gigantism), which is a (-2) modifier.

Sidekick

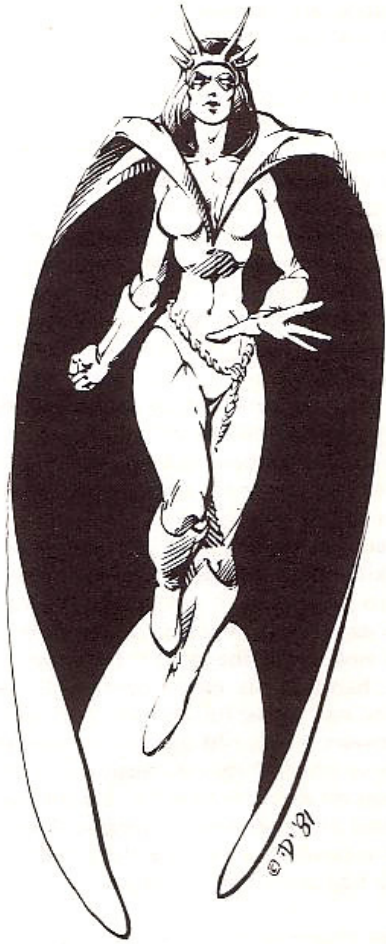
For a gang of sidekicks, use the Duplicates modifier under Equipment in § 4.5.

Summoning

Summoning Option: Multiple Summoning

For the Multiple Summoning Option, replace the text in the rulebook with the text below:

The ability to summon more than one creature at a time is a (+2) enhancement. You must still add the Duplicates modifier under Equipment in § 4.5 to determine how many creatures you can summon; this determines the total number of creatures you can summon per “scene.” You can



choose to have all creatures appear simultaneously with one use of the power, or spread the summoning across multiple Actions (this works nicely from a thematic perspective when combined with Variable, for example a classic fantasy conjurer who summons different creatures during the course of a single battle).

All of the creatures you summon must be identical unless you’ve also taken the

Variable enhancement. Different creatures have the same Base Points, but may have different value of Weakness Points as long as the Total Points of any one creature do not exceed the level of the Summoning power purchased.

The final cost of each creature still may not exceed the number of CPs you have left after paying for this power.

Teleportation

The cost for the Gate is +6 CP to the base cost of the Teleportation power, not a (+6) enhancement.

Telescopic Sense

Use the Variable Enhancement to affect more than one sense. A normal human has five senses, which is a (+8) modifier.

See §11.3 Perception for rules on using Telescopic Sense and PERC.

Transformation

Transformation is listed as a Continual power. It should be listed as a Persistent power.

For characters with more than one form, use the Variable Enhancement to increase the number of forms. Each form can be different.

Transformation takes 1" of movement to use.

Transformation is a great mechanism for characters with a “powered on” form and a “powered off” form. Classic comic book examples are the Incredible Hulk or the Human Torch. Examples in this book include Borg and Triceratops.

Although the “powered on” form becomes the default form mechanically (because it has higher point cost and thus owns the transformation power), with GM permission the non-powered form can be the character’s default form. For example, as defined in his origin story, Burton Kreiger (Triceratops) transforms into a dinosaur man. Therefore, the GM agrees that if his transformation power is suppressed the SFX are that he turns into a normal human, even though mechanically suppressing his transformation power would turn him into the dinoman.

Transmutation

Change references to “Density Change” to “Density Increase.”

Change references to “Energy Blast” to “Power Blast.”

Transmutation Option: Alteration

This option enables Transmutation to affect the target's abilities in serious ways. Alternation does not modify the basic appearance of something. You **MUST** choose either an Appearance Change option or an Alteration option, or both.

Minor Alteration: For a cost modifier of (+5), the target can lose (or gain) minor statistical advantages and powers. As a general rule, the total CP increase cannot exceed the maximum effect roll for this power.

Example (living target): the target could be made to sprout gills, or gain or lose one PHYS Level, and so on.

Example (inanimate target): the target could be made heavier (+1 level Density Increase), or lighter (+1 level Density

Decrease), harder (+1 Protection), or softer (-1 Protection)

Incapacitation: For a cost modifier of (+7), the target can be immobilized and rendered ineffective in combat. Any statistical or power changes that follow naturally from this transmutation would also apply.

Example (living target): the target could be turned into a tree (if combined with Major Appearance Change), with a tree's size, mass and Structural Rating.

Example (inanimate target): A machine could have all its moving parts fused together, rendering it useless.

Animation: For a cost modifier of (+8), an inanimate target may be brought to life and given a full set of Basic and Secondary Characteristics. The target will also have any innate abilities that go along with the idea of animating it. PHYS is based on Mass, REFL and DEFT are 4 unless the object has reasonable articulation such as a statue or table. INTL, COOL and VITL are all 7 unless the player and GM can agree to a good justification for a higher or lower value. As a general rule, the Animation is treated as a Sidekick and the total CP cost of the new animation cannot exceed one-half of the animator’s own total CP cost.

Examples (inanimate target): An animated car can drive itself, open its doors, etc. An animated cast-iron stove has Density Increase equivalent to iron. Trees can smash foes with their branches, and even uproot themselves to walk-around.

Major Alteration: For a cost modifier of (+8), the target can lose (or gain) major statistical advantages and powers. As a

general rule, the total CP increase cannot exceed three times the maximum effect roll for this power.

Example (living target): the target could be made to become intangible, double their normal PHYS, lose all of their powers, etc.

Extreme Alteration: For a cost modifier of (+11), the transmuter can change anything about the target, except appearance, including any of the effects mentioned above. While there is little benefit over Major Alternation against living targets, an inanimate target may be brought to life, given a full set of Basic and Secondary Characteristics, and given other major statistical power changes.

Example (inanimate target): In addition to



having Density Increase equivalent to iron, an animated cast-iron stove could be given the ability to belch Power Blasts doing Fire damage. An animated car could be given Natural Weaponry in the form of a radiator grill that opens like a fanged jaw, emit tear gas from its tailpipe, etc.

Weakness Detection

For a character that can detect a flaw in both protection OR detect a personal weakness, but must choose which one each time the power is used, this is a (+3) modifier.

For a character that can detect a flaw in protection AND a personal weakness at the same time, this is a (+4) enhancement. Roll the effect die only once and apply it to both Protection and COOL to determine the results of the power use that turn.

Wealth

In the United States, a d4 Wealth effect is approximately minimum wage. Buy at least one level of Wealth so your hero can move out of his mother's basement.

4.4 Power Enhancements

Area Effect

Area Effect attacks automatically affect targets in the area, with no additional attack roll required.

Area Protection: Area effect protection that does not impede movement is a (-1).

Fixed Location: An area effect that cannot be moved or reshaped once created is (-1).

Non-Selective: Non-selective Area Effect attacks require a separate attack roll to

affect each target in the area. Non-Selective is a (-3) modifier.

Drain

Drain is really more of a “transfer,” since points flow from the target to your character.

Drain has the additional side effect that unless the base attack (e.g. Power Blast) damages HITS or NRG, then the target recovers lost points at the same rate the drainer loses points, defined as 1 point per Round by default.

Drain Option: Increased Duration

The interval of point loss can be moved one step down the time chart for an additional (+3). For example, 1 round becomes 6 rounds for (+3), 1 round becomes 3 minutes for (+6), etc.

Drain Option: Increased Limit

The maximum stored points can be increased by +6 points as an additional (+1) enhancement.

Analysis: The increase in maximum is similar to calculating the maximum as if the original effect level were one higher (i.e. d6 to d8, d8 to d10, etc). At very low die sizes the +6 is more, and at very high die sizes it is less, but at the range most drains will appear, +6 is a good fit.

Energy Field

Note that the Energy Field enhancement cross-references back to the Energy Field power. This is actually an efficient way to do this since most Energy Fields will use one of the Physical Damage Types, anyway.

For those rare instances where a character has a Metaphysical or Other Energy Field, the character has already paid an Enhancement premium for the damage type, so the protection applies against that damage type as well as all Physical damage types. Adding the other damage type is a further (+1) modifier and dropping Physical damage types entirely is a (-3) modifier. There is no modifier for swapping Physical for Metaphysical or Other.

Extra Knockback

For a (+1) modifier to the cost of an attack, the target resists the effects of knockback of that attack as if his Mass effect were one level lower. For example, a 67 Kg mass villain resists using a d3 instead of a d4 for Mass effect. Each additional level of reduction in the target’s effect Mass Effect is a (+2) modifier. The target’s actual mass does not change, and this Enhancement cannot be purchased for powers that already affect mass in specific ways such as the Gravity manipulation or Machine Control powers.

Lingering Effects

Replace the entire entry with the following:

This Enhancement causes the effects of an attack power to repeat at the start of each subsequent turn unless the victim makes a recovery roll against a difficulty number.

Lingering Effect Difficulty starts at 1. The cost modifier is (+1) per +1 Difficulty if the victim rolls INTL, COOL, VITL, Mass, Wealth, or Luck to recover, or (+2) per +3 Difficulty if the victim rolls to recover on PHYS, REFL, or DEFT.

Multiple SFX

Multiple SFX can apply to non-attack powers as well. See Recharge and Weakness Detection in the Powers chapter for examples.

Penetrating

Penetrating, but only vs. Equipment is only (+2).

Usable on Others

Replace the last sentence in the 2nd paragraph ('You may increase the power's Intensity with the Enhancement called "Lingering Effects" ') with the following:

You may increase the power's Intensity Effect Roll for a Cost Modifier of (+3) per Effect Level.

4.5 Power Restrictions

Can't Hold Back

Can't Hold Back makes no mechanical distinction between "always on" and "all-or-nothing." At the GM's discretion, a power with an "always on" SFX can be defined as natural parts of the character and cannot be negated. There is no cost change, as there are inherent advantages and disadvantages to each state.

Example 1: A robot made of steel has Density Increase to reflect that it is made of heavy metal, in this case the Density Increase with Can't Hold Back also cannot be negated or drained, but neither can it ever be turned off.

Example 2: Turn-to-Steel Guy has Density Increase, Can't Hold Back, with an SFX defined as "he turns himself into living steel." He has "Density Increase +10 levels

(SR 11), Can't Hold Back" and in this case it means it is all-or-nothing. It can still be negated or drained, but it can also be turned off so he has the option to sit on normal chairs or operate in normal vehicles.

Charges

Charges: Field Reloading

Field Reloading essentially provides unlimited uses (unless the equipment also has the Components restriction), all for the inconvenience of having to stop and reload. The player and GM should work on a reasonable amount of reloads a character can be expected to have on-hand while in the field, and how the character replenishes those "extra clips," for example by having extra batteries or extra ammo back at base, or on a vehicle.

The maximum cost modifier to be incurred by Field Reloading is (+0), so a device with 22 charges and Field Reloading has a modifier of (+0) regardless of how long it takes to reload.

Components

To simplify play, and to stick with "comic book flavor" convention, ignore the Components option and simply use Charges for most mundane instances, such as bullets or generic energy weapon power cells. The weapons in the Equipment section follow this convention unless they are particularly exotic.

Equipment

Equipment: Duplicates

Note that "1" is literally the one and only copy of the item, i.e. the original. Thus the modifier is +0, because you do not have any extras. You need to have a total of 2 or

more “duplicates” to actually have more than one. The left hand column indicates the total number of copies, including the original.

Equipment: Size

Here is the size cost modifier in a convenient table.

Equipment Size	CP Cost modifier
0.1 meters	(+3)
0.2 meters	(+2)
0.3 meters	(+1)
0.6 meters	(+0)
1.2 meters	(-1)
2.4 meters	(-2)
4.8 meters	(-3)

Equipment: Vehicle

Vehicles are best designed in two parts.

First, is the vehicle, which is best thought of as Area Effect movement device combined with Area Effect powers (such as AM/FM radio – which can be heard by everyone in the car or van – see the sample vehicles in



chapter 5). The only modifier for the vehicle and any of its perimeter powers is the size of the deck. Use Offset to simulate powers

that can affect the outside of the vehicle (e.g. a car or van has Light Generation, plus Offset, to represent the headlights). For both inside and outside, buy Duplicates (e.g. the van’s interior roof lights).

Second, any equipment attached to the vehicle that does not affect the entire thing or the people inside it, such as head-light lasers, a computer room, a sick bay, an engineering room, a gun cupola, etc., are best designed as separate equipment that has the Equipment [installation] (-6) restriction since they behave separately from the vehicle itself, even though they are mounted on the vehicle and controlled from a position within (or on) the vehicle.

On the Hull Table, the Effect Roll for a Size 531 Hull should be 4d10-1, not 4d12-2.

Replace the sentence under the Deck Table that reads “Vehicles are treated as External, Visible equipment” with “For purposes such as detecting or attacking them, vehicles are treated as [external, visible] equipment; however, they do not receive the normal (-2) cost modifier this entails.”

For a fleet of Vehicles, use the Duplicates modifier.

Equipment: Installation

Just as a vehicle is a collection of area effect powers that is mobile, a building is a collection of area effect powers that does not move.

Linked Power

Rules for using Linked Powers appear in section 10.5.2.2.

Linked powers must be activated and deactivated along with all the other powers

they're Linked to. Every power in the set of powers that's Linked together gets a cost modifier.

A Continual power may not be Linked unless it has Restrictions which periodically cause it to break, wear out, or stop being usable.

When a Linked power is activated, all other powers it is Linked to must also be activated. A power may not be voluntarily deactivated while any other powers it is Linked to are active. Continual powers, Persistent powers, and Voluntary attack powers may not be held back while any other powers they are Linked to are active.

If two or more attack powers are Linked, they must be used simultaneously (and on the same target). Each Linked attack rolls to hit individually, and this is treated as a multiple attack.

Example: Fire-Bug's powers of Shrinking (P), Light (V), Power Blast (V) and Sensory Shock (V) are all Linked. If she Activates any of them, then she Activates all of them. She cannot hold back her Shrinking while these Linked powers are Active, so she immediately Shrinks and must stay shrunken until she Deactivates all of her Linked powers. If she fires her Power Blast, she must simultaneously fire her Sensory Shock at the same target. However, since her Light power is Voluntary, and not an attack, she may Use it or not as she sees fit while it's Active.

The cost modifier on each Linked power is (-1), or (-2) if the Link makes it very inconvenient to use that particular power.

It is possible to have multiple independent sets of Linked powers.

Miscellaneous Restrictions

Can only be used while [Power X] is active (-1). This restriction is similar to Linked, but does not represent a bundled set, and is only work (-1) even if it makes the power incredibly hard to use.

Example: Diamond Copycat has Shape-Changing. She also has Gigantism, which can only be used while Shape-Changing is active. Technically, Diamond Copycat can turn into a taller version of herself, but if

her Shape-Changing is ever suppressed (or otherwise deactivated, perhaps if it had a Time Limit that expired) then Gigantism automatically deactivates.

Costs 1 NRG per hour of use (-2). This is similar to Costs NRG plus Time Limit, but

operates reactively rather than proactively, making it more appropriate for Constant powers than NRG Cost in many cases.



Costs 1 NRG per day of use (-1). This is similar to Costs NRG without a Time Limit, but operates reactively rather than proactively, making it more appropriate for Constant powers than NRG Cost in many cases.

Delayed Weakness: Keep track of the number of times you have used this power. At the beginning of each game session, if your total is 10 or more, you gain a weakness selected by the GM that lasts for this session. You cannot use this power during such a session, but subtract 10 from your running total. Recommended choices are: Bad Reputation, Distinctive, Persecuted, Poverty, Responsibilities, Unlucky, or Unimpressive.

Multi Power

The Multi Power restriction effectively “turns off” any power that is not in the active slot when the active slot changes. Lingering effects such as Restraint or any Intensity power remain, but all other Voluntary, Constant and Persistent powers end, unless they have the Duration enhancement to give them an Intensity and thus a life span beyond the power being “turned off.”

NRG Cost

NRG Cost: Cost to Use

This modifier applies to almost all attack powers, but also those with bounded scope of duration like Telekinesis where “use” means “control an object” – maintenance is free, but new objects, or stopping and restarting the same object is a new “use” (see the *V&V to LL* conversions appendix for examples).

Roll Required

Calculate the final CP cost of the power after all Enhancements and Restrictions have been applied, then consult the table to determine the Roll Required.

Roll Required: Trigger Activation

If the power requires a roll to activate in response to something, typically Protection powers, use these Mods. Rolls using PHYS, REFL or DEFT or any skill, the modifier is (-1). Rolls using INTL, COOL, VITL, Mass or Luck are (-2).

Slow Activation

Continual powers may not take Slow Activation, but they MAY take Slow Use.

Time Limit

Incremental can also be applied to powers that have the NRG Cost restriction.

Time Limit is not the same as Duration. It does not grant duration to powers such as Power Blast. Time Limit cannot be combined with Duration for powers lacking an intensity effect.⁴

There are two ways in which Time Limit might be used to help define a power as well as reduce the overall cost by restricting it. A character can take both forms, and they can have different values, but the final restriction value is the average of the two forms of Time Limit (round down), with an additional (-1) for having both forms.

Time Limit: Bounded Duration

Any Voluntary power with lingering effects, such as Restraint, or all Intensity attacks can

⁴ Because Duration, by definition, is the time limit. There are no freebies here.

take Time Limit to put a boundary on the maximum duration.

For example, a famous arachnid-themed hero's web-themed Restraint famously dissolves after 1 hour (so the police can apprehend the captured bank robbers).

The cost modifier is as indicated in the core rules. This form of Time Limit does not also require NRG Cost or Charges.



Time Limit: Bounded Expenditure

Any power with Components, Charges or NRG Cost can take this form of Time Limit. It reflects the maximum amount of time (total) the power can be used after a Charge or NRG is expended to “activate” the power.

Time Limit [bounded expenditure] can be applied to Voluntary, Continual and

Persistent powers. It must be combined with Charges, NRG Cost, or Components.

Example 1: *FIST's rocket boots use fuel, so he has the Charges [1ch/day] restriction to represent a fuel supply, and the Time Limit [1 hour, incremental, bounded expenditure] to bound it as one hour worth of fuel, but he can turn them on and off, thus giving him 480 rounds worth of flight time per day.*

Example 2: *Mania has a “hellfire spell.” It is a Power Blast with the NRG Cost [1 to activate] restriction and the Time Limit [6 rounds, bounded expenditure] restriction. She spends 1 NRG, and during the next 6 rounds she can use it as often or as little as she wants. After 6 rounds, the spell (and time limit) end and she must pay another 1 NRG before she can use the power blast again.*

5.1.1 Melee Weapons

Parry bonus cost is calculated using the “Parry Bonus” table under the Shield power in section 4.3.

When calculating the CP cost of Equipment Armor, note the rule in section 4.5: Equipment that says “calculate the cost of the new armor, then subtract 13 CP for the ‘free’ Protection.”

Bastard Sword [19 CP]

Skill Bonus: Add +1 to Weapon [1-handed swords] and Weapon [2-handed swords] skills (3) (+3), Equipment [carried, size 1.2m] (-4) [3 CP]

Natural Weaponry: Add +2 Sharp Kinetic [piercing] damage to Weapon [1-handed swords] and Weapon [2-handed swords] skills (9) (+3), Equipment [carried, size 1.2m] (-4) [8 CP]

Add +3 (total) Sharp Kinetic [piercing] damage to Weapon [2-handed swords] skill (6), Equipment [carried, size 1.2m] (-4) [5 CP]

Parry (shield bonus): None

Equipment Armor: Protection 7 (11), Brittle (-4), Miscellaneous [equipment only] (-5) [3 CP]

Battleaxe [17 CP]

Skill Bonus: Add +1 to Weapon [axes] skill (3), Equipment [carried, two-handed] (-4) [2 CP]

Natural Weaponry: Add +3 Sharp Kinetic [slashing] damage to Weapon [axes] skill (15), Equipment [carried, two-handed] (-4) [9 CP]

Parry (shield bonus): None

Equipment Armor: Protection 8 (19), Brittle (-4), Miscellaneous [equipment only] (-5) [6 CP]

Brass Knuckles [8 CP]

Skill Bonus: Subtract -1 from Unarmed [punch] skill (3), Equipment [accessory, size 0.2m] (+0) [-3 CP]

Natural Weaponry: Add +1 Blunt Kinetic [crushing] damage to Unarmed [punch] skill (4), Stun Only (+0), Miscellaneous Restriction [maximum STR level 4] (-1), Equipment [accessory, size 0.2m] (+0) [4 CP]

Parry (shield bonus): None

Equipment Armor: Protection 7 (11), Brittle (-4), Miscellaneous [equipment only] (-5) [4 CP]

AND

Natural Weaponry: Add +1 Blunt Kinetic [crushing] damage to Unarmed [punch] skill (4), Carried Attack (+2), Miscellaneous Restriction [half damage] (-3), Miscellaneous Restriction [maximum STR

level 4] (-1), Equipment [accessory, size 0.2m] (+0) [3 CP]

Club [8 CP]

Skill Bonus: Add +2 to Weapon [bludgeons] skill (7), Equipment [carried] (-3) [-3 CP]

Natural Weaponry: Add +0 Blunt Kinetic [crushing] damage to weapon [bludgeons] skill (0), Equipment [carried] (-3) [0 CP]

Parry (shield bonus): None

Equipment Armor: Protection 5 (-12), Brittle (-4), Miscellaneous [equipment only] (-5) [-3 CP]

Dagger [4 CP]

Skill Bonus: None

Natural Weaponry: Add +1 Sharp Kinetic [piercing] damage to Weapon [daggers] skill (4), Equipment [carried, size 0.3m, thrown] (+0) [4 CP]

Parry (shield bonus): None

Equipment Armor: Standard Equipment value of 6

Flail [11 CP]

Skill Bonus: Add +2 to Weapon [flails] skill (7), Equipment [carried] (-3) [5 CP]

Natural Weaponry: Add +1 Sharp Kinetic [piercing] damage to Weapon [flails] skill (4), Equipment [carried] (-3) [3 CP]

Parry (shield bonus): None

Equipment Armor: Defense 7 (11), Brittle (-4), Miscellaneous [equipment only] (-5) [3 CP]

Foil [5 CP]

Skill Bonus: Add +2 to Weapon [1-handed sword] skill (7), Equipment [carried] (-3) [5 CP]

Natural Weaponry: Add +0 Sharp Kinetic [piercing] damage to weapon [1-handed sword] skill (0), Equipment [carried] (-3) [0 CP]

Parry (shield bonus): None

Equipment Armor: Standard Equipment value of 6

Hatchet [6 CP]

Skill Bonus: None

Natural Weaponry: Add +2 Sharp Kinetic [slashing] damage to weapon [axes] skill (9), Equipment [carried] (-3) [6 CP]

Parry (shield bonus): None

Equipment Armor: Standard Equipment value of 6

Javelin [8 CP]

Skill Bonus: Add +1 to Weapon [spears] skill (3), Equipment [carried, thrown] (-1) [3 CP]

Natural Weaponry: Add +1 Sharp Kinetic [piercing] damage to weapon [spears] skill (4), Equipment [carried, thrown] (-1) [4 CP]

Parry (shield bonus): Add +1 to parry action (2), Equipment [carried] (-3) [1 CP]

Equipment Armor: Standard Equipment value of 6

Knife [3 CP]

Skill Bonus: None

Natural Weaponry: Add +1 damage to Weapon [daggers] (4), Equipment [carried, size 0.3m] (-3) (+1) [3 CP]

Parry (shield bonus): None

Equipment Armor: Standard Equipment value of 6

Lance [12 CP]

Skill Bonus: Add +1 to Weapon [spears] skill (3), Equipment [carried, size 2.4m] (-5) [2 CP]

Natural Weaponry: Add +3 Sharp Kinetic [piercing] damage to weapon [spears] skill (15), Equipment [carried, size 2.4m] (-5) [7 CP]

Parry (shield bonus): None

Equipment Armor: Defense 7 (11), Brittle (-4), Miscellaneous [equipment only] (-5) [3 CP]

Long Spear [13 CP]

Skill Bonus: Add +1 to Weapon [spears] skill (3), Equipment [carried, size 1.2m, two-handed, thrown] (-3) (-1) (-1) (+2), Range [24"] (+1) [2 CP]

Natural Weaponry: Add +2 Sharp Kinetic [piercing] damage to Weapon (spears) skill (9), Equipment [carried, size 1.2m, two-handed, thrown] (-3), Range [24"] (+1) [5 CP]

Natural Weaponry: Add +3 (total) Sharp Kinetic [piercing] damage to Weapon (spears) skill (6), Equipment [carried, size 1.2m, two-handed, thrown] (-3), Range [24"] (+1), Miscellaneous Restriction [only when thrown] (-3) [2 CP]

Parry (shield bonus): Add +1 to Parry action (2), Equipment [carried, size 1.2m, two-handed, thrown] (-3), Range [24"] (+1) [1 CP]

Equipment Armor: Defense 7 (11), Brittle (-4), Miscellaneous [equipment only] (-5) [3 CP]

Nunchaku [11 CP]

Skill Bonus: Add +2 to Weapon [flails] skill (7), Equipment [carried] (-3) [5 CP]

Natural Weaponry: Add +1 Blunt Kinetic [crushing] damage to Weapon (flails) skill (4), Equipment [carried] (-3) [3 CP]

Parry (shield bonus): None

Equipment Armor: Defense 7 (11), Brittle (-4), Miscellaneous [equipment only] (-5) [3 CP]

Quarterstaff [6 CP]

Skill Bonus: Add +2 to Weapon [staves] skill (7), Equipment [carried, size 1.2m, two-handed] (-5) [4 CP]

Natural Weaponry: Add +1 damage to Weapon [staves] (4), Equipment [carried, size 1.2m, two-handed] (-5) [2 CP]

Parry (shield bonus): Add +2 to parry action (5), Equipment [carried, size 1.2m, two-handed] (-5) [3 CP]

Equipment Armor: Defense 5 (-12), Brittle (-4), Miscellaneous [equipment only] (-5) [-3 CP]

5.2.3 Firearms

Blaster Rifle, Heavy [24 CP]

Skill Bonus: None

Power Blast: 2d10-1 Energy [pure energy] (46), Range [24"] (+1), Equipment [carried, size 1.2m, two-handed] (-5), Charges [22ch] (-1)

Equipment Armor: Standard Equipment value of 6

Blaster Rifle, Light [15 CP]

Skill Bonus: None

Power Blast: d10+1 Energy [pure energy] (29), Range [24"] (+1), Equipment [carried, size 1.2m, two-handed] (-5), Charges [22ch] (-1)

Equipment Armor: Standard Equipment value of 6

Blaster Rifle, Medium [19 CP]

Skill Bonus: None

Power Blast: 2d8-1 Energy [pure energy] (37), Range [24"] (+1), Equipment [carried, size 1.2m, two-handed] (-5), Charges [22ch] (-1)

Equipment Armor: Standard Equipment value of 6

Handgun, Heavy [14 CP]

Skill Bonus: None

Power Blast: d10 Sharp Kinetic [piercing] (22), Range [12"] (+0), Equipment [carried,

size 0.3m] (-3) (+1), Charges [7ch, reload as single action] (-1) [14 CP]

Equipment Armor: Standard Equipment value of 6

Handgun, Light [11 CP]

Skill Bonus: None

Power Blast: d6 Sharp Kinetic [piercing] (11), Range [12"] (+0), Equipment [carried, size 0.3m] (-3) (+1), Charges [5ch, clip, reload as single action] (-2) [7 CP]

Equipment Armor: Standard Equipment value of 6

Handgun, Medium [11 CP]

Skill Bonus: None

Power Blast: d8 Sharp Kinetic [piercing] (16), Range [12"] (+0), Equipment [carried, size 0.3m] (-3) (+1), Charges [7ch, clip, reload as single action] (-1) [11 CP]

Equipment Armor: Standard Equipment value of 6

Laser Pistol, Heavy [20 CP]

Skill Bonus: None

Power Blast: d4+3 Light [laser] (22), Range [24"] (+1), Armor Piercing [2 levels] (+2), Equipment [carried] (-3), Charges [22ch] (-1) [20CP]

Equipment Armor: Standard Equipment value of 6

Laser Pistol, Light [6 CP]

Skill Bonus: None

Power Blast: d2+2 Light [laser] (7), Range [24"] (+1), Armor Piercing [2 levels] (+2), Equipment [carried] (-3), Charges [22ch] (-1) [6 CP]

Equipment Armor: Standard Equipment value of 6

Laser Pistol, Medium [14 CP]

Skill Bonus: None

Power Blast: d4+2 Light [laser] (16), Range [24"] (+1), Armor Piercing [2 levels] (+2), Equipment [carried] (-3), Charges [22ch] (-1) [14 CP]

Equipment Armor: Standard Equipment value of 6

Laser Rifle, Heavy [34 CP]

Skill Bonus: Add +1 to Weapon [rifles] skill (3), Equipment [carried, size 1.2m, two-handed] (-5) [2 CP]

Power Blast: 2d4+3 Light [laser] (37), Range [48"] (+2), Armor Piercing [3 levels] (+3), Equipment [carried, size 1.2m, two-handed] (-5), Charges [22ch] (-1) [32 CP]

Equipment Armor: Standard Equipment value of 6

Laser Rifle, Light [22 CP]

