



IN BROAD DAYLIGHT

**LIVING
LEGENDS**™

**MIGHTY
PROTECTOR**
MULTIVERSE



HERMAN • DEE



IN BROAD DAYLIGHT

For Villains and Vigilantes™ 2.1 and Living Legends™ - December 2010

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Table of Contents

Section	Title	Page	Section	Title	Page
1.0	Introduction	1	7.2.2	If They Defeat The Ximix	20
1.1	Stand By For Adventure	1	7.2.2.1	Rewards For V&V™ Players	20
1.2	The Indestructibles	1	7.2.2.2	Rewards For LL™ Players	20
1.3	Unified Saves & Skill Checks	1	7.2.3	If They Lose To The Ximix	20
2.0	The Shot Of The Century	1	7.3	After The Ximix	20
3.0	We Need Heroes	1	7.3.1	The Hospital	21
3.1	The Offer	2	8.0	The Refuseniks	22
4.0	Life In The Big City	2	9.0	The Second Arrival	22
4.1	Local Superheroes & The NYPD	2	9.1	If They Defeat The Megaspur	22
5.0	Puzzling Evidence	3	9.1.1	Rewards For V&V™ Players	22
5.1	The Life Of Holly Cooks	4	9.1.2	Rewards For LL™ Players	22
5.2	At The New York CHESS Office	4	9.2	If They Lose To The Megaspur	22
5.2.1	The Analysis Team	5	9.3	After The Second Arrival	22
5.2.2	What The Pictures Reveal...	5	10.0	Following The Trail	24
5.3	The Chrysler Building	7	10.1	The Island Of Aeaea	24
5.4	Behind The Shoot	7	10.2	Refusenik Activity Schedule	25
6.0	Madame Barpofsky	7	10.3	Aeaea Exterior Map	25
6.1	Investigating The Agency	8	10.4	Aeaea Interior Map	27
6.2	The Agents Of Caveat Allure	9	10.5	The Flying Mini-Sub	29
6.3	Caveat Allure Bldg. - 1st Floor	9	10.6	The Howdunnit Reveal	30
6.4	Caveat Allure Bldg. - 2nd Floor	11	10.7	The Dawn of Lady Armageddon	31
6.5	Caveat Allure Bldg. - Sub-Level	13	10.8	If They Beat The Refuseniks	31
6.6	If They Capture Barpofsky	15	10.8.1	Rewards For V&V™ Players	31
6.6.1	Rewards For V&V™ Players	15	10.8.2	Rewards For LL™ Players	31
6.6.2	Rewards For LL™ Players	15	10.9	If Defeated By The Refuseniks	31
6.7	If They Fail To Capture Barpofsky	15	10.10	Um, We Lost The Microprocessor	32
6.8	If They Are Captured	15	10.11	After Aeaea Island	32
6.9	A Final Note On Caveat Allure	16	10.11.1	If Holly Cooks Is Still At Large	32
7.0	The Warranty Room	16	10.11.2	If Holly Cooks Is Captured	32
7.1	The Bank Of State	17		Saving Throws & Tasks Update	33
7.2	Warranty Room Encounters	19		Caveat Allure Agent Stats	34
7.2.1	The First Arrival	19	NPCs	Character Sheets & Info	35-83

Dedication

This one is for my partner, Jeff.
If Game Design was like Dodgeball,
and the entire human race was lined up waiting to be picked for a team,
and I was one of the captains, and I had first choice,
with my first pick I would choose you.
Together our victory is assured.
It is fantastic to be working with you again!

-Jack Herman

1.0 INTRODUCTION

Welcome to IN BROAD DAYLIGHT! This is the first all-new adventure from the original creators of Villains and Vigilantes™, Jeff Dee and Jack Herman.

But it will not be the last!

1.1 STAND BY FOR ADVENTURE

"IN BROAD DAYLIGHT" is an adventure for the Villains and Vigilantes™ 2.1 and Living Legends™ superhero role-playing games. It is recommended for approximately 4 to 6 characters with an average experience level of four (V&V) or an average 165 CPs (LL). It is designed to be completed by a group of players in approximately two gaming sessions. This product is for the Gamemaster's use only. Anyone who is planning to play a character that will participate in this adventure should stop reading at this point.

1.2 THE INDESTRUCTIBLES

This adventure is designed to be run by a GM as part of an ongoing Villains and Vigilantes™ 2.1 or Living Legends™ campaign. In the event no campaign or characters have been established yet, or if a GM intends to run the adventure as a one-time event separate from any campaign, this adventure comes with six pre-generated superhero characters for the players to use.

If the players are playing their own characters, the GM can also use these characters as NPCs to come to the aid of the players, should they need it.

These pre-generated characters - a superhero team called The Indestructibles - previously appeared on the covers to the first two editions of Villains and Vigilantes™!

In the V&V Universe The Indestructibles are the preeminent superhero team in Grand Rapids, Michigan. The GM is free to re-locate their headquarters elsewhere, to suit the needs of their own campaign.

The complete stats and background for The Indestructibles™ can be found at the end of this adventure.

1.3 Unified Saving Throws & Skill Checks

In Broad Daylight uses a unified set of terms for saving throws and skill checks, for easy conversion to both V&V™ and Living Legends™. These terms are defined on a special V&V™ update page at the end of this adventure.

2.0 THE SHOT OF THE CENTURY

Supermodel Holly Cooks bungee jumping off the Chrysler Building... It would be an unforgettable event and an indelible pop culture image, or at least it certainly would have been if things had gone according to plan...

The sponsor spent millions of dollars in preparation for this tremendous undertaking. It took over a year to acquire permits, purchase insurance coverage, clear close proximity helicopter flight path access around the building, and install all the various platforms and safety equipment. Holly Cooks underwent months of training in base diving and bungee jumping.

A small armada of trucks and helicopters with mounted cameras moved into position on the morning of the shoot. A crowd gathered on the street below and an uncountable number of eyes and devices prepared to capture the big event. As thousands held their breath, she made the jump, plummeted down, and when her cord had stretched to the limit - dangling her no more than fifteen feet above the sidewalk - she instantly disappeared without a trace.

Just after it happened there was a brief but strangely serene moment of silent confusion. An instant later, the crowd went into mass panic. Some people swore they saw her hit the ground. A few crazed individuals claimed they saw the body actually bounce. A search was quickly conducted, but the body of Holly Cooks was never found. No one ever stepped forward to explain what happened.

3.0 WE NEED HEROES

If any of the players follow news reports they will see a report on Holly Cooks' jump and disappearance. The media coverage makes it seem like it was a wonderful magic trick that dazzled a grateful, entertained crowd.

The adventure begins for the players the morning of the following day. Ms. Pembrose, corporate council to Caveat Allure (a prestigious modeling agency), arrives in the city or town that is the players' base of operations. She attempts to establish contact with them through the local police. If the players have any contacts with local law enforcement, then the authorities will notify them. If that isn't possible or is unsuccessful, as a last resort, she turns to the local media. Sooner or

later, either flagged down by a police car while on patrol or sitting at home watching TV in civilian garb, the players discover that Ms. Pembrose wants to speak to them. If she appears on TV she will mention that she would like to make a large charitable donation in the players' name. The GM should do everything in his power to see to it that a meeting is arranged.

Ms. Pembrose explains that in her research of superhero activity across America she came across the story of their success against Intercrime... or whatever recent adventure the players have successfully completed. If the players are playing the Indestructibles, that team has already amassed a good reputation. Being approached with such requests for help is a fairly routine event for the Indestructibles. When someone is willing to pay a significant sum of money (even indirectly) for their services, that is quite unusual.

3.1 THE OFFER

Ms. Pembrose tells the players that Caveat Allure will make a donation to the charity of the players' choice in the amount of \$250,000 if they come to New York and locate Holly Cooks.

There is little to go on. If Holly was kidnapped, then so far her abductors have not made any ransom demands or issued any announcement whatsoever.

The Agency will provide transportation and accommodations for their stay. Ms. Pembrose strongly urges the players to come as soon as possible. Immediately is highly preferable. A private jet waits to take them to LaGuardia Airport. From there a limo will rush them to New York's Garment District.

Ms. Pembrose will answer questions about Holly Cooks' disappearance. The players may ask why Ms. Pembrose recruited them rather than calling on some of the local superheroes. She tells them:

"The New York heroes have their hands full at the moment. And anyway, most of the well-known New York heroes are closely watched by the media. If Holly was kidnapped, media coverage might alert her kidnappers that they are now being pursued. Yet, for Holly's sake, it's important that her disappearance be investigated as soon as possible. Outsiders like you could start right away, without immediately drawing unwanted attention."

4.0 LIFE IN THE BIG CITY

By the time the players arrive in New York, the incident at the Chrysler Building is already old news. The consensus of most New Yorkers seems to be that the event was staged- a fake. Some speculate that a crime might have occurred, but no one is certain. The TV news refers to it as a publicity stunt. The newspapers muse over how New York is often the site for "David Blaine-like exhibitions of performance art".

Online bloggers count up a long list of strange things Holly Cooks has done to get attention: Numerous times being recognized in public while making odd attempts to appear "incognito." The fake kidnapping from the set of a TV talk show one Halloween that she later claimed was "a tribute to Orson Welles." The recording of her 911 prank call which made the rounds of every news program. A series of death threats that some experts claimed were written in her own handwriting.

Holly Cooks scheduled a two week vacation after the shoot. She isn't due to appear in public again until a movie premiere at the end of next month. Her absence is not considered unusual.

4.1 LOCAL SUPERHEROES AND THE NYPD

New York City is an intense place, with enough distractions to keep a superhero busy for weeks under normal circumstances. The players may want to consult with the local authorities or NPC heroes regarding any other investigations into Holly Cooks' disappearance.

The NYPD has made no official comment other than to say: "The decision as to whether or not we will investigate... is pending." The FBI says they'll respond if their assistance is requested by local law enforcement.

If the players search for a New York superhero before the fight with the Ximix (see The First Arrival), the only one they will find is Volcanic Man. He is already in the middle of a case. If the players try to convince him that the disappearance of Holly Cooks is a kidnapping, he gets kind of snippy: "Sounds like you guys have fallen for a conspiracy theory." If they ask him for any sort of background detail on Caveat Allure, he gets sort of verbally abusive. "If you want to know about that stuff, go find a newsstand, and buy yourself a copy of Cosmo!"

Volcanic Man will not back down from any sort of hero vs. hero scrum, but unless there is an actual emergency happening right before his eyes, he will refuse to offer the players any assistance. He will disengage from them as soon as possible: "Sorry, there's just too much going down in town right now for me to show you guys the ropes. Welcome to New York, tourists!"

The players are not able to reach anyone through the NY headquarters of the Manhattan Progeny either.

Right now the Manhattan Progeny is the major superhero team of New York City. However, they have already adjourned from their headquarters. The facility is closed. They have left the city for the grounds of their private retreat in Cape Powers, Connecticut, from where they officially do not respond to inquiries. There is nothing amiss about this. The Manhattan Progeny always adjourns for a week or two around this time of year to allow their members to catch up on their charity work commitments, wrap up solo cases and handle personal business.

If the players try to break into the Manhattan Progeny HQ in New York, they will set off an alarm. This will bring the police as well as Volcanic Man, and the players will have quite a bit of explaining to do. Attempts to contact the Super Society in Connecticut, Boston and Washington DC will also prove unsuccessful.

There are other superheroes in NYC but there is always plenty going on for them to investigate. Whenever the Manhattan Progeny is out of town, the workload of the city's other heroes almost always "ramps up to the max."

If the players' campaign is already set in New York, the GM may have to invent some additional reason why other heroes the players may know there are also currently unavailable.

5.0 PUZZLING EVIDENCE

At the request of Madame Barpofsky, owner of Caveat Allure, the advertising agency that set up the shoot brought all of the footage from the Chrysler Building jump to her office for the heroes to examine.

If any of the players conduct their own frame by frame analysis of the video, they will discover that Holly Cooks is there in one frame and gone in the next.

Here the players may attempt to use whatever applicable super-powered abilities they have or, at the very least, they can make an Extremely Difficult saving roll using normal senses. The GM should try to encourage the players to attempt new ways of using their powers- such as using them in combination with each other- to examine the video images.

If any of the players' attempts to examine the video are successful, they will detect a frame of video that depicts what appears to be a very small flash of blue in the last frame of video before Holly Cooks disappears. Close examination looking for this specific glow reveals the slightest glimpse of this blue glow in a few other video images taken from different angles.

Requesting aid in analyzing these images through regular law enforcement channels will result in stonewalling. The resources of the police and FBI are already strained near to the limit. New York law enforcement will be resistant to out-of-town superheroes trying to tell them what to do. "We'll do it but you will have to wait your turn in line behind all the other cases currently under investigation. You should get some results back in maybe a couple of weeks." The FBI will stand on protocol and not get involved unless directly requested by the NYPD.

If players have any contacts with other heroes who can perform a highly technical analysis of the images, now would be the time to call them. If they have no other option they can call upon CHESS for assistance. It is up to the GM to role-play the results of assistance from other heroes, but those heroes should also suggest that CHESS have a look.

CHESS has an office in midtown Manhattan. Its location is public knowledge but it is generally not open to the public.

Madame Barpofsky puts one of the agency's limos at the disposal of the heroes. A sharp-looking uniformed female driver named Carmela is appointed their chauffeur. She is chatty, not in the slightest bit intimidated by being in the company of a bunch of super-powered heroes, and knows the city like the back of her hand. The leader of the heroes is provided with a cell phone, a corporate expense account Visa card and a reservation at a local hotel for a suite of rooms where the players will stay.

5.1 THE LIFE OF HOLLY COOKS

The players may wish to investigate Holly Cooks' background when looking for clues to her disappearance. Her current residence is a luxury hotel suite at the Palace Hotel. The accommodations are paid for by the agency, and Carmela has been given a key. She will drive the players there and let them in to her room, if asked.

By going through Ms. Cooks' personal effects (including her diary) the players can begin to get an idea of Holly Cooks' personal life. She is clearly isolated by her celebrity status and extremely lonely. She has over a million Twitter followers, 10 million people who "Like" her on Facebook, and a small army of disposable sycophants for an entourage, but very few if any real friends. She has no saved messages on her cell phone. Personal messages left at the front desk of the hotel have been accumulating for weeks, unchecked.

Her personal calendar has dozens of ignored social RSVPs, although she very selectively has accepted all offers for any sort of children's charity. There are several (really terrible) screenplays in her wastepaper basket. Her recent online communications were all promotions for the jump.

In her diary she writes that she grew up feeling she was ignored by her parents. Now that she is a multi-millionaire they simply ignore her from a higher rung on the social ladder. If her parents are contacted, they will assure the heroes that Holly is fine and that her disappearance is just a publicity stunt. They heard so on TV.

She has had numerous short-term romantic relationships. Her type seems to be "bad boys": the MMA fighter with a penchant for bar brawls, the reckless star of that series of biker movies, the popular pro wrestling "heel", the NFL sack master who goes out of his way to injure QBs, the dangerously out-of-control rock star, the hedge fund guru who mockingly calls himself the "King of Derivatives" as he dances one step ahead of a series of SEC investigations, even some sort of foreign super-villain, the Provider. Her last relationship ended months ago. In her final diary entry, written the night before her big jump, she writes that "Maybe I need a hero."

If the players investigate the old boyfriends they will find verifiable alibis for all of them except the Provider.

There is no information available about The Provider in the NYPD or FBI databases. The NYPD puts The Provider in the same category as the Easter Bunny. He is supposed to be some sort of imaginary friend for crooks, creeps and hoods. If a bad guy is lucky enough to befriend the Provider, maybe he will help them out if they do him a favor. But if they talk about The Provider they are usually found dead. No evidence has ever been discovered to support any of this. The cops shrug it off as jailhouse spook stories. They theorize Holly only met some con artist with a rap sheet.

The only info CHESS can locate is that the name "Provider" appears on a list of known aliases of Russian criminals. The specific file for that individual remains classified by the Russian government. Any attempt by the players to get that information (such as paying a visit to the Russian consulate in New York) will be met by stonewalling. Authorization to release the file will take time to obtain, assuming the request isn't simply denied by Russia's Federal Security Service. If pressured by the players, the Russian Consulate will respond by lodging formal complaints with the State Department and the United Nations. Federal authorities will then swoop in and order the players to back off.

Holly, like a lot of celebrities, was the target of a number of stalkers, but pursuing this will be a dead end. Several will already be in jail or under psychiatric observation. The GM will need to improvise the specifics of this. If the players investigate, they will only actually manage to track down one of Holly's stalkers, Albert Cardinale. It will be obvious that he is pretending to know more about Holly than he really does. He will eventually even beg the players to beat him up. Wherever Holly is, he is certain that she will become more impressed with him if he takes a beating for her.

The players will be able to easily collect a sample of Holly's DNA from her hairbrush or toothbrush. From that CHESS will be able to easily determine that she is a normal human being who has no super-powers.

5.2 AT THE NEW YORK CHESS OFFICE

CHESS, just like the local NYC superheroes, is also overworked right now. They have just dispatched a team of their Knights on some other classified (unrelated) mission. If approached by the players, they will agree to analyze all the images provided. Madame Barpofsky will provide all film and photos to the players for this purpose.

The players meet with CHESS' impromptu analysis team in a conference room of their Manhattan offices. They have gathered equipment for examining the photographic images and they will give their immediate impressions of the material as they examine it for the first time.

5.2.1 THE ANALYSIS TEAM

Present are Knight Seth Demaris, who is currently on assignment in Admin while he recovers from a broken arm received in the line of duty, Rook level technical agents Stuart Getman (chronological physics), Judi Feola (astrophysics), Arturo Avilez (parapsychology), Millicent Vance (image analysis), Austin Lasiter (optical camouflage specialist), Phoebe Lynd (particle physics), and a PAWN (a synthetic replica of a real person used by CHESS in various espionage operations) with the designation 'Dr. Grant Ledgerwood', (computer systems specialist). This PAWN has been programmed with the likeness and memories of Dr. Ledgerwood to impersonate him before the real Dr. Ledgerwood could be successfully moved into witness relocation. They have not yet had the chance to reprogram him for another use, and since CHESS is currently short on manpower they are utilizing the PAWN as programmed to make use of the real Dr. Ledgerwood's computer expertise.

Here the players are free to ask whatever questions they want to about what they think may have happened to Holly Cooks. The specifics of the question will determine which expert will answer. During the meeting various experts may have to check information online or contact someone from another CHESS department.

Before presenting their findings, they deliver a standard disclaimer that: "Their analysis does not account for any phenomenon not previously encountered." Players are free to speculate and ask these experts to evaluate any personal theories on what happened. The GM will have to role-play through this. What follows are the answers to some general categories of questions the players will probably have.

5.2.2 WHAT THE PICTURES REVEAL...

"Could the disappearance have been accomplished through some sort of distortion or stoppage in time?"

-Getman (chronological physics): "Comparing readings from instrumentation within the city to various atomic clocks around the world, it does not appear that any sort of measurable time distortion

occurred within New York City limits during the event under analysis."

-“Could there have been some sort of spatial shift or distortion that either moved Holly Cooks or perhaps moved everything in the general area, and then returned everything instantaneously minus Holly Cooks?”

-Feola (astrophysics): "Reviewing GPS transmissions and NSA spy satellite data confirms that the area surrounding the Chrysler Building did, in fact, maintain its position on the face of the Earth during the event in question. Unfortunately pictures taken from satellites over New York City at the time of the event did not record the "blue flash" and were unable to provide any new information of what happened at the event."

-“Was there any sort of 'cosmic event' that occurred at the time she disappeared?”

-Feola (astrophysics): "No major astronomical activity of significance impacting on the planetary scale occurred simultaneous with the event per the world's major observatories. The FAA logs don't have any reports of UFO sightings at that time."

"Is it possible Holly Cooks was teleported away?"

Lynd (particle physics): "We can't determine if teleportation was a factor without more data."

-“Could what have happened been some sort of psionic-powered illusion?”

-Avilez (parapsychology): "Based on the recordings of our environmental equipment station on the Empire State Building, levels of psionic energy waveforms at the time and place of the event were well within the normal range. This means that a "wide effect mass level psychic imprint"- literally a post-hypnotic suggestion so powerful it would simultaneously convince thousands of witnesses that an alternate version of events had occurred and even transmit prefabricated image data into cameras- is highly unlikely to have been the cause of this."

"Was Holly Cooks abducted at super-speed?"

-Vance (image analysis): "The probability this was an action conducted by a super-speed interloper is almost too low to calculate. The camera closest to the bottom of the descent was a digital high speed video camera effectively capturing images at the rate of 675K FPS. They would've needed to be near light speed to catch her between frames

and leave zero trace of afterimage, but there were no atmospheric or gravitational disturbance whatsoever."

"Maybe Holly Cooks was never there at all?"

-Vance (image analysis) "Precise determinations on this point are elusive. So much of fashion imagery is digitally altered, it would be impossible to gather the precise biometrics for Holly Cooks without actually having her here to measure. However, all the data suggests an extremely high probability that the woman who arrived at the event was Holly Cooks. This same woman is the one in the actual jump footage- not an illusion, not an imposter, not a replicant."

-“Could Holly Cooks have disappeared by turning invisible?”

-Lasiter (optical camouflage specialist): "There was no invisible figure lurking anywhere around Holly Cooks at the end of her descent, and she did not disappear by becoming invisible herself. Slight photonic distortions could be detected on the recorded images under careful examination if this was the case. Those distortions are not present in any of the images we examined."

-“Was Holly Cooks disintegrated?”

-Lynd (particle physics): "A molecular disintegration could very well have created a residual trace energy signature that would cause a shift to the blue on the Doppler range. However, the molecular debris that is the inevitable byproduct of disintegration should also have caused micro-changes to the area surrounding the event. Even if these changes were too subtle for the human eye to notice, they would still be detectable on the recorded images. All these images depict an area around the event that is absent of such debris. While this possibility cannot be entirely dismissed, CHESS' official assessment at this time is that it is "unlikely" that Holly Cooks was disintegrated."

"Based on what we can see in these photos does CHESS think Holly Cooks is alive or dead?"

-Demaris (Admin): "CHESS is able to briefly confer with an outside expert who just happened to be consulting with us on an unrelated case. I've already briefed him on the situation."

With a motion of his hand, the door opens and in walks a sleek but muscular dark-haired man in his

mid-thirties, wearing a well-tailored suit in a style that recalls the 1920s.

"Hello. My name is Harry Houdini. These people can assure you that since my "return" a number of years ago, I have become perfectly familiar with all modern technology and methods, and I also have direct personal familiarity with the area in question. I would like to make a careful examination of your photographic materials, if I may." Houdini looks over the images carefully.

He says: "Since none of you appear to be stupid I'm certain you don't need me to tell you, this event at the Chrysler Building was in no way any sort of staged illusion performance. However, based on information from my contacts in the "death dimension", it is my personal belief that your Miss Holly Cooks is still alive. Unfortunately, I do not have any more information for you than that. I wish you good luck on your investigation. I apologize, but I have a rather pressing appointment that begins immediately. Please excuse me. It was a pleasure meeting you." Houdini leaves. Whatever classified (and non-related) mission the CHESS Knights have been sent on, they apparently require the assistance of Harry Houdini!

"Can CHESS determine what the blue glow is?"

-Ledgerwood (computer systems specialist): High level analysis simply cannot determine if the blue glow is anything other than a standard photographic anomaly. However, a cross referenced pattern search of the blue glow against video and photographic images recorded from crime scenes in the Federal Law Enforcement Database shows a 54% probable match from a video camera record of a crime scene in New York City less than 24 hours before the event. No other image rated higher than a 3.09% potential match. This similar blue glow appeared in video recorded during a heist at the Bank of State in midtown Manhattan."

Ledgerwood shows the players the video taken from inside some sort of vault. The blue flash lasts a fraction of a second and becomes static. One can see from changes in light and shadow that there is more than one person moving just off camera, the video ends before anyone can be seen.

SPECIAL NOTE: Hopefully, the players will get around to asking this question on their own. If not, the GM will have to offer up this information to the players.

5.3 THE CHRYSLER BUILDING

If the players examine the scene of Holly Cooks' disappearance before their encounter in the Warranty Room (see below), they will discover that virtually all of the platforms and safety equipment installed at the Chrysler Building have already been removed. It was a part of the agreement with the City of New York that all new fixtures created for the event were to be taken down as soon as possible. The equipment and fixtures were considered an eyesore on one of the great architectural masterpieces of the 20th Century.

If the players attempt to search through the area from where Holly Cooks made her jump (and one of the players makes a successful Difficult saving roll) inside the Art Deco spire of the Chrysler Building they will find an object that photographic evidence will later confirm is the cord used for the jump. One end of cord is clearly rigged to attach to the platform, but the other end of the cord just terminates without any means by which it could have been attached to a bungee jumping harness. How the cord was severed cannot be immediately determined. None of the unique characteristics of the use of a cutting tool, tearing, melting, burning or breakage through freezing are present.