Skill Bonus: Add +1 to Weapon [rifles] skill (3), Equipment [carried, size 1.2m, two-handed] (-5) [2 CP]

Power Blast: d4+3 Light [laser] (22), Range [48"] (+2), Armor Piercing [3 levels] (+3), Equipment [carried, size 1.2m, two-handed] (-5), Charges [22ch] (-1) [20 CP]

Equipment Armor: Standard Equipment value of 6

Laser Rifle, Medium [28 CP]

Skill Bonus: Add +1 to Weapon [rifles] skill (3), Equipment [carried, size 1.2m, two-handed] (-5) [2 CP]

Power Blast: d6+3 Light [laser] (29), Range [48"] (+2), Armor Piercing [3 levels] (+3), Equipment [carried, size 1.2m, two-handed] (-5), Charges [22ch] (-1) [26 CP]

Equipment Armor: Standard Equipment value of 6

Machine Pistol [13 CP]

Skill Bonus: None

Power Blast: d8 Sharp Kinetic [piercing] (16), Autofire (+1), Equipment [carried] (-3),

Charges [11ch, clip, reload single action] (+0) [13 CP]

Equipment Armor: Standard Equipment value of 6

Rifle, Automatic [26 CP]

Skill Bonus: Add +1 to Weapon [rifles] skill (3), Equipment [carried, size 1.2m, two-handed] (-5) [2 CP]

Power Blast: 2d8-1 Sharp Kinetic [piercing] (37), Range [24"] (+1), Autofire (+1), Equipment [carried, size 1.2m, two-handed] (-5), Charges [22ch, clip, reload single action] (-0) [24 CP]

Equipment Armor: Standard Equipment value of 6

Rifle, Heavy [24 CP]

Skill Bonus: Add +1 to Weapon [rifles] skill (3), Equipment [carried, size 1.2m, two-handed] (-5) [2 CP]

Power Blast: 2d8-1 Sharp Kinetic [piercing] (37), Range [24"] (+1), Equipment [carried, size 1.2m, two-handed] (-5), Charges [22ch, clip, reload single action] (-0) [24 CP]

Equipment Armor: Standard Equipment value of 6

Rifle, Light [16 CP]

Skill Bonus: Add +1 to Weapon [rifles] skill (3), Equipment [carried, size 1.2m, two-handed] (-5) [2 CP]

Power Blast: d10 Sharp Kinetic [piercing] (22), Range [24"] (+1), Equipment [carried, size 1.2m, two-handed] (-5), Charges [22ch, clip, reload single action] (-0) [14 CP]

Equipment Armor: Standard Equipment value of 6

Rifle, Medium [19 CP]

Skill Bonus: Add +1 to Weapon [rifles] skill (3), Equipment [carried, size 1.2m, two-handed] (-5) [2 CP]

Power Blast: d12 Sharp Kinetic [piercing] (29), Range [24"] (+1), Equipment [carried, size 1.2m, two-handed] (-5), Charges [22ch, clip, reload single action] (-0) [17 CP]

Equipment Armor: Standard Equipment value of 6

Shotgun [8 CP]

Skill Bonus: Add +1 to Weapon [rifles] skill (3), Equipment [carried, size 1.2m, two-handed] (-5) [2 CP]

Power Blast: d10 Sharp Kinetic [piercing] (22), Range [12"] (+0), Equipment [carried, size 1.2m, two-handed] (-5), Charges [2ch, clip, reload single action] (-5) [6 CP]

Equipment Armor: Standard Equipment value of 6

Shotgun, Sawed-Off [10 CP]

Skill Bonus: Add +2 to Weapon [rifles] skill (7), Equipment [carried, size 1.2m] (-4) [4 CP]

Power Blast: d10 Sharp Kinetic [piercing] (22), Range [6"] (-1), Equipment [carried, size 1.2m] (-4), Charges [2ch, clip, reload single action] (-5) [6 CP]

Equipment Armor: Standard Equipment value of 6

Submachine Gun [17 CP]

Skill Bonus: None

Power Blast: d12 Sharp Kinetic [piercing] (29), Range [24"] (+1), Equipment [carried, size 1.2m, two-handed] (-5), Charges [22ch, clip, reload single action] (-0) [17 CP]

Equipment Armor: Standard Equipment value of 6

5.2.4 Miscellaneous Ranged Weapons

Shuriken [4 CP]

Natural Weaponry: +1 Sharp Kinetic [piercing] (4), Equipment [carried, size

0.1m, thrown] (-3) (+3) (+2), Range [x2] (+1), Charges [1ch] (-12), Duplicates [7 total] (+10) [4 CP]

5.3 Armor

Body Armor (Heavy) [14 CP]

Armor: 4 vs. All Physical damage types (24), Partial Coverage [heavy] (-1), Equipment [suit] (-3) [14 CP]

Body Armor (Light) [3 CP]

Armor: 2 vs. All Physical damage types (7), Partial Coverage [light] (-2), Equipment [suit] (-3) [3 CP]

Body Armor (Medium) [8 CP]

Armor: 3 vs. All Physical damage types (15), Partial Coverage [medium] (-2), Equipment [suit] (-3) [8 CP]

Force Field Belt [19 CP]

Armor Generation: 8 vs. All Physical (25), Equipment [accessory] (-2), Charges [11/day] (+0), Time Limit [bounded expenditure, 1 hour] (+0) [19 CP]

Force Field Belts use Armor Generation, and can operate for up to 11 hours before recharging. Each time the field is renewed, operation time is reduced by 1 hour.

Riot Helmet [6 CP]

Armor: 4 vs. All Physical damage types (24), Partial Coverage [spot coverage: head] (-10), Equipment [accessory, size 0.3m] (-2) (+1) [6 CP]

5.6 Transportation

Motorcycle [5 CP]

Vehicle: 1/2" deck (-3), 1" hull, 160kg/d6 Mass, 13 Hits

Movement:

Final Acceleration 85", final Top Speed 171"

* **Base move** 8" (2), Components [Wealth -1 to Activate] (-2), Charges [1 Activation] (-8), Time Limit [bounded expenditure, 1 hour, incremental] (+0), Vehicle (-3) [0 CP]

* **Speed Bonus:** x10.67 (10), Acceleration Only (-5), Components [Wealth -1 to Activate] (-2), Charges [1 Activation] (-8), Time Limit [bounded expenditure, 1 hour, incremental] (+0), Vehicle (-3) [1 CP]

* **Speed Bonus:** Top Speed x21.33 (13), Components [Wealth -1 to Activate] (-2), Charges [1 Activation] (-8), Time Limit [bounded expenditure, 1 hour, incremental] (+0), Vehicle (-3) [3 CP]

Light: (4), Area Effect [5" dia., offset] (+1) (+1), Components [Wealth -1 to Activate] (-2), Charges [1 Activation] (-8), Time Limit [bounded expenditure, 1 hour, incremental] (+0), Vehicle (-3) [1 CP]

Van [14 CP]

Vehicle: 1" deck (-2), 3" hull, 480kg/d10 Mass, 22 Hits

Movement:

* **Movement:** Base move 8" (2), Equipment [vehicle] (-2), Components [Wealth 0+ to activate, 11 activations] (-3) (-1), Time Limit [bounded expenditure, 1 hour, incremental] (+0) [1 CP]

* **Speed Bonus:** x4 (6), Acceleration 32"/turn, Acceleration Only (-5), Equipment [vehicle] (-2), Components [Wealth 0+ to activate, 11 activations] (-3) (-1), Time Limit [bounded expenditure, 1 hour, incremental] (+0) [1 CP],

* **Speed Bonus:** x16 (12), Top Speed 128"/round, Top Speed Only (+0), Equipment [vehicle] (-2), Components [Wealth 0+ to activate, 11 activations] (-3) (-1), Time Limit [bounded expenditure, 1 hour, incremental] (+0) [5 CP]

Light: (4), Area Effect [7" dia., offset] (+2) (+1), Duplicates [2 total, front headlights and interior lights] (+2), Vehicle (-2) [6 CP]

Heightened Senses: Basic Radio Sense (2), AM/FM Only (-2), Vehicle (-2) [1 CP]

5.8 Communications

Radio Transceiver [5 CP]

Radio Transmission: 3 channels, audio only, 10 km (4), Verbal Trigger (-1), Linked [to Basic Radio Sense] (-1), Equipment [carried, size 0.1m] (-3) (+3) [3 CP]

Heightened Senses: Basic Radio Sense (2), Only 3 Channels (-2), Ranged (+3), Activation Required [to a Persistent power] (-2), Equipment [carried, size 0.1m] (-3) (+3) [2 CP]

5.9 Miscellaneous

Fire Extinguisher [4 CP]

Negation: 6 vs. High Temperature (9), Reduced Range [3"] (-2), Area Effect [1" dia.] (+1), Charges [11ch] (-2), Equipment [carried] (-3) [4 CP]

Medical Kit [4 CP]

The damage form can vary depending on the special effects. On "modern" Earth the damage form would typically be [chemical] (e.g. "flesh-like polymer"), but in more fantastic or high-tech settings it might also be [poison] (e.g. "healing stimulants") or [disease] (e.g. "genetically engineered super-blood platelets").

Healing: Hits, +1 level, Biochemical (8), Charges [22ch] (-1), Equipment [carried] (-3), Roll Required [Medicine skill, roll 2+, required per use] (-1) [4 CP]

Navigational GPS [11 CP]

INTL: 2 (1d2 effect) [2 CP]

Scholar: (INTL/S), Geography, +1 level (2), Equipment [carried, size 0.2m] (-3) (+2) [2 CP]

Skill Bonus: +2 (7), Scholar, Equipment [carried, size 0.2m] (-3) (+2) [6 CP]

Heightened Sense: Radio hearing, Minimum sense (1), Equipment [carried, size 0.2m] (-3) (+2) [1 CP]

5.10 More Weapons⁵

5.10.1 Grenades

Grenades use the Throw skill (§3.2, §10.5.3.4) and area effect rules (§10.5.3.6).

Flash Grenade [5 CP]

Sensory Shock: d6+2 Visible Light Overload (17), Equipment [carried, size 0.1m, thrown] (-3) (+3) (-1), Area Effect [5" dia.] (+4), Charges [1ch] (-12), Can't Hold Back (-1) [5 CP]

Flash Grenade Belt

3 Flash Grenades: 3 Duplicates (+4) [7 CP]

5 Flash Grenades: 5 Duplicates (+8) [13 CP]

11 Flash Grenades: 11 Duplicates (+12) [22 CP]

Glue Grenade [New] [3 CP]

Restraint: 3 protection vs. All Physical (12), d4+1 Hits (4), Equipment [carried, size 0.1m, thrown] (-3) (+3) (-1), Area Effect [3" dia.] (+3), Charges [1ch] (-12), Can't Hold Back (-1), Time Limit [bounded duration, 15 minutes] (-2) [3 CP]

Glue Grenade Belt

3 Glue Grenades: 3 Duplicates (+4) [5 CP]

5 Glue Grenades: 5 Duplicates (+8) [8 CP]

11 Glue Grenades: 11 Duplicates (+12) [14 CP]

Hand Grenade [6 CP]

Power Blast: d6+2 Blunt Kinetic [crushing] (22), Equipment [carried, size 0.1m, thrown] (-3) (+3) (-1), Area Effect [5" dia.] (+4), Charges [1ch] (-12), Can't Hold Back (-1) [6 CP]

Hand Grenade Belt

3 Hand Grenades: 3 Duplicates (+4) [10 CP]

5 Hand Grenades: 5 Duplicates (+8) [17 CP]

11 Hand Grenades: 11 Duplicates (+12) [29 CP]

Knockout Gas Grenade [New] [6 CP]

Paralysis: d6+2 Biochemical [Poison] (22), Equipment [carried, size 0.1m, thrown] (-3) (+4) (-1), Area Effect [5" dia., vaporous] (+4), Charges [1ch] (-12), Can't Hold Back (-1) [6 CP]

Knockout Gas Grenade Belt

3 Knockout Grenades: 3 Duplicates (+4) [10 CP]

5 Knockout Grenades: 5 Duplicates (+8) [17 CP]

11 Knockout Grenades: 11 Duplicates (+12) [29 CP]

Psionic Static Grenades [New] [1 CP]

These create an invisible gas that lingers briefly and interferes with all mental powers.

⁵ The sub-sections to §5.10 do not exist in the core rules but were introduced here for organizational purposes.

Armor Generation: 4 vs. Mental (3), Equipment [carried, size 0.2m, thrown] (-3) (+2) (+2), Area Effect [5" dia., vaporous] (+4), Charges [1ch] (-12), Miscellaneous [area protection does not restrict movement] (-1), Untraceable [throwing the grenade and watching it detonate can be traced, but the gas is undetectable] (+3) (-1) [1 CP]

Psionic Static Grenade Belt

3 Psionic Static Grenades: 3 Duplicates (+4) [2 CP]

5 Psionic Static Grenades: 5 Duplicates (+8) [3 CP]

11 Psionic Static Grenades: 11 Duplicates (+12) [4 CP]

Smoke Grenades

Darkness: Full Darkness vs. Normal Sight (7), Equipment [carried, size 0.2m, thrown] (-3) (+2) (+2), Area Effect [5" dia., vaporous] (+1), Charges [1ch] (-12), Can't Hold Back (-1) [2 CP]

Smoke Grenade Belt

3 Smoke Grenades: 3 Duplicates (+4) [3 CP]

5 Smoke Grenades: 5 Duplicates (+8) [5 CP]

11 Smoke Grenades: 11 Duplicates (+12) [8 CP]

Sonic Grenade [6 CP]

Power Blast: d6+2
Sharp Kinetic
[sonic] (22),
Equipment
[carried, size 0.1m,
thrown] (-3) (+3) (-1), Area Effect [5" dia.] (+4), Charges [1ch] (-12), Can't Hold Back (-1) [6 CP]



Sonic Grenade Belt

3 Sonic Grenades: 3 Duplicates (+4) [10 CP]

5 Sonic Grenades: 5 Duplicates (+8) [17 CP]

11 Sonic Grenades: 11 Duplicates (+12) [29 CP]



CP]

5.10.2 Weapon Accessories

Laser Sight [8 CP]

Skill Bonus: +1 to hit (3), Variable [any projectile weapon] (+8), Miscellaneous Restriction [only the weapon it is attached to] (-2), Equipment [carried, size 0.3m] (-3) (+1),

Slow Activation [3 minutes to attach] (-2) [4 CP]

Telescopic Sense: Visible Light, +5 levels (5), Equipment [carried, size 0.3m] (-3) (+1) [4 CP]

Telescopic Sight [4 CP]

Telescopic Sense: Visible Light, +5 levels (5), Equipment [carried, size 0.3m] (-3) (+1) [4 CP]

5.10.3 Non-Lethal Weapons

Enervator Gun [New] [10 CP]

The enervator gun uses the Weapon [rifles] skill.

Suppress: d4+1 PHYS (16) Mutagenic [transmutational] (+3), Range [12"] (+0), Charges [1ch, field reloadable as single Action] (-6), Equipment [carried, fatigue] (-3) (-1) [9 CP]

Equipment Extra Hit Points: 4 total hit points [1 CP]

Tangler Gun [4 CP]

The tangler gun uses the Weapon [rifles] skill.

Restraint: d4+3 hits (8), 5 protection vs. Blunt Kinetic, Sharp Kinetic (7), Range [12"] (+0), Charges [1ch, field reloadable as full turn] (-8), Equipment [carried, fatigue] (-3) (-1) [3 CP]

Equipment Extra Hit Points: 4 total hit points [1 CP]

Taser Pistol [4 CP]

The taser gun uses the Weapon [pistols] skill. It fires dart-like projectiles that have very large capacitors.

Paralysis: d4+3 Electromagnetic [electrical] (22), Reduced Range [3"] (-2), Charges [1ch, field reloadable as full turn action] (-8), Miscellaneous Restriction [1/2 intensity vs. protection, completely negated by

Hardened protection] (-2), Equipment [carried, size 0.1m] (-3) (+3) [4 CP]

Taser Rifle [New] [5 CP]

The taser rifle uses the Weapon [rifles] skill. It fires dart-like projectiles that have very large capacitors.

Paralysis: d6+3 Electromagnetic [electrical] (29), Range [12"] (+0), Charges [1ch, field reloadable as full turn action] (-8), Miscellaneous Restriction [1/2 intensity vs. protection, completely negated by Hardened protection] (-2), Equipment [carried, size 1.2m, fatigue] (-3) (-1) (-1) [4 CP]

Equipment Extra Hit Points: 4 hit points total [1 CP]

5.10.4 Emplacement Weapons

Glue Mine [New] [8 CP]

Restraint: 4 protection vs. All Physical Damage types (12), d6+2 Hits (8), Reduced Range [no range] (-3), Area Effect [5" dia.] (+4), Equipment [carried] (-3), Charges [1ch] (-12), Can't Hold Back (-1), Time Limit [bounded duration, 1 hour] (-1), Slow Activation [takes 1 full round to activate] (-1), Preset [pinned to any solid surface, the mine goes off the next time it is touched] (+10) [8 CP]

Land Mine [10 CP]

Power Blast: d6+2 Blunt Kinetic [crushing] (22), Reduced Range [no range] (-3), Area Effect [5" dia.] (+4), Equipment [carried] (-3), Charges [1ch] (-12), Can't Hold Back (-1), Slow Activation [takes 1 full round to activate] (-1), Preset [pinned to any solid surface, the mine goes off the next time it is touched] (+10) [10 CP]

5.10.5 Vehicle Weapons

Auto-Cannon, 20mm

Damage 2d10-1

Auto-Cannon, 30mm

Damage 2d10 (see LL R0)

Tank Gun, 75mm

Damage 2d12-1

Tank Gun, 105mm

Damage 3d10-1

Tank Gun, 140mm

Damage 3d12-1

6.0 Character Weaknesses

Frequency

The introduction to this section in the core rules has a great comment on “Frequency” and using the Luck rules to determine if a particular character’s particular weaknesses will be challenged in a particular session. These are especially fun with weaknesses like Persecuted. However, they make a bit less sense with weaknesses like Susceptibility and Vulnerability which are as much a matter of environment as bad luck. In other words, guns (Sharp Kinetic) exist even if the hero is really lucky.

Here is an alternate model for determine “frequency” of different attack types.

- Sharp Kinetic and Blunt Kinetic are both Common.
- All other Physical Damage Types are Uncommon.
- Any two Physical Damage Types combined constitutes Common.

- Any five or more Physical Damage Types is Very Common.
- All Physical Damage Types is such a bad idea it is Very Common and an additional +5 CP.
- Mental and Magical Damage Types are both Rare. Together they constitute an Uncommon frequency.
- Each of the Other Damage Types is Rare. Three or more Other Damage Types are Uncommon.

The above model assumes a typical “four-color superhero” setting; a “Psions of the MagiVerse” setting probably needs a different model.

Attract Attacks

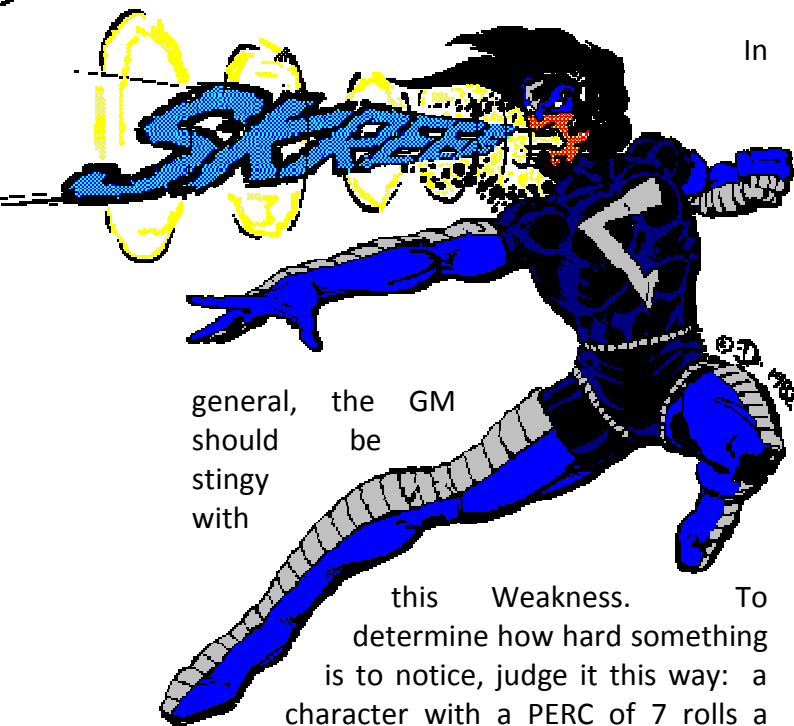
Where the text refers to “damage subtypes”, it should say “damage forms”, as shown on the Damage Type Table on page 23.

The maximum value of a damage type cannot exceed [+5 CP] times the number of damage forms in that type, and does not exceed [+15 CP] in any case. For example, the Temporal Damage Type has a maximum value of [+5 CP] because it has only one Damage Form.

Distinctive

Distinctive is a very broad category and often requires some judgment on how likely things are to be noticed or disguised. Note that the main function of this Weakness is to ensure that the character is picked out of a crowd and remembered. People may even cause the crowd to alter its behavior based on spotting the Distinctive character. Imagine Madonna being at the local shopping mall – if someone spots her, that person is likely to tell people and suddenly a crowd forms around her.

Typically if the distinctive feature is clothing, that is easy to disguise simply by changing clothes. Likewise a voice can be disguised by simply not speaking or using a device to alter the sound of the voice.



general, the GM should be stingy with

this Weakness. To determine how hard something is to notice, judge it this way: a character with a PERC of 7 rolls a single d4. Something noticed only on 4+ will be spotted about one-quarter of the time. 3+ is half the time, and 2+ is three-quarters of the time. Observant sorts, with a PERC effect of d6 will spot a 4+ half the time.

Some examples:

Blue hair on head and body (but only normal growth), blue nails (INTL 3+, Disguise 2+) [+5 CP]

Shaggy blue fur all over body (INTL 2+, Disguise 4+) [+15 CP]

Very large body, skin is covered in orange, scaly, rock-like material that sounds like stones in a tumbler when the character

moves [INTL 2+, Disguise 8+, unattractive] [+25 CP]

Character's voice always sounds polyphonic, as if four people are talking simultaneously (INTL 3+, Disguise 2+) [+5 CP]

Character's body absorbs heat and cools the nearby area in a 3" diameter (game scale) (INTL 4+, Disguise 4+) [+5 CP]

Character is a talking monkey (INTL 2+, Disguise 2+) [+10 CP]

Human Characteristics

Heightened BCs bought with the Equipment [external] modifier are not affected by the Human Characteristics cap of 14; the cost of Heightened BCs bought through Equipment [external] is the standard 1 CP per point of BC over 14.

Persecuted

Also includes intrusive monitoring by a sponsoring agency, such as the police department, CHES or Intercrime. This can overlap with Responsibility, and the two can be taken separately to represent different aspects of the same relationship with the sponsor.

Very General Guidelines to Frequency:

Single Figure: Rare

City Organization: Rare

Regional Organization: Uncommon

National Organization: Common

International Organization: Very Common

Special Modifiers:

Persecution doesn't really care ("I'll get around to it after I do all these other things"): -1 step to Frequency

Persecution has it on the priority list: No modifier to Frequency
Persecution is obsessed with the persecuted: +1 step to Frequency
Persecuted is completely outside the area the area of influence of the Persecution ("I'm hunted by the Russian KGB, which is why I live in the United States."): -1 step to Frequency

Some Examples:

Monitored by the American Medical Association (Rare, Minor) [+0 CP]

Monitored by the police [character has police powers] (Rare, Major) [+10 CP]

A major player within Intercrime obsesses with having the character's head on a platter (Common, Severe) [+20 CP]

Physical Handicap

Limited Self-Repair/Limited Healing

Up to 75% of Hits: [+5 CP]

Up to 50% of Hits: [+10 CP]

Up to 25% of Hits: [+15 CP]

Cannot heal on own: [+20 CP]

Characters with this weakness can only regain Hits above this limit from an external source such as repairs, medical kit, magical healing, etc.

Susceptibility

On the second table, the column labeled "Damaged Every" should be labeled "Damage Frequency."

This refers to how often a character with this Weakness takes damage while he is exposed to the thing he is Susceptible to.

Under the "Susceptibility Per Exposure" option, where it refers to "Frequency", it should say "Damage Frequency."

7.0 Core Game Mechanics

The Universal Table

The Effect Rolls listed for Level 14 and Level 15 are incorrect. The Effect Roll for Level 14 should be 4d10-1, and the Effect Roll for Level 15 should be 4d12-1. These errors are corrected on the Extended Universal Table, which you can download from the Monkey House Games website.

7.3.7 Multiple Actions

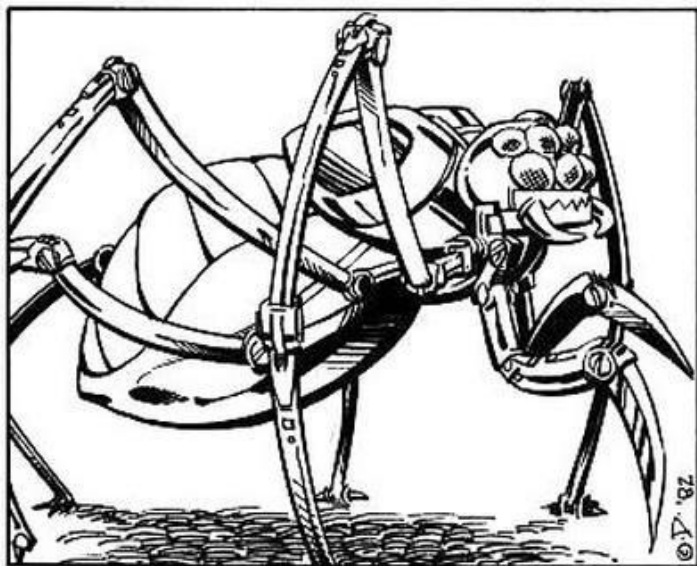
Characters may attempt more than one action per Action phase, or repeat the same action more than once in the same Action phase. Each extra action reduces the attacker's Effect Roll on all the actions by one Level.

For example, a swordsman with a d8 sword skill may take 3 swings with a d4 Effect on each. These three attacks take only one Action to perform.

10.5.1.2 Damage and Knockout

If damage from a roll is greater than one-half the character's remaining HITS, *the victim must make a CON roll against a DC equal to the damage taken or fall unconscious. Characters may voluntarily fail this roll.*

10.5.2.2 Multiple Attacks



Characters can attack more than once in the same Action phase using the Multiple Action rules (see 7.3.7). Not all weapons can make multiple attacks; a musket must be reloaded after each shot, for example.

A character may make multiple attacks against a single target as part of a single action. However, do not roll damage separately for each attack that hits, but instead stack the results to increase the effect level. Two successful hits adds +1 effect level, three or four successful hits adds +2 effect levels, five or six successful hits adds +3 effect levels.

Example: Emerald Firepower has four mechanical tentacles, each equipped with a blaster. One tentacle blaster is effect level 8 (d12 damage). Two tentacles is (effect level 8) + (effect level 8) = (effect level 9). Three tentacles is (effect level 8) + (effect level 9) = (effect level 10). Four tentacles is (effect level 8) + (effect level 10) = (effect level 10). Effect level 10 is 2d10-1 damage.

11.3 Perception

Replace the entire section with:

There are two uses of Perception: detection and identification. Use of an Analytical Sense means always passing the identification check.

Detection checks are usually passive checks made whenever a character is presented with a situation in which he might notice something. This use of Perception is a non-action and takes no time. If the character notices something, he gets a free check to see if he identifies it.

Detection can also be done as an active event, meaning the character spends an action to actively try to detect something. Identification can also be done as an active event, reflecting the character giving extra attention to the analysis and recognition process.

Example:

A character is walking through a crowded mall. He sees a face somewhere in the crowd that seems familiar (succeed on passive detection as non-action), but does not recognize it (fail passive identification check as non-action). The crowd shifts slightly so he tries to find the person again (active detection check as single Action). He finds the person, but rolls a 1 for his identification check (active identification, single Action) and decides that despite the uncanny resemblance, that could not possibly have been who he thought it was, because everyone knows that Elvis is dead.

Perception base difficulty is set based on range. Game inches as Value determines the Level (q.v. Universal Table). The Level is

the base target number for the Perception check.⁶

Perception and Range

The Range Enhancement provides classic comic-book “Telescopic Sight” or “Parabolic Hearing.”

The Range Enhancement is combined with Heightened Senses to increase the range of a sense. In effect, divide the distance by the multiplier on the range table, look up that value, and this determines the level of difficulty. Or, to phrase it a different way, one level of Range Enhancement reduces Perception difficulty by one level.

The Range Enhancement improves Perception for all passive and active detection and identification checks. It does not change target difficulties in combat.

Confusingly, the Telescopic Sense power overlaps with the Range Enhancement when used with Heightened Senses, as it can also reduce effective range, thus reducing the targeting difficulty for detection and identification checks. However, unlike Range, Telescopic Sense can only be used in active mode, requiring the character to spend an Action trying to detect things and another Action trying to identify what she detected. Telescopic Sense also affects combat as indicated in its description.

See also

Page 4, Basic Characteristics

Page 39, Amplified Sense

Page 69, Heightened Senses

Page 83, Telescopic Sense

Page 94, Penetrating [penetrating senses]

Page 95, Range [ranged senses]

Page 125, Universal Table

Page 148, Basic guidelines for Perception

⁶ This is about right, since most humans can easily identify others on sight within 15 to 30 feet and beyond that certainty generally requires an Action worth of effort.

Part 2: Heroes and Villains

The *Living Legends* campaign world has a history dating back to the late 1970s and early 1980s beginning with the *Villains & Vigilantes* game by Jeff Dee and Jack Herman. It continued in the official, if short-lived *Villains & Vigilantes* comic book series.

All characters in this section were created by Jeff Dee or Jack Herman. Conversion to *Living Legends* by Patric L. Rogers.

The world of the *Living Legends* universe has the same shades-of-gray as our own real world. The Legal Power [vigilante license] presented in Part 1 does not exist in the official universe.

Skills in this Chapter

This chapter uses the rules in the Alternate Skill Cost Method appendix at the end of this book.

Crime Students

(Circa 1997 adventure published on Monkey House Games website)

Aeroflat [119 CP]

Origin & Background:

Michael Horne is the son of a wealthy aerospace executive. He snuck some friends into one of the test labs one night to show off. On a dare, he entered the wind tunnel test chamber to see how strong he was by resisting the wind force. Operator error caused the wind velocity to increase instead of shut down, and the

immanent danger of being crushed or flayed activated Michael's latent mutant powers.

The experience has only made him more brash and arrogant than he was before.

Tactics & M.O.: He has been trained to zero in on flying heroes with ranged attacks, in order to neutralize them.

He considers himself the de facto leader of the Crime Students, though any authority he seems to have is due to Sable letting him have it.

PHYS 16, REFL 16, DEFT 11, INTL 7, COOL 11, VITL 11, Mass 77 kg (d4 Mass effect), Fame 7

Skills: 2 @ +1 level (2) (+3) [3 CP]

Science: (INTL/S),
Aeronautical engineer, d4 effect

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

Combat Maneuvers: Strike maneuver, Unarmed (punch) skill, +2 damage (7) [7 CP]

Wealth: +3 levels (6), d10 effect [6 CP]

Flight: Acceleration 29", top speed 384" (22) [22 CP]

Equipment:

Protected Senses ("Flight Goggles"): 8 vs. Sight (10), Equipment [accessory, size 0.3m] (-2) (+1) [9 CP]



Chem [135 CP]

Origin & Background: Charles Voss comes from a wealthy family in the textile industry

and got his powers from an accident at one of the factories. His parents know about his "problem," and sent him away to school to keep it secret from their friends.

He fell in with the Crime Academy crowd when they caught him using his powers, and he feels as if he's finally found acceptance.

But, he's not really the criminal type, and he's shocked by some of their actions. If

approached cautiously, he may be willing to change sides.

Tactics & M.O.: At the first sign of danger, he activates his chemical field. He lacks range, so he needs to close for melee. His acid body provides a powerful defense, and few people

want to try to punch him, let alone grab him, so he has an odd blend of insecurity and overconfidence about combat.

PHYS 11 (CON 17), REFL 11 (DODG 22), DEFT 11, INTL 11, COOL 7, VITL 11, Mass 73 kg (d4 Mass effect), Fame 7

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

Etiquette: (COOL/S), d4 effect

Wealth: +2 levels, 1d8 effect [4 CP]

Energy Field: 2d8-1 Biochemical [acid] (55) [55 CP]

Weakness (Quirk): Not really a villain at heart [+5 CP]

Infra-Red [109 CP]

Origin & Background: Kyle Tilton is a hot-headed bully. He comes from a Canadian mining town, and only the emergence of his mutant abilities and recruitment into the Crime Students saved him from a life in the mines. He sometimes challenges Aeroflat's "authority," but only out of spite. He's not really a team player. The Crime Teachers and Terroids stroke his ego and he expects to be made a king when they rule the world.

He can fire infrared laser beams from his eyes. Contrary to popular belief, these are not invisible as they sear the air, causing it to flash. He can also transform himself into a living hologram, providing immunity to most forms of attack and allowing him to pass through solid objects by moving the photons of his body through the spaces between the molecules of the solid



matter. This stimulates the matter, causing it to glow for several seconds after he passes through.

Tactics & M.O.: Infra-Red is smart enough to realize he has better range than most other supers, so uses his laser power most of the time. However, he grew up in a town where everyone was very physical, and he has developed a very strong body. If someone attacks him in melee, he is likely to start brawling just to prove his own physical prowess and forget about the laser. If hard-pressed, he transforms to his hologram body and breaks from combat.

PHYS 14 (CON 18⁷), REFL 11, DEFT 11, INTL 11, COOL 7, VITL 11, Mass 80 kg (d4 Mass effect), Fame 7

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

Weapon: (DEFT/G), power blast, d8+1 effect

Insubstantiality: He becomes a holographic figure (16) and remains vulnerable to Light damage type attacks. NRG Cost [1 to activate] (-1), Time Limit [bounded expenditure, 1 hour] (-1) [13 CP]

Power Blast ("Infrared Laser"): 1d12 Light [laser] (29), Range [24"] (+1) [33 CP]

Heightened Senses: Infrared vision [3 CP]

Skill Bonus: +1 (3) Weapon [power blast] –

since he is blasting anything he looks at, he can be very precise. [3 CP]

Weakness (Human Characteristics): [+10 CP]

Weakness (Persecuted): The Crime Teachers and the Terroids keep a close watch on their students. [+10 CP]

Weakness (Quirk): Bully [+5 CP]

Sable [115 CP]

Origin & Background: Darcy Price's obsession with fur led her to her first break-in at age 14. She got away with that crime and discovered she loved being a burglar and sneak-thief. She has been honing her skills ever since and views herself as a modern day ninja. She is the actual leader of the Crime Students; though it suits her purposes to let "the boys" think they run things.

Tactics & M.O.: Sneaky and stealthy. She is an effective combatant, but better served behind the scenes and providing opportunity cover than being in the thick of things.

PHYS 11, REFL 16, DEFT 16, INTL 11, COOL 16, VITL 11, Mass 59 kg (d4 Mass effect), Fame 7

Skills: 4 @ +1 level (2) (+8) [6 CP]

Locksmith: (INTL/S), d6 effect

Unarmed: (DEFT/G), punch, d10 effect

Throw: (DEFT/G), d10 effect

Weapon: (DEFT/G), pistols, d10+1 effect

Skill Bonus: +1 (3) all Weapon skills (+10)⁸ [11 CP]



⁷ Costs extra due to Weakness

⁸ See Alternate Skill Cost Method appendix

Equipment

Shuriken: 7 total [4 CP]

Machine Pistol: [13 CP]

Weakness (Persecuted): The Crime Teachers and the Terroids keep a close watch on their students. [+10 CP]

Weakness (Quirk): Always wears fur, and goes out of her way to steal it [+5 CP]

Triceratops [121 CP]

Origin & Background: Burton Kreiger is a mutant whose social skills are as prehistoric as his superpowered form. Sable only barely tolerates him. He's a star offensive lineman on Winthrop Academy's football team. He was recruited for his football skills, but Crime Teacher was ecstatic to discover he was also a mutant easily corrupted to criminal activity.

Tactics & M.O.: Roar, charge, smash. This is pretty much true in either form.

PHYS 26, REFL 4, DEFT 7, INTL 7, COOL 11, VITL 11, Mass 108 kg (d4 Mass effect), Fame 7

Skills: 3 @ +2 levels (5) (+5) [10 CP]

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

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

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

Ambidexterity: Tail (2) [2 CP]



Armor: 3 vs. All Physical and Mutagenic damage types (15) [15 CP]

Extra Limbs: Tail, basic striker (1) [1 CP]

Natural Weaponry: +2 damage (9) [9 CP]

Skill Bonus: +1 Unarmed (grapple) (3) [3 CP]

Speed Bonus: x1.33 (1), top speed 11" and acceleration 11" (+3) [1 CP]

Transformation: To non-powered form of Burton Kreiger (14) [14 CP]

Weakness (Distinctive): Unattractive dinosaur man (Notice INTL 2+, Disguise 8+) [+25 CP]

Weakness (Physical Disability): His transformation to either dinoman form or normal form requires 2 minutes of concentration and is painful. Once started, the process cannot be stopped nor reversed. Treat as normal human during the entire process and he can only move 4" during the transformation. [+15 CP]

Burton Kreiger [67 CP]

PHYS 16, REFL 4, DEFT 7, INTL 7, COOL 11, VITL 11, Mass 98 kg (d4 Mass effect), Fame 8

Skills: 3 @ +2 levels (5) (+5) [10 CP]

Unarmed: (DEFT/G), all maneuvers (counts as three skills), d8 effect. He is the star football player because no one can stop him.

Speed Bonus: x1.33 (1), top speed 11" and acceleration 11" (+3) [1 CP]

Weakness (Persecuted): The Crime Teachers and the Terroids keep a close watch on their students. [+10 CP]

Weakness (Quirk): *Everything* becomes a sports analogy for him [+5 CP]

PHYS 26, REFL 7, DEFT 11, INTL 16 (REAS 29), COOL 7, VITL 16, Mass 70 kg (d4 Mass effect), Fame 7

Crime Teachers

(Circa 1997 adventure published on Monkey House Games website)

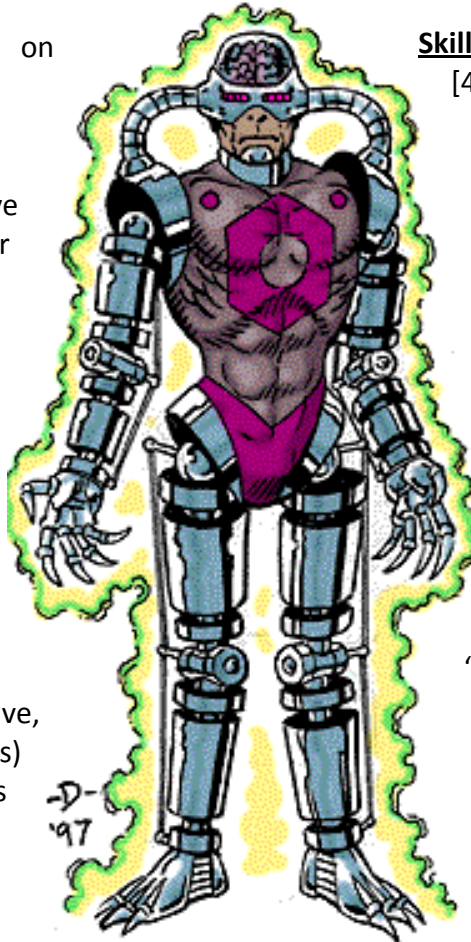
Borg [175 CP]

Origin & Background: Dave Johnson was a talented engineer who became a quadriplegic in a motorcycle accident. Crime Teacher recruited the bitter young man for her Terroid masters. They rebuilt him using “transformable macro-nano technology.” Dave is a Northwestern University grad student and teaching assistant working on his doctoral thesis in electrical engineering.

When his powers are inactive, he looks just like (and is as fragile as) a normal human. He activates his powers by an active of will, triggering a series of shifting plates and fluid reservoirs to absorb the synth-flesh covering and extrude the various tubes, pipes, wires and conduits that power his bionic enhancements and fully enable him to use all his abilities.

Tactics & M.O.: Transform, activate the force field, and then wade into melee with the claws and super-strength.

His cybernetic systems exist in both his “human” form (even though he cannot use them) and “activated” form, and their delicate control systems short-circuit and go completely haywire in very strong magnetic fields causing him tremendous pain and injury.



Skills: 3 @ +1 level (2) (+5) [4 CP]

Electronics: (INTL/S), d12 effect

Mechanic: (DEFT/S), Cybernetic systems, d6 effect

Science: (INTL/S), Electrical engineering, d12 effect

Transformation:

Change to non-powered form of Dave Johnson (his “natural form”) [12 CP]

Cybernetics:

Adaptation:

Biochemical and Low Temperature (3) (+3), Equipment [cybernetics] (-1) [4

CP]

Armor (“Immune to Poison”): 10 vs. Biochemical (23), Miscellaneous Restriction [poison only] (-5), Equipment [cybernetics] (-1) [10 CP]

Armor Generation (“Personal force field”): 4 vs. all Physical damage types, and Mutagenic (10), Charges [11/day] (+0), Time Limit [bounded expenditure, 1 hour] (+0), Equipment [cybernetics] (-1) [9 CP]

Heightened Senses (“X-ray vision”): Sight, Penetration [not vs. lead] (+2), Equipment [cybernetics] (-1) [6 CP]

Heightened Senses (“radar sense”): Basic sense (2), Detect shapes and motion (+3),

Global (+5), Range (+3), Equipment [cybernetics] (-1) [6 CP]

Natural Weaponry: +2 damage (9), Equipment [cybernetics] (-1) [8 CP]

Skill Bonus: +1 Unarmed (3), all maneuvers (+5), Equipment [cybernetics] (-1) [5 CP]

Speed Bonus: Ground move top speed and acceleration x2 (3) (+3), top speed x10.67 (7), Equipment [cybernetics] (-1). Final acceleration 16", top speed 85". [9 CP]

Equipment Extra Hit Points: 22 total hit points [7 CP]

Weakness (Distinctive):

Covered in humming, buzzing tubes, sparks of energy, obviously mechanical limbs, etc. (INTL 2+, Disguise 4+, unattractive) [+20 CP]

Weakness (Persecuted):

Not wanted by police yet, but closely monitored by his Terroid masters. [+10 CP]

Weakness (Quirk):

Prefer his human form to his powered form. [+5 CP]

Weakness

(Susceptibility): d4 damage per round in strong magnetic fields (rare, d4, 1 round) [+5 CP]



Dave Johnson [69 CP]

PHYS 10 (CON 15), REFL 7, DEFT 11, INTL 16, COOL 7, VITL 11, Mass 70 kg (d4 Mass effect), Fame 7

Skills: 3 @ +1 level (2) (+5) [4 CP]

Electronics: (INTL/S), d12 effect

Mechanic: (DEFT/S), Cybernetic systems, d6 effect

Science: (INTL/S) Electrical engineering, d12 effect

Weakness (Persecuted): Not wanted by police yet, but closely monitored by his Terroid masters. [+10 CP]

Weakness (Susceptibility): d4 damage per round in strong magnetic fields (rare, d4, 1 round) [+5 CP]

Crime Teacher [214 CP]

Origin & Background: Eva Lords is the acting headmistress for the Winthrop Academy. She actually was planning to be a high school teacher when she got distracted by falling in with a bad crowd in high school and discovering she loved living on the shady side of life. Years of intensive physical training, including Hindu meditation techniques that lead to bonding with her pet, Lucian, have made her into a supreme physical specimen. She acted as a recruiter and trainer for several criminal cartels before being recruited by the Terroroids to take over the Winthrop Academy to recruit and train promising villains for their world-conquering plans.

Tactics & M.O.: Through her empathic connection to Lucian, she can give him verbal and visual commands that are reasonably complex, and as long as he can see and hear her, he can follow them pretty well. Typically, she keeps him close, sometimes wrapped around her (although, not often, since he weighs more than she does). They work

very well together. She uses her devitalization ray against foes at range, and Lucian bites anyone who tries to melee with her. If pinned down, she instructs him to slither around and flank foes, causing a distraction or even catching them by surprise.

PHYS 16 (CON 26), REFL 29, DEFT 22, INTL 11, COOL 11, VITL 16, Mass 54 kg (d3 Mass effect), Fame 7

Skills: 6 @ +1 level (2) (+7), 2 @ +2 levels (3) (+3) [9 CP]

Contortionist: (DEFT/G), d12 effect

Locksmith: (INTL/S), d8 effect

Science: (INTL/S) Criminology, d6 effect

Sneak: (DEFT/G), d12 effect

Teach: (INTL/G), d8 effect

Weapon: (DEFT/G), Devitalization Ray Device, 2d8-1 effect

Wealth: +3 levels (6), d10 effect [6 CP]

Cosmic Awareness: [10 CP]

Heightened Senses: "Danger", Basic (2), Global (+5), Range (+3) [6 CP]

Natural Weaponry: +5 damage all attacks [30 CP]

Sidekick: Lucian the Snake (see below) [18 CP]

Equipment:

Devitalization: 2d10-1 High Radiation [cosmic ray] (36), Range [24"] (+1), Equipment [carried, size 0.3m] (-3) (+1), Charges [11/day] (-2) [28 CP]

Weakness (Compulsion): She focuses her combat efforts on anyone that hurts Lucian, regardless of the tactical or strategic consequences (Uncommon, Resist/Recover 6+) [+15 CP]

Weakness (Dark Past): She is secretly a villain working for would-be alien invaders [+5 CP]

Weakness (Persecuted): Monitored by Terroid Masters (Rare, Major) [+5 CP]

Weakness (Quirk): Really does enjoy being a high school teacher at Winthrop Academy [+5 CP]

Weakness (Responsibility): Terroroid masters [+5 CP]

Lucian [90 CP]

PHYS 7 (CON 14), REFL 11, DEFT 11, INTL 2, COOL 16, VITL 11, Mass 70 kg (d4 Mass effect), Fame 7

Skills: Two at +1 level (2) (+3) [3 CP]

Sneak: (DEFT/G), d8 effect

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

Natural Weaponry ("Bite"): +1 damage (4) [4 CP]

Power Blast ("Poisonous Bite"): d10 Biochemical [poison] (22), Carried Attack (+2), Reduced Range [no range] (-3) [20 CP]

Weakness (Distinctive): Really, really big snake [+10 CP]

Weakness (Physical Disability): Move is only 4" ground [+10 CP]

Diamondstar [192 CP]

Origin & Background: James Garrison is a former policeman; "nerves" led to an abrupt end in his law enforcement career. He currently churns out mediocre "shoot 'em up" police thrillers and is in charge of Winthrope Academy security. The Terroids originally recruited him because of his loose morals and having him in charge of security at Winthrope made it easier to have him cover things up. Their technicians discovered his latent genetic mutation and performed experiments to unlock his

abilities. The transformation process requires specific physical triggers which he is still learning to consciously affect, but once completed he can remain in either form indefinitely.

Tactics & M.O.: As James Garrison, he avoids combat and no longer carries anything more dangerous than a heavy flashlight or pepper spray. He is rarely intimidated and knows several ways to restrain troublemakers. If hard-pressed, he breaks for cover until he can transform to his super-powered form.

As Diamondstar, he is a brawler who throws himself into the thick of things. His diamond-hard skin makes him immune to most forms of injury and his super-human strength and crystalline cutting edges make him a deadly fighter. He still knows how to restrain foes; he just prefers to beat them down.

PHYS 30 (STR 42), REFL 11, DEFT 11, INTL 11, COOL 11, VITL 16, Mass 93 kg (d4 Mass effect), Fame 7

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

Profession: (INTL/S), Writing, +2 levels (3), d8 effect [3 CP]

Science: (INTL/S), Criminology, d6 effect

Transformation: (CON/G), +0 levels (0), d12 effect

Unarmed: (DEFT/G), all maneuvers (three skills), d8 effect

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

Wealth: +3 levels (6), d10 effect [6 CP]

Armor ("Diamond-Hard Skin"): 9 vs. all Physical and Miscellaneous damage types (72), Brittle (-4) [42 CP]

Flight: Acceleration 25", Top Speed 192" (19), Miscellaneous Restriction [costs 1 NRG per hour] (-2) [15 CP]

Natural Weaponry ("Crystalline Cutting Edges"): +2 damage (9) [9 CP]

Transformation: To non-powered form of James Garrison [13 CP]

Weakness (Compulsion): Refuses to use any weapons except his own body (Uncommon, Resist/Recover 6+) [+15 CP]

Weakness (Persecuted): Wanted by police in two states for questioning related to a series of bank robberies that left people injured [+10 CP]

Weakness (Physical Disability): Transformation requires 1 Action and a

successful CON-based skill roll (CON/G) result 6+ to transform from

non-powered human to his diamond form.

Changing from diamond form to non-powered

form requires only 1" of movement, but still requires the same skill roll [+15 CP]

Weakness (Quirk): Wants to be taken seriously as a writer [+5 CP]

James Garrison [86 CP]

PHYS 13 (CON 21⁹), REFL 11, DEFT 11, INTL 11, COOL 11, VITL 11,

93 kg (d4 Mass effect), Fame 9



⁹ Extra cost due to weakness

Skills: 3 @ +1 level (2) (+5) [4 CP]

Profession: (INTL/S), Writing, +2 levels (3), d8 effect [3 CP]

Science: (INTL/S), Criminology, d6 effect

Transformation: (CON/G), +0 levels (0), d8 effect

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

Wealth: +3 levels (6), d10 effect [6 CP]

Weakness (Compulsion): Refuses to carry a gun (but might use one if desperate) (Rare, Resist/Recover 6+) [+10 CP]

Weakness (Human Characteristics): He is a normal human in this form [+10 CP]

Weakness (Quirk): Wants to be taken seriously as a writer [+5 CP]



Penumbra [147 CP]

Origin & Background:

Teaching her art classes at the Academy is a part-time job for her. She also works as a courtroom artist. Her powers are mystical in origin, a link to the “shadow realm” provided by the few rituals she decrypted from her aunt’s

library. It was in this huge library of lore, mythology and history that she discovered her passion for artwork of all styles and time periods and studied art history in college.

She fell in with the Terroroids when the Crime Teacher recruited her both for her art skills and also her powers. Mary Hellen had always been somewhat ethically ambivalent, and was easily twisted to the side of villainy by promises of money and more power.

She can use her powers at any time, and cover herself in “shade stuff” at either size, which makes a great way to disguise her identity. As her powers are linked to the “dimension of shadow” she cannot regenerate light damage.

Tactics & M.O.: Penumbra’s primary combat role is battle field control. She creates her inky darkness at the first hint of danger to divide and disrupt her foes. She knows that Borg and Infra-Red are able to operate without trouble in the shade field, so she coordinates with them for opportunity targets.

Her secondary role is damage sponge. Especially in giant form, she can soak a lot of damage.

Human Size (5’ 4” tall)

PHYS 11, REFL 11, DEFT 11, INTL 11, COOL 11, VITL 11, Mass 52 kg (d3 Mass effect), Fame 7

Giant Size (37’ 4” tall)

PHYS 92, REFL 2, DEFT 2, INTL 11, COOL 11, VITL 11, Mass 17,930 kg (3d10-2 Mass effect), Fame 7

Skills: 6 @ +1 level (2) (+8), 3 @ +2 levels (3) (+5) [12 CP]

Art: (DEFT/S), Graphic design and drawing, d8/d3 effect

Scholar: (INTL/S), Art History, d8 effect

Scholar: (INTL/S), Law, d6 effect

Teach: (INTL/G), d10 effect

Unarmed: (DEFT/G), Grapple, d8/d3 effect

Unarmed: (DEFT/G), Punch, d8/d3+2 effect

Wealth: +2 levels (4), d8 effect [4 CP]

Darkness: Affects normal sight [visible light] (7), Area Effect [13" dia.] (+4), Range [48"] (+5), Concentration [required to maintain] (-3) [16 CP]

Regeneration: 1 HIT per turn of rest (8), Miscellaneous Restriction [cannot regenerate Light damage type] (-1) [7 CP]

Shadow Giant Form

As an SFX, her giant form is always coated in "shadow stuff" and is very distinctive.

Armor: 3 vs. All Physical (15), Linked Power [Gigantism, Skill Bonus] (-1) [13 CP]

Gigantism: +9 levels (45), Can't Hold Back [all-or-nothing] (-2), PHYS 92, Miscellaneous Restriction [-3 levels REFL and DEFT in giant form] (-3), Linked Power (-1) [Armor, Skill Bonus] [20 CP]

Skill Bonus: +2 Unarmed (punch) (7), Linked Power [Armor, Gigantism] (-1) [6 CP]

Weakness (Attracts Attack): Light damage category [+1 CP], Other damage category [+5 CP]

Weakness (Compulsion): Gets all "moody & broody" in giant form and feels the need to act spooky and creepy and "do the monster mash" and cause lots of property damage (Rare, Resist/Recover 4+) [+5 CP]

Weakness (Distinctive): Giant form is always coated in "shadow stuff", appearing black, spooky and creepy [+5 CP]

Weakness (Persecuted): Wanted by U.S. law enforcement in conjunction with one high profile robberies and property damage. (Rare, Major) [+5 CP]

Weakness (Persecuted): Monitored by Terroroid masters (Rare, Major) [+5 CP]

Crusaders

(Circa *Crisis at Crusaders Citadel*)

Blizzard [173 CP]

Origin & Background: Blizzard had an uneventful upbringing and was a bit nerdy when his powers emerged one winter. Inspired by the comic book heroes of his childhood, Bobby Ballard decided to use his newly discovered mutant abilities for the cause of justice and threw himself into an exercise and training program and joined the Crusaders.

Tactics & M.O.: Blizzard favors his Ice abilities, using Vibration only if long-range attack is needed or to destroy devices and pass through solids. He likes to lay down ice on the floors and then send out vibratory waves to knock everyone down.

PHYS 16, REFL 7, DEFT 11, INTL 11, COOL 11, VITL 11, Mass 86 kg (d4 Mass effect), Fame 16

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

Weapon: (DEFT/G), Ice Restraint, d10 effect



Weapon: (DEFT/G), Vibratory Power Blast, d10 effect

Wealth: +3 levels (6), d10 effect [6 CP]

Ice Powers

Adaptation: Cold (1) [1 CP]

Armor Generation ("ice armor"): Protection 9 vs. all Physical Damage Types [1 NRG and 1" move to activate] (28), Time Limit [bounded duration, ice melts after 15 minutes] (-2), Miscellaneous Restriction [takes 6 rounds to initially activate] (-1) [18 CP]

Restraint: 4 vs. All Physical (12), d12 hits (11), Reduced Range [3"] (-2), Inflicts Damage [cold] (+5), NRG Cost [1 per use] (-2), Time Limit [bounded duration, ice melts after 24 rounds] (-3) [17 CP]

Shaping: 3840 kg of ice [SR 4] (37), Requires Source [uses Restraint, d12 x 10 kg created per use] (-3), Time Limit [bounded duration, ice melts after 1 hour] (-1) [22 CP]

Vibratory Powers

Power Blast: d12 Blunt Kinetic [vibration] (29), Range [12"] (+0), NRG Cost [1 per use] (-2), No Knockback (-1) [19 CP]

Machine Control: d4 Blunt Kinetic [vibration], Disable, Range [12"] (11), Miscellaneous Restriction [disable only] (-5), Carried Attack [power blast] (+2) [8 CP]



Intangibility: High Vibration [not immune to gas attacks] (16), Miscellaneous Restriction [can only gain altitude inside solid objects] (-2), Miscellaneous Restriction [movement cost per space travelled through solid objects equals the object's SR] (-2), NRG Cost [1 to activate] (-1), Time Limit [bounded expenditure, 1 hour, incremental] (+0) [8 CP]

Weakness (Attracts Attack): High Temperature [+10 CP]

Weakness (Quirk): Huge comic book fan; attends all the conventions in his secret ID [+5 CP]

Weakness (Persecuted): Enemies of the Crusaders [+10 CP]

Dreamweaver [119 CP]

Origin & Background: Donna Weston was a college student participating in deep sleep research experiments as a volunteer when she was propelled into the dream dimension and the electronic monitoring equipment had a mysterious power surge.

Lost, she aroused the anger of her own dreams and was attacked by them. By remaining passive she was able to absorb the dream energy into herself. When she was awakened by the technicians, she soon discovered herself to be changed. She had the ability to become unseen and to move objects about with only thought. Her mind could create images of dream impressions of practically anything else at will.

Using her ability to save her best friend when she was attacked by a mugger, she realized that her powers should not be exploited and should be used to help all other people.

She became Dreamweaver, keeping her real identity secret and hidden. Only she and psychology student Lynda Turner know who Dreamweaver really is.

Tactics & M.O.: Dreamweaver's favorite trick is to move invisibly among her opponents, creating minor illusions here and there to create confusion, and to use her Telekinesis to knock over this, undo that, and so on.

Costume: Her mask, gloves, belt and boots are yellow. The padded stripes down her gloves and boots are light blue. The eyes in her mask are white. The rest of her costume is silver. Flesh shows in the gaps next to her boots and gloves. She has blond hair.