Bystanders and passers-by on the street that actually saw the event believe that Holly Cooks' disappearance was a hoax. As one wizened old New Yorker will put it "The special effects looked fake!"

5.4 BEHIND THE SHOOT

The players may attempt to follow up with other individuals involved with the event. Holly's trainer for the jump, Eric Swago (who can be reached by phone in Italy where he is working as a stuntman on a movie) insists that he was unaware of any disappearing trick set to occur during the jump. However they did it, Swago insists it would have been extremely unsafe if it was planned without his knowledge. He can't believe that there would have been a cover up if something had gone wrong, but he seems a little ticked off he was left out of the gag.

The advertising agency responsible for the event, Merkin and Merkin, is stuck in a very difficult position. While they are secretly working hard to prevent the notion that something has gone wrong from going public, they are legally prevented from using the footage until Holly steps forward to confirm she is safe. The agency convinced the

client to spend millions of dollars to shoot this commercial. If the footage can't be used it will cost many people their jobs, possibly even destroying the agency.

Their sponsor, Vespucci Motors, is very upset over this lack of resolution. They had doubts about using Holly Cooks, whose unpredictable behavior threatened to overshadow their new product. Their entire fiscal year (if not decade) depends on the successful launch of the Vespucci Icon, their new electric-powered sports car. They feel they were taken advantage of by a flaky headline-craving celebrity.

Members of the film crews will confirm that the event appeared just the way it looked on film.

6.0 MADAME BARPOFSKY

If the players question Madame Barpofsky about why she didn't file a missing persons report after Holly Cooks' disappearance, she will insist that Holly is like a daughter to her. She encouraged Holly to perform the stunt at Chrysler Building. She feels personally responsible for what happened, and therefore insists on handling this herself. If the players have any method of lie detection they will confirm she is telling the truth.

The following information may be revealed to the players at the GM's discretion, if it seems appropriate that their investigation would successfully uncover it:

In 2000, Madame Barpofsky aka Zinaida Navokov emigrated from the Ukraine, shortly after the violent death of her husband, the notorious mobster Valentin Navokov. After the fall of the Soviet Union, Valentin Navokov went from being a mid-level facilitator for the KGB to eventually running several major illegal operations from gambling houses and human trafficking to the transport and sale of consumer goods knock-offs.

Luck ran out for Navokov shortly after he began having a public affair with an attractive young Russian film starlet. That month, a shipment of almost a hundred million dollars worth of laundered cash, that Navokov was supposed to safeguard while in transit, went missing. Navokov's bosses were displeased and he was eliminated in a very public and messy way, along with his actress girlfriend. In a series of incidents resulting from the transfer of his prior responsibilities, virtually all of Navokov's close associates were later also killed.

Assuming a new identity and changing her name, the former Mrs. Navokov used the money her late husband "lost" to buy the Caveat Allure modeling agency. Her agency's rise to the top was no accident, although it did involve several of her competitors having very unfortunate 'accidents'. When competitors struggled, Caveat Allure signed away their best talent. A number of top models who would not sign with Caveat Allure were aggressively persuaded to pursue early retirements. But as the modeling business changed around Caveat Allure, changes were also going on within the agency.

Madame Barpofsky was well aware that her girls, by virtue of their beauty and celebrity status, had no trouble getting close to men of influence, be they pro athletes, movie stars, musicians, industrialists, politicians, diplomats, gangsters, even high ranking military officers. They could move past the velvet ropes and circulate among VIPs effortlessly. While everyone may notice them, no one particularly suspected them of being capable of anything too dangerous. In short, the models of Caveat Allure were in a unique position to get close to potentially high value targets for grand theft, criminal espionage, kidnapping and assassination. The best part is that the marks approach the girls socially (not the other way around) in an above-board and perfectly legal manner, which removes all suspicion from the Agency.

There are many ways the players may discover this information. For example: They may obtain a sample of Madame Barpofsky's fingerprints and have them analyzed. It would return a match from Interpol for Zinaida Navokov. Or they may simply discover something is amiss by poking around the Agency itself.

6.1 INVESTIGATING THE AGENCY

The players may decide to either investigate the background of the agency through traditional means, or they may decide they want to snoop around and see what goes on there for themselves.

If the players investigate the background of Caveat Allure...

Currently, Caveat Allure is at the apex of the fashion industry. The models they have signed to their agency include nine of the top ten most in-demand models in the world, and fourteen on the list of the top twenty. The faces and bodies of their girls grace magazine layouts, TV commercials,

album covers, and the runways of the top international designers. They are eye candy in Hollywood and Bollywood films, decorative ornaments on the arms of rich, famous and powerful men of every nationality and occupation, and the dream fodder for millions, either as objects of desire or icons of beauty.

Caveat Allure is located in the heart of New York City's Garment District, far from Park Avenue, where most other major agencies are located. This has made them popular in the neighborhood and a source of city pride, in a time when much of the clothing and textile manufacturing business is being outsourced overseas and the district's prominence is threatened. They also operate a fashion design and modeling school, which has opened doors of opportunity for numerous underprivileged students.

Caveat Allure became a major agency within two years of being taken over by Madame Barpofsky. She has run the agency for the last seven years. Their It Girl of the moment is Holly Cooks. Even if the players have no interest in the fashion industry, they will very likely have heard of her just through exposure to mainstream pop culture.

A casual investigation into the background of Caveat Allure will only confirm all of this. Outside the world of modeling, people generally recognize and respect them. Within the fashion world competitors express bitter resentment and jealous dislike- and there is no surer sign of the undisputable reality of their success than that.

Any players with a Psychology background looking at Caveat Allure's modeling and design schools will notice (if they make a Challenging difficulty save) that it appears to be an elaborate screening process to find people that tend to follow orders but also have tendencies to violence.

Caveat Allure's "off-the-menu services" are supplied primarily to the Mafisto Crime Syndicate, an international organization of gangsters with a large and powerful New York base, but headquartered in Transnistria and lead by a mysterious figure known only as The Oligarch.

Madame Barpofsky occasionally initiates her own operations, usually lucrative art and jewel heists. Ironically, she had also been drawing up her own plans for a robbery at the Warranty Room, but she was not very far along in her plan, and not equipped to initiate the sort of attack that took place there.

The players may decide the best way to learn about Caveat Allure is to snoop around for themselves. If Caveat Allure detects this intrusion, they will engage the players in combat until the players have been subdued or defeated. The GM should feel free to throw as many agents at the players as needed to make for a decent fight.

If it looks like the players will defeat Caveat Allure and no better opportunity presents itself to escape, Madame Barpofsky will don the policewoman disguise, stash the money and false IDs in a bag, find a hiding place until after the fighting is over and attempt to mingle with the police who search the building and then slip away. The only thing that might give Madame Barpofsky away is that she will carry the photo of her with Holly Cooks that had been on her desk. If the players attempt to apprehend her, she will flee, attempt all possible trickery, and even take hostages if necessary. But she will not directly engage the players in combat.

6.2 THE AGENTS OF CAVEAT ALLURE

Complete stats for the agents of Caveat Allure can be found at the end of this book.

6.3 CAVEAT ALLURE BUILDING - 1st FLOOR

Entrance

This is a pentagonal glass entryway. This glass is bulletproof and there are controls that can change the glass from opaque to transparent.

Foyer

The ceiling of this room goes all the way up to the top of the second floor. On one side of the room is a comfortable lounge, and on the other an indoor waterfall. Behind the large waterfall is a platform elevator that goes down to the sub-level. It is disguised by a mirrored glass pane hung on a slight angle so that it reflects the falling water, making it virtually impossible to detect with the naked eye.

Waiting Room

This is a Waiting Room where photographers, designers, models and student-applicants wait for the chance to be interviewed.

Office

This office is used primarily for preliminary interviews for applicants to the Agency. The walls are lined with photos of celebrities.

Conference Room

In the center of this room is a very large mahogany table. It is surrounded by fifteen large comfy chairs on wheels. The room is equipped with state of the art teleconference and audio-visual equipment.

Women's Dressing Room

This room contains brightly lit make-up tables and a very long full length mirror.

Men's Dressing Room

This room looks more like a traditional locker room, except with full length mirrors.

Wardrobe

Clothing and costumes of all types fill this room, in wardrobes and racks of clothes on wheels, from luxurious clothes to masks and capes.

Stage, Prop and Equipment Storage

The studio must have only recently finished shooting a photo spread based around a 30s Art Deco-style space adventure theme. There are several colorful planets, and some large model spaceships very clearly based on the designs from the old Flash Gordon movie serial. There are also control panels with flashing lights, and several bug-eyed alien mannequins. Two garage doors in this room open to the alley behind the building. Both are currently locked.

Photo Studio

This is a standard photo studio, filled with cameras, lights and photographic equipment, complete with hanging backdrop. The backdrop in this studio is currently a green screen so the background can be replaced by a digital image. There is a door in this room that opens to the alley, but opening this door will trigger the fire alarm.

Backdrop Storage

A long narrow closet where whatever backdrops that are not currently in use are stored.

Storage

Excess lights and photo gear litter this room.

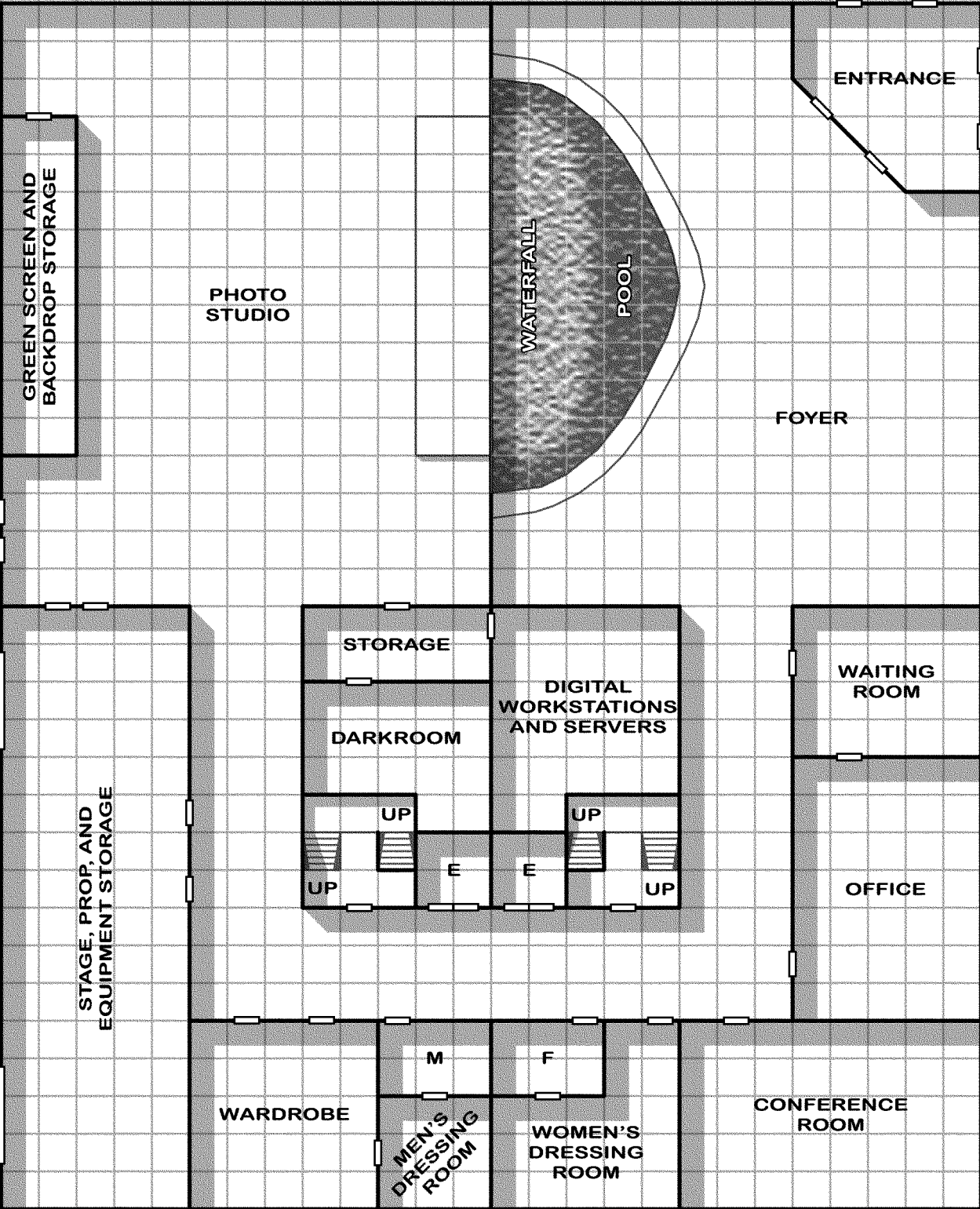
Dark Room

This is an old fashioned photo development room. It looks like it has not seen use in some time, but everything you need is here and it all works.