PHYS 7, REFL 11, DEFT 7, INTL 11, COOL 16, VITL 11, Mass 54 kg (d3 Mass effect), Fame 16

Skills: 3 @ +1 level (2) (+5) [4 CP]

Science: (INTL/S), Psychology, +2 levels (3), d8 effect [3 CP]

Shield: (DEFT/G), +1 level, d8 effect

Weapon: (DEFT/G), Telekinesis, +1 level, d6 effect

Wealth: +3 levels (6), d10 effect [6 CP]

Illusions: 5 Intensity, Visual and Auditory components (15), Range [24"] (+1) [17 CP]

Invisibility: Visible light [13 CP]

Telekinesis: 240 kg., d8 Effect (21), Range [24"] (+1), NRG Cost [1 to activate] (-1), Time Limit [bounded expenditure, 24

rounds] (-3) [14 CP]

Shield ("Telekinetic Block"): Protection 9 vs. Blunt Kinetic and Sharp Kinetic (3), Innate (+3) [4 CP]

Weakness (Attracts Attack): +2 to be hit by Mystical category attacks (a leftover of her experience in the dream dimension) [+15 CP]

Weakness (Persecuted): Enemies of the Crusaders [+10 CP]

Weakness (Quirk): Stridently avoids melee combat [+5 CP]

Enforcer [161 CP]

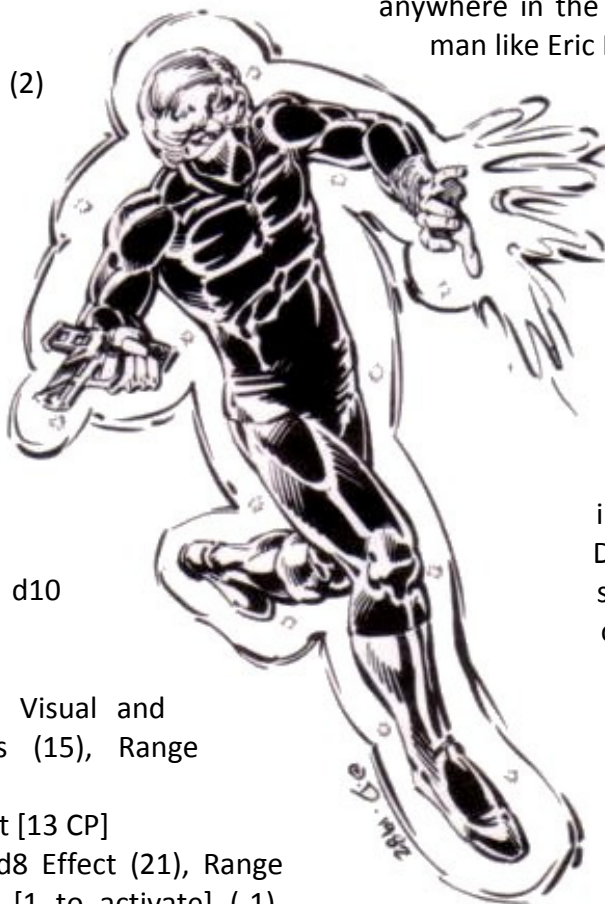
Origin & Background: Eric Forrest worked for "the Company". He was what is known as a Free-Stationed Representative. Whenever the "company" had any trouble, anywhere in the world, they would send a man like Eric Forrest to straighten it out.

He even had the Company's permission to do anything necessary to put an end to the trouble. Eric Forrest liked his work and was very good at it.

He was a secret agent in good standing. One job the "Company" gave him was guarding an important scientist, one Doctor Freidrich, from some members of another organization who considered the good Doctor to be a problem. This would be Eric Forrest's last job.

Dr. Freidrich was working on a formula to develop a human being's

mental force as a way to protect him and



make him invulnerable. The formula really did work, but unfortunately, that made the "Company" think that Dr. Freidrich and his formula were both too dangerous to be allowed to remain extant.

Disobeying orders, Eric Forrest tried to protect the Doctor anyway and Dr. Freidrich gave him the only dose of the formula. Despite the formula and Eric's efforts, the Doctor was eventually killed.

Eric Forrest resigned from the "Company." He did not need to work for them to solve problems as he is extremely good at his work.

Tactics & M.O.: Enforcer's tactics consist of using force fields to cut off his enemies' escape paths and then firing flare bullets to blind them. Any still in fighting condition get pommeled with explosive bullets (for dangerous enemies) and mercy bullets (for small fry).

If the Mercury Mercenary shows up, Eric concentrates all his efforts on him.

PHYS 11, REFL 11, DEFT 16, INTL 11, COOL 7, VITL 11, Mass 77 kg (d4 Mass effect), Fame 16

Skills: 10 @ +1 level (2) (+11), 4 @ +2 levels (3) (+7) [17 CP]

Craft: (DEFT/S), Gunsmith, d8 effect

Hiding: (INTL/G), d8 effect

Scholar: (INTL/S), Politics, d6 effect

Stealth: (DEFT/G), d10 effect

Weapon: (DEFT/G), Special Weapon (4 skills), +2 levels, d12 effect

Weapon: (DEFT/G), Pistols and Daggers (3 skills), d10 effect

Wealth: He was paid very well for his previous work, +4 levels (8), d12 effect [8 CP]

Special Weapon:

a) Bullets: Power Blast, 1d8 Sharp Kinetic [piercing] (16), Range [24"] (+1), Charges [7ch] (-3), Equipment [carried] (-3), Multi Power (-5) [5 CP];

b) Mercy Bullets: Power Blast: 1d4 Blunt Kinetic [dull impact] (7), Range [24"] (+1), Charges [7ch] (-3), Equipment [carried] (-3), Multi Power (-5) [2 CP],
plus

Paralysis Ray: 1d6 vs. CON (11), Carrier Attack (+2), Range [24"] (+1), Charges [7ch] (-3), Equipment [carried] (-3), Multi Power (-5) [3 CP];

c) Explosive Bullets: Power Blast: 1d12 Blunt Kinetic [crushing] (29), Range [24"] (+1), Area Effect [1" dia.] (+1), Charges [7ch] (-3), Equipment [carried] (-3), Multi Power (-5) [9 CP];

d) Flare Bullets: Power Blast: 1d8 High Temperature [fire] (16), Range [24"] (+1), Charges [7ch] (-3), Equipment [carried] (-3), Multi Power (-5) [5 CP],
plus

Sensory Shock: 1d6 Intensity vs. CON (8), Range [24"] (+1), Carried Attack (+2), Visible Light, Normal Vision Only (-1), Area Effect [3" dia.] (+3), Charges [7ch] (-3), Equipment [carried] (-3), Multi Power (-5) [4 CP].

Force Field

Armor Generation ("force bubble"): Protection 6 vs. Biochemical, Blunt Kinetic, Electromagnetic, Energy, High Temperature, Low Temperature, and Sharp Kinetic (13), Area Effect [13" dia., shapes, perimeter] (+9), Brittle (-4), Range [12"] (+3) [38 CP]

Natural Weaponry: Strength Surcharge (5), Range [12"] (+3) [3 CP]

Weakness (Compulsion): Attack the Mercury Mercenary on sight (Rare, Resist/Recover 4+) [+5 CP]

Weakness (Dark Past): He did some dirty deeds while working for The Company [+10 CP]

Weakness (Persecuted): The Company never really lets anyone leave (Rare, Major) [+5 CP]

Weakness (Persecuted): Enemies of the Crusaders [+10 CP]

Weakness (Persecuted): Old enemies from the spy business (Rare, Life-threatening) [+10 CP]

Evergreen [138 CP]

Origin & Background: She knows not from where she came, she only knows that her spirit is as old as all the forests there have been since life began.

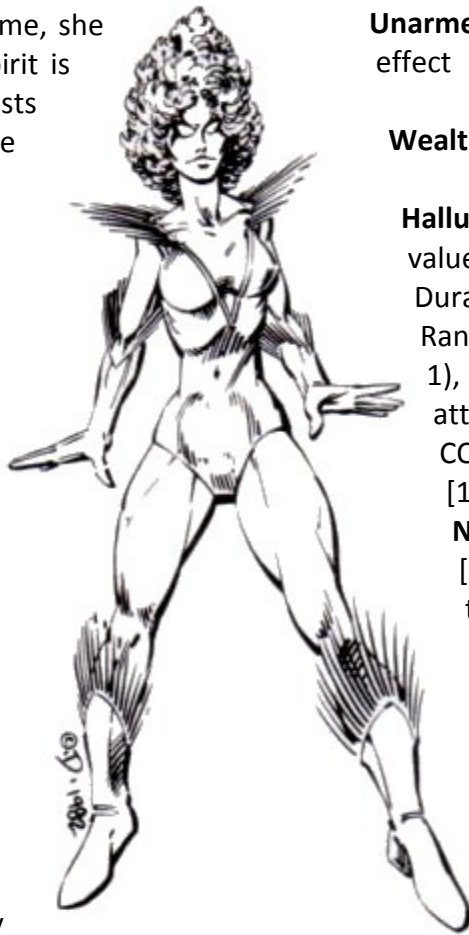
She knows not why she was summoned; she knows only that she must protect the Earth from those who would abuse her. She is of the old days, when the Earth was not ruled by men, but by the elves and dwarves and goblins as well.

Spirit of the Water remember!

Spirit of the Earth remember!

Tactics & M.O.: Evergreen's primary objective during any

fight is to control plants. Within the Citadel she tries to reach her own room on the Citadel's fourth level, where she can obtain plants to control. If this is not possible, she does her best to inject venom into as many



opponents as possible and allow her teammates to finish them off.

She is aware of Shocker's feelings for her, and to some degree reciprocates them... but then, she has still got a job to do and she will do her duty.

PHYS 16, REFL 7, DEFT 7, INTL 11, COOL 11, VITL 11, Mass 59 kg (d4 Mass effect), Fame 15

Skills: 2 @ +1 level (2) (+3) [3 CP]

Science: (INTL/S), Ecology, +3 levels, d10 effect [7 CP]

Unarmed Combat: (DEFT/G), punch, d6+1 effect

Wealth: +3 levels (6), d10 effect [6 CP]

Hallucinations ("Plant Venom"): Effect value 6, up to 9 sense types (18), Duration [24 rounds] (+4), Reduced Range [no range] (-3), Charges [22ch] (-1), Affects Higher Characteristic [initial attack is her INTL against target's CON] (-2), Carried Attack [melee] (+2) [18 CP]

Natural Weaponry: +2 Sharp Kinetic [piecing] damage from plant-like thorns and spines (9) [9 CP]

Regeneration: 1 hit point per round of rest [8 CP]

Skill Bonus: +1 Unarmed [punch] (3) [3 CP]

Plant Control

Transmutation: d10 Mystical [magical] (7) (+3), Reduced Range [6"] (-1), Legal Target [plants] (-3), Alteration [animation] (+8) [18 CP]

Weakness (Attracts Attack): Mystical [anti-life] [+5 CP]

Weakness (Distinctive): Green-skinned plant-woman (INTL 3+, Disguise 4+) [+10 CP]

Weakness (Limited Education): She is a creature of elemental origin and largely ignorant of human affairs [+5 CP]

Weakness (Persecuted): Enemies of the Crusaders [+10 CP]

Weakness (Quirk): Fascinated and infatuated with soap opera television shows [+5 CP]

Laserfire [138 CP]

Origin & Background: High school student Larry Fredricks was returning home from a basketball game one night when he saw a UFO! Getting a closer look, he saw what appeared to be an oval shaped metallic ship floating over Potter's Field. As he watched, it began giving off a brilliant light.

Gathering his courage, Larry stepped forward to give a friendly greeting to the visitors on behalf of the human race.

Perhaps the alien crew on board had orders not to allow anyone to spot them, or maybe the simple appearance of a human was enough to startle them. In either case, the ship roared off in a blazing spectacle of light.

This light hit Larry and as the glow intensified, he watched himself burst into flames. In fear and panic he ran cross the field to throw himself into a stream. Though his clothing had been severely burned and he had been on fire, he had suffered no damage from the experience.

In time he had almost fully explored his new heat/light related powers. In school, Larry Fredricks was not an academic success. He was no sports hero, but as Laserfire he could be important. He could stand for something. And why not?



Tactics & M.O.: Laserfire's first move is to "flame on", then he flies through the battle firing light beams... saving his flame attack for setting fires and other special effects.

PHYS 7 (CON 13),
REFL 7, DEFT 7,
INTL 7, COOL 11,
VITL 7, Mass 68 kg
(d4 Mass effect),
Fame 17

Skills: 2 @ +2 levels
(5) (+3) [7 CP]

Weapon: (DEFT/G),
Energy Field, d8 effect

Weapon: (DEFT/G),
Power Blast, d8 effect

Wealth: +3 levels (6), d10
effect [6 CP]

Flame Powers

Flight: Acceleration 17", top speed 64" (14),
NRG Cost [1 to activate] (-1), Time Limit
[bounded expenditure, 1 hour, incremental]
(+0), Miscellaneous Restriction [only when
Energy Field is active] (-1) [11 CP]

Energy Field: d8 High Temperature [fire]
(24), NRG [1 to activate] (-1), NRG Cost [1
per attack] (-2), Range [12"] (+3), Duration
[6 rounds, water, lack of oxygen, etc., put
out the flames] (+3), Time Limit [bounded
expenditure, 1 hour, incremental] (+0) [36
CP]

Light Control

Power Blast: d8 Light [laser] (16), Range [24"] (+1) [18 CP]

Sensory Shock: d8 intensity Light [laser] (12), Limited Overload [visible light, normal vision only] (-1), Reduced Range [no range] (-3), Area Effect [5" dia.] (+4), NRG Cost [1 per attack] (-2) [10 CP]

Special Effects: Visible light, Range [no range] (+0), Area Effect [7" dia.] (+2) [5 CP]

Weakness (Attracts Attack): Low Temperature damage type [+10 CP]

Weakness (Human Characteristics): [+10 CP]

Weakness (Persecuted): Enemies of the Crusaders [+10 CP]

Weakness (Persecuted): As the cutest, most charming, and most visible of the Crusaders, he has attracted a devoted fan club, some of whom need restraining orders to discourage them from trying to steal his underwear [+5 CP]

Weakness (Unlucky): d3 [+5 CP]

Manta-Man [164 CP]

Origin & Background: Carter Manning, a marine biologist and mechanical engineer, was vacationing with his wife on their private yacht when they found themselves under attack by 20th century pirates.

Hopelessly outnumbered and outgunned, Manning's wife was killed and he was tossed overboard to the sharks. The pirates used his boat for a multi-million dollar drug run and then abandoned it.

Miraculously, Manning survived the ordeal. Due to an amazing stroke of luck, he was rescued and returned home with the aid of the authorities, who warned him not to interfere.

Manning had other ideas and immediately crafted the tools of his vengeance. He built a miniature aqualung with a perpetual air supply, a cloak which

folds out into an airfoil enabling him to float on air, and a super powerful electrical storage battery with a generator of "Manta Rays" which paralyze their victims.

When the same pirates attempted to storm yet another ship, Manning (now Manta-Man) intervened and rounded up these criminals with little difficulty.

Having gained his revenge, Manning decided that he would now dedicate his life to the cause of justice.

Tactics & M.O.: Manta-Man provides the air cover for the Crusaders, overseeing the battle in general and organizing his teammates. He favors his Lightning Device over his Paralysis Rays in combat. His first move is always to set up an electrical defense around himself.



PHYS 16, REFL 11, DEFT 11, INTL 22, COOL 16, VITL 11, Mass 82 kg (d4 Mass effect), Fame 17

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

Science: (INTL/S), Mechanical Engineering, +3 levels, 2d8-1 effect

Science: (INTL/S), Oceanography, 1d12 effect

Tactics: (INTL/G), aquatic, d12 effect

Tactics: (INTL/S), urban, d10 effect

Weapon: (DEFT/G), Energy Field, d10 effect

Weapon: (DEFT/G), Paralysis Ray, d10 effect

Contacts: Business, government and law-enforcement [7 CP]

Wealth: +6 levels (12), 2d10-1 effect [12 CP]

Wings Device

Flight: Acceleration 13", Top Speed 32" (11), Equipment [suit] (-3), Aquatic option (+1) [9 CP]

Equipment Extra Hit Points: 7 total [2 CP]

Water Breathing Device

Adaptation: Water breathing (1), Equipment [secret accessory] (-1) [1 CP]

Paralysis Ray Device

Paralysis Ray: d10 Intensity Electromagnetic [lightning] vs. CON (22), Range [24"] (+1), Charges [11ch] (-2), Equipment [accessory] (-2) [14 CP]

Equipment Extra Hit Points: 7 total (2) [2 CP]

Lightning Control Device

Energy Field: d8 Electromagnetic [lightning] (24), Range [24"] (+4), Conductivity (+2), No Knockback (-1), Reduced at Range (-1), Equipment [accessory] (-2), Charges [22ch,

uses one charge each time used for attack, none for defense] (-1) [28 CP]

Equipment Extra Hit Points: 7 total (2) [2 CP]

Weakness (Compulsion): Hunt maritime pirates (Rare, Resist/Recover 4+, Dangerous) [+15 CP]

Weakness (Persecuted): Enemies of the Crusaders [+10 CP]

Weakness (Persecuted): Hunted by maritime pirates [+10 CP]

Weakness (Physical Disability): Near-sighted, compensates with contact lenses [+5 CP]

Weakness (Quirk): Always takes his vacations in the tropical islands [+5 CP]

Weakness (Responsibilities): Head of Manning Enterprises (Common, Minor) [+5 CP]

Crushers

(Circa *Crisis at Crusaders Citadel*)

Mocker has collected quite a band of social and mental misfits, probably because he himself has his own brand of electronic psychological issues. The Crushers are loosely organized, and usually operate in pairs, or for more important missions they break up into strike teams.

Team 1: Lead by FIST and includes Mercury Mercenary, Shrew, Bull, Temper and Vulture. This is a fast strike team, intended to get in and get out. Vulture is on this team because he dislikes Mocker, and Temper spies on everyone and reports to Mocker. Shrew can usually keep Bull on focus, and FIST and Mercury Mercenary provide the firepower and tactical brainpower.

Team 2: Lead by Mocker, and includes Hornet, Marionette, Mace, Shocker and Stormlord. This is more the force team, able to hammer through most targets, but

also the more subtle effects like ventriloquism, mind control, cyberpathy and cloud cover.

Bull [117 CP]

Origin & Background: Big Bill Buckford has been mentally unstable since the age of six when it is reported that he bit the head off his pet dog. His personality has not mellowed much since then. He spent the next few years in and out of various criminal and mental institutions. At the age of eighteen, he nearly murdered his entire family during a trip to the zoo; supposedly one of them quipped that this was just the place for Big Bill to be. When the police arrived, Bill threw an elephant at them.



He was eventually sedated and brought to court where he was

found unfit to stand trial and sent to a medium security mental hospital. One day he told his nurse he was going for a walk and has not

returned since.

Bill supposedly hates the color red because he was hit by a sports car when he

was "small." Bill was uninjured, but his ice cream cone and the car that struck him were both demolished. The doctors tried desperately to re-attach the driver's lungs, but to no avail.

Tactics & M.O.: Bull never delays his actions and always attacks the closest thing that he hates and can see, generally using the biggest bludgeoning object available. He is too powerful and mindlessly violent to ever worry about morale. If his allies choose to flee, they must goad him into accompanying them with promises of treats and gifts (Shrew gains a +1 bonus when trying to influence Bull, because he likes her).

PHYS 31 (STR 56), REFL 4, DEFT 4, INTL 4, COOL 11, VITL 16, Mass 245 kg (2d8-1 Mass effect), Fame 12

Skills: 2 @ +1 level (2) (+3) [3 CP]

Unarmed: (DEFT/G), punch, +2 levels (3), d6 effect [3 CP]

Weapon: (DEFT/G), any convenient large bludgeon, such as a car or elephant (+8), d4 effect [4 CP]

Armor: 4 vs. All Physical and Mystical damage types [24 CP]

Gigantism: +1 level, Stays Active (+2), Can't Hold Back [always on] (-2) [5 CP]

Heightened PHYS: +22, STR only (-3) (original PHYS 24, produces 46 before applying Gigantism) [14 CP]

Weakness (Compulsion): Attack anything that is the color red (Common, Resist/Recover 4+) [+15 CP]

Weakness (Compulsion): Once the fight starts, he has to be goaded and lured away from it even when losing (Common, Resist/Recover 2+) [+10 CP]

Weakness (Distinctive): About 8 feet tall with massive muscles and ruddy skin – even he would notice he was different (INTL 2+, Disguise 4+) [+15 CP]

Weakness (Persecuted): Wanted by most law-enforcement agencies, if only to stop him before he causes damage or kills someone (Uncommon, Major) [+10 CP]

F.I.S.T. [156 CP]

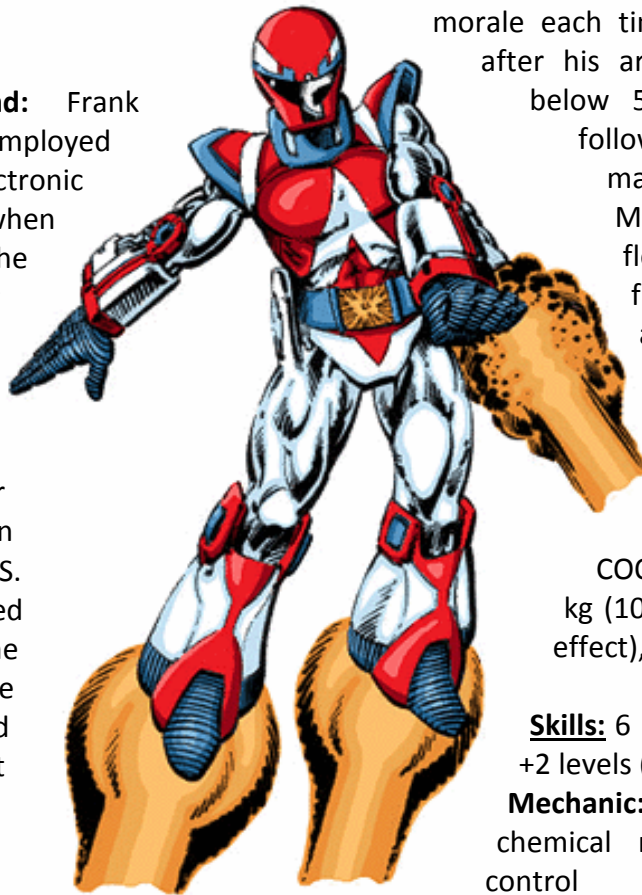
Origin & Background: Frank Streeter was a self-employed inventor of electronic components; but when Newtronics stole the patent from him for several devices incorporated into their Flying Infantry Shock Troop (F.I.S.T.) powered armor which they had been developing for the U.S. military, he sabotaged their project, stole the wreckage of the prototype suit, and secretly rebuilt it himself. Now, as F.I.S.T., he typically carries out vendetta missions against the

U.S. government, the military and big businesses whenever he feels that their actions are unjust or immoral. The terrorist nature of his activities have not made him a hero of the public, and most villains he meets distrust his motives. The primary exception is Mocker, who shares FIST's attitude to some degree. Their major ambition is to destroy the current American regime and establish their own social order.

Tactics & M.O.: FIST prefers aerial battle – against targets on the ground. He flies just

within range of the ground and blasts merrily away until engaged in brawling combat or until his energy charges run out. If forced to fight hand-to-hand, he enjoys demonstrating the improvements he made of Newtronics's original design; he picks up the biggest chunks of matter he can find and hits people with them. FIST checks for

morale each time he is hit in combat after his armor's protection drops below 5, but is a very loyal follower of Mocker (always makes morale rolls when Mocker is present). If he flees, it is likely for fear of further damage to his suit as for fear of physical harm to himself.



PHYS 11 (STR 27 with armor), REFL 7, DEFT 7, INTL 7 (REAS 16), COOL 11, VITL 11, Mass 86 kg (106 kg in armor) (d4 Mass effect), Fame 16

Skills: 6 @ +1 levels (2) (+8), 2 @ +2 levels (3) (+3) [10 CP]

Mechanic: (INTL/S), Hydraulics, chemical rocket motors, aircraft control systems (collectively "battlesuit mechanic") (3 skills), d8

effect

Science (electrical engineer): (INTL/S), +3 levels (4), d12 effect [4 CP]

Science (mechanical engineer): (INTL/S), d8 effect

Weapon (blaster cannon): (DEFT/G), +2 levels, d8 effect

Wealth: He banks most of what he steals and also earns money as an amoral freelance engineer for other villains or vigilantes, +4 levels (8), d12 effect [8 CP]

F.I.S.T. Powered Armor

Armor: 10 vs. All Physical (79), Ablative (-3), Equipment [suit] (-3) [35 CP]

Flight ("Jet Boots"): 23" acceleration, 160" top speed (18), Equipment [suit] (-3), Charges [3ch, activation] (-3), Time Limit [bounded expenditure, 1 hour, incremental] (+0), Components [reload of 3 charges is \$50 of fuel]¹⁰ (-2) [6 CP]

Adaptation ("Life Support Systems"): All Physical damage types, plus asphyxiation (3) (+9), Equipment [suit] (-3) [7 CP]

Heightened PHYS: +16, STR only (-3), Equipment [suit] (-3) [7 CP]

Equipment Extra Hit Points: 19 total [6 CP]

Blaster Cannon

Power Blast: 2d8-1 Energy [ion] (37), Range [12"] (+0), Equipment [accessory (mounted on left arm and back)] (-2), Charges [22ch] (-1), Components [reload of 22 charges costs \$25 in fuel cell materials] (-3) [16 CP]

Equipment Extra Hit Points: 7 total [2 CP]

Weakness (Bad Reputation): No one trusts his motives, -1 COOL [+5 CP]

Weakness (Compulsion): To fight government, destroy corporate property, and enact civil justice (Uncommon, Resist/Recover 4+) [+10 CP]

Weakness (Distinctive): Well-recognized power armor (INTL 2+, Disguise 8+, removable) [+10 CP]

Weakness (Persecuted): Hunted by law enforcement [+15 CP]

Weakness (Quirk): Loves to tinker with devices and equipment [+5 CP]

Hornet [151 CP]

Origin & Background: Henry Barnet was a down on his luck small time hood that was blinded in an explosion attempting to open a grocery store safe.

He was then approached by an unknown organization who replaced his useless eyes with the experimental cybernetic eyes. They also trained him in the use of his devices.

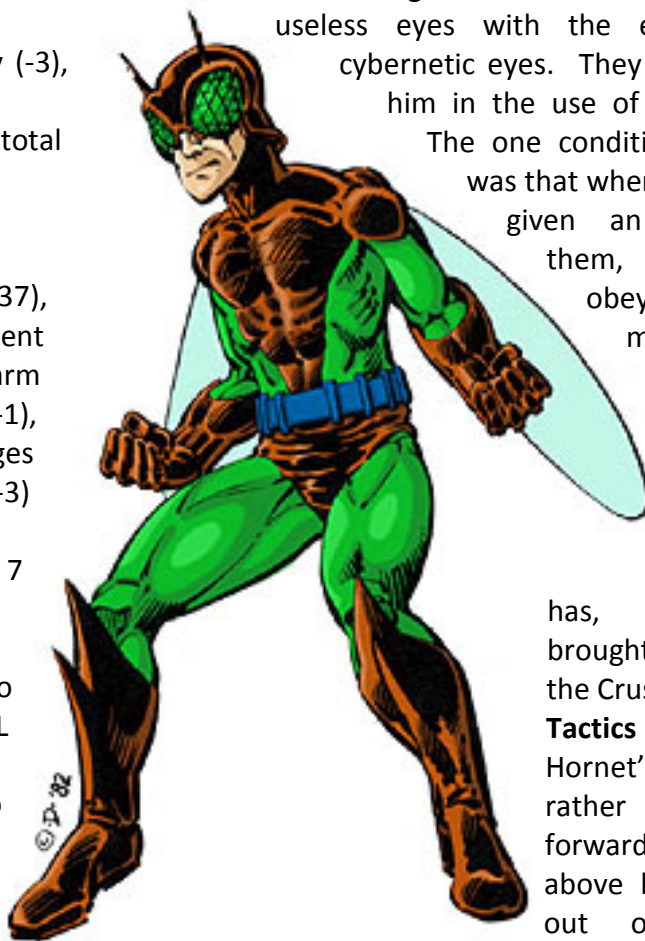
The one condition they set was that when Barnet was given an order by them, he had to obey it, no matter what or he would again lose his sight.

This condition has, at times, brought him against the Crusaders.

Tactics & M.O.:

Hornet's tactics are rather straight-forward; he flies above his enemies, out of brawling range, and fires

down his Vibro-blasts. His intense fear of losing his sight again requires him to check morale whenever threatened in that way (e.g. attacks to the head, light bursts, etc.). His first action is always to activate his vibration defense and become intangible.



¹⁰ A full load of fuel costs \$50 and is good for a combined total of 180 minutes of non-contiguous flight time.