Digital Work Stations

There are several state-of-the-art computer graphics workstations set up in this room.

CAVEAT ALLURE FIRST FLOOR



6.4 CAVEAT ALLURE BUILDING - 2nd FLOOR

Reception Area

This area has opulent décor, with pink marble flooring and gold inlay on the elegant black walls. There are a number of very expensive-looking and indescribably "modern" art objects scattered throughout the room. The surface of the reception desk is a touch pad controlling everything from a computer workstation to the telephone and intercom. There are also several smaller workstations off of this console used by the numerous interns that work there. The lounge furniture is painfully stylish, and equally painful to sit upon.

Ms. Pembrose's Office

The office is a vast empty space except for the desk and chairs at the far end of the room. On the desk she has an encrypted computer. There is also a file containing news stories detailing the recent activities of the players.

A large Caveat Allure logo covers the wall behind the desk that sits atop a two foot pedestal. The effect is intimidating.

Madame Barpofsky's Office

Unlike Ms. Pembrose's office, this room is decorated with a sense of warmth and comfort. The walls are covered with shelves of leather-bound books. The furniture is antique, and large, healthy plants bloom everywhere. A lush green carpet lends the room a jungle theme. One wall of the office is entirely glass and looks out onto the Balcony Garden.

The ornate and old-fashioned desk has a computer on a side extension. The computer is password protected and its contents are encrypted. There is a photo on the desk of her with Holly Cooks. They are smiling and laughing.

A safe is hidden in the floor underneath her desk. It contains over two hundred grand in cash (much of it marked by the FBI as having passed through the Mafisto Crime Syndicate) and a rough diagram of the Warranty Room building can be found amidst the many business papers. There are also full sets of papers for several other false identities created for Madame Barpofsky.

Balcony Garden

In the spring and summer, this area is open to the outdoors. Metal bars run along the top of the open wall to discourage intruders. (The bars are electrified, attack as Lightning and do a d12 damage. A switch in Madame Barpofsky's office can turn off the current.) In the fall and winter, a canopy and glass panels convert the open air balcony into a greenhouse. The garden is almost as thick as a jungle. There is quite a variety of rare and exotic plants here.

Madame Barpofsky's Private Suite

Small, but impeccably tasteful, this contains a bed, bar, bathroom and closet.

There is a small table and chairs with a laptop computer on the table. This computer is password protected and its contents are encrypted.

Doors lead to the office and garden, and a discreet exit to the hall by the Photo Library.

A large window in the Entryway looks down on the first floor Foyer. A switch in Barpofsky's suite by the door from the Entryway will turn that glass opaque, stop the Waterfall, drain the Pool and raise the Pool's floor of it to ground level, and slide the mirror behind the Waterfall open, revealing the platform elevator to the Sub-Level.

There is a hidden panel in the back of the closet. Behind it is a near-perfect replica of a NYPD policewoman's uniform and a disguise kit.

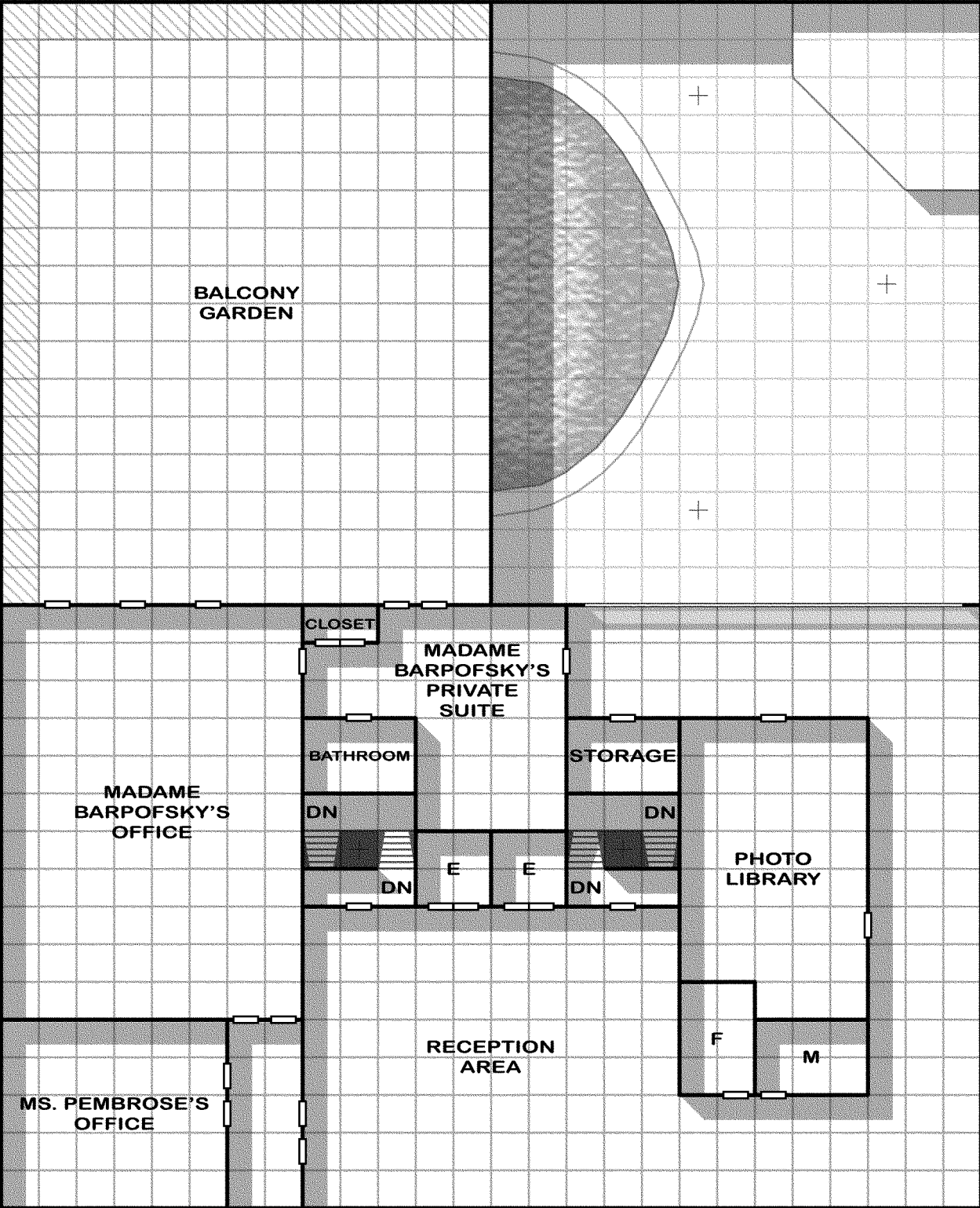
Photo Library

This room contains a massive collection of photography, including the portfolios of thousands of models. There is also a library of "location shots." These seem to be photos for locations of photo shoots, but law enforcement investigators will be able to link many of the locations in these pictures to numerous crime scenes going back for seven years.

Storage

This room contains office and maintenance supplies.

CAVEAT ALLURE SECOND FLOOR



6.5 CAVEAT ALLURE BUILDING - SUB-LEVEL

Platform Elevator to First Floor

This is the Platform Elevator that comes up behind the waterfall in the Foyer on the 1st floor. The floor of the elevator is coated with acid-resistant black ceramic material. (Structural Rating: 6) The mechanism that activates it automatically turns the glass in the Entryway opaque, turns off the Waterfall, slide away the mirror, drains the pool and raise the bottom of the pool up to ground level.

A series of hidden cameras built into the walls look onto the platform and feed video to the computers in Madame Barpofsky's office and suite. Facial recognition software examines everyone entering the platform through hidden cameras. If anyone whose facial features are not on file steps onto the platform a silent alarm is triggered and acid is released from multiple dispensers in the ceiling above the platform. These attack as Chemical Power with 2d8 damage and contain enough dispensers for 10 attacks. It takes 10 points of damage a dispenser to the point that it cannot release acid. An override can be activated from the computers in Madame Barpofsky's office and suite.

Anyone who exits the elevator into the sub-level corridor surrounding it after the alarm has been activated will be exposed to Knock Out Gas. (Anyone breathing it will be subject to a Chemical Powers attack and if hit, make an Average save against Endurance (PHYS/CON in Living Legends™) to avoid getting knocked out. There is enough gas to completely fill the U-shaped hallway surrounding the platform for two minutes (eight turns). All Caveat Allure agents in the sublevel will have their own breath masks.

Armory

The north wall is lined with AK-47s, and MAC-10s. Boxes containing thousands of rounds of ammunition are stacked on shelves on either side of the doors. Dozens of pistols, ranging from tiny small caliber weapons to .44 magnums and Desert Eagles, hang from hooks on the south wall. The serial numbers have been carefully removed from all of the firearms. Floor to ceiling height glass cases cover the east and west walls containing a staggering assortment of knives. There is a switch on the wall next to the doors that controls the knock out gas pumps. The doors to this room have

one half foot by one half foot windows and lock from the inside. The structural rating of these doors is 11.

Dojo

Half the floor in this room is padded. The other half is concrete. There are several wooden man posts, and boxes containing an assortment of different types of sparring gear in various sizes. It all looks like it has seen heavy use.

Locker Room and Showers

A typical locker room and shower arrangement like one might find at any gym or health club. There is a large first aid kit in a cabinet on the wall.

Target Practice Range

This is a standard target practice range. A mechanism in the ceiling can move paper targets to the desired distance. There are ten stalls for ten different shooters. This room is completely soundproofed. Gunshots fired in the Range cannot be heard anywhere on the First Floor.

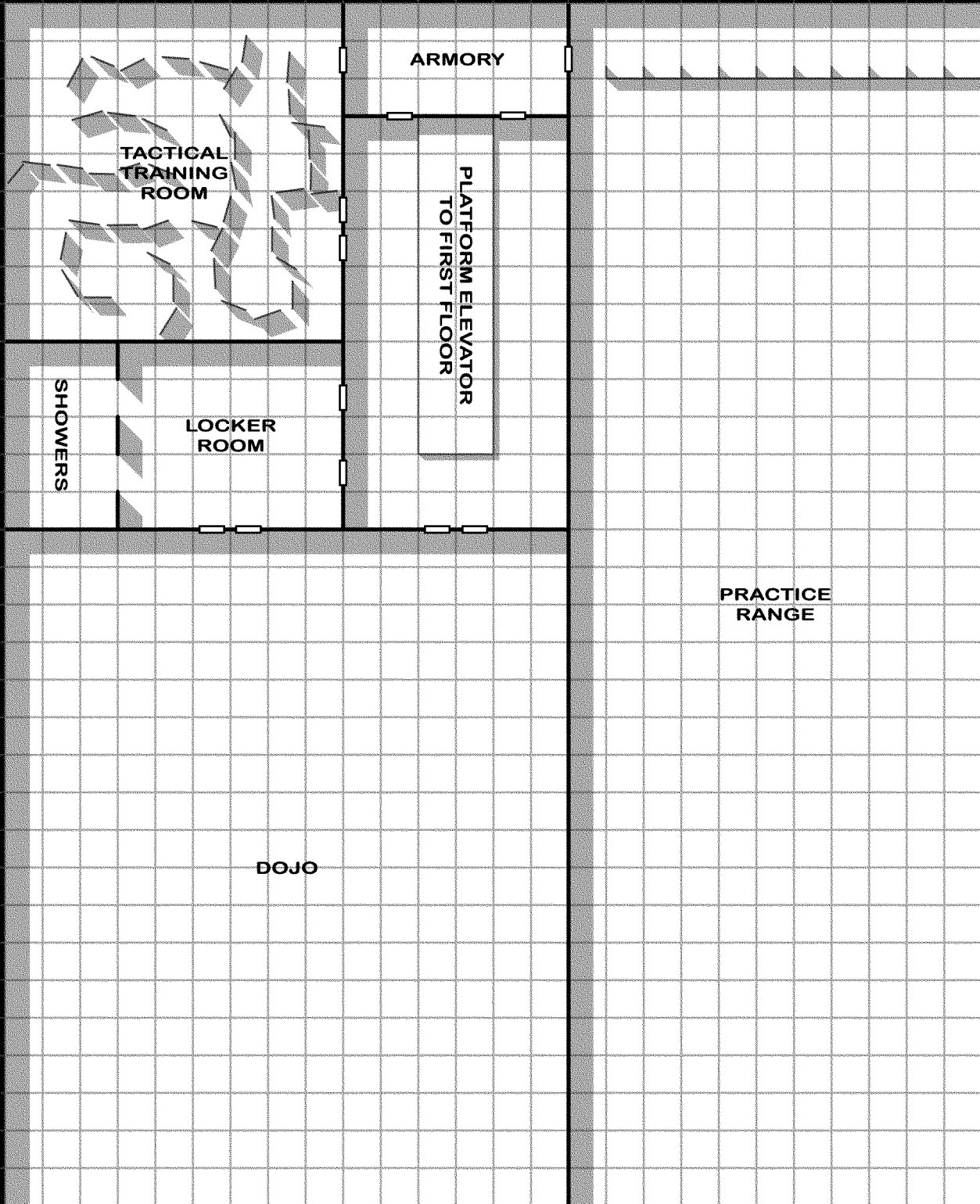
Tactical Training Room

This room is filled with prefab floor-to-ceiling-height dividers that can be rearranged in different configurations. This allows instructors to subject trainees to different types of situations and scenarios.

Various human size crash test dummies have been arranged in standing positions in various parts of the room. A few other intact dummies lie scattered about on the floor. One is in pieces. Some of the areas within the room have props and furniture dressing them: one area looks like an office; another is set up as a bedroom. Some of the dummies have been fitted with prop guns. Others are dressed to look like police or wearing civilian costumes.

As there are often gunfire exercises in this room, it, like the Target Range, is also sound-proofed.

CAVEAT ALLURE BUILDING SUB-LEVEL



6.6 IF THE PLAYERS CAPTURE MADAME BARPOFSKY

The police conduct a full scale search of the Caveat Allure building. They uncover the money (unless Madame Barpofsky took it) and the Warranty Room heist plans from the safe in Madame Barpofsky's office. Ultimately, her true background is revealed.

Miss Pembrose is not directly implicated in any of Caveat Allure's illegal activities. Even though Miss Pembrose is currently a "person of interest" and under investigation by the police, a judge issues a ruling temporarily allowing her to act as Madame Barpofsky's attorney.

The Police suspect it was Caveat Allure that robbed the Warranty Room and the cash in Madame Barpofsky's safe is from that heist. Much of the Warranty Room loot is still unaccounted for and Madame Barpofsky doesn't appear to have it. One theory the police have is that Holly Cooks escaped with the loot and Caveat Allure recruited the players to find her so that they could follow the trail and recover it.

If questioned, Madame Barpofsky will adamantly deny this. She insists what she said about Holly being like a daughter to her is true. She says she kept Holly away from the criminal side of the business. Madame Barpofsky also denies robbing the Warranty Room, though she does admit that it was on a list of her potential targets.

If asked about Holly's super-villain ex-boyfriend the Provider, she becomes upset. She is clearly surprised to learn about the relationship. All she can say about the Provider is that he is supposedly the head of a local super-villain group called the Refuseniks, who have a reputation for being ruthless. That's all that she knows.

Before the police return her to her holding cell, the last thing Madame Barpofsky does is to beg the players to find Holly Cooks and return her safely home.

6.6.1 Rewards for Villains and Vigilantes™ Players

Capturing Madame Barpofsky will earn the players 400 experience points. The GM can split this total between the players however they think is fair.

6.6.2 Rewards for Living Legends™ Players

The heroes gain 1 point of experience each if they participate in the raid on Caveat Allure and successfully capture of Madame Barpofsky.

6.7 IF THE PLAYERS FAIL TO CAPTURE MADAME BARPOFSKY

The police will round up whatever members of the Caveat Allure gang they can and question them. The plans will still be located in the building and the police will still have their same theories- Caveat Allure robbed the Warranty Room. Then they either caused the disappearance of Holly Cooks to aid in covering up the crime, or Holly Cooks got away with the loot. The players were recruited by Caveat Allure under pretense of looking for Holly Cooks, but the real intent was to use them to find the loot.

Questioning the girls will confirm that Holly Cooks was not involved in the illegal side of Caveat Allure's business. In fact, Madame Barpofsky gave Holly such preferential treatment that the rest of the girls deeply resented her. None of them would have dared retaliate against Holly for fear of angering Madame Barpofsky, who ruled her organization with an iron fist. They deny that they robbed the Warranty Room and know nothing about Madame Barpofsky's plans to do so.

The operatives of Caveat Allure don't know any specifics about Holly dating the Provider, other than that she always grew bored and dumped her boyfriends after one or two dates. They don't know anything more about the Provider or the Refuseniks than Madame Barpofsky does.

6.8 IF THE PLAYERS ARE CAPTURED BY CAVEAT ALLURE

Realizing that the players' attack means that her illegal operations have been permanently exposed, Madame Barpofsky will take her money and abandon caveat Allure. Carmela will take over the group. While the players were unconscious, the agents of Caveat Allure will have secured them in the Practice Range in the target area. As many Caveat Allure agents as remain standing will be stationed at the shooting end. They will have guns trained on the players with laser sites illuminating them all over with little red dots. (Laser sites give them a +5 to hit.)

Carmela calls one of Caveat Allure's underworld contacts. She offers to sell the players to the Mafisto Crime Syndicate. From here the GM can rummage through his old villains and perhaps pick a few favorites who get the assignment to come and take the players away. They will arrive in one hour.

The players should have a chance to get free before more bad guys show up. If the GM so chooses, Madame Barpofsky might be apprehended at the airport trying to leave the country. That might spur a police investigation of the Caveat Allure facility, which could lead to a rescue, if the players require it.

6.9 A FINAL NOTE ABOUT CAVEAT ALLURE

It is entirely possible that the players will take everything Miss Pembrose and Madame Barpofsky say at face value. They may never even think to investigate the background of Caveat Allure. The players may never uncover anything that suggests to them that Caveat Allure is anything other than what it appears to be, a fashion model agency. They may continue the adventure to a successful completion leaving their secret undiscovered.

That isn't necessarily a bad thing. In fact, if the adventure is being run as a part of an ongoing campaign, it does provide the GM with an interesting loose end to revisit. The players could later be brought in to investigate the kidnapping of a business executive, or the theft of some classified documents from a high ranking military officer or politician. Only hours before the crime, he was seen in the company of a very beautiful young woman. The players could follow the trail back to the same offices of Caveat Allure that they visited during this adventure.

One addition that players could discover during a return visit to Caveat Allure is the presence of some well-pruned baby Megaspurs in Madame Barpofsky's Balcony Garden!

7.0 THE WARRANTY ROOM

CHESS provides the players with the address of the crime scene, and Carmela can drive them there. The location of the crime in question is a small, completely nondescript one story industrial type building nestled between a parking lot and a construction site. There is no sign identifying what this place is. Currently, the entire building is encircled by "Police Line" tape. A lone squad car sits outside the building with two bored looking patrolmen inside. If the players approach them, the officers will not be interested in listening to anything they have to say. They simply tell the players: "You're late. Just go on in. The rest of your group is already inside."

The Bank of State is a very discriminating financial institution, specializing in select corporate accounts and high net worth individual clients. Many of their account holders are resident aliens-foreign nationals living in the United States. The bank tends to solicit its own clients and generally does not accept "walk in" business from the public. The Bank of State operates their own brokerage firm and provides their clients with traditional bank accounts, but all this business is done online and all transactions are processed electronically. They do not have a vault of cash. This facility had been the highly secret location of the Bank of State's "Warranty Room", essentially a room filled with locker-sized safety deposit boxes for objects of the highest value.

The front doors to the building are locked. If the players knock there is no answer. If they go to the back of the building, they will find two chalk outlines on the ground and a wrecked car lying on its side next to that.

The rear of the building contains an oval-shaped, door-sized hole that has been created in the side of the wall by means unknown. The hole in the wall leads through two more interior walls and then directly into the Warranty Room. The four walls of the Warranty room were covered in lockers approximately twice the width of a high school locker, slightly taller and about three times as deep. The doors to all the lockers have been removed by means unknown. Their contents are gone.

7.1 THE BANK OF STATE

The Outer Courtyard

The courtyard blocks off the front entrance with an eight foot high iron fence. The gates can be opened by use of a key kept in the Security Office or by holding a pre-programmed passcard up to a card reader.

Reception Desk

This is the post for a bank employee to greet clients. There is no one currently on duty.

Security Post 1

Normally, there were two or three guards stationed here. Their job was to check the ID of all clients, get them to sign in, and then either usher them over to the Waiting Room, or let them enter through to the Warranty Room. The doors between Security Post 1 and the vault door (including the two doors that lead to the hallway between the Warranty Room and Security Post 1) have a spring that closes them, and when the doors close they automatically lock.

Manager's Office

The office of the branch manager. The expensive décor of the office is in stark contrast to the non-descript look of the building exterior. This office is used for "client relations" issues.

Admin Office

This is actually a work area filled with three small desks, computers, office equipment and a number of filing cabinets. There is no sign of the office staff.

Waiting Room

A well-decorated alcove filled with several large leather couches and comfy chairs, with two coffee tables positioned between them covered with slick papered magazines. There is also a water cooler, a fancy coffee machine and a very large flat screen TV on the wall.

Conference Room

Four full size doors lead to a room with a series of tables placed end to end forming a large square shape that fills the room. The tables are surrounded by a dozen large comfortable leather-bound chairs on wheels. There are three portraits of New York mayors on the three walls that have no doors. On the wall to the right of the doors is a portrait of Whitehead Hicks. On the wall to the left of the doors is a portrait of Cadwallader D. Colden. On

the wall facing the wall with the doors there is a portrait of Fiorello H. La Guardia.

Warranty Room

The walls in this room are five feet thick and made of steel-reinforced concrete that has a Structural Rating of 12. This room is the vault containing the safe deposit boxes. The door has been removed and a hole has been created in the back of the vault. This is where the players will find Max Pestana and Dr. Grayson, and where the Ximix will appear.

Security Post 2

This room is where security guards would monitor all activity in the building via the video monitors. An entrance was created into this room from the outside and another was created going into the Warranty Room.

Security Personnel Office

This is a smaller, dingier office. It is used for "personnel relationship" issues.

Storage

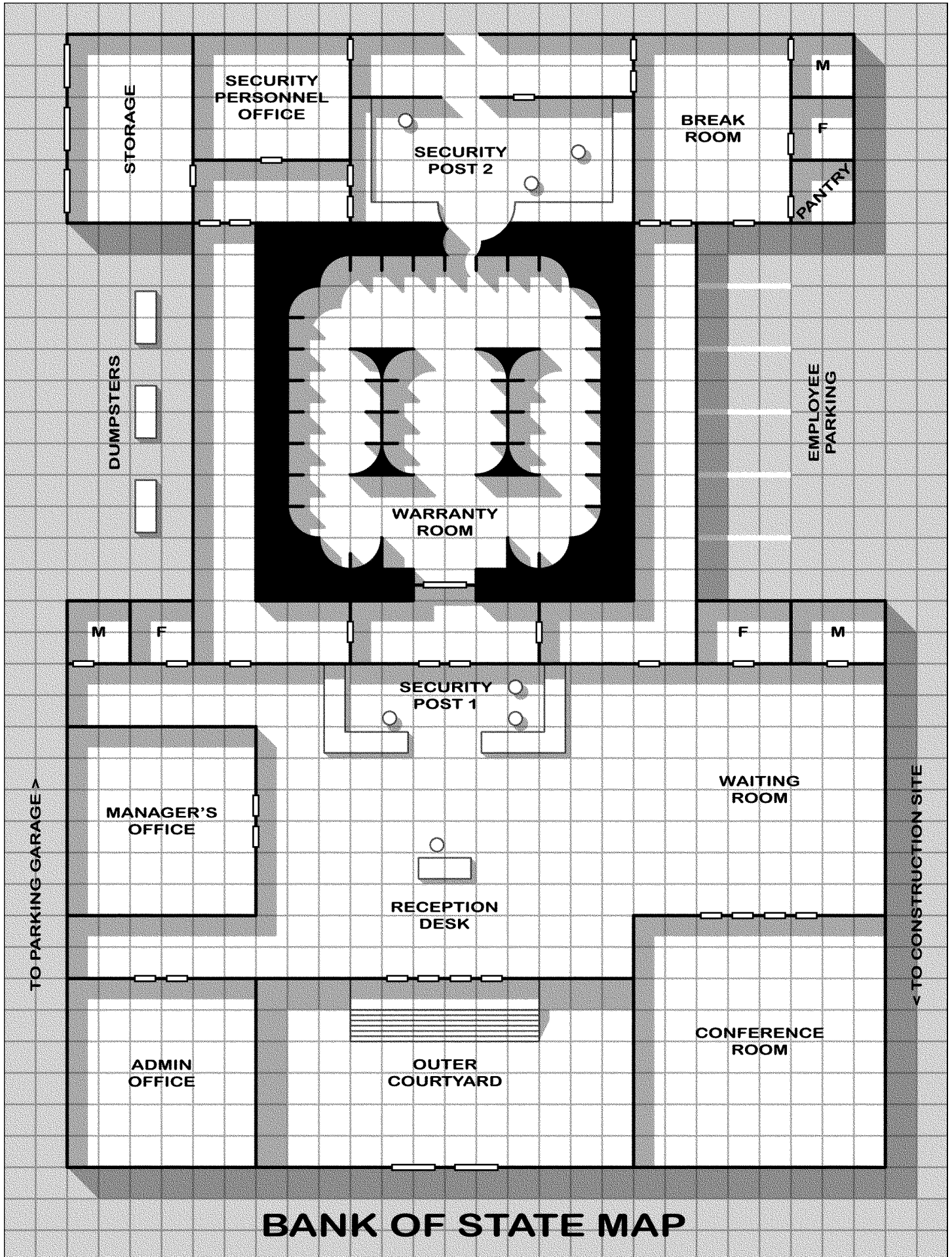
Back in the days when this building was first built, it was for some long forgotten industrial purpose. This room used to be a tiny loading dock. It has three garage doors on the west end.