PHYS 14 (CON 18), REFL 11 (DODG 16), DEFT 11, INTL 7 (PERC 11), COOL 11, VITL 11, Mass 73 kg (d4 Mass effect)

Skills: 3 @ +1 level (2) (+5) [4 CP]

Set/Disarm Traps: (DEFT/S), d6 effect

Weapon: (DEFT/G), vibro-blast, d8 effect

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

Wealth: He tends to gamble away any money he gets his hands on. +1 levels (2), d6 effect [2 CP]

Cybernetic Eyes

Heightened Senses ("Multi-facet Vision"): Full Sense (4), detects visible light, Range (+3), Global (+5), Equipment [cybernetic, size 0.2m] (-1) (+2) [7 CP]

Amplified Vision: +2 levels (2), Equipment [cybernetic, size 0.2m] (-1) (+2) [2 CP]

Mechanical Wings

Flight: Acceleration 23", top speed 160" (18), Charges [7ch] (-3), Time Limit [bounded expenditure, 1 hour, incremental] (-0), Equipment [suit] (-3) [8 CP]

Equipment Extra Hit Points: 10 hit points total [3 CP]

Vibratory Powers Device

NRG Battery: 32 NRG (32) (-5), Equipment [secret suit] (-2) [13 CP]

Power Blast ("Vibro-blast"): d12 Blunt Kinetic [vibration] (29), Range [12"] (+0), Affects Tangible (+3), NRG Cost [1 per use] (-2), No Knockback (-1), Miscellaneous Enhancement [Penetrating, but only vs. devices] (+2), Equipment [secret suit] (-2) [29 CP]

Intangibility: High Vibration [not immune to gas attacks] (16), Miscellaneous Restriction [can only gain altitude inside solid objects] (-2), Miscellaneous Restriction [movement cost per space travelled through solid

objects equals the object's SR] (-2), NRG Cost [1 to activate] (-1), Time Limit [bounded expenditure, 1 hour, incremental] (0), Equipment [secret suit] (-2) [6 CP]

Equipment Extra Hit Points: 10 hit points total [3 CP]

Weakness (Compulsion): Protect his eyesight at all costs (Rare, Resist/Recover 4+) [+5 CP]

Weakness (Distinctive): Big cybernetic bug eyes (INTL 3+, Disguise 4+, disconcerting, -1 COOL) [+15 CP]

Weakness (Persecuted): Beholden to the mysterious agency that gave him his cybernetic eyes and equipment (Rare, Major) [+5 CP]

Weakness (Persecuted): Wanted by law enforcement agencies (Uncommon, Major) [+10 CP]

Weakness (Physical Disability): Blind without cybernetic eyes [+0]

The Mace [136 CP]

Origin & Background: Theodore McIntyre was serving time in prison for assault with a club and theft of his victim's wallet. It was in prison that he realized how much he enjoyed hitting people.

He also worked in the prison machine shop (between fights) and fashioned his first mace weapon there. Using this mace to knock out one of the guards, he made good his escape, dropping his McIntyre identity forever.

Since then he has made vast improvements over his original model mace and is now quite a weapons expert.

Tactics & M.O.: Mace likes hitting people, particularly his opponents. This he has amply demonstrated. Thus, his tactic is to hit whoever is in range, and he always keeps his mace electrified until it runs out of charges. His mace chemical spray is kept

for use in emergencies, such as when he has to escape. He has a tendency to single out the first person to strike him in combat, tracking this person down and beating him senseless.

PHYS 16, REFL 7, DEFT 7, INTL 7, COOL 11, VITL 11, Mass 82 kg (d4 Mass effect), Fame 11

Skills: 3 @ +3 levels (9) (+5) [18 CP]

Mechanic: (INTL/S), signature spiked mace weapon systems, d8 effect

Weapon: (DEFT/G), bludgeons, d10 effect

Weapon: (DEFT/G), linked lightning attack on his custom mace, d10 effect

Wealth: +3 levels (6), d10 effect [6 CP]

Deflector Screen Armbands

Defense: +2 (13), Equipment [accessory, size 0.3m] (-2) (+1) [12 CP]

Equipment Extra Hit Points: 4 hit points total [1 CP]

Signature Spiked Mace Weapon

Skill Bonus: +2 Weapon [bludgeons] (7), Equipment [carried, fatigue] (-3) (-1) [4 CP]

Natural Weaponry: +3 damage (15), Equipment [carried, fatigue] (-3) (-1) [6 CP]

Power Blast: 1d10 Electromagnetic [lightning] (22), Reduced Range [no range] (-3), Linked Power [Natural Weaponry] (-1), Equipment [carried, fatigue] (-3) (-1), Charges [11/day] (-2) [6 CP]

Stretching: Elongation 6" (4), Miscellaneous Restriction [weapon only, very limited control] (-5), Equipment [carried, fatigue] (-3) (-1) [1 CP]

Equipment Extra Hit Points: 10 hit points total [3 CP]

Mace Chemical Spray

Sensory Shock: d6 Biochemical [acid], Irritant vs. Sight (8), Reduced Range [3"] (-2), Equipment [carried, size 0.1m] (-3) (+3), Charges [3/day] (-6) [3 CP]

Heightened Senses (Scent): Analytical Sense (8), detects odors, Range (+3), Global (+5) [17 CP]

Weakness (Bad Reputation): Mace is known for brutal and excessive violence, -2 COOL [+10 CP]

Weakness (Compulsion): Hunt down and beat whoever hurts him (Common, Resist/Recover 4+) [+15 CP]

Weakness (Persecuted): Wanted by law-enforcement [+15 CP]

Marionette [189 CP]

Origin & Background:
Marion



Henderson's original ability was a form of transformation, but before she ever learned to control it, the severe inferiority complex from which she suffered interacted with her power and reduced her to her present state (about 10.5 inches tall).

Driven to seek a cure for fear of shrinking away to nothing, she delved deeply into Hindu philosophies and became a master of yoga. Her intense self-control simultaneously halted (but did not reverse) her diminution and empowered her to hypnotically enthrall those around her. After years of paranoia, this sudden talent transformed her into the villainess she has become.

Tactics & M.O.: Marionette generally hides out of sight until she has gained control of one opponent, then she uses him to fight for her and transport her around (riding on his shoulder). If hard pressed, she has no aversion to fisticuffs... using her training in Eastern martial arts to good advantage.

She absolutely hates any comment about her size and any opponent who makes a crack about this is sure to become her next target.

PHYS 7 (CON 16), REFL 16, DEF 16, INTL 11, COOL 11, VITL 11, Mass 0.25 kg (d1 Mass effect), Fame 11

Skills: 2 @ +1 level (2) (+3) [3 CP]

Scholar: (INTL/S), Hindu, +2 levels (3), d8 effect [3 CP]

Sneak: (DEFT/G), +0 levels, d12 effect, [free from Shrinking]

Unarmed: (DEFT/G), punch, d10 effect



Wealth: Her physical needs are very modest, and she enjoys mind-controlling an occasional bank industry exec to siphon off some of his self-indulgent wealth to herself, or even an occasional charity. +5 levels (10), 2d8-1 effect [10 CP]

Mind Control: d10 Mental [psychic] (43) (+3), Range [24"] (+1) [73 CP]

Telepathy: Verbal communication (8), Miscellaneous Restriction [only to send commands to her mind-controlled victims] (-5) [4 CP]

Shrinking: +2 levels (1/6 height, 1/216 weight), Stays Active (+2), Can't Hold Back [always on] (-2), adds +2 effect levels to Sneak, +2 levels of Amplified Senses [All] [10 CP]

Speed Bonus: x1.67 (2), Top Speed and Acceleration (+3), final move after adjusting for Shrinking is 3"/round [3 CP]

Combat Maneuvers: +1 level (3), Strike and Escape (+3) (-1), Unarmed [punch] skill (+0) [4 CP]

Weakness (Attracts Attack): Mutagenic damage type [+10 CP]

Weakness (Compulsion): Anyone who comments on her size becomes her next target (Common, Resist/Recover 4+) [+10 CP]

Weakness (Persecuted):

Law enforcement agencies around the world want to imprison her for crimes real and imagined; immoral government officials, corporate officers and criminal masterminds want to control her power (Uncommon, Major) [+10 CP]

Weakness (Quirk): If she has a mind-controlled victim, then she is riding his shoulder (this behavior makes her predictable and potentially vulnerable). She prefers targeting men over women.
[+5 CP]

Mercury Mercenary [227 CP]

Origin & Background: “Merc,” as he is called by his closest associates, does not know his own original identity. His memory goes back only as far as a bloody conflict in South America a few years ago, during which he was apparently struck by a bolt of lightning.¹¹ Unsure of which side he was on (his clothing and identification were too badly damaged) he took the uniform of a nearby casualty, donned a makeshift mask, and almost single-handedly won the battle for the side his new uniform represented.

Merc has made no attempt to remember who he really is, and actually avoids anything which might possibly remind him. He prefers to be a man without any allegiances, leaving himself open to hire by whoever holds up the most money. This attitude has made him quite a wealthy man.

His current association with the Crushers is due mainly to his hatred of Enforcer. They have been bitter enemies

¹¹ Miraculously surviving this incident, he discovered his amazing new ability to outrun and outmaneuver any normal human being. Any morals or sense of decency he had previously possessed were drowned out by the flood of power in his veins.



since their first encounter, and so Merc is willing to forego more profitable activities for a chance to help destroy the Crusaders.

Tactics & M.O.: With three actions per turn, the Mercury Mercenary generally uses his first action to drop a grenade in the thick of his foes, simultaneously using his movement phase to leave the battle until his next action. When he returns it is from a different direction, in an attempt to catch an opponent or two from behind. The automatic rifle he carries is his favorite weapon, but he also enjoys placing grenades near his enemies as he runs by at super-speed. He usually fires three-round bursts with the auto rifle.

PHYS 18, REFL 29, DEFT 11, INTL 11, COOL 22, VITL 11, Mass 86 kg (d4 Mass effect)

Skills

Weapon: (DEFT/G), +2 levels (5), all modern military weapons (+8), d10 effect [15 CP]

Contacts: Mercenaries and smugglers [2 CP]

Wealth: +4 levels (8), d12 effect [8 CP]

Heightened Speed: +2 levels [34 CP]

Speed Bonus: Top speed and acceleration both x26.67 (14) (+3), 640” per round total [21 CP]

Equipment:

Medium Handgun: [11 CP]

Automatic Rifle: [21 CP]

Knife: [3 CP]

Hand Grenade: Carries 3 [10 CP]

Weakness (Attracts Attack): +2 from Temporal [+5 CP]

Weakness (Compulsion): Hates Enforcer, of the Crusaders, and actively hunts him [+10 CP]

Weakness (Persecution): Actively wanted by law enforcement in several countries [+15 CP]

Mocker [170 CP]

Origin & Background: Android Mark R was constructed in secret by a band of disgruntled research technicians from various corporations (including Newtronics, Program Engineering and Manning Enterprises), utilizing parts and equipment they had stolen from their employers. Their intent was to modify and adapt the stolen parts sufficiently to avoid any patent violations, while creating the prototype for a line of servant and assembly-line androids. Most of the technicians were certain they would all go to jail if they tried to market the android with stolen parts, however, and so even though Mark R was completed and functioned better than they had dreamed (though with an unforeseen degree of self-awareness and a rather crude sense of humor) the decision was reached to dismantle the android and conceal the project.

"Mocker" (as he immediately renamed himself) would not stand for that and destroyed the lab, killing his creators. He then began to break into the

warehouses of the corporations from whose parts he was constructed so that he would be able to make repairs on himself. On one of these forays he encountered FIST and they have been a team ever since.

Tactics & M.O.: Mocker, as this name implies, enjoys taunting his opponents in combat. He is able to produce a wide

variety of rude noises and sound effects with his Sonics device, and does so whenever possible to irritate and confuse his enemies.

He has gained some skill as a ventriloquist as well, so usually the sounds and comments he produces cannot be traced back to him directly; they seem to come from thin air.

The rest of the Crushers are aware of Mocker's ability, as are all of the Crusaders; yet even so, in the heat of battle they do not automatically know whether what they hear is real or not.

Mocker is touchy concerning comments about his face (which looks like a giant orange smiley-face), to the point of paranoia; he wears a hood to hide it as best as possible, but has yet to find a way to alter it himself without disrupting his normal functions. He once was befriended by a toymaker who built him a new head resembling a Jack-O'Lantern and presented it to him as a gift. Mocker killed him.

He views himself as the Crushers' leader, though his teammates are seldom



organized enough to accept any form of leadership.

PHYS 18, REFL 7, DEFT 11, INTL 16, COOL 16, VITL 11, Mass 86 kg (d4 Mass effect), Fame 13

Skills: 3 @ +1 level (2) (+5), Perfect Memory (-1)¹² [3 CP]

Mechanic: (INTL/S), Android body, d8 effect

Mimic Voice: (COOL/G), d10 effect

Shield: (DEFT/G), +2 levels (3), d10 effect [3 CP]

Wealth: He spends on a lot of money on self-repairs and [fruitless] research on how to modify his body. +3 levels (6), d10 effect [6 CP]

Android Body

Adaptation: Does not breath (3) [3 CP]

Adaptation: Immunity to disease, time, poison, and cold (1) (+7) [3 CP]

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

Bloodless: [3 CP]

Hungerless: [3 CP]

Pain Resistance: [8 CP]

Perfect Memory: [9 CP]

Sleepless: [6 CP]

Sonic Abilities

Illusions: Intensity 6 against Hearing (13), Range [12"] (+0) [13 CP]

Power Blast: 1d10 Sharp Kinetic [sonic] (22), Range [12"] (+0), Miscellaneous Enhancement [penetrating, but only against Devices] (+2) [29 CP]

Shield: 6 vs. Biochemical, Blunt Kinetic, Mental and Sharp Kinetic (4), Innate (+3) [6 CP]

Weakness (Attracts Attack): +2 to be hit by Electromagnetic attacks [+15 CP] and Energy attacks [+15 CP]

Weakness (Distinctive): Limited degree of human features and overall appearance (humanoid body, easily covered by clothing, only his giant beach-ball head is hard to conceal), unattractive (-1 COOL when APP is important) (INTL 3+, Disguise 4+) [+15 CP]

Weakness (Persecuted): Hunted by law enforcement for crimes against humanity, hunted by the legal departments of the corporations whose parts he contains, hunted by anyone and everyone who thinks they can use his parts (Uncommon, Severe) [+15 CP]

Weakness (Physical Handicap): Limited capacity for self-repair (only heal the first 4 points of damage). He and FIST have the required skills to repair him back to full HITS. [+15 CP]

Weakness (Quick): Very touchy about his looks [+5 CP]

Shocker [XYZ CP]

Origin & Background: John Shakura is a half-Japanese, half-American who was living in Japan and working in a chemical plant when he was accidentally thrown into a vat of battery acid. The accident raised the electrical level of his body and caused his blood to become highly acidic.

At first he was unsure of how to use his powers, but he was persuaded by the criminal element to use his abilities to his own (and their) advantage.

¹² See the appendix *Alternate Skill Cost Method*. This is Method 2 for Perfect Memory.



Shocker is madly in love with Evergreen and though he may fight her, he will not cooperate in anything that will seriously harm her.

Tactics & M.O.:

Shocker almost never sprays acid on purpose, preferring to stick to more conventional lightning attacks. He activates his electrical defense and then starts in with lightning bolts. He must check morale if he sees Evergreen endangered, and on a failure he must go to her aid... whatever the cost!

PHYS 7 (CON 12), REFL 7, DEFT 7, INTL 11, COOL 11, VITL 7, Mass 86 kg (d4 Mass effect)

Skills: 3 @ +1 level (2) (+5), 2 @ +3 levels (7) (+3) [14 CP]

Perform: (DEFT/S), Japanese martial arts as dance and exercise, +3 levels, d8 effect

Scholar: (INTL/S), Japanese philosophy, d6 effect

Weapon: (DEFT/G), Energy Field, +3 levels, d10 effect

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

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

Legal Powers: Passport (for John Shakura) (the Japanese government periodically revokes it, but somehow the computer always shows it as legal) (1) [1 CP]

Wealth: +2 levels (4), d8 effect [4 CP]

Energy Field ("Lightning Control"): d8 Electromagnetic [electrical] (24), Range [24"] (+4), NRG Cost [1 per attack] (-2), Miscellaneous Enhancement [NRG cost applies only to ranged attacks, not carried melee attacks] (+1), Conductivity (+2), No Knockback (-1), Reduced at Range (-1) [36 CP]

Machine Control ("Lightning Control"): d4 Intensity Electromagnetic [electrical] vs. Electronics (7), Range [12"] (+0) [7 CP]

Machine Control ("Cyberpathy")¹³: d10 Intensity Electromagnetic [electrical] (22) vs. Computers (+2), Reduced Range [3"] (-2), Concentration [per use] (-2) [17 CP]

Energy Field ("Acid Blood"): d12 Biochemical [acid] (43), Stays Active (+4), Can't Hold Back [always present, but not always immediately dangerous] (-2), NRG Cost [2 to attack] (-4), Accidental Activation [sprays in direction of an attack that does hit point damage to him Common¹⁴, Resist/Recover CON 2+, NRG Cost is 0 for Accidental Activation] (-2) [25 CP]

Weakness (Compulsion): So madly in love with Evergreen that he will sacrifice himself and his mission if she is in danger. (Rare, Resist/Recover 6+) [+10 CP]

Weakness (Persecuted): He is a wanted criminal in Canada, Japan and the United States. [+15 CP]

¹³ See the appendix: *Cyberpathy*

¹⁴ He's a villain – taking hit point damage is Common! ☺

Weakness (Quirk): Likes to sit nude in the full lotus position when interfacing with computers and browsing the 'Net [+5 CP]

Shrew [xyz CP]

Origin & Background: Sheila Brewster was expelled from NAFBA (the North American Female Boxing Association) upon discovery of her dealings with a group of mobsters who had paid her to throw an important bout. Hitting the skids, she managed to employ herself as a thug for a Chicago syndicate leader...eventually working her way up to a position of great fear and respect in the underworld. Yet, she remained despondent over her ruined boxing career and turned to drugs in order to cope. Mocker and Mercury Mercenary recruiter her as extra muscle and for her underworld contacts.

It is likely, though impossible to prove, that the Shrew is a mutant to some degree, though a large part of her powers are certainly due to intensive daily training.

Tactics & M.O.: Shrew generally singles out one opponent in any combat, usually another hand-to-hand fighter, and ignores other opponents as much as possible until her chosen target is defeated. Her first objective is to size up her opponent by use of Weakness Detection.

She then uses fancy footwork and jab saway with her fists. Whenever possible, she runs around behind her opponent before attacking, trying to gain a flanking or other positional advantage. She,

on the other hand, always tries to keep her back to a wall.

Sheila is a loyal follower of Mocker, but finds illusions of all kinds extremely unnerving.

PHYS 16 (CON 29), REFL 16, DEFT 16, INTL 11, COOL 11, VITL 16, Mass 57 kg (d4 Mass effect)

Skills: 4 @ +2 levels (5) (+7) [13 CP]

Scholar: (INTL/S), Sports (boxing) history and current events, d8 effect

Sport: (INTL/G), Boxing, d10 effect

Unarmed: (DEFT/G), kick ("roundhouse punch"), d12 effect

Unarmed: (DEFT/G), punch ("jab"), d12 effect

Contacts: In the criminal underworld [4 CP]

Wealth: She burns through a lot of money on drugs, gambling and other vices. +2 levels (4), d8 effect [4 CP]

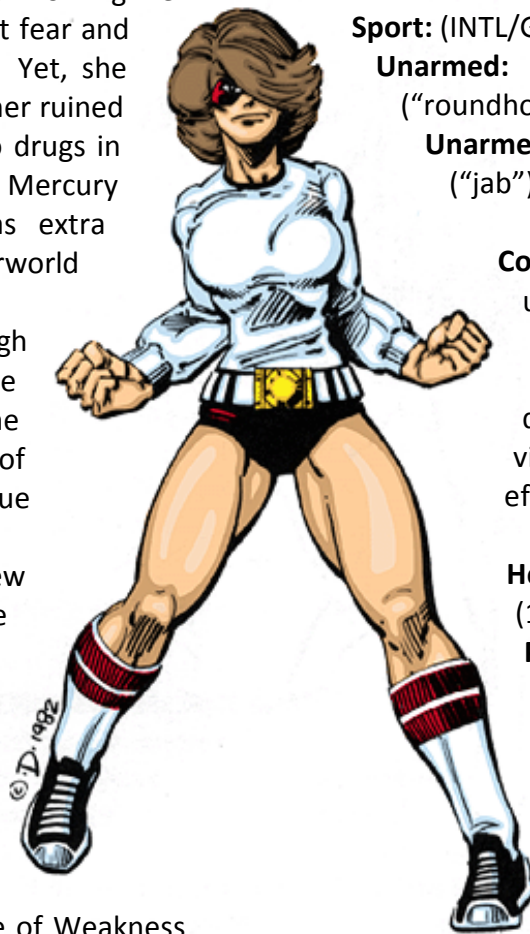
Heightened Speed: +1 level (17) [17 CP]

Pain Resistance: Basic. Her mental and physical conditioning allows her to operate beyond the normal human threshold. [8 CP]

Speed Bonus: Ground move multiplied by 4

(32"/turn acceleration, 64"/round move) (6), acceleration and top speed (+3) [9 CP]

Weakness Detection: d6 effect (11), either Protection or Personal Weakness (+3) [16 CP]



Weakness (Persecuted): Hunted by law-enforcement [+10 CP]

Weakness (Physical Handicap): Drug addict; she needs a “fix” every 12 hours or she becomes unable to perform effectively. (While she potentially has the willpower and fortitude to recover, her mental state lacks the motivation to succeed.) [+10 CP]

Weakness (Quirk): Simultaneously resents having to manage Bull and feels a sense of self-worth because she is the only one good at it. [+5 CP]

Weakness (Unimpressive): In very subtle ways, her nagging insecurities and physical side-effects of her drug addiction can be picked up by anyone talking to her, influencing how they respond. -1 COOL [+5 CP]

Stormlord [XYZ CP]

Origin & Background: Master Stanislas Laird was completely disowned by his noble British family after being convicted of jewel theft. After an immediate pardon, because the adoring public (and a few influential friends) demanded it, he went to America.

He is a mutant; his weather control powers were inherited from his father, a superhero during World War II by the name of Excalibur.

Battle Tactics: Stormlord hovers invisibly above the fight, directing the heavens to do his dirty work... since this form of attack cannot be traced directly to him! If things look bad for his side, he has no qualms about abandoning his friends... but if he chooses to flee, he usually kicks the

weather into full gear (hurricane is his favorite) as a diversion.

PHYS 11, REFL 11, DEFT 7, INTL 11, COOL 29, VITL 11, Mass 91 kg (d4 Mass effect)

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

Convince: (COOL/G), 2d8-1 effect

Languages: English (native), French (fluent), Spanish (conversational), Dutch (conversational). (2) (+3) and (1) [5 CP]

Literacy: English (native), Dutch, French, Spanish (1) (+5) [2 CP]

Legal Powers: Member of British lower nobility [2 CP]

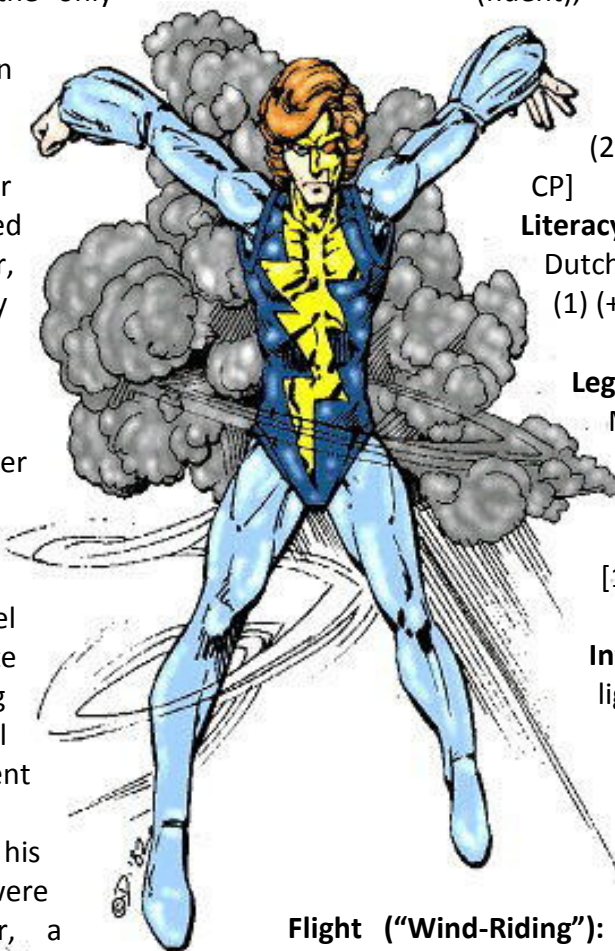
Wealth: +5 levels [10 CP]

Invisibility: Visible light (13), Miscellaneous Restriction [costs 1 NRG per hour of use] (-2) [10 CP]

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

Weather Manipulation (Multi Power)

a) Huge Area Weather Effects: Special Effects: Sight, sound, hearing, touch, smell (10), Area Effect [43” dia.] (+10), Range [12”] (+3), Duration [3 minutes] (+4),



Immunity (+1), NRG cost [3 to activate] (-3), Slow Activation [full turn] (-1), Concentration [to activate] (-1), Multi Power (-5) [29 CP]

b) Local Area Weather Effects: Special Effects: sight, sound, hearing, touch, smell (10), Range [no range] (-0), Area Effect [7" dia., selective] (+7), Duration [3 minutes] (+4), Immunity (+1), Concentration [to activate] (-1), Multi Power (-5) [22 CP]

c) Rain of Hail: Power Blast: 1d6 Blunt Kinetic [dull impact] (11), Area Effect [3" dia.] (+3), Indirect [any direction] (+5), Range [48"] (+2), Immunity (+1), Concentration [to activate] (-1), Multi Power (-5) [21 CP]

d) Call Lightning: Power Blast: 1d10 Electromagnetic [lightning] (22), Indirect [any direction] (+5), Range [24"] (+1), Immunity (+1), Concentration [to activate] (-1), Multi Power (-5) [25 CP]

Weakness (Bad Reputation): Frivolous ladies man, likely to cut and run when things go badly or he gets bored, -1 COOL [+5 CP]

Weakness (Persecuted): Wanted by law enforcement in Britain and the USA, hounded by paparazzi throughout Europe. (Very Common, Major) [+20 CP]

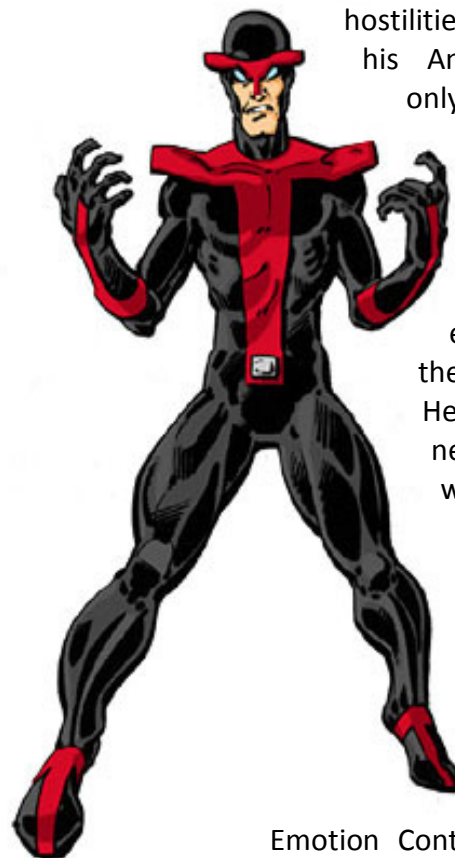
Weakness (Quirk): He makes a great fuss over being irritated when people call him by his American nickname "Stan," but he secretly enjoys it when the ladies say it. (This charming cad is quite the ladies' man, despite his reputation.) [+5 CP]

Temper [XYZ CP]

Origin & Background: Emotionally unstable, Thomas Perry was treated with an experimental drug intended to make him maintain control. It worked, but also caused an unexpected mutant reaction in his body which activated his powers. The

effect wore off and the drug was tried again under more controlled conditions – but the result was the same and Perry, realizing that the drug gave him powers, stole the remaining doses in the midst of the experiment and fled. The chief physician on the project soon took his own life while destroying his notes, apparently from grief over his failure ... actually Temper made him do it, but this is unknown to any but Temper himself.

Tactics & M.O.: To avoid becoming the target of his victim's hostilities, he uses his Anger ability only when he is



able to use it and then run out of the area of effect on the same turn. He almost never fights with his fists. Unless absolutely necessary, each turn not spent using

Emotion Control is used evading and moving out of the thick of combat. Mocker and Temper are extremely close friends, and they enjoy teaming up to insult their opponents; Temper is an enthusiastic follower and never checks morale. If Mocker says run, however, Temper does so.