Break Room

The room contains tables and chairs, an assortment of vending machines, and a refrigerator that is long overdue for a cleaning. The door leading outside to the employee parking area is always locked from the outside. There is a little block of wood by the edge of the doorway that employees use to keep it from closing when they step out on their break to have a smoke. The ground surrounded this area outside the door is littered with dozens of cigarette butts.

Pantry

This small area contains a sink, a microwave oven and a cheap coffee machine, as well as cabinets containing assorted food preparation materials.



7.2 WARRANTY ROOM ENCOUNTERS

Inside the Warranty Room are two other individuals. The first is Max Pestana. He is an investigator for the Harmon Insurance Company, which is famous (the players will have seen the TV commercials) for its skyscraper headquarters in Indianapolis, which is also home to the superhero team, the Crusaders. Max cooperates with the players. He lists the assorted items the robbers got away with, sometimes pointing to the empty lockers as he does so: \$4 million in uncut diamonds, \$800 grand in rare coins, \$2 million in Brazilian bearer bonds, a countless number of business and personal papers from millionaires and billionaires - like a winning lottery ticket for an identity theft ring, and three original paintings by the late Frank Frazetta: "Egyptian Queen", "Vampirella" and "Dawn Attack".

Pestana says that in 30 years of this type of investigation he has never seen anything like this. "I have seen vaults and safes cracked with lasers, axes, compressed air, high-pressure fire hoses, all manner of explosives including ignited space shuttle fuel, liquid nitrogen, and air arc cutters that burn pure oxygen at 10,000 degrees. But I have never seen anything that cut so cleanly."

He shows the player the empty post where the video camera had been. (It was the camera that had been positioned here that transmitted the same footage the players saw.) The post and the wires it contained do not show signs of being cut, torn, burned, melted or frozen. It simply terminates at a certain point. The camera is gone. The alarm systems and the electrical power box for the building are also similarly 'erased'. If the players can analyze this or the edges of anything else effected during the robbery, they can determine that the bond was simply broken on the atomic level.

The other person in the Warranty Room isn't interested in talking to the players. He seems to be looking for something. If approached he will introduce himself as Doctor Alvin Grayson, and he is a pediatric neurosurgeon at New York University Hospital. He is part of a development team that had created a microprocessor specifically designed to simulate the function of the ventral area of the human brainstem. Their test subject- an extremely gifted nine-year-old boy named Nate Forrester- needs to have it implanted in his brain within 24 hours or he will die.

One of the program's benefactors had a locker here and offered to store the device because this place was reputed to be so secure. The device would have been stored in a small sealed case to keep it sterile. It wouldn't have necessarily looked like something valuable, although it is worth nearly a million dollars. He was looking for it in the faint hope that it may have been overlooked by the thieves that looted the Warranty Room.

While the players are talking to Dr. Grayson, they see a flash of extraordinarily bright blue light reflect off the lenses of his eyeglasses. The flash is so bright (over ten thousand times brighter than the one recorded in the videos) that it is comparable to the flash of a detonating atomic bomb. Dr. Grayson clutches his eyes in agonizing pain and falls to the ground, screaming. He has been blinded. The blue flash came from behind the players, accompanied by a very loud and strange sound.

Note to the GM: If the players do anything unexpected- like grab up Dr. Grayson and fly off with him as soon as they see him—they will have prevented him from being blinded but they themselves will notice the massive blue flash before they get too far away from the building.

7.2.1 THE FIRST ARRIVAL

Thankfully, no one else in the Warranty Room happened to be looking in that direction at the time of the blue flash.

When the players turn around they see a few more (and thankfully less severe) blue after-flashes. The Warranty Room fills with a gust of roaring wind, as a strange shape forms and solidifies before the players' eyes. It is the Ximix, a monster from another dimension. Battle ensues.

[The character sheet for the Ximix can be found at the back of the book.]

Dr. Grayson is now blind and effectively helpless. Max immediately tries to get Dr. Grayson out of the room and away from the Ximix. But the Ximix is a scavenger-predator and will try to attack the weakest targets first. It is clearly attracted by the screams of Dr. Grayson. He cannot escape it without the players intervening.

If the combat lasts longer than two turns, the two police officers will come to investigate the sounds of combat and will try to help the players by firing their pistols. If things get bad enough and the fight moves out into the street in sight of the limo, Carmela draws a pistol and shoots at it, as well.

Observant players will notice that she is an expert marksman and she specifically aims for the head or the knees.

Afterwards, if the players question Carmela about the gun she will simply shrug and say she is a trained bodyguard. She has a special permit for the firearm. In addition, she is a black belt in the Korean martial art of Kyuki-do.

7.2.2 IF THE PLAYERS DEFEAT THE XIMIX

The police call the paramedics for Dr. Grayson. The paramedics sadly inform the players that the Doctor's sight cannot be saved. His eyes have been destroyed. Dr. Grayson doesn't let the paramedics take him to the hospital until talks to the players a final time. He begs the players to find the microprocessor. If it is not at hospital within 24 hours a child will die. There are other doctors at the hospital that can perform the operation- but only if they bring the device there in time.

New York law enforcement calls CHESS for assistance in dealing with the restrained, unconscious or dead carcass of the Ximix. A crew from CHESS will bring in a containment device that will keep the Ximix in stasis.

7.2.2.1 Rewards for Villains and Vigilantes™ Players

Defeating the Ximix in combat is worth 1168 experience points. The GM can split this total between the players however they think is fair.

7.2.2.2 Rewards for Living Legends™ Players

The heroes gain 1 point of experience each for defeating the Ximix.

7.2.3 IF THE PLAYERS LOSE TO THE XIMIX

They will awaken at the nearest hospital. Max managed to have saved Dr. Grayson with the aid of the cops and maybe Carmela. The players see TV footage of the Ximix's rampage of destruction through Manhattan and ultimate death at the hands of a small army of cops and a number of local superheroes, including Volcanic Man.

Dr. Grayson, his eyes bandaged, is in a nearby room. He repeats his plea that the players find the microprocessor. Dr. Mast and Phoebe come by to deliver their findings. Carmela will bring them a 'Get Well Soon' balloon and some flowers.

The players will have their power points fully restored and receive top medical attention- giving them the equivalent of two extra days worth of healing. Depending on the specifics of the battle the GM can determine how much time they have left to find the microprocessor, but unless there were highly unusual results, they should at least have 12 hours left.

7.3 AFTER THE XIMIX

CHESS will bring in one of their cryptozoologists, Dr. Dennis Mast, to conduct an examination of the Ximix. This is the name that Dr. Mast gives it. The name is a palindrome, which he feels is appropriate for a creature that looks the same backwards as forwards.

Dr. Mast says this creature is precisely the kind of thing that falls under the "phenomena never before encountered" disclaimer that CHESS warned the players about. It is not any kind of mutation of any sort of Earth creature. It is not native to our world.

The Ximix seemingly has no understanding of technology it uses. It functions on the level of an ape or a guard dog. The Ximix would have to have been trained in the use of its weapons by a trainer, but it does not possess the mental capacity to have created them.

CHESS labs perform preliminary scans of the sword and crossbow. The sword is made of a type of metal which does seem to oxidize in the same way that known metals do, and the crossbow is from wood of a plant not found on Earth.

The Ximix, the sword and crossbow give off a distinctive kind of energy that (while apparently harmless) does not correspond with the atomic properties of matter in our dimension.

Particle physicist Phoebe Lynd tells the players that the robbery at the Bank of State was committed using some sort of unstable method of teleportation.

Apart from the various methods that super-powered individuals manage it, the cheapest and simplest way to teleport is simply through dimension hopping. She explains: "You hop over to a nearby pocket dimension or parallel world and then hop back into this one at a new location. It can occur so quickly that it may not even be perceptible.

However, the problem with teleporting by travelling through another dimension is the potential danger posed by quantum entanglement. When one body of particles comes

into proximity of another very different body of particles and then separate, while the distance between them can become incalculably vast, these particles still continue to directly influence each other. The entangled masses of particles react as if they were still in proximity to each other. What occurs as a result of those reactions simply cannot be predicted. If the robbery at the Warranty Room was committed using a dimension hopping type of teleportation, the creature may have been pulled into our dimension as a result of quantum entanglement."

The blue glow seen on the videos and at the arrival of the Ximix is the result of sonoluminescence- literally a conversion of sound into light. This is a side effect caused by the creation of a vacuum, similar to what can be observed near the event horizon of a black hole. Lynd believes that the carrier wave for the teleportation effect must be sonic-based.

If the players have not already approached the NYPD, police officers now ask them what is going on. If the players inform the police of the similar blue flashes at the Warranty Room and the Chrysler Building, the police, having already seen the aftermath of the arrival of the Ximix, will immediately begin an official investigation- which they will announce to the public.

Something else should already be occurring to the players. If a monster from another dimension appeared 36 to 48 hours after the blue flash in the Warranty Room, will something appear at the Chrysler Building 36 to 48 hours after the blue flash that took away Holly Cooks?

The GM should give the players time to come up with this notion themselves, but if they do not then eventually CHESs' particle physicist Phoebe Lynd will bring it to their attention.

After the battle with the Ximix, the police will listen to the players about any potential new threat. They will immediately clear the streets in a one block area surrounding the Chrysler Building from 42nd Street to 43rd Street and from 3rd Avenue to Park Avenue by Grand Central Terminal. Once that is accomplished they will send in the players to evaluate the scene. CHESs will supply the players with protective goggles to shield their eyes from another ultra-powerful blue flash.

The players will still not be able to find other NPC heroes to help, but they will not have very much

time to look. Volcanic Man will only reappear in the event that they are defeated by the Megaspur.

For what happens next, see the section called "The Second Arrival."

7.3.1 THE HOSPITAL

If the players visit New York University Hospital they can verify everything Dr. Grayson told them. Nate Forrester is a nine-year-old boy who has started to develop some unusual mental powers. However, he cannot yet control them. The waves of psionic energy he generates are so powerful that they threaten to shut down his own brain.

Initially, doctors treated Nate by giving him anti-psionic drugs. However, he has developed a resistance to them, and the dosage now needed to achieve the desired effect is potentially fatally toxic.

Nate's doctors were going to implant a microprocessor in his brain to protect him from accidentally stopping the impulses that keep his heart beating and his body breathing- a serious concern since this has nearly happened five times already. The damage being done to the ventral area of his brainstem will prevent the microprocessor from helping him if it is not implanted in the next 24 hours. The clock is ticking!

If the players take the time to visit Nate, they will discover that he is being kept on life-support machines and lapsing in and out of consciousness. He awakens if the players approach him.

Unknown to the doctors, Nate also has Cosmic Awareness- and a potential to heal others. He knows why the players are there. He knows that they are looking for "a lady that vanished after jumping off the building." He knows that he will die if the microprocessor is not found.

If the players ask him, Nate tells them that the microprocessor is in the same place where Holly Cooks is. He says that he can see her "sleeping in garbage" and that she is not in Manhattan. She is somewhere on water.

The Doctors will order the players away after that, saying that they don't want him overexerting himself. After leaving, any injured players will discover that all of their hit points have been restored. Nate has also been having a similar effect on other patients currently sharing the Children's Ward.

8.0 THE REFUSENIKS

After lengthy negotiations with Russian law enforcement, CHESS has finally obtained information on the Provider. He leads a villain group who call themselves the Refuseniks. While the NYPD maintains that the Refuseniks are practically an urban myth (having spent years combing through the five boroughs looking for their base of operations), CHESS records contain several vague mentions of them through numerous informants.

CHESS agent Knight Seth Demaris (as a spy and a student of Cold War history) can tell the players, the meaning of the word "Refusenik." It is a term from the old Soviet Union, used to describe someone the Soviets refused to let out of the country for fear they would cause political embarrassment. An example of a Refusenik might be someone who vocally criticized the government, or a member of a group whom the government oppressed, and who then might then tell their story to the West. In Internet slang, it means someone who refuses to upgrade to new technology, such as: "I won't be getting an iPad; I'm still an iPod Refusenik."

9.0 THE SECOND ARRIVAL

After another massive blue flash, a ten-story tall ambulatory spur-spine-shooting plant creature (hereafter referred to as the Megaspur) appears at the spot where Holly Cooks disappeared.

The creature does not move swiftly, but it will pursue anything that attacks it. If left on its own, it will smash its way into the Chrysler Building and hunt down anyone who did not obey the evacuation order. The Megaspur will be able to find and kill at least four people this way, if the players do not intervene.

If left unchallenged, eventually the Megaspur will creep to the edge of one of the police lines and attempt to break through to where it can attack more innocent civilians and spew more exploding seed pods.

It will also shoot exploding pods up and down Lexington Avenue. These pods explode, scattering 3d6 seeds over a 5" radius area. Each one is about the size of a softball. If a seed touches the ground, it will crack open and sprout little root-like tendrils that will search for a place that it can gain purchase, such as a cracked cement sidewalk or a

pothole in the asphalt of the road. If allowed to grow, each seed will generate a new fully grown Megaspur plant within 48 hours. New Megaspurs will not attack or become ambulatory until fully grown.

9.1 IF THE PLAYERS DEFEAT THE MEGASPUR

The NYPD will send in SWAT teams to help the players find where all of the seed pods landed and to help destroy all the seeds.

9.1.1 Rewards for Villains and Vigilantes™ Players

Defeating the Megaspur will earn the players 6664 experience points. The GM can split this total between the players however they think is fair. If the players save the Chrysler Building from serious damage, the GM may grant them each a point of Charisma.

9.1.2 Rewards for Living Legends™ Players

The heroes gain 2 points of experience each for defeating the Ximix. If the players agree to be interviewed by the New York media, they will get a COOL roll at +1 level to get a point of Fame.

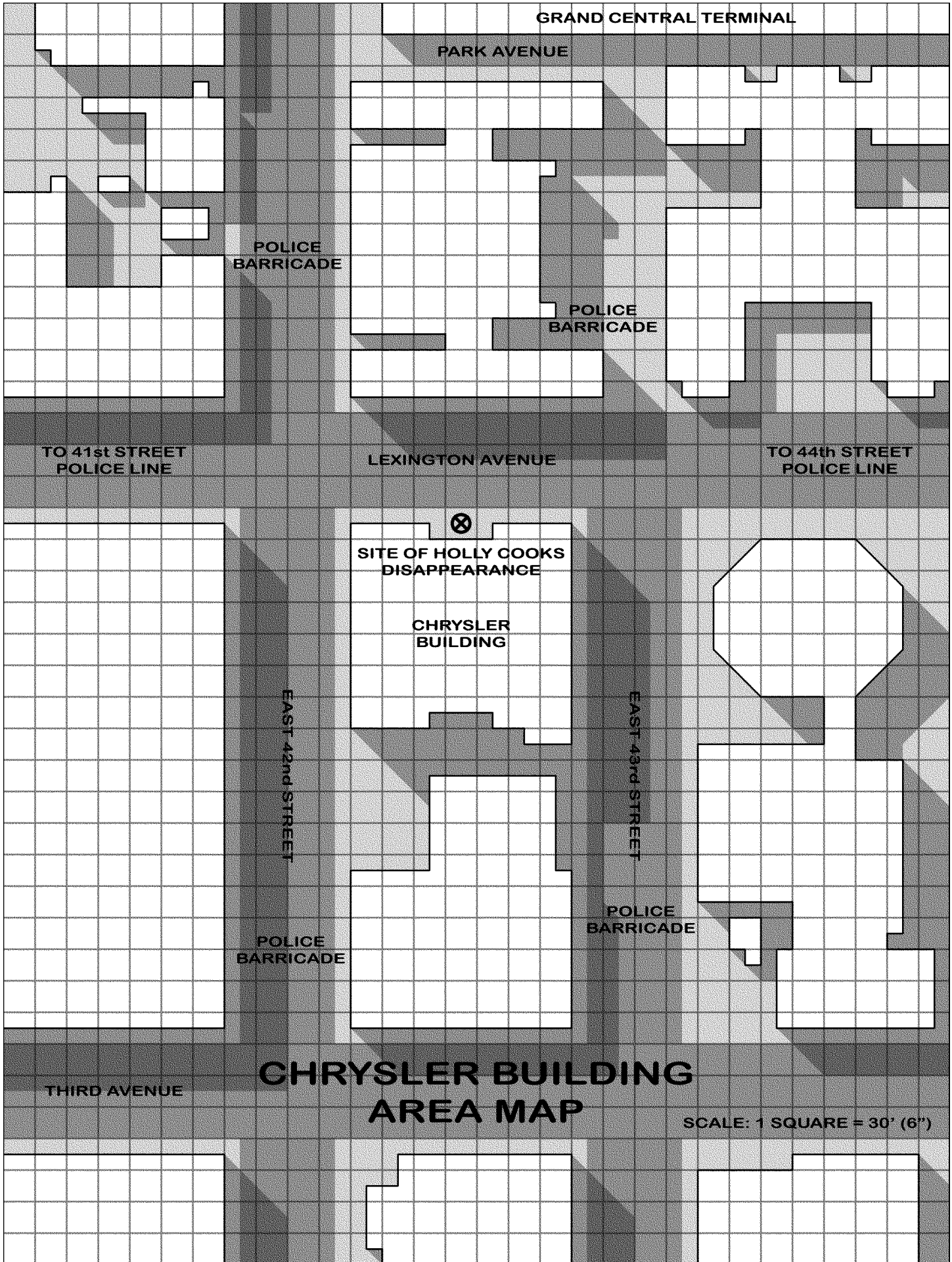
9.2 IF THE PLAYERS LOSE TO THE MEGASPUR

The players will be taken to the hospital. When the players recover, they learn that Volcanic Man appeared, rescued them, and was finally able to defeat the Megaspur.

9.3 AFTER THE SECOND ARRIVAL

After the battle with Megaspur, if the players have any sort of ability to analyze the pieces of it that still remain, they will discover that they also shows signs of the strange energy readings detected in the Ximix. Since quantum entanglement is the force responsible for causing these monsters to appear, Phoebe Lynd says there should be traces of a similar energy at the location where Holly Cooks and the loot from the Warranty Room were teleported.

Player-characters with a scientific background may be able to invent a tracking device that can follow the energy patterns, following the standard rules for one-shot inventions (V&V™) or an appropriate Science skill (LL™).



If the player-characters' backgrounds do not allow for this possibility, or if they attempt to do this and fail, CHESS will be able to provide such a device for the players.

10.0 FOLLOWING THE TRAIL

The energy readings point south. The players follow the trail out of Manhattan, through Queens and past Coney Island. The signal source leads out past Breezy Point into the bay, toward the ocean. If the players have no means of travelling over water, the NYPD will assign them a police boat and driver. The signal leads a bit past three miles off shore.

As they follow the trail they will pass a few small floating mounds of garbage. These mounds will range in size from roughly ten feet to ten yards across. The players will be to smell them from as far as a quarter of a mile away. The boat pilot will tell them that these mounds are commonplace. All of these mounds are completely covered with birds picking through them looking for something to eat.

Eventually the players will encounter a massive fog bank. Inside of it they will find the source of the signal- another, much more massive garbage mound, floating in the midst of a large bank of fog. This one is roughly 70 yards long and more than fifty feet high, yet it gives off no scent whatsoever. Birds are conspicuously absent from it. If the players watch this garbage mound long enough, they will see a single bird land on it. After a few seconds, the bird is gone, but they will not have seen it leave.

10.1 THE ISLE OF AEAEA

Upon closer examination, this "island" is actually a mound of garbage seemingly afloat in the water. It is bound together by some sort of organic overgrowth that ranges in consistency from viscous fluid to a hard resin-like shell. This overgrowth is able to perceive and devour birds that may land on the island, but it will leave the players alone. A thin film floats atop the water for nearly a hundred feet around the island, pulling debris towards the mound and adding to its mass.

Players with the appropriate senses may detect that this organic material gives off a tiny electrical field. No doubt a mass of it this size could deliver quite a jolt. But even in the water, the material

does not give off a charge. This because the island's internal systems consistently use nearly all of the electricity it generates. The Structural Rating of the organic material is 3. This electrical field has the side effect of slightly changing the temperature of the water surrounding the island, which is what creates the fog bank that surrounds it.

The island does appear to be floating but it is clearly too large and heavy to be buoyant. Something is keeping it afloat.

Hundred of swimming tentacles move in unison in a wavelike motion below the surface of the water. Operating in unison, they can move the island through the water at a speed of about 25 mph or 110" a turn. They extend for about 500 feet below the surface of the water, and can hold the island in place when they can reach the ocean floor. These tentacles are incredibly big and strong. If attacked they fight at 4th level as HTH minus 2, and if they hit they do 5d10 of damage. It takes 200 points damage to destroy one of these tentacles. If left alone, they simply follow their swimming routine and will not bother the players.

Upon careful examination, the players find hatches that lead beneath the surface of the island, hidden observation cameras both above and below the waterline, an underwater entrance and even a small submarine attached to a docking port on the bottom of the island.

Inside the island, the walls and ceiling are lined with a white semi-opaque version of this organic growth which is as hard as enamel. A slightly softer version of this same substance lines the floor. Electrical lighting fixtures are installed in the ceiling. The ceiling is about ten feet high and the top of the ceiling is just above the waterline.

If the hull of the island should be punctured, the island is capable of sealing the breach itself. This is not necessarily through "healing" but more of the island knowing how to rearrange its mass in a proper way to insure hull integrity. The island is capable of sealing a punctured opening about five feet wide in roughly fifteen seconds.

The GM must determine whether the players can reach the island without alerting the Refuseniks. If they make no attempt to be stealthy they will certainly be seen.

10.2 SCHEDULE OF REFUSENIK ACTIVITY

The Refuseniks	12am-4am	4am-8am	8am-12pm	12pm-4pm	4pm-8pm	8pm-12am
THE PROVIDER	On Bridge	On Bridge	Off Duty in Stateroom or Store-room	Off Duty in Stateroom	Off Duty in Stateroom	Off Duty in Common Room or Storeroom
DR. PHAGE	Off duty in Common Room	Tending to systems in Server Room	On Bridge	On Bridge	Reading or Resting in Stateroom	Reading or Resting in Stateroom
TWISTED MAN	Off duty in Common Room	Off Duty in Stateroom	Off Duty in Stateroom	Off duty in Stateroom	On Bridge	On Bridge
CHIROPTERA	Off Duty in Stateroom	On Bridge	On Bridge	Off duty in Common Room	Off Duty in Stateroom	Off duty in Common Room
MARAUDER UNDINE	Patrolling waters around island	Off duty in Common Room	Patrolling waters around island	On Bridge	On Bridge	Patrolling waters around island
MOPPET	On Bridge	Building Toys in Stateroom	Off Duty in Stateroom	Off Duty in Stateroom	Building Toys in Stateroom	On Bridge
WHISPERER	On Bridge	Off Duty in Common Room	Off Duty in Stateroom	Off Duty in Common Room	On Bridge	Off Duty in Stateroom

Once the Refuseniks become aware of the players' presence, they immediately begin preparing to engage them in combat. Refuseniks who are asleep take 8 turns to join their comrades, although they get an Average Intelligence save (Intellect in Living Legends™) to wake up if a player enters the room. All sleeping Refuseniks will be awakened if the alarm is sounded on the Bridge.