PHYS 9 (CON 14), REFL 7 (DODG 11), DEFT 7, INTL 11, COOL 7, VITL 11, Mass 77 kg (d4 Mass effect)

Skills: 2 @ +2 levels (5) (+3) [7 CP]

Science: (INTL/S), organic chemistry (he can make the drug he needs to maintain his powers), d8 effect

Weapon: (COOL/G), Emotion Control, d8 effect

Emotion Control: d8 Mental [emotional] (24) (+3), Reduced Range [no range] (-3), Area Effect [7" dia.] (+5), Immunity (+1), NRG cost [1 per use] (-2) [41 CP]

Power Blast: 1d3 Mental [emotional] (4) (+3), Reduced Range [no range] (-3), Affects Lower Characteristic (COOL) (+3), Area Effect [7" dia.] (+5), Carried Attack [Emotion Control] (+2), Damage is to NRG instead of CON (+0), Drain [max drain 18 CP, see below] (+4), Duration [3 minutes or until victim breaks free of Emotion Control] (+4), Immunity (+1), NRG cost [2 to activate] (-2) [39 CP]

Weakness (Bad Reputation): Everyone just *knows* he is completely nuts. -1 COOL [+5 CP]

Weakness (Persecuted): Wanted by Police, mental health officials, and ruthless pharmaceutical researchers (Uncommon, Major) [+10 CP]

Weakness (Physical Disability): Requires exposure to special, synthesized, chemical gas once each day to maintain his powers. If not, his mental illness symptoms reappear as well. [+10 CP]

Weakness (Quirk): His daily drug stabilizes him, but even so he can be erratic and quirky. [+5 CP]

How Temper's Power Works

Temper spends 3 NRG to send a wave of emotional energy omni-directionally out from himself in a 7" diameter area.

All targets in the area are subject to a d8 attack vs. WILL. If they succeed, nothing happens as they have successfully avoided his attack.

If targets fail this initial roll, they are affected by his Emotional Control, and can immediately attempt to resist/recover using their WILL against d8 Intensity. If they are subject to any remaining Intensity, they go berserk with rage and anger and attack the nearest available target (typically an ally, but possibly a foe, and if he is not paying attention, maybe even Temper himself). Raging targets can attempt to recover themselves normally against the Emotion Control. The rage could theoretically last longer than 3 minutes if they are unable to recover.

At the beginning of his turn, Temper drains 1d3 NRG (Power Blast) from every person still under the influence of his Emotion Control power, regardless of distance from Temper.

The absorbed NRG are converted one-for-one to CP¹⁵, and distributed to Temper's abilities in a round-robin fashion as follows: HITS, DODG, and NRG. HITS and NRG are replenishment, so cannot exceed his normal maximums. DODG is a normal Drain gain and fades at 1 point of DODG at the start of Temper's turn, right before the Drain takes effect.

Temper's power can affect everyone in the area, including his own allies, and he has no selective control over whom he targets. Being mentally unbalanced, he rarely considers or concerns himself with such things, sometimes even forgetting to

¹⁵ For simplicity, ignore the modifier for Partial Characteristics.

make sure he gives himself enough space to flee the area before a berserker might attack him. His own allies often give him a wide berth until he has activated his power at least once, since they know what happens and would prefer to watch heroes pound on each other than lose control of themselves.

Vulture [XYZ CP]

Origin & Background: Victor Truttle was a simple lab technician until a ruthless science foundation tricked him into becoming a volunteer for one of their more heinous experiments. He was put through a series of dangerous and uncomfortable operations which grafted new synthetic parts onto his body, including an operative pair of feathered wings and talons on his hands and feet. They also successfully altered his physiology to become more bird-like, interfering with his mental state but tripling his reaction speed.

Awaking to this horrible new state of existence, Victor flew off in anguish and has been driven to a life of crime in order to avoid rejoining normal society; he fell in with the Crushers by accident, but he has proven his usefulness time and again as a scout and thief. He was most recently captured by Manta-Man, but escaped from prison and seeks revenge.

Tactics & M.O.: Vulture's most effective mode of combat consists of dropping non-flying opponents from a great height—but glancing at his carrying capacity reveals that this tactic is not often used. More commonly, he utilizes his first action each turn to evade, spending the rest of his actions brawling with an opponent—preferably one who flies. Vulture is a dirty fighter; he has to be to compensate for his relative lack of physical power. He uses his

speed to keep away from foes, making claw slash attacks as he swoops past.

He hates Mocker and is very disloyal, but does not check for morale as long as most of his allies are still present and standing, or as long as his side at least equals his enemies in number. If Manta-Man is one of his opponents, Vulture fights him to the death.

PHYS 7 (CON 12), REFL 22, DEFT 22, INTL 7 (REAS 11), COOL 11, VITL 11, Mass 72 kg (d4 Mass effect)

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

Unarmed: (DEFT/G), Punch, d12 effect

Wealth: +3 levels (6), d10 effect [6 CP]



Heightened Speed: +2 levels [34 CP]

Flight: Acceleration 19", Top Speed 80" (15), Body Power [large wings that must heal if injured] (-2) *Note:* that with Heightened Speed, his acceleration per turn is still 19", but his top speed per round is 240". [12 CP]

Natural Weaponry: +3 damage (15), Body Power [talons that can be clipped or broken, but they grow back with good night's rest] (-1) [13 CP]

Weakness (Distinctive): Huge wings, clawed hands and feet, nasty red eyes (INTL 2+, Disguise 8+, unattractive) [+25 CP]

Weakness (Persecuted): Hunted by law-enforcement for criminal actions, hunted by the lab that created him for further experimentation (or to cover their own crimes) (deadly) [+20 CP]

Weakness (Quirk): Feral [+5 CP]

Other Vigilantes

Maxima [754 CP]

From a 1986 *Dragon Magazine* article

Origin & Background: In some uncountable future era, mankind awaited his own extinction, brought about by his own hand. Atomic, bacteriological, and chemical warfare rendered the ground radioactive, the air infectious, and the water toxic. Barely one human in ten million survived the blast of war.

Seven of the last remaining scientists on Earth retreated to a labyrinthine series of tunnels, the remains of an old military base, beneath the deserts of what was once New Mexico. Together, they formed The Covenant, their mission – to save the human race. While two of the team set to work on theories and mechanisms involving the esoteric science of time travel, with the

ultimate goal of visiting the infamous "Day the Bubble Burst" and setting things aright, the other scientists (being more pragmatic) devoted themselves to genetic engineering. The latter five hoped to create a special strain of human being who could not only survive but thrive in the ruined Earthly environment.

Despite the pressures of diminishing resources, power, and time, and despite the deterioration of their natural life spans and health from exposure to radiation, toxins and bacteria, the desperate scientists produced not one but two miracles. First, they created a one-shot time capsule with a range of a few dozen centuries. Second, they created a perfect specimen of their ultimate human being – an artificially grown female named Maxima. Her skin was stronger than steel, her speed and molecular density dramatically increased, and her healing and immunity processes incomprehensibly fast. Maxima's animalistic tracking skills and instincts more than compensated for her lack of formal martial arts and survival skill training. Though she appeared to be in her mid-30s, Maxima was a month old when sent on her mission.

The complexities involved in creating Maxima, as well as the lack of time and material, precluded producing any other beings like her. The scientists decided that the human race was doomed unless they could send Maxima, as an agent of The Covenant, back into time to prevent the destruction of the world.

After a hurried, computer-programmed education, in which Maxima was hypnotically implanted with specific instructions on diverting the Apocalypse, the time machine was set for the latter half of the twentieth century. Maxima entered

the machine, a button was pushed, and she was gone....

Tactics & M.O.: Maxima is stronger, faster, more durable and smarter than almost anyone on modern Earth. She rarely looks for a fight, but if one happens, she simply closes to melee range and flattens her foe with a blur of multiple attacks.

PHYS 111 (CON 132), REFL 67, DEFT 67, INTL 37, COOL 16, VITL 67, Mass 301 kg (2d8-1 Mass effect)

Skills: All untrained (see Weaknesses)

All (COOL/G) skills: d6 effect

All (DEFT/G) skills: 2d12-1 effect

All (INTL/G) skills: d12 effect

Unarmed: (DEFT/G), punch, 2d12+4 effect

Armor:¹⁶ 24 vs. All Physical and Mystical (28) (+9), Ablative (-3) [53 CP]

Armor: 11 vs. All Physical and Mystical (26) (+9) [87 CP]

Heightened Speed: +10 levels [170 CP]

Natural Weaponry: +5 damage with unarmed melee attacks [30 CP]

Skill Bonus: +5 Unarmed [punch] [25 CP]

Speed Bonus: x5.33 (7), top speed and acceleration (+3). Top speed per round is 466"; acceleration per turn is 42". [10 CP]

Weakness (Compulsion): She is driven to save the world, and the problem is that her incomplete memory makes that difficult. Every once in a while, something triggers a memory and she takes actions that seem erratic or inconsistent with the moment, but prove relevant to her overall goal (Rare, Resist/Recover 8+). [+15 CP]

¹⁶ The top 13 points of armor ablate, leaving 11 non-ablative until she gets 8 hours rest, allowing the armor cells to auto-repair the top 13 points.



Weakness (Limited Education): Even her rapid computer-programmed education was mostly based on incomplete or inaccurate records [+5 CP]

Weakness (Physical Disability): Total memory loss and memory damage. Has trouble forming new memories, -1 effect level penalty on any skill checks, including untrained skill use. [-20 CP]

Weakness (Poverty): She has no concept of money, d2 Wealth effect [+10 CP]

Weakness (Quirk): Likes to dress like a 1980s rock star. [+5 CP]

Shatterman [190 CP]

From a 1984 *Dragon Magazine* advertisement

Origin & Background: An American military veteran and rock musician who uses his powers to continue to protect his country

from the forces of crime and evil in general. He gained his powers when a dying alien used a device to transfer part of its own special abilities to a human it thought was a worthy protector of Earth.

Tactics & M.O.: Fly high and blast at long range. He has no fear of injury and tries to get foes to attack him instead of his allies, believing himself invincible.

PHYS 11 (CON 18), REFL 11, DEFT 7, INTL 11, COOL 11, VITL 7, Mass 66 kg (d4 Mass effect)

Skills: 4 @ +1 level (2) (+7) [5 CP]

Performer (COOL/G): Rock star, d8 effect

Shield (DEFT/G): d6 effect

Weapon (DEFT/G): Power Blast, +3 levels (7), d10 effect [7 CP]

Weapon (DEFT/G): Rifles, d6 effect

Languages: English (native), Spanish (basic) (1) [1 CP]

Literacy: English (native) [0 CP]

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

Regeneration: 1 hit point per turn of rest (8) [8 CP]

Invulnerability: Armor 7 vs. All Physical and Mutagenic damage types (44) [44 CP]

Flight: Acceleration 31", top speed 512" (23), Miscellaneous Restriction [costs 1 NRG per hour of use] (-2) [17 CP]

Power Blast: d12 Energy [ion] (29), Range [24"] (+1) [33 CP]

Shield: 6 vs. Biochemical, Blunt Kinetic, Energy, High Temperature, Low Temperature, and Sharp Kinetic (7), Innate (+3) [10 CP]

Weakness (Attracts Attack): Mutagenic attacks are +2 to hit him. [+15 CP]

Weakness (Persecuted): Sometimes his rock fans take themselves too seriously and stalk him (Uncommon). [+5 CP]

Weakness (Quirk): Overestimates his resiliency and sometimes puts himself at extreme risk. [+5 CP]

Weakness (Responsibilities): He's still a rock star and has contractual obligations to make albums and play at concerts (Rare, Minor) [+0 CP]

Skyhawk [154 CP]

From a 1984 *Dragon Magazine* advertisement

Origin & Background: Ronald Aptor is a high-flying, solar-powered mutant in his mid-twenties. His powers emerged during his early twenties, and he floundered around for a while trying to decide which side of the law he wanted to be on. He developed a huge crush on the Shrew, and thus fell under Mocker's sway and became an adjunct member of the Crushers until a hero convinced Shrew to give up her evil ways and Skyhawk followed her like a lost puppy. When Shrew returned to the Crushers, this same hero convinced Skyhawk to grow-up a bit, and Ronald seems to have settled in as "a hero for hire" taking money to do ethically reasonable deeds.

Tactics & M.O.: He is an uncomplicated fighter, using his speed and superior range to blast foes at a distance. Because he has restrictions on his ability to heal, he is more likely to cut from a fight early than one might expect.

PHYS 16, REFL 11, DEFT 16, INTL 7, COOL 11, VITL 11, Mass 77 kg (d4 Mass effect)

Skills: 2 @ +1 level (2) (+3) [3 CP]

Science (INTL/S): Aerospace engineer, d4 effect

Weapon (DEFT/G): Power Blast, d10 effect

Contacts: The hero that helped set him straight will always help him again if Skyhawk can reach him (Luck 4+) (2) (-5) [1 CP]

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

Flight: Acceleration 22", Top Speed 128" [17 CP]

Power Blast: 2d8-1 Energy [pure energy] (37), Range [24"] (+1) [42 CP]

Shield: 6 vs. Biochemical, Blunt Kinetic, Energy, High Temperature, Low Temperature, and Sharp Kinetic (7), Innate (+3) [10 CP]

Telescopic Sense (Vision): +7 levels [7 CP]

Weakness (Bad Reputation): "Mercenary," or "Crusher" [+5 CP]

Weakness (Persecuted): Monitored by police, harassed by Crushers [+10 CP]

Weakness (Physical Handicap): Needs exposure to stellar radiation to regain Hits or NRG [+10 CP]

Other Villains

Harvey "Heater" Jenkins [70 CP]

From the 1982 *Revised Villains & Vigilantes* core rulebook

Origin & Background: Heater is a minion. Mammoth keeps him around to run errands, chase off riff-raff, and file his taxes.

Tactics & M.O.: Try to intimidate the riff-raff, and pull his gun if a fight breaks out.

PHYS 9, REFL 7, DEFT 7, INTL 7, COOL 7, VITL 7, Mass 77 kg (d4 Mass effect)

Skills: 4 @ +1 level (2) (+7), 2 @ +2 levels (3) (+3) [9 CP]

Intimidation (COOL/G): d6 effect

Profession (INTL/S): Accountant, +2 levels, d6 effect

Weapon (DEFT/G): Knives, d6 effect

Weapon (DEFT/G): Pistols, +2 levels, d8 effect

Heavy Pistol: [14 CP]

Light Body Armor: [3 CP]

Weakness (Human Characteristics): [+10 CP]

Weakness (Quirk): Persistently retains the misconception that he is tough enough to play in the big leagues with real villains and vigilantes [+5 CP]

Kali [139 CP]

From a 1984 *Dragon Magazine* advertisement

Origin & Background: Kali is an American villainess with a background in crime and mysticism. She is wanted by law enforcement and has a long criminal record. She started down the path of crime quietly enough, with her respected martial arts instructor taking an interest in her natural talent and nurturing it. He was secretly one of the lieutenants in the local crime syndicate and even as he nurtured her kung fu, he quietly gnawed at her moral foundation making self-interest and crime somehow seem honorable. Her fascination (bordering on obsession) with mystic artifacts is a natural trait she was born with. One of her first crimes was to help steal from a museum, and she discovered buried in a crate the power-chuks that she used to help repel the heroes that tried to stop the theft. They have since become her signature weapon.

Tactics & M.O.: Kali is a canny fighter who prefers guerilla sneak attacks to a straight-up slugfest. She is strong enough that her shuriken are a very effective ranged weapon. In melee, she uses her iconic power-chuks, only switching to the sword if she needs the intimidation factor that only three feet of razor-edged steel can provide.

PHYS 16, REFL 11 (DODG 22), DEFT 11, INTL 7, COOL 11, VITL 11, Mass 59 kg (d4 Mass effect)

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

Scholar (INTL/S): Mysticism, d6 effect

Unarmed (DEFT/G): grapple, kick, and punch (3 skills), d10 effect

Weapon (DEFT/G): flails and power-chuks power blast (2 skills), d10 effect

Power-Chuks

* **Nunchaku:** Add +2 to Weapon [flails] skill, add +1 Blunt Kinetic [crushing] damage, Defense 7 (see nunchaku) [11 CP]

* **Power Blast:** 1d10 Energy [ion] (22 CP), Linked Power (-1), Reduced Range [no range] (-3), Equipment [carried] (-3) [13 CP]

* **Equipment Extra Hit Points:** 7 total hit points [2 CP]



Katana: Treat as bastard sword [19 CP]

Shuriken: Carries 10 [4 CP]

Weakness (Human Characteristics): [+10 CP]

Weakness (Persecuted): wanted by law-enforcement throughout North America (Common, Major) [+15 CP]

Weakness (Quirk): feels herself drawn to view, study or steal mystical objects [+5 CP]

Mammoth [149 CP]

From the 1982 *Revised Villains & Vigilantes* core rulebook

Origin & Background: Maxwell Toth is a freelance thug and muscle-for-hire. He hides his activities behind the façade of a circus strongman.

Tactics & M.O.: Mammoth is a lot smarter than he lets on; he likes people to underestimate him. He tries to lure them in close where he can grapple them and bring his full strength and size into play with a crushing bear hug. If facing multiple foes, he likes to use them as weapons against each other, either swinging them like clubs or throwing them into each other.

PHYS 32 (STR 44), REFL 7, DEFT 7, INTL 11, COOL 7, VITL 11, Mass 182 kg (d6 Mass effect)

Skills: 4 @ +2 levels (5) (+7) [13 CP]

Perform (COOL/G): circus strongman, d8 effect

Scholar (INTL/S): circus culture, d8 effect

Sport (INTL/G): weight-lifting, d10 effect

Unarmed (DEFT/G): punch, d8 effect

Language: English (native) [free], Spanish (accent) (2) [2 CP]

Literacy: Spanish (1) [1 CP]

Contacts: Various underworld connections [4 CP]

Wealth: +2 levels (4), d8 effect [4 CP]

Sidekick: Harvey “Heater” Jenkins (13) [13 CP]

Armor: 4 vs. All Physical and Mystical damage types (24) [24 CP]

Gigantism: +1 level (5), Stays Active (+2), Can’t Hold Back [always on] (-2) [original PHYS 27 (STR 37)] [5 CP]

Weakness (Distinctive): Big and covered in shaggy fur (INTL 2+, Disguise 4+) [+15 CP]

Weakness (Persecuted): Monitored by law enforcement agencies (they know he’s crooked, but have not been able to pin anything to him). [+5 CP]

Weakness (Public ID): It’s part and parcel for the circus life to get his name and face out there [+10 CP]

Weakness (Quirk): Loves the adoration of the crowd. [+5 CP]

Terroroids [127 CP]

Terroid Technician-Drone

Origin and Background: The Terroids are crustacean like humanoids from another dimension. They are approximately the same size as humans. The technician-drones can be grown in vats on Earth and are programmed with skills through combination of genetic memory and in-vitro encephalographic memory imprinting.

Their pincers have small, but strong, tentacle-like manipulators that extrude from the tips of the larger mandible, giving them fine manipulation skills equal to a human.

The Terroid society has a stringent caste system, and the technician-drones are only one tier of the structure.

Combat Tactics: The drones are technicians, but they also recognize that they are smarter and stronger than humans, and that their natural armor makes them quite formidable, even to so called “super-humans.” Because of their sense of superiority, they tend to rush into a battle against humans, or just ignore humans completely. If hard-pressed, they back off, summon reinforcements and regroup on a battle plan that probably involves looking for some kind of experimental big gun or explosive chemical. Their sense of tactics is about what you might expect from your average group of non-combatants.

PHYS 23, REFL 7, DEFT 11, INTL 11, COOL 11 (WILL 16), VITL 11, Mass 105 kg (d4 Mass effect), Fame 0

Skills: 4 @ +1 level (2) (+7), 2 @ +3 levels (7) (+3) [15 CP]

Convince: (COOL/G), only for intimidation and threats (-2), d10 effect

Mechanic (DEFT/S): choose two specializations, +3 levels, d10 effect [13 CP]

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

Unarmed (DEFT/G): Kick, +0 levels, d6+1 effect

Unarmed (DEFT/G): Grapple, +0 levels, d6 effect

Armor: 3 vs all Physical damage types and Mental damage type (15) [15 CP]

Regeneration: 1 hit point per turn of rest (8), Miscellaneous Restriction [cannot regenerate Sonic damage] (-1) [7 CP]

Pincers:

Natural Weaponry: +2 damage (9), Body Power [pincers] (-1) [8 CP]

Skill Bonus: +1 Unarmed [grapple, kick, punch] (3) (+5), Body Power [pincers] (-1) [5 CP]

Weakness (Dark Past): They lie about the details to their human minions, but they really just want to turn all humans into food and raw materials for their experiments in genetics. They also want to conquer the Earth dimension using Earth and pliant super-humans as fodder for their war machine. [+10 CP]

Weakness (Distinctive): Notice INTL 2+, Disguise 8+, Unattractive (-1 level APP) [+25 CP]

Weakness (Limited Education): While smarter and more technically advanced than humans, they are ignorant of human skills and rather consider themselves better off because of it. [+5 CP]

Weakness (Persecuted): Unlikely to come up, because they hide behind human minions, but most humans have serious issues with bug-eyed invaders from another dimension. (Rare, Severe) [+10 CP]

Weakness (Physical Disability): They cannot gain experience and thus cannot learn new skills, improve existing skills or develop new abilities. [+15 CP]

Weakness (Poverty): The drones make no effort to accumulate individual wealth, but typically have access to valuables they can trade if necessary. -1 level, d3 effect [+5 CP]



Part 3: The Appendices

Appendix A: After the Rules

Multiple Use Types

Some powers can be "used" in more than one way (for example, Energy Fields can be used both to attack and to defend). You may apply different Power Modifiers on each different type of use, but the difference between total Cost Modifiers on each different type of use may not be greater than 3.

LL uses both English and Metric measurements. How can I keep it straight?

English measurements are only directly referenced by the Living Legends game mechanics when measuring distances on the tabletop. All other mentions of English measurements in the game are there to show how to convert real-life English measurements to Metrics.

Appendix B: Miscellaneous Enhancements and Miscellaneous Restrictions

Based on material previously published by Jonathan Woolley

These are cost modifiers to the following applications of Miscellaneous Power Restriction and Miscellaneous Power Enhancement.

Skills

Convince

Only for intimidation and threats: (-2)

Powers

Animal Communication

Requires physical contact: (-1) (stacks with Reduced Range)

Animal Control

Only one target can be controlled at a time and old target immediately released if takes control of a new target: (-3)

Armor

Only protects against the powers Emotion Control, Mind Control, or Possession:

- (-2) if Mental damage type
- (-4) if Biochemical, High Radiation, Mystical, or Mutagenic damage types
- (-8) any other damage type

Only in giant form: (-1). Armor prorated to scale with giant form (e.g. Armor 1 per level of Gigantism activated) is (-2).

Armor Generation

Only protects against ferrous metallic attacks: (-3)

Only protects against Poison & Disease: (-2)
Will not reduce damage below half damage: (-3)

Bloodless

Slow Bleeder: Still bleeds, but at 1/10 normal rate (-1)

Slow Bleeder: Still bleeds, but at ½ normal rate (-3)

Defense

The character must designate, at the start of her turn, the one opponent Defense applies to until the beginning of her next turn: (-2)

Only against one attack per round: (-4)

Requires Concentration to activate until the beginning of the character's first turn on the next round ("evasion"): (-2)

Dimensional Travel

(with single-dimension form of power):
Group of related arrival/departure locations (example: a character whose body can enter the Internet can enter/leave by way of any computer the character can reach): (+6)

Energy Field

(with NRG Cost and Range) NRG Cost only applies to ranged attacks, not to melee Carried Attacks: (+1)

Flight

Only through air: (-1)
Maximum Height: 1": (-5)
Maximum Height: 2": (-4)
Maximum Height: 3": (-3)
Maximum Height: 6": (-2)
Maximum Height: 12": (-1)

Gigantism

Does not increase PHYS: (-8)
(with Usable On Others): Only affects plants: (-6)
Character suffers -1 level of REFL and DEFT per 3 levels of Gigantism activated: (-2)

Hallucinations

Only affects currently dreaming targets: (-8)

Healing

Heals objects instead of creatures: (-0)
Heals objects as well as creatures: (+3)
Self Only: (-3)
Others Only: (-1)

Heightened PHYS

Only when berserk (requires an appropriate Compulsion): (-1)

Only on held attack made when target's attack missed: (-5)

Only if character's most recent action was a successful attack against target: (-3)

Heightened Sense

(with Indirect): Must originate from living being: (-3)

(with Indirect): Must originate from animal: (-4)

(with Indirect): Must originate from familiar object: (-3)

Heightened Speed

Only for reading: (-8)

Only for extra attacks: (-3)

Hungerless

Reduced Requirements: Still requires food, but only 1/10 normal: (-1)



Reduced Requirements: Still requires food, but only ½ normal: (-3)

Reduced Requirements: Does not require food, but still requires fluids (and produces liquid waste): (-3)

Reduced Requirements: Does not require fluids, but still requires food (and produces solid waste): (-3)

Intangibility

Only in darkness: (-3)

Only through earth: (-5)

Can only gain altitude inside solid objects: (-2)

Movement cost per space travelled through solid objects equals the object's SR: (-2)

Invisibility

Only to creatures with minds: (-1)

Not to creatures with minds: (-3)

Only when viewed from side: (-3)

Mimicry

Only abilities character has witnessed use of: (-1)

Cannot mimic Body Powers: (-1)

Cannot mimic Equipment: (-1)

Mind Control

Only affects currently dreaming targets: (-5)

Only affects humans: (-1)

No hypnotic suggestions: (-1)

Only hypnotic suggestions: (-2)

Only one target can be controlled at a time and old target immediately released if takes control of a new target: (-3)

Sensory dependent to initiate; requires eye contact or target must hear the controller's voice, etc.: (-1)

Omni Power

Only 1 power at a time: (-6)

Only 2 powers at a time: (-5)

Only 3 powers at a time: (-4)

Only 4 powers at a time: (-3)

Only 5-6 powers at a time: (-2)

Only 7 to 10 powers at a time: (-1)

No Basic Characteristics: (-1)

Only Basic Characteristics: (-2)



Possession

Body Switch: (-2)

Power Blast

Formerly living objects/matter only: (-5)

Probability Control

Only to cancel penalties for being underwater: (-5)

Recharge

Only if at 0 hit points: (-3)

Restraint

Only restrains breathing (requires called shot): (-5)

Sensory Shock

Not usable with multiple attacks: (-1)

Skill Bonus

Only in specific area (must specify area): (-3)

Only on held attack made when target's attack missed: (-2)

Only if character's most recent action was a successful attack against target: (-2)

Summoning

(with Variable): only if image of summoned being present. Image disappears for duration of effect: (-2)

Telekinesis

Movement only: (-2)

Restricted Direction: single direction: (-3)

Restricted Direction: two directions: (-2)

Earth/stone only: (-3)

Ice only: (-3)

Metal only: (-1)

Ferrous metal only: (-2)

Transmutation

(with Variable) Random variation: Reduce cost of Variable to 0, and additional (-1)

Wall Crawling

Only in own webs: (-3)

Ice only: (-3)

Metal only: (-1)

Ferrous metal only: (-1)

Appendix C: Alternate Skill Cost Method

Definitions

Skills are categorized into three groups. The distinction is that they do not overlap for purposes of Enhancements and Restrictions. Omni Power that applies to Language Skills does not buy Literacy, for example.

Language Skills: The ability to speak languages.

Literacy Skills: The ability to read languages. Typically the character must first be able to speak a language before

becoming literate, but exceptions can be made, particularly for ancient or foreign languages which might exist only in a written form and the spoken form can only be postulated.

Trained Skills: This is the category for all skills not explicitly moved to another specialized category such as Language or Literacy.

Proficiency

To be considered professional caliber in a skill, you need an Effect of at least a d8. An Effect of 2d8-1 or more makes you a "master" of a skill. (LL §2.2.2.5.2)

Premise

Every skill or sub-skill is really a separate skill by itself, and "sub-skills" is an organizational construct that makes the chapter more reasonable in size and much easier to read. Therefore added levels can be applied to multiple skills as per the Variable advantage and Omni Power becomes a special extension of Variable.

See LL rulebook §2.2.2.5.2 "Buying Skills."

See the Variable Enhancement, LL rulebook §4.4 "Power Enhancements."

Example: Unarmed skill used with Variable:

- Unarmed (Punch) - +1 level (2) [2 CP]
- Unarmed (punch and kick) - +1 level (2), two skills (+3) [3 CP]
- Unarmed (punch, kick and grapple) - +1 level (2), three skills (+5) [4 CP]

Reading skills under the new model

For organizational purposes, this can also be written something like this:

Skill: +1 level (2), applies to Unarmed (punch) (DEFT/G), Unarmed (kick) (DEFT/G), Unarmed (grapple) (DEFT/G), three skills (+5) [4 CP]

Or

Skill: +1 level (2), applies to three skills (+5) [4 CP]

- Unarmed (grapple) (DEFT/G)
- Unarmed (kick) (DEFT/G)
- Unarmed (punch) (DEFT/G)

Obviously, this can then be extended infinitely:

Skill: +1 level (2), applies to five skills (+8) [6 CP]

- Convince (COOL/G)
- Research (INTL/G)
- Science (criminology) (INTL/S)
- Unarmed (punch) (DEFT/G)
- Weapon (sword) (DEFT/G)

Building the bridge to Omni Power

Note that these rules supersede the “All” category under the Variable enhancement.

Scope	Modifier
Skills – All with the same logical subcategory such as Science, Profession, Mechanic, Weapon, etc	(+8)
Skills – All Unarmed and all Weapon skills	(+11)

Scope	Modifier
Skills – All based on the same BC and of same complexity. To clarify, this can cover all DEFT/G skills, or all DEFT/S skills but not both at the same time.	(+13)
Skills – All based on the same BC regardless of complexity. For example, all DEFT/G <i>and</i> DEFT/S skills.	(+16)
Skills – All Skills (this is Omni Power)	(+18)

Languages

Languages are still a special case, but the Variable advantage can also be used with languages, making it less expensive to become a polyglot.

Literacy

Literacy is still a special case, but the Variable advantage can also be used with literacy, making the cost more reasonable.

Different skill levels

Different skill levels can still be purchased using this method. Just as different levels of Armor or Shield stack, so do levels of skills.

Example: The Des Moines Pugilist is a character with DEFT 11. He has purchased his unarmed skills like this (he has spent a total of 7 CP for these skills):

Skills: +1 level (2) with 3 skills (+5) [4 CP]

- Unarmed Strike (see below)
- Unarmed Kick, d8 effect
- Unarmed Grapple, d8 effect

Skills: +2 levels (3) with 1 skill (+0) [3 CP]

- Unarmed Strike, d10 effect

(The base cost for the second level is 3, instead of 5, because that is the cost difference between +1 level and +2 levels – the second level stacks on the cost already paid for the first level.)

Perfect Memory

Perfect Memory can be combined with the alternate skill cost method in several ways. The GM should choose one method for the campaign:

Method One: Perfect Memory is required to be able to purchase skills using the alternate skill cost method. This does not apply to Omni Power.

A character can take a (-3) restriction on Perfect Memory “only to allow purchase of skills using the alternate buy method.”

Method Two: If all characters in the campaign are allowed to use this alternate buy method, then having Perfect Memory applies a Miscellaneous modifier of (-1) to skill cost, thus reducing the overall cost of buying skills even more. This also applies if the character buys Omni Power that includes skills.



Appendix D: Converting Villains & Vigilantes to Living Legends

Experience

V&V characters converted to LL should be built on 100 base CPs, + 4 EPs per V&V Level over 1, plus 50 points in Weaknesses.

This is just a general guideline. Not all characters fit neatly into this many points. If you wind up with points left over, go back to optimize the character and pick up interesting new peripheral skills and powers. If you have a LOT of points left over, you might consider re-classifying the character to a lower power level. If you don't have enough points, do the best you can with what you have or talk to your GM about a point allowance.

Basic Characteristics

This section shows how to convert from V&V Basic Characteristics to LL Basic Characteristics.

After converting the BC Scores, round down to the nearest optimal LL BC Score (1, 2, 4, 7, 11, 16, 22, etc.). This results in a more optimal expenditure of CP. See also the *Appendix: Qualitative vs. Quantitative*.

Physique

STR: Divide the character's Carrying Capacity by 22 to find the character's STR Value. Consult the

Universal Table (LL page 125) to find the closest STR Score.

For example, Mammoth has a carrying capacity of 7667 lbs. $(7667 / 22) =$ a STR Value of 348.5, which yields a STR score of 46.

CON: Multiply the character's Hit Points by



2 to find the character's CON Value. Consult the Universal Table to find the closest CON Score.

For example, Mammoth has 68 hit points. $(68 \times 2) = 136$, which yields a CON Score of 32.

To simplify matters, feel free to average a character's STR and CON scores into a single PHYS Score.

Reflex

REAC: Multiply the character's Agility score by .81 (rounding up on $\frac{1}{2}$) to find the character's REAC Score.

For example, Mammoth has an Agility score of 9: $9 \times .81 = 7.29$, which rounds to a REAC Score of 7.

DODG: Multiply the character's Agility score by .81 (rounding up on $\frac{1}{2}$) to find the character's DODG Score. If the character has any powers that function like Heightened Defense, you may either add 3 to the character's Agility per -1 to be hit before calculating DODG, or give the character an equivalent LL version of the power in question.

For example, Ultra-Fist has an Agility score of 21, and Heightened Defense: -8 to be hit. Because of his Heightened Defense, Ultra-Fist's Agility is treated as $(21 + [8 \times 3]) = 45$: $45 \times .81 = 36.45$, which rounds to a DODG Score of 36.

To simplify matters, feel free to average a character's REAC and DODG scores into a single REFL Score

Deftness

Multiply the character's Agility score by .81 (rounding up on $\frac{1}{2}$) to find the character's DEFT Score.

For example, Mammoth has an Agility score of 9: $9 \times .81 = 7.29$, which rounds to a DEFT Score of 7.

Intellect

Multiply the character's Intelligence score by .81 (rounding up on $\frac{1}{2}$) to find the character's INTL score.

For example, Mammoth has an Intelligence score of 15: $15 \times .81 = 12.15$, which rounds to an INTL Score of 12.

REAS: If the character has any weaknesses which diminish his senses, then his REAS is probably higher. In this case, reduce his INTL and keep his REAS at the calculated value. If the character has any powers which increase her logic, memory or similar abilities, increase REAS.

PERC: If the character has any powers which give him improved Detection rolls or Diminished Senses, you may need to come up with a separate PERC Score.

To simplify matters, feel free to average the character's REAS and PERC scores into a single INTL Score.

Cool

Multiply the character's Charisma score by .81 (rounding up on $\frac{1}{2}$) to find the character's COOL Score.

For example, Mammoth has a Charisma score of 12: $12 \times .81 = 9.72$, which rounds to a COOL Score of 10.

If the character has any powers which give him improved willpower, personal magnetism or attractiveness, you may need to come up with separate WILL, CHA or APP Scores. To simplify matters, feel free to average the character's COOL, WILL, CHA and APP scores into a single COOL Score.

Several Weaknesses, notably Bad Reputation and Unimpressive, can reduce a character's effect level for APP and CHA, so keep these in mind as they may fit some

character backgrounds better than a lower COOL score.

Vitality

Multiply the character's Power by .19 to find the character's VITL Score.

For example, Mammoth has a Power of 81. $81 \times .19 = 15.39$, which rounds to a VITL Score of 15. Since Mammoth has no particular need for END or NRG, we reduce his final VITL score to 11.

Mass

Divide the character's weight in lbs. by 2.2 to find the character's Mass in kilograms. Round off to the nearest.

For example, Mammoth weighs 400 lbs.: $(400 / 2.2) = 181.81$, which rounds to 182 kg.

Any mass over 233 kg (or under 17 kg) requires a super power, such as Density Increase, Gigantism, etc.

Movement

V&V characters who lack any special movement abilities get a Move of 8 in LL. Otherwise, divide V&V inches per turn by 2.7 to find LL Move.

If a character has a movement ability expressed in miles per hour, multiply it by 1.68 to convert it to inches per turn in LL.

Fame

Assign the character a Fame score that seems appropriate. A good basis is 4, add +1 per character level, and +1 more for each 10 full points of Charisma (e.g., 20 to 29 is +2). Adjust based on the character's

recognition and popularity in the source campaign.

This model results in the typical 2nd level V&V hero having a Fame of 7, or d4 Effect, which means a 50% chance of being recognized in her home city.

See also §2.2.7.8 in this document, and consult the table in §8.5 of the core rules to get a sense of what Fame effect rolls signify.

Other Notes

Damage: In general, any V&V damage roll can be used as-is when converted to LL: a V&V d12 damage roll is the same as an LL d12 damage roll. However, this is less true the larger the V&V damage roll is: V&V can handle characters with 5d10 damage rolls, but LL cannot. Any V&V damage rolls over 2d10 need to be scaled back a bit, maybe a lot if they're much higher than 2d10-1.

Defenses: If (thematically) the character parries incoming attacks in V&V, that's a Shield in LL. If the character's body is covered with something that absorbs damage, that's Armor (or Armor Generation if it has to be turned off and on) in LL. If the character's body is covered with something that ought to do damage, then that's an Energy Field in LL.

Modifiers To Be Hit: each -1 to be hit in V&V = +2.5 DODG score.

Modifiers To Hit: Typically each +2 to hit in V&V = +1 to hit in LL (or +1 skill Level).

Power cost to NRG Cost: (V&V Power Cost / 5.5) = LL NRG Cost. Round to the nearest whole number.

Range: (V&V inches x .76) = LL inches; round down to the closest match on the LL range table, core rules §4.4 Power Enhancements: "Range."

Very High Power Score: V&V is fairly unique among RPGs in that a very high power score also allows a character to absorb more damage by rolling with the blow. Like most RPGs, LL does not have an analogue to this mechanic. To best simulate this, for characters with Power scores of 80 or more, add either Defense or increase Armor score. Use Defense if most of the Power is derived from Intelligence or Agility, and Armor if mostly from Strength



or Endurance. For each additional 40 points of Power (i.e. 120, 160, 200, etc), increase Defense or Armor by 1 point. This helps simulate the effects of Power in V&V by reducing the number of HITS of damage the character takes over time. Feel free to add any restrictions such as "Must be aware of

the attack” or Ablative, as best fits the original character.

Powers

Absorption

Use whatever fits, and be creative. Many classic Absorption effects can be modeled with Armor, plus the Absorption Enhancement, or Power Blast with the Drain Enhancement.

Here are some examples found in the *Villains & Vigilantes* book.

Appearance: Buy Shape Changing with Variable [any Humanoid form] (+8) and the Miscellaneous Restrictions [only to duplicate absorbed forms] (-3) and [absorbed form fades after one hour] (-1)

Carrying Capacity: Suppression with Drain against STR. Miscellaneous or Mutagenic Damage Type (+3) and Reduced Range [no range] (-3) are good modifiers.

Damage: The obvious model is a level 1 Power Blast that gains in power as the character absorbs attacks. In practice, this sucks as the character is unlikely to survive absorbing enough attacks to get his Power Blast up to a useful effect level. Instead, this is best represented by purchasing Power Blast, with the Restriction that it only runs when the NRG Battery has NRG, and an NRG Battery that recharges only from Armor with Absorption.

Hit Points: Power Blast with Drain. Miscellaneous or Mutagenic Damage Type (+3) and Reduced Range [no range] (-3) are good modifiers.

Knowledge and Memories: Buy Omni Power, 2 CP, All Skills (+17), Miscellaneous Restriction [only to duplicate absorbed memories, knowledge and Skills] (-3), Miscellaneous Restriction [absorbed knowledge fades after one hour] (-1) and give it the SFX of “stolen knowledge and memories.” Note that the useable skills are limited to any the target actually has. There is no restriction here on the number of skills which can be duplicated, and consider this the fudging of numbers to allow for stealing of memories without having to include some massive purchase of Telepathy or Mind Control or some other effect to read the target’s mind 😊.

Power: Devitalization with Drain. Miscellaneous or Mutagenic Damage Type (+3) and Reduced Range [no range] (-3) are good modifiers.

Powers: Use Mimicry to duplicate the powers, and a huge Suppression with Drain and Multiple SFX to “remove” the powers from the source.

Substance: Use Transformation with Variable, and build several alternate forms based on the substances most commonly mimicked, such as “brick,” “water,” “steel,” “air,” etc. Apply the Miscellaneous Restrictions [requires source] (-3) and [returns to normal form after one hour] (-1)

Adaptation

Adaptation: All Physical Damage Types, plus Asphyxiation (3) (+9), Miscellaneous Restriction [costs 1 NRG per day of use] (-1) [9 CP]

Armor: 2 vs. all Physical and Mystical Damage Types (7), Miscellaneous Restriction [costs 1 NRG per hour of use] (-2) [5 CP]

Armor

Subtract 30 from the character's V&V ADR, divide the remainder by 7, and round up to find the *LL* Armor equivalent. In general, V&V Armor converted to *LL* Armor should be Ablative and provide Medium Coverage.

Android Body

Use whatever fits for the Android Body Power. For example, Mocker had 4 points of Invulnerability, which converted to Armor 1.

Adaptation: Asphyxiation (3) [3 CP]

Adaptation: Immunity to disease, time (immortality), poison, and cold (1) (+7) [3 CP]

Bloodless: [3 CP]

Hungerless: [3 CP]

Pain Resistance: [8 CP]

Perfect Memory: [9 CP]

Sleepless: [6 CP]

Weakness (Attracts Attack): +2 to be hit by Electromagnetic attacks [+15 CP] and Energy attacks [+15 CP]

Weakness (Distinctive): Limited degree of human features and overall appearance [variable]

Weakness (Physical Handicap): Limited capacity for self-repair [variable]

Animal Control

See separate entry for Plant Control

Animal Control: The Intensity Effect Value is one level higher than the character's CON.

Animal/Plant Powers

Use whatever fits, since these are really just collections of other powers.

Darkness Control

Darkness: To visible light (7), Area Effect [13" d.] (+4), Range [24"] (+4) [20 CP]

Death Touch

Devitalization: 2d12-1 Miscellaneous [other] (43) (+3), Reduced Range [no range] (-3), Linked Power [power blast] (-1), NRG Cost [3 per use] (-6), Miscellaneous [cannot use again for one minute] (-1) [15 CP]

Power Blast: 4d10-1 Miscellaneous [other] (92) (+3), Reduced Range [no range] (-3), Linked Power [devitalization] (-1), NRG Cost [4 per use] (-8), Miscellaneous [cannot use again for one minute] (-1) [25 CP]

Devitalization Ray

Devitalization: 1d8 Mutagenic [molecular disruption] (13) (+3), Range [12"] (+0) [19 CP]

It can use any damage type, but this models the source very nicely, including being hard to resist. For organic (e.g. human and animal) creatures, it disrupts ATP molecules which are the energy source for muscle tissue. For inorganic targets (e.g. androids) it disrupts electron storage (e.g. batteries).

Disintegration Ray

Disintegration: 1d10 untyped (43), Range [12"] (+0), NRG Cost [1 per use] (-2) [33 CP]

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

Flame Power

Type A:

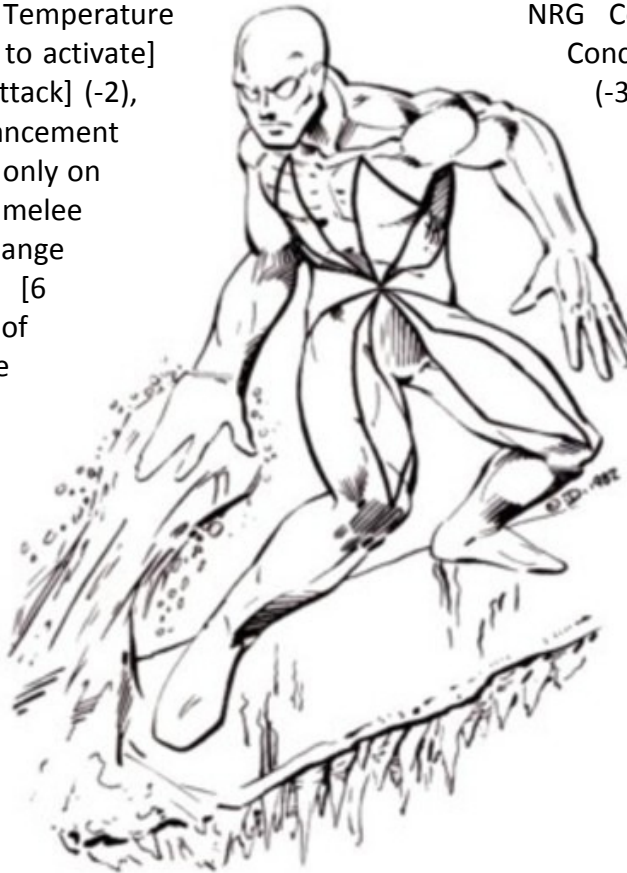
Power Blast: d8 High Temperature [fire] (16), Range [12"] (+0), Duration [6 rounds; water, lack of oxygen, etc put out the flames] (+3) [24 CP]

Shield: 7 vs. Blunt Kinetic, Low Temperature, and Sharp Kinetic (3), Innate Shield (+3) [4 CP]

Type B:

Energy Field: d8 High Temperature [fire] (24), NRG Cost [1 to activate] (-1), NRG Cost [1 per attack] (-2), Miscellaneous Enhancement [NRG Cost per attack is only on ranged attacks, not melee carried attacks] (+1), Range [12"] (+3), Duration [6 rounds; water, lack of oxygen, etc put out the flames] (+3), Time Limit [bounded expenditure, 1 hour, incremental] (0) [41 CP]

Flight: Acceleration 17", Top Speed 64" (14), NRG Cost [1 to activate] (-1), Time Limit [bounded expenditure, 1 hour, incremental] (0), Linked to Energy Field (-1) [11 CP]



NRG Cost [1 per use] (-2), Concentration [to maintain] (-3) [13 CP]

Heightened Expertise

Skill Bonus: +2 (7), modified by the appropriate Variable enhancement modifier. Some examples:

All unarmed attacks: (+5)

All modern military weapons: (+8)

All martial arts weapons: (+8)

All attacks: (+11) (see Appendix *Alternate Skill Cost Method*)

Force Field

Armor Generation: 5 vs. Biochemical, Blunt Kinetic, Electromagnetic, Energy, High Temperature, Low Temperature, and Sharp Kinetic (13), Area Effect [13" dia., shapes, perimeter, adjustable] (+10), Brittle (-4), Range [12"] (+3) [43 CP]

Natural Weaponry: Strength Surcharge (N), Range [12"] (+3) [N @ (+3) CP]

Gravity Control

Gravity Decrease: d10 Blunt Kinetic [crushing] [x-1, see LL] (33), Range [6"] (-1), NRG Cost [1 per use] (-2), Concentration [to maintain] (-3) [14 CP]

Gravity Increase: d10 Blunt Kinetic [crushing] [x16, see LL] (28), Range [6"] (-1),

Heightened Speed

$[(V\&V \text{ Agility} - 10) + \text{Initiative Bonuses}] / 10$ (round down) = levels of LL Heightened Speed. Note that V&V characters with very high Agility may wind up with some LL Heightened Speed even if they don't have any V&V Heightened Speed!

Ice Powers

Armor Generation: 9 vs. All Physical (28), Time Limit [bounded expenditure, 15 minutes] (-2), Miscellaneous Restriction [takes 6 rounds to initially activate] (-1) [18 CP]

Restraint: Protection 4 vs. All Physical (12), d12 hits (11), Reduced Range [3"] (-2), Inflicts Damage (+5), NRG Cost [1 per use] (-

2), Time Limit [bounded duration, 24 rounds] (-3) [17 CP]

Shaping: 3840 kg of ice [SR 4] (37), Requires Source [Restraint, d12 x 10 kg created per use] (-3), Time Limit [bounded duration, 1 hour] (-1) [22 CP]

Invisibility

Invisibility: To visible light (13), Miscellaneous Restriction [costs 1 NRG per hour of use] (-2) [10 CP]

Invulnerability

Divide Invulnerability points by 2.73 to find the *LL* Armor equivalent. When buying *LL* Armor to simulate *V&V* Invulnerability, it should work against Mystical damage and Physical damage types.

Life Support

Adaptation: Asphyxiation, plus All Physical (3) (+9), Equipment [suit] (-3) [7 CP]

Armor: 1 vs. All Physical and Mutagenic Damage types (2), Equipment [suit] (-3) [1 CP]

Extra Equipment Hit Points: 10 total hit points [3 CP]

Light Control

Light: Visible and ultraviolet light (4) (+3), Area Effect [7" diameter] (+2), Reduced Range [no range] (-0) [8 CP]

Multi Power: (3 powers) (-4)

1) Power Blast: 1d6+1 Light [laser] (16), Range [12"] (+0), Penetrating [+3 levels] (+3), Multi Power (-4) [14 CP]

2) Sensory Shock (individual, ranged): d8 Sensory Overload [visible light, ultraviolet light] (12) (+3), Range [12"] (+0), Multi Power (-4) [11 CP]

3) Sensory Shock (burst): d8 Sensory Overload [visible light, ultraviolet light] (12) (+3), Reduced Range [no range] (-3), Area

Effect [7" diameter] (+5), Multi Power (-4) [13 CP]

Lightning Control

Energy Field: d8 Electromagnetic [electricity] (24), Range [12"] (+3), NRG Cost [1 per attack] (-2), Miscellaneous Enhancement [NRG Cost only applies to ranged attacks] (+1), Conductivity (+2), No Knockback (-1), Reduced at Range (-1) [31 CP]

Machine Control: d4 Electromagnetic [electricity] vs. Electronics (7), Range [12"] (+0) [7 CP]

Magnetic Powers

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

Telekinesis: 960 kg., d12 Effect (38), Reduced Range [6"] (-1), Miscellaneous Restriction [can only move ferrous targets] (-2), Time Limit [bounded duration, 24 rounds] (-3), NRG Cost [1 per use] (-2) [13 CP]

Mind Control

Mind Control: d10 Mental [psychic] (43) (+3), Range [3"] (-2) [49 CP]

Telepathy: Verbal communication (8), Miscellaneous Restriction [only to send commands to her mind-controlled victims] (-5) [4 CP]

Natural Weaponry

V&V Natural Weaponry is modeled using a combination of *LL* Skill Bonus and Natural Weaponry. Apply equipment modifiers or the Body Power restriction as appropriate.

As an alternative, skill-based Natural Weaponry can be modeled using Skill levels and Combat Maneuvers as well as, or instead of, Skill Bonus and Natural Weaponry.

For any Special powers associated with the Natural Weaponry, use whatever fits, but some form of Reduced Range Power Blast or Paralysis are good places to begin.



V&V Natural Weaponry	LL Skill Bonus	LL Damage Bonus	CP Cost
+1/+2	+1	+1	7 CP
+2/+4	+2	+2	16 CP
+3/+6	+3	+3	27 CP

Non-Corporeality

Intangibility: (10), Miscellaneous Restriction [costs 1 NRG per hour of use] (-2) [8 CP]

Plant Control

Transmutation: d10 Mental [psychic] (7) (+3), Range [12"], Legal Target [plants] (-3), Alteration [animation] (+8) [20 CP]

Power Blast

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

Shield: 6 vs. Biochemical, Blunt Kinetic, Energy, High Temperature, Low

Temperature, and Sharp Kinetic (7), Innate (+3) [10 CP]

Robotic Body

Adaptation: Asphyxiation (3) [3 CP]

Adaptation: Immunity to disease, immortality (time), immunity to poison, immunity to cold and (1) (+7) [3 CP]

Bloodless: [3 CP]

Density Increase: Choose SR 2, 3, 4 or 5 based on original weight increase. Apply the modifiers Stays Active (+2), and Can't Hold Back [always on] (-2). [variable]

Hungerless: [3 CP]

Pain Resistance: [8 CP]

Perfect Memory: [9 CP]

Sleepless: [6 CP]

Weakness (Attracts Attack): +2 to be hit by Electromagnetic attacks [+15 CP] and Energy attacks [+15 CP]

Weakness (Distinctive): Limited degree of human features and overall appearance [variable]

Weakness (Physical Handicap): Limited capacity for self-repair [variable]

Size Change

Larger (V&V)	Gigantism (LL)
1.5x height	+2 levels (10 CP)
2x	+3 levels (15)
3x	+5 levels (25)
4x	+6 levels (30)
5x	+7 levels (35)
6x	+8 levels (40)
7x	+9 levels (45)

Smaller (V&V)	Shrinking (LL)
1/2 height	+1 level (5 CP)
1/6	+3 levels (15)
1/24	+5 levels (25)
1/72	+6 levels (30)
1/288	+8 levels (40)
Microscopic	+12 levels (60)

Smaller (V&V)	Shrinking (LL)
Atomic ^{17, 18}	+24 levels (120)
Sub-Atomic	+34 levels (170)

Sonic Abilities

Power Blast: 1d10 Sharp Kinetic [sonic] (22), Range [12"], Miscellaneous Enhancement [penetrating, but only against Equipment] (+2) [29 CP]

Shield: 6 vs. Biochemical, Blunt Kinetic, Mental and Sharp Kinetic (4), Innate (+3) [6 CP]

Stretching

Stretching: Elongation 24" (8), Flattening (3), Inflation (3) [14 CP]

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

Telekinesis

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

Telekinesis: 240 kg capacity (21), Range [12"] (+0), NRG Cost [1 to activate] (-1), Time Limit [24 rounds, incremental] (-2) [14 CP]

Note: The character must spend 1 NRG and then can use the TK normally for any 24 rounds before needing to spend more NRG.

Telepathy

"Mind Scan" and "Mind Reading"

Heightened Senses (Detect Mental Energy)

– Analytical (8), Range (+3), Verbal plus See Images (+3), Global (+5), Miscellaneous

Restriction [1 NRG per hour of use] (-2) [27 CP]

Heightened Senses (Detect Mental Energy)

– Mind Probe (8), Verbal plus See Images (+3) (note that the Mind Probe requires physical contact with the subject), NRG Cost [2 per use] (-4), Concentration [required to maintain] (-3) [5 CP]

"Thought-Casting"

Telepathy: Broadcast Verbal and Images (8) (+3), Mutual (+3), Variable [can be used on multiple targets simultaneously, allowing "mental switchboard" so targets can communicate with each other, maximum 10 targets or PERC targets, whichever is lower] (+9), Concentration [to activate] (-1), Miscellaneous Restriction [1 NRG per hour of use] (-2) [40 CP]

Vibratory Powers

Power Blast: d12 Blunt Kinetic [Vibration] (29), Range [12"] (+0), NRG Cost [1 per use] (-2), No Knockback (-1) [19 CP]

Machine Control: d4 Blunt Kinetic [vibration], Disable (11), Range [12"] (+0), Miscellaneous [Disable Only] (-5), Carried [Power Blast] (+2) [8 CP]

Intangibility: High Vibration [not immune to gas attacks] (10), Miscellaneous Restriction [can only gain altitude inside solid objects] (-2), Miscellaneous Restriction [movement cost per space travelled through solid objects equals the object's SR] (-2), NRG Cost [1 to Activate] (-1), Time Limit [bounded expenditure, 1 hour, incremental] (+0) [5 CP]

OR

Power Blast: d12 Blunt Kinetic [vibration] (29), NRG Cost [1 per use] (-2), No Knockback (-1), Miscellaneous

¹⁷ Because of the costs associated with Atomic and Sub-Atomic scales, the GM should consider using Dimensional Travel instead of Shrinking, where the target dimension is "Atomic World" or "Subatomic World," respectively.

¹⁸ See Appendix F

Enhancement [Penetrating, but only vs. devices] (+2) [26 CP]

Intangibility: High Vibration [not immune to gas attacks] (10), Miscellaneous Restriction [can only gain altitude inside solid objects] (-2), Miscellaneous Restriction [movement cost per space travelled through solid objects equals the object's SR] (-2), NRG Cost [1 to activate] (-1), Time Limit [1 hour, incremental, bounded expenditure] (+0) [5 CP]

Water Breathing

Type A:

Adaptation: Water breathing (1) [1 CP]

Type B:

Adaptation: Water breathing, pressure, cold (1) (+5) [2 CP]

Armor: 2 vs. All Damage Types (9), Miscellaneous Restriction [only when underwater] (-3) [6 CP],

OR if the character already has Armor, increase by +1 Protection when under water.

Recharge: 1 NRG per turn (8), no rest required (+3) [11 CP]

The Armor is intended to model the “does not spend Power for anything” aspect of Water Breathing B, which allows the character unlimited “roll with blow” ergo huge damage absorption ability.

Weather Control

Living Legends is different from V&V, in that you just buy base powers and then apply modifiers to customize them. There isn't any pre-built "Weather Control" in LL. Here are the base powers that you might want to look at:

Armor Generation (for ice armor)

Darkness (for fog)

Energy Field (for surrounding yourself with a hailstorm, for example, that damages enemies that come near you)

Flight, Hovering, Parachute

Negation (for rain, to put out fires)

Paralysis (to freeze people)

Power Blast (for lightning bolts)

Restraint (another way to freeze people - give it the Inflicts Damage option to make it chilly)

Special Effects (for all kinds of miscellaneous weather effects)

Telekinesis (moving things around with wind)

You don't have to have all of these, there just the powers you'll probably want to consider. You'll also probably want to look at these Enhancements:

Area Effect (so the effects cover a larger area)

Duration (so the effects last for a while after you create them)

Indirect (to make the effects come out of the sky, instead of from you)

You might also want to consider getting all of your powers through an Omni Power (extremely flexible, but expensive), or else putting them into a Multi Power (this is a Power Restriction that keeps you from using any two of the powers in it at the same time).

Hope this helps!

-Jeff Dee

Monkey House Games

Comment: Any power in a Multi Power should have Duration as noted above. See Multi Power earlier in this book for additional details.

Trap Target in Ice and Snow

Restraint (V): 4 vs. All Physical (12), d12 hits (11), Reduced Range [3"] (-2), Inflicts Damage (+5), NRG Cost [1 per use] (-2), Time Limit [24 rounds, bounded duration] (-3) [17 CP]

Create Large Volumes of Ice and Snow

Shaping (V): 3840 kg of ice [SR 4] (37), Requires Source [Restraint, d12 x 10 kg created per use] (-3), Time Limit [1 hour, bounded duration] (-1) [22 CP]

Create Fog

It is a very heavy fog, either steamy hot or icy cold.

Darkness (V): Normal vision (7), add IR vision (+3), Area Effect [21" diameter, vaporous] (+6), Range [24"] (+1), NRG cost [1 per use] (-2) [20 CP]

Hail Storm (one-off)

This is a powerful effect; the character creates a cloud that is full of hail which lasts for three minutes and can be used repeatedly to drop hail on a large area, potentially damaging everything in that space. The "selective" modifier for Area Effect allows the power to be "turned off" without actually stopping the effect.

Power Blast (V): 1d8 Blunt Kinetic [dull impact] (16), Range [48"] (+2), Immunity (+1), Indirect (+5), Area Effect [5" diameter, selective] (+9), NRG cost [1 to activate] (-1), Time Limit [24 rounds, bounded expenditure] (-3), Miscellaneous Restriction [center of area of effect is fixed when the power is activated and cannot be moved] (-1) [80 CP]

Hail Storm (protective cloud)

The character summons a high wind and fusillade of hail that whirls violently around him, offering both offense and defense. It lasts for only a short time, but each turn the character can control the motion choosing whom and what to attack with its battering force.

Power Blast (V): 1d6 Blunt Kinetic [dull impact] (11), Energy Field (+6), No Range

(+0), Area Effect [3" diameter, Selective] (+5), NRG cost [1 to activate] (-1), Time Limit [6 rounds, bounded duration] (-4)

Freezing Ice Storm (protective cloud)

The character summons a high wind and fusillade of ice and sleet that whirls violently around him, offering both offense and defense. It lasts for only a short time, but each turn the character can control the motion choosing whom and what to attack, coating targets in heat-draining slush.

Power Blast (V): 1d6 Low Temperature [cold] (11), Energy Field (+6), No Range (+0), Area Effect [3" diameter, selective] (+5), NRG cost [1 to activate] (-1), Time Limit [6 rounds, bounded duration] (-4)

Call Lightning

The character summons a storm cloud that lasts 6 rounds. It can be used repeatedly to call down lightning bolts.

Power Blast (V): 1d12 Electromagnetic [lightning] (29), Indirect (+5), Range [24"] (+1), NRG cost [1 to activate] (-1), Time Limit [6 rounds, bounded expenditure] (-4)



Willpower

Adaptation: Cold (1), and Heat (+3), Miscellaneous Restriction [costs 1 NRG per hour of use] (-2) [1 CP]

Armor: 1 vs. Blunt Kinetic, Light, Low Temperature, Mutagenic, and Sharp Kinetic, 3 vs. Mental (5), Miscellaneous Restriction [costs 1 NRG per hour of use] (-2) [4 CP]

Appendix E: Quantitative vs. Qualitative [Commentary]

Quantitative

Mechanically, here are the only BCs that are useful to be anything but the lowest possible value for the level: PHYS (both STR and CON), REAC (REFL), VITL (NRG). From a purely mechanical standpoint, an INTL of 11 and an INTL of 14 are exactly the same because both provide a d6 effect¹⁹.

Qualitative

In contrast, while there is no mechanical distinction between an INTL of 11 and an INTL of 14, the flavor of both is significantly different. The person with an 11 is really, really smart. The person with a 14 is a member of Mensa and crushes the 11 when playing chess, checkers, or pretty much any game that requires raw brain-power, memory and perception.

The person with DEFT 11 does well as a college athlete. The person with DEFT 14 goes to the Olympics. These are the flavor differences that can make life interesting.

Skills

¹⁹ In the R0 edition of *Living Legends*, the Universal Table included “intermediate” effect values, but that was dropped from the 2005 R1 publication.

This also applies to skills. Two characters with d8 effect are technically “professionals,” but the one with 2 levels is

going to produce results that are more polished, more skilled, more refined than the character with only 1 level.

Value	INTL	COOL	VITL
2	Animal. Not a lot going on in there.	Barely self-aware, extremely homely	Tires easily and stays exhausted, probably bed-ridden
4	Very slow thinker, or handicapped by illness, most primates such as chimps	Dull-witted, gullible, easily ignored, unattractive, easily frightened, low self-esteem	Needs to rest often
7	Normal, healthy human with a typical education	Normal, healthy human	Normal, healthy human
11	Well-educated, quick-thinking, notices many details	Attractive, good sense of self, lots of friends	Jogs a mile a day
14	Mensa member	Famous model, national debate champion	Runs marathons
16	Sherlock Holmes	Supermodel, world leader	Wins iron man competitions
22	Computer-like brain, as smart as Vizzini thinks he is	Unflagging will, demagogue, Helen of Troy	Inexhaustible
29	Deep Thought is a pocket calculator	Unearthly beauty, Venus and Freya	Has completely forgotten the meaning of the world “tired”

Appendix F: Bibliography

What is the size of an atom?

[http://wiki.answers.com/Q/What is the size of the atom](http://wiki.answers.com/Q/What_is_the_size_of_the_atom)

What is the size of a proton?

[http://wiki.answers.com/Q/What are the sizes of protons neutrons and electrons](http://wiki.answers.com/Q/What_are_the_sizes_of_protons_neutrons_and_electrons)

How Big is a Nanometer?

http://www.nanooze.org/english/articles/article4_howbigisananometer.html

Appendix G: Not enough CP [Commentary]

Living Legends is a relatively low-power supers game. By this, I mean it is very easy to run out of CP and still be left with a comparatively low-power character. Try converting your favorite *Villains* &

Vigilantes character or modeling Black Canary or Spider-Man and see how quickly you exceed 150 CP or even 210 CP. *Living Legends* **can** model Thor or Supergirl, as long as you suspend your concepts of CP limits. There is nothing wrong with this model; it is actually a positive part of the

impossible) to build Batman or Animal-Man without using Variable. Even with the enhancement, they dedicate a large chunk of points to their particular niche.

Similarly, use of the Duplicates modifier under Equipment increases the options

Value	PHYS	REFL	DEFT
2	Extremely frail and sickly, or extremely fragile, likely to die soon, lift 15 kg	Never picked for kickball because only reacts to the ball after it has blown past	Could only hit the ground by falling down
4	Frail – typical of children and the very old, lift 30 kg	Picked last for sports	Can hit the broadside of a barn with a little luck
7	Normal, healthy human, lift 60 kg	Normal, healthy human	Normal, healthy human
11	Professional athlete, lift 120 kg	Always picked first for sports, solid college athlete	Excellent hand-eye coordination, wins video game competitions
14	Hardly ever gets sick, wins strong-man competitions	Olympic athlete – wins medals	Olympic gymnast, hands like a surgeon
16	No longer allowed to enter strong-man contests because always wins, very hard to poison, lift 240 kg	Dodges knives and laughs at ninja and their little slow-moving shuriken	Gold-medal Olympian
22	Superhumanly strong, very hard to kill, Rasputin had a CON 22, lift 480 kg	Dodges bullets	Can shoot the falling dew with an arrow
29	Superhuman, lift 960 kg	Dodges lasers	Can shoot the wings off of flies at 200 paces

flavor of the game.

The use of the Variable enhancement can help tremendously when applied as described in this document, particularly for characters based on skills. Its use fits within the design intentions of the game, so we are breaking neither the spirit nor the rules. It would be cost-prohibitive (read:

available for building hoards of followers or fleets of vehicles. If a character had to pay for each individually, it would be impossible to do so in a reasonable CP budget.

Lastly, as long as the GM and other players approve, there are no real restrictions on the total CP a character can have. The guidelines in the rulebook are excellent

guidelines, but a GM could easily decide that the point base is 150, 200, or 300 CP instead of 100 or 140. The maximum allowed CP from Weaknesses can also be adjusted, or not, depending on how many problems the GM wants to allow PCs to burden themselves with.

Appendix H: Cyberpathy

Cyberpathy is a special case of Machine Control. Buy Machine Control with a (+2) enhancement, define the target as “computers” and use these rules as extensions of the Machine Control rules. Cyberpathy is opposed by the target computer’s INTL score instead of Mass (see below). Cyberpathy’s cannot control normal machines unless they take an additional (+3) modifier.

Some basic assumptions:

1. Cyberpathy, as the name implies, automatically grants telepathy-like communication to the target computer system. Otherwise a computer with no network or radio reception ability would be automatically immune.
2. The computer’s CPU must be within range, not merely its peripheral input/output components (e.g. keyboard, mouse, monitor, external disk drives, etc.)
3. If any node (CPU) of a distributed computer (e.g. IBM’s “Big Blue”) is in range, the entire device is compromised.
4. The computer cannot be made to do things it normally cannot do.
5. **State-of-the-Art:** As a convention, the cyberpathy power and processing power of computers always match each other and grow together. As computer tech

advances, so evolves the cyberpath. Computers between 5 and 10 years old have one level lower INTL. Computers more than 5 years old defend as a current machine because the cyberpath probably is unfamiliar with how the old junk works (e.g. Mr Scott talking into the mouse in *Star Trek III*). To represent a hyper-advanced civilization character who eats old tech for breakfast, buy higher level of Machine Control [cyberpathy].

Computer	INTL
Basic mobile device	d2
Mobile smart device	d3
Personal computer (desktop or laptop)	d4
Network server	d6
Dedicated control system (e.g. home air conditioning, car, missile, etc.)	d3
Miniframe	d8
Mainframe	d10
Super-computer	d12
Hardened civilian system	+1 to die roll
Hardened military system	+2 to die roll

“Hardened” means built in redundancy, error checking, encryption, etc., intended to prevent enemy code from executing. In this way the cyberpath is treated like a virus or hacker.

The cyberpath makes his attack roll using REAS or the Computer Programming Skill vs. the target computer’s INTL. Then roll the

power's effect to determine intensity, and the target computer resists/recovers against this intensity using its INTL.

Self-aware computers, such as robot player characters and non-player characters, use their own REAS to dodge the attack and then use REAS or WILL, whichever is higher, to overcome the intensity.

Appendix I: NRG Battery vs. Charges [Commentary]

Even with the change in cost modifier presented in this document, from a purely mechanical perspective of trying to shave cost, NRG Battery is the poor cousin to Charges. NRG Battery always costs the character more points overall. The advantage is that it offers more flexibility and there are many character concepts that it simply fits better.

Appendix J: Equipment [Commentary]

In most cases of game play, Bionics and Cybernetics are best treated as a special effect instead of actual equipment. Rarely is the Size modifier relevant, and the Fatigue modifier is always inappropriate for Bionics and Cybernetics.

Purely from the perspective of point-shaving, Body Power is often more cost effective than either Bionics or Cybernetics, particularly if the concept is something very small like the eyes, or skinny antenna, or something else likely to incur the [size 0.1m] (+3) modifier. The only real advantage to Equipment over Body Power, in this case, is the free Brittle Armor that comes with all equipment.

It really depends on the intended concept. To use Hornet as an example, the concept is clearly mechanical eyes, that are

visible, and breakable (this is an important part of his psychology), and therefore the character design option to stick with Cybernetics instead of Body Power. In Hornet's case it actually raised his total CP value by 2 in order to have that "free" Brittle Armor, but he also picks up the weak point that his eyes cannot heal themselves with an extended rest.

Ultimately, it is up to the player to decide which best fits his or her character design goals and backstory.

Appendix K: Adapting Adaptation

There are a lot of powers that are like variants of Adaptation, even including the cost of 3 CP. Look at the Android or Robot templates in the V&V to LL conversion



appendix for examples.

For those who love tweaking, these could easily be bundled into Adaptation, which results in overall cost savings.

Some examples:

Does not breath: Adaptation to lack of oxygen, or whatever the character needs

to breath (this is included simply as a contextual example).

Bloodless: Adaptation to loss of body fluids.

Hungerless: Adaptation to lack of food.

Sleepless: Adaptation to lack of sleep. This one carries a Miscellaneous (+5) enhancement because it gives the character substantially more than 8 hours extra time in his day and circumvents long-term exhaustion. As a consequence it is generally best bought separately from other Adaptations, but is listed here for completeness.

Appendix L: A Power Gamer's Guide to Living Legends

This entire appendix is just for fun and entirely intended as tongue-in-cheek good humor. In that spirit, I disavow any responsibility for you managing to take a design lesson away from it and abuse your gaming group. 😊

Basic Characteristics

Basic Characteristics: PHYS 7 (CON 16)

Unless you are playing a melee monster, go with PHYS 7 (CON 16) because CON is useful for resisting certain Intensity powers and everyone needs hit points.

Basic Characteristics: REFL 11 (REAC 13)

If the Initiative roll is a tie, the higher REAC goes first.

Basic Characteristics: DEFT 16 or 22.

If your character has a single attack power, it is cheaper to buy skill levels than DEFT. If your character has more than one attack power, or more than one attack maneuver (e.g. Unarmed or Weapon), then increase DEFT and let those DEFT/G skills ride along.

Basic Characteristics: INTL 7 (PERC 12)

The extra PERC increases your chances to notice something; the extra point is free because of where the modifiers fall on the table and also works to offset Drains and similar effects.

Basic Characteristics: COOL 11

It's just a nice break point for WILL and CHA. APP is flavor text, so whatever.

Basic Characteristics: VITL 7

Buy extra NRG if your character has a power that uses NRG. If your character burns a lot of NRG, buy Recharge.

Here is the optimized BC table for starting characters based on concept.

	Tank	Blaster	Mentalist	Kung Fu Master	Skill Master
PHYS	29	7 (CON 16)	7 (CON 16)	16	11
REFL	7 (REAC 9)	11 (DODG 19)	7	16	11
DEFT	16	16	7	22	16
INTL	7	7 (PERC 12)	22	7 (PERC 16)	16
COOL	11	11	16 (WILL 24)	11 (WILL 17)	11
VITL	7	7	7	7	7

Skills

If you are using the core rules instead of the Alternate Skill Cost Method appendix, and expect to have three or more General skills based on the same BC, then boost the BC to 22 instead because it is cheaper.

Powers

Armor: 1 vs. All Damage Types [2 CP]

Reduces the total damage a character suffers in the average fight by 4 or 6 points

(meaning he can fight at least one to three more rounds before losing consciousness), shortens the effective duration of intensity attacks, and has the added side-effect of eliminating the danger of most household accidents (no more stubbed toes, no more paper cuts, and drinking sour milk may still taste horrible, but forget about any Biochemical effects from such weak bacteria, toxins or even acid reflux).

Heightened Speed: +1 level (17), Miscellaneous Restriction [1 NRG per hour of use] (-2) [13 CP]
Speed kills. The one who hits first, or hits more often, tips the balance of the fight. Buy one level for a terrific edge in mobility and frequency of attack.

Omni Power: +1 level (2) with all Skills (+16) [17 CP]
That means ALL skills. The character knows something about everything. If the character has a BC of 16 in DEFT, INTL and COOL, then he is literally a “pro” at everything (effect values are d8 or d10, and remember that d8 is considered “professional”).

Power Blast

Buy Affects Lower Characteristic (VITL) and Other Damage Type (Miscellaneous [other]) because nobody has a decent VITL and nobody wastes points on the Miscellaneous damage type.

Speed Bonus: Ground move x1.33 (1), Top Speed and Acceleration (+3) [1 CP]
Trust me. ☺

Suppression

Screw with your foes in one easy step. Combine with Drain (+3) and Variable [Any Effect] (+11) and add insult to injury every time.

Enhancements

Armor Piercing

Unless you run into a lot of foes with Armor, then skip this and instead put the points into boosting the basic damage of the attack. If you do have a lot of foes with Armor, Armor Generation or Shield, then buy one or two levels of this because it is cheaper than boosting the basic damage and against targets with these defenses it produces the exact same effect.

Penetrating

Make it “hard radiation – only targets wrapped in lead are safe.”

Weaknesses

Attracts Attack

Take +4 to be hit by Miscellaneous [other] damage type for a cheap [+10 CP].

Vulnerability

Take x4 damage from Miscellaneous [other] damage type for a cheap [+15 CP].



Abusive Combos

NRG Cost + Recharge

If your character has lots of powers, then NRG cost and Recharge are your friends. Buy a lot of NRG, then buy Recharge with automatically recharges each round (+3) [11 CP] and then slap NRG Cost [per use] on everything. Estimate the average fight at 5 or 6 rounds and 16 NRG with Power Blast [3 NRG per use] (-6) pays for itself just in shaved CP. Add NRG Cost [1 per hour] (-2) to Flight, Heightened Speed and Speed Bonus and take Armor Generation instead of Armor and watch the savings add up.

NRG Cost + Absorption

Combine Armor 1 with Absorption [to NRG, replenishment, automatic] and NRG Cost. Even better than Recharge, because it means every time the character gets hit, he replenishes 1 point of NRG. It costs less and occurs more frequently (if less reliably) than Recharge.

Appendix M: Buying Skills with the Core Rules [Commentary]

I invented the Alternate Skill Cost Method, so it makes perfect sense to me, but I understand it can be complicated. Here is additional commentary on buying skills under the core rules method.

As a rule, if you want two or more skills, based on the same BC, at two or more levels, you should increase the BC instead.

For example, I want to build a new character, let's call him Strange Quark. At the start, his BCs are PHYS 11, REFL 7, DEFT 7, INTL 11, COOL 16, VITL 7.

I want him to have the following skills:

Assess Value (INTL/G), Profession (INTL/S), Unarmed (DEFT/G), Weapon (DEFT/G)

Under the core rules, buying each skill at +1 level costs 2 CP each, or 8 CP total. This gives him the following effect levels:

Assess Value: d8 effect

Profession: d6 effect

Unarmed: d6 effect

Weapon: d6 effect

As you can see, his only "professional caliber" skill is Assess Value. This means he is rather unimpressive and likely to have a hard time competing in combat.

Since both Unarmed and Weapon are based on DEFT, he could actually drop them entirely and raise his DEFT to 11, and the cost is the same (4 CP on skills or 4 CP to raise DEFT to 11). Raising his DEFT to 11 actually has the side-effect of raising the effect value of ALL of his DEFT-based skills, so it essentially saves him a huge amount of CP not spent on skills.

Now let's say I left his DEFT at 7, but wanted him to have a d8 or better value in all four skills. It costs 5 CP to buy +2 levels with one skill, so it costs 20 CP to raise his skills to these values:

Assess Value: +2 levels, d10 effect [5 CP]

Profession: +2 levels, d8 effect [5 CP]

Unarmed: +2 levels, d8 effect [5 CP]

Weapon: +2 levels, d8 effect [5 CP]

Instead, he could raise his DEFT from 7 to 16 for 9 CP. This would have the same effect on his skills, cost 1 less CP, and raise ALL of his DEFT-based skills by two levels.

He could invest 5 CP in his INTL and raise it to 16. He could then buy only one level in each Assess Value and Profession, have the same effect level and save 1 CP off his cost.

As a general rule, if a BC is less than 22, raise the BC before buying two or three levels of any skills. This is especially true if you want a lot of skills, such as your Sherlock Holmes type.

At a certain point, it actually just becomes much more efficient to buy Omni Power with one level in all skills for 17 CP, rather than boost DEFT and INTL to 16 or better.

Appendix N: Official Living Legends Universe Miniature Painting Guide

Provided by Jeff Dee.

Official figures available at <http://www.teamfrog.com> and you'll be in the right place!

You can also find color drawings of some of the characters from the *Living Legends* miniatures in Jeff Dee's online art gallery: <http://www.io.com/unigames/gallery.html>

AQUARENA

Real Name: Forgotten

Hair Color: White

Eye Color: Green

Skin Color: Very pale Caucasian

Abilities: Aquarena can breathe water and communicate with the native creatures of Subternia. She also has a highly developed sonar sense. She carries a royal sceptre made from the stinger of a creature of the caverns. The stinger can cause temporary paralysis. She is very

skilled in the use of her sceptre as a weapon.

Side: Neutral. She sometimes aids heroes against villains who threaten her subterranean realm, but she also sometimes retaliates against surface-dwelling humans.

Background: Subternia is a realm comprised of numerous limestone caverns, mostly flooded with water, beneath central Texas. Aquarena was a human child who got lost in a cave, and was raised by the native Troglodytes.

GAZELLE

Real Name: Debbie Simmons (her real name is public knowledge)

Hair Color: Brunette

Eye Color: Brown

Skin Color: Tan

Abilities: Gazelle has astonishing (though not quite superhuman) personal vitality, and prosthetic legs which give her astonishing speed, agility, and leaping ability. She uses a martial art of her own creation, involving lots of kicking.

Side: Good

Background: Debbie was able to live comfortably on the money she inherited from her parents, who died in the accident which cost Debbie her legs. She opened a small wildlife preserve in their honor. She also studied dance, exploring and perfecting moves inspired by the wild gazelles living on her estate. This process involved designing and building her own custom prosthetic legs, gave her gazelle-like agility. She got her start as a crimefighter by apprehending crooks who were trying to steal from a theater where she was performing.

KNIGHT OWL

Real Name: Her Earth name is Loren Kane, but her Peratonian name is Kaira

Hair Color: Black

Eye Color: Golden brown

Skin Color: Reddish, like a Native American.

Abilities: Knight Owl has the natural Peratonian light bone structure and telescopic vision, but she also wears an armored flight suit, equipped with sonic blasters and a utility belt. She is highly skilled at electronics and unarmed combat.

Side: Good

Background: Her Peratonian parents placed baby Kaira into an escape pod when their starship was attacked by space pirates. The pod came down at sea on Earth and was found by a wealthy couple from New York City, who rescued and adopted her. When she inherited the estate she rediscovered her escape pod, studied it, learned the fate of her real parents, dedicated her life to fighting crime, and used the pod's technology to build her crime-fighting gear.

NAPALM

Real Name: Angela Queen

Hair Color: Red

Eye Color: Green

Skin Color: Caucasian, burn scars

Abilities: Napalm wears an armored suit that is resistant to high temperatures. Her wrist-mounted flame-throwers emit flame blasts, and enable rocket-powered flight. She is a skilled mechanic, with unarmed combat training and flame-blaster skills.

Side: Evil

Background: Angela took up the mantle of Napalm after her father, the original Napalm, was badly burned in a fight with the hero Gauntlet. The original Napalm's equipment was a variant of Gauntlet's: both

suits were developed by International Scientific Industries.

NEMESIS

Real Name: Vurrane

Hair Color: None

Eye Color: Glowing yellow, no irises or pupils

Skin Color: Flat black, with a yellow glow (the same as her eyes) from within what would be her ribcage if she were human.

Abilities: The Darklings are a race of beings made of "dark matter", who dwell on a dark matter planet that orbits the Sol system beyond Pluto. Like all Darklings, Nemesis can live in hard vacuum. She has a Disintegration aura (within a 6 meter diameter around herself), a Gravity aura (which strongly pulls in anything within a 6 meter diameter around herself), Flight, and she sees in X-rays instead of normal light. She is skilled at astronomy and in the use of her gravitic aura.

Side: Evil

Background: Nemesis is a highly evolved Darkling astronomer. While observing human astronauts collecting rock samples, she learned that humans have collected a vast repository of astronomical oddities - rare specimens that she demands for her own experiments!

Appendix O: Running Combat [commentary]

Here is another view of the combat sequence, which may help clarify things.

* "To Hit" *

Attacker rolls "to hit" - typically this is a DEFT/G skill, unless some special circumstances apply. Weapon (DEFT/G) can increase the attack effect die.

Defender rolls to avoid damage - typically a DODG roll, but Unarmed or Weapon skill may apply against melee attacks by performing a Parry, and Shield (DEFT/G) is used both when blocking with physical objects, or when using the Shield power. Note that DODG and Parry prevent the attack from taking effect, while the Shield power absorbs damage just like Armor.

High Roll wins. :-)

*** "Damage" ***

If the Attacker successfully hits the target, roll the effect value. For most things, like Power Blast, this is a simple damage die roll.

The target may have a power that absorbs damage – e.g. Armor, Armor Generation, Shield and Energy Field.

This is easy - "Bang, you lose HITS. Next round."

Some powers have an Intensity. Roll the Intensity die effect (just like rolling damage for your Power Blast)

Intensity attacks are usually resisted using the appropriate BC. For example, Mind Control is resisted using COOL, unless the appropriate restriction makes it resisted by CON, or Mass (say, if the damage form is poison).

High roll wins, with success by the defender thwarting the attacker. Sort of like a d20 saving throw. As an aside, when I'm GMing, my villains fail their initial resistance roll so the PCs have that satisfaction of at least having some effect (we all hate getting

instantly shutdown by the all-or-nothing effects).

Appendix P – How Heavy is My Giant [Commentary]

At 42' tall, the character is Gargantuan in D&D 3e. A D&D ogre stands as tall as the PC's knees, a cloud giant just about his waist.

Some other fun bits about Size Change:

The Height Factor of 7 means ALL the characters dimensions are increased x7.

Just for fun, let's use myself as an example, because I probably make a good example for your average super-strong superheroic figure type (just size, not physique). When not slouching, I stand 6.5 feet tall; my giant form is 45.5 feet tall. My hand is normally 5 inches wide (thumb closed), it expands to 35 inches, which is almost 3 feet in width. My hand is 8 inches long, it expands to 56 inches, which is nearly 5 feet tall. Or, for a D&D comparison, my giant-form hand is about the size of a hill dwarf.

My foot becomes the size of a reasonable motorcycle. I can scare people by looking in their fourth-floor windows with an iris the size of a cereal bowl, and an eyeball the size of a soccer ball. My unruly eyebrow hairs are the length of your finger.

Now, a comment on weight. Note that the surface area increases by the square of the HF (i.e. 49) rather than the cube (i.e. 343). This means that my foot, in a big shoe at normal height (HF 1), has a surface area of about 36 sq inches. In two of those, standing flat on both feet, I exert about 4 lbs/sq inch of pressure. At HF 7, I exert 54

lbs/sq inch of pressure, standing on both feet, or 128 lbs/sq inch on one foot. That will punch holes in most things. :-)

[Post-script: If I recall correctly, and I probably don't, there was an article in *Dragon* magazine in the early to mid-1980s titled "How Heavy is My Giant?" which went through some of the same issues, but used a much deeper examination of physics, biology, and humanoid dimensions. If I can find the article, or the author's name, I'll try to give credit for stealing his title.]

Appendix Q – Immunity Power

Immunity is a new power for *Living Legends*, but it is a special case and therefore does not appear in Section One of this book, but instead appears here in the appendices.

Immunity is a very common theme in the comic books – a character is simply so resilient to some energy or effect that it cannot harm her, no matter how intense the source. Unfortunately, while this is very comic book, it is not very *Living Legends* as "immunity" does not really fit into the well-balanced point-buy mechanism. Therefore, it is only allowed in a game with special GM permission.

A prerequisite for Immunity is Adaptation to the appropriate Damage Form or Forms. Purchase Adaptation normally and separately from Immunity before purchasing Immunity.

Immunity is not purchased like most powers. The Variable Enhancement is permitted, but has very specific restrictions.

For 10 CP, the character is immune to one Damage Form. The Variable Enhancement can be used to purchase other Forms within the same Damage Type only. If the character wants immunity to other Forms within different Damage Types, then the Immunity power must be purchased again. Another view is that there are ten separate Immunity powers, one for each Damage Type.

Immunity is meant to reward a good character concept. It is relatively cost effective to be immune to one Form or theme, but cost prohibitive to be immune to "everything." Good themes might be "Master of Lightning," or "Psychic Bastion," or "Sorcerer Supreme."

Examples

"Immunity to Cold" (package cost 11 CP)

Adaptation: Cold (1) [1 CP]

Immunity: Low Temperature [cold] (10) [10 CP]

Immunity to Low Temperatures (package cost 16 CP)

Adaptation: Low Temperature (3) [3 CP]

Immunity: Low Temperature [cold] (10) and Low Temperature [ice] (+3) [13 CP]

Immunity to All Temperatures (package cost 30 CP)

Adaptation: High Temperature (3) and Low Temperature (+3) [4 CP]

Immunity: High Temperature [fire] (10) and High Temperature [heat] (+3) [13 CP]

Immunity: Low Temperature [cold] (10) and Low Temperature [ice] (+3) [13 CP]

"Laserfire Can't Hurt Me" (package cost 21 CP)

Adaptation: High Temperature [fire] (1) and Light [laser] (+3) [1 CP]

Immunity: High Temperature [fire] (10) [10 CP]

Immunity: Light [laser] (10) [10 CP]

“The Crusaders are Sissies” (package cost 90 CP)

Adaptation: High Temperature [fire], Light [laser], Blunt Kinetic [crushing], Electromagnetic [lightning], Sharp Kinetic [piercing], Biochemical [poison], Blunt Kinetic [dull impact], Blunt Kinetic [vibration], Low Temperature [ice] (1) (+9) [10 CP]

Immunity: High Temperature [fire] (10) [10 CP]

Immunity: Light [laser] (10) [10 CP]

Immunity: Blunt Kinetic [crushing] (10), Blunt Kinetic [dull impact], and Blunt Kinetic [vibration] (+5) [20 CP]

Immunity: Electromagnetic [lightning] (10) [10 CP]

Immunity: Sharp Kinetic [piercing] (10) [10 CP]

Immunity: Biochemical [poison] (10) [10 CP]

Immunity: Low Temperature [ice] (10) [10 CP]

These examples, especially the last one, show the very specific nature of Immunity.

To follow-through on the last example, this character is immune to all of the Crusaders standard powers and effects. For contrast, for 79 CP the character can have Armor 10 vs. All Physical Damage Types, which also provides effective “immunity” from the Crusaders, since none of their basic attacks do more than 10 points of damage. Armor also has the benefit of being useful if Blizzard started handing around cutting ice swords, unlike the Immunity package above (which does not include Sharp Kinetic [cutting]).