10.3 AEAEA EXTERIOR MAP

A1

This hatch leads down to the room labeled Hatch A1 on the Interior Map. The hatch seals airtight with a wheel like on a submarine and can be locked from the inside.

A2

This hatch leads down to the room labeled Hatch A2 in the Interior Map. The hatch seals airtight with a wheel like on a submarine and can be locked from the inside.

A3

This hatch leads down to the room labeled Hatch A3 in the Interior Map. The hatch seals airtight with a wheel like on a submarine and can be locked from the inside.

B

This shows that space where the open entrance is located on the bottom of the 'island.'

C

This shows where the opening to a submarine dock is located, below the waterline.

AEAEA ISLAND EXTERIOR MAP

A1

A3

A2

B

C

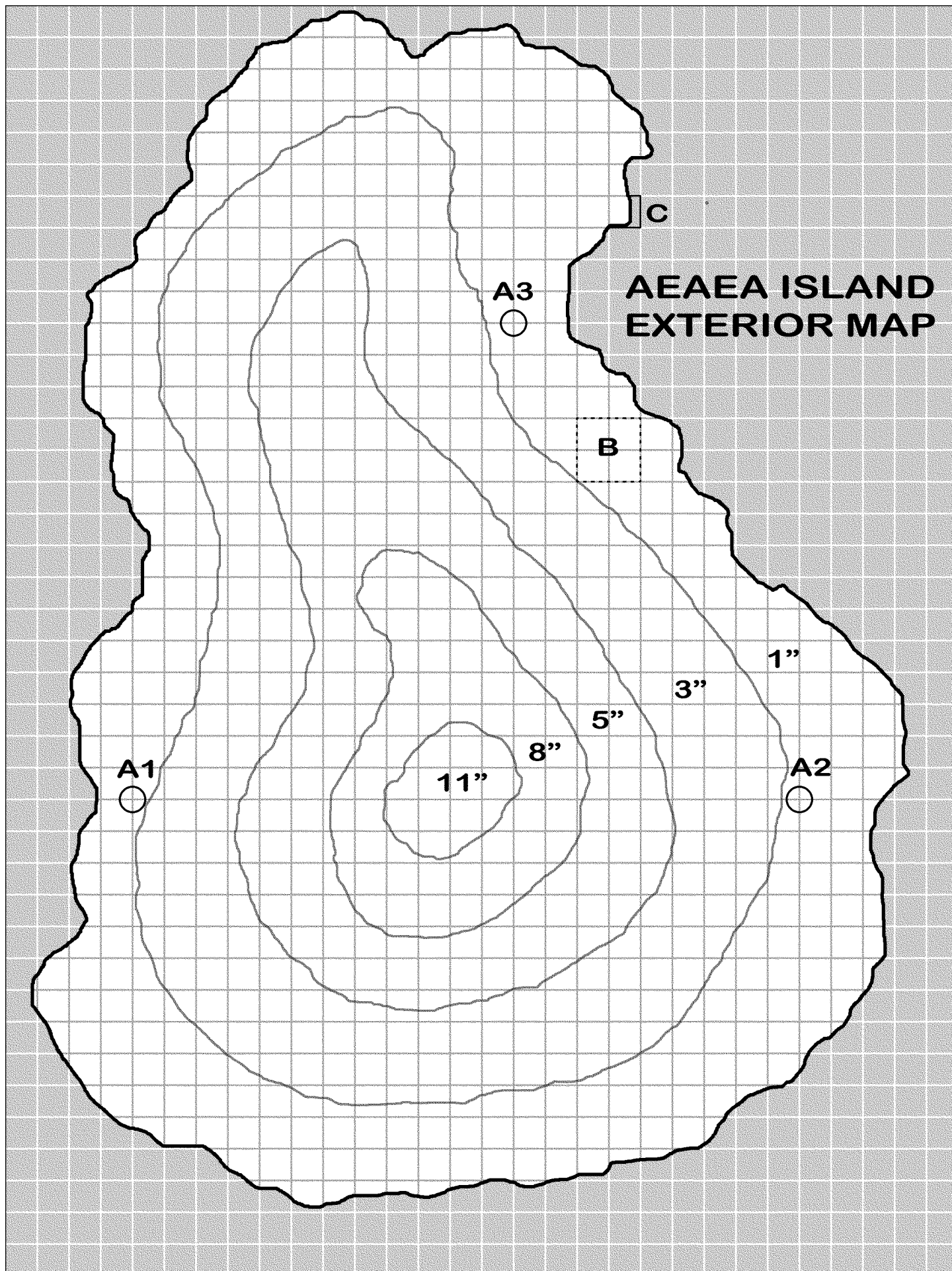
11"

8"

5"

3"

1"



10.4 AEAEA INTERIOR MAP

Airlock

This is a pressurized room sealed by double doors. There is a ten foot by ten foot entrance to the ocean in the floor. The double doors lead into the airlock and are rigged so that they cannot both be open at the same time. The ocean entrance in the floor can be opened or closed by a switch on the wall. It is currently open. This is Marauder Undine's preferred method for entering and exiting the island vessel.

Bridge

This is the main control area for the island. Cameras feed video from all directions over the surface of the island, from above and below the waterline, as well as straight up and straight down. The cameras are motorized and their views can be adjusted from a console. The bridge also has radar, sonar, two-way radio, satellite TV broadcast capability, a cell phone transmitter and Internet access (all of which are untraceable), and a phantom GPS device which can read their location without leaving their trace on the GPS network. The bridge also houses the controls for the island's propulsion system. A silent alarm system can be activated from the bridge which causes a very bright red light to flash in the Common Room and all the Staterooms, as well as a very loud audible alarm capable of awakening everyone aboard instantaneously.

Chiroptera's Stateroom

This room is dark. The lights are switched off. In here the light bulbs have been changed out with UV light bulbs, which will give the room an eerie purple glow. The ceiling of this room has been fitted with piping so that Chiroptera can perch and hang upside down. The room has its own private bathroom.

Common Room

This is a combination dining room and recreation room. There is a large table in the middle of it, littered with the remains of foodstuff. It is surrounded by eight large comfy chairs. A flat screen TV adorns one wall with a Blue-Ray player and a PS3. On the opposite wall hangs Frank Frazetta's original painting "Vampirella". Another wall has a bookshelf about five dozen paperback books, magazines, comics and manga. There are also a couple of dozen games and movies.

Doctor Phage's Stateroom

This room is extremely sparse in decor. A simple mat sits in the middle of the floor with a small side table covered with a stack of books on theoretical physics. Placed alongside the stack of books is a small black plastic box- the container the microprocessor was shipped in. It is now empty. Leaning on its side facing the wall, unhung, is Frank Frazetta's original painting "Dawn Attack"- a present to him from the Provider. This room has its own private bathroom.

Galley

Equipped with a refrigerator, microwave, stove, sink and garbage disposal, and stocked with a variety of groceries ranging from the gourmet to junk food. There are also numerous cases of beer, vodka and cigarettes. The place looks like it hasn't been properly cleaned for weeks.

Hatch A1

A ladder leads up to the submarine-style hatch located on A1 of the Exterior Map.

Hatch A2

A ladder leads up to the submarine-style hatch located of A2 of the Exterior Map.

Hatch A3

A ladder leads up to a submarine-style hatch located on A3 of the Exterior Map.

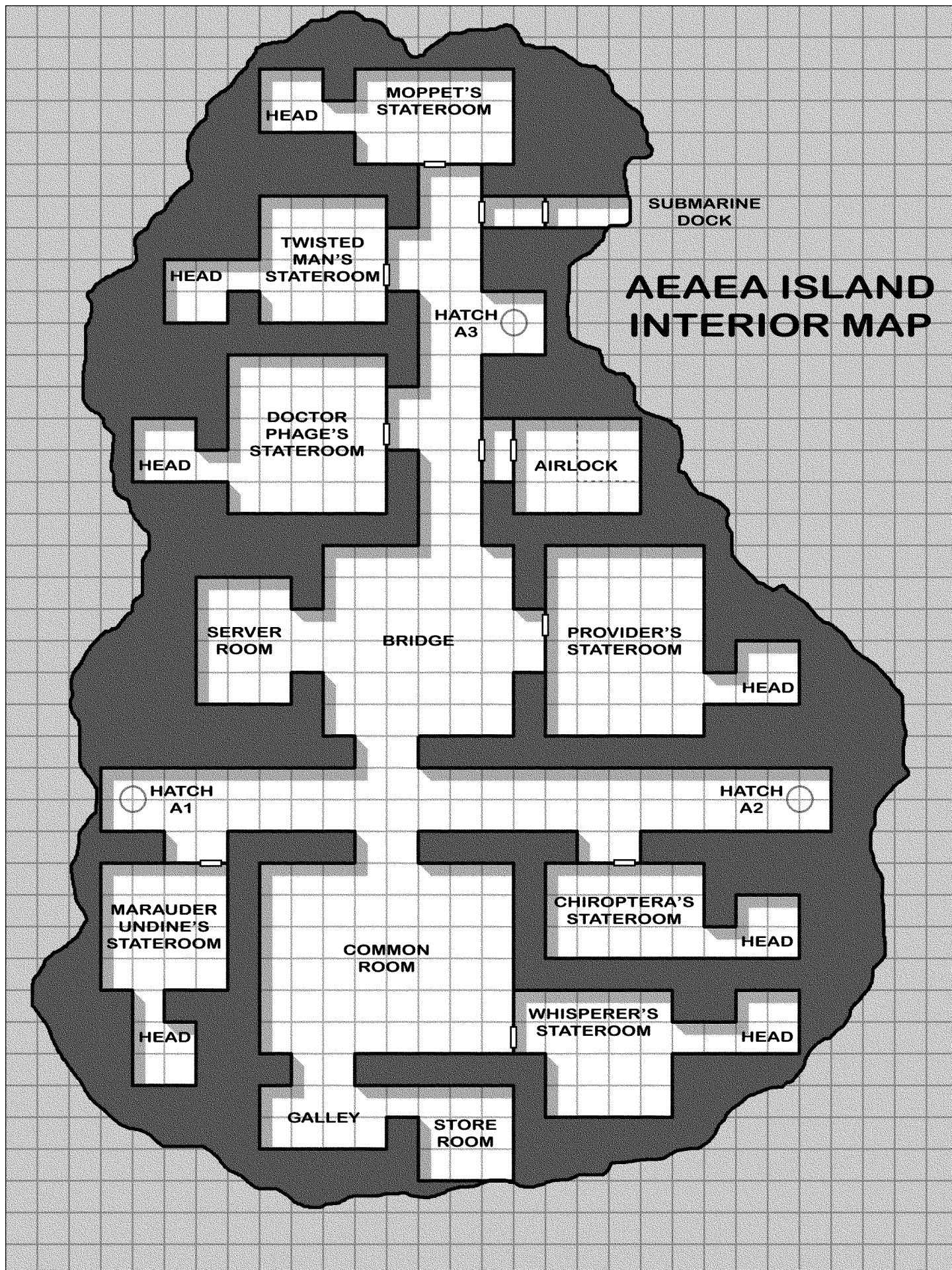
Marauder Undine's Stateroom

This room is decorated simply and tastefully with hanging swords and pictures of the ocean on the walls. This is the neatest of all the staterooms. Marauder Undine never sleeps here, preferring to sleep in the ocean. There is a hammock strung across the room that has never been used. This room has its own private bathroom.

Moppet's Stateroom

The floor is covered with hundreds of pieces of mechanical and electronic junk and disassembled pieces of broken and mangled toys. The walls are lined with shelves and the shelves are filled with the dozens and dozens of little wind up toy killing machines that she has made. This room has its own private bathroom.

AEAEA ISLAND INTERIOR MAP



Provider's Stateroom

The centerpiece of this room is Frank Frazetta's original painting "Egyptian Queen" it hangs on the wall with special lighting installed specifically to illuminate it to the best effect. A bed in the center of the room is very neatly made. On his dresser he has a very large speaker system/docking station for his iPod, loaded with Russian, gypsy, punk and folk music. This room has its own private bathroom.

Server Room

The banks of computers here help run the surveillance, communication and propulsion systems. There is also a fuse box for the island's electrical system, which runs on current generated by and stored in the organic material that holds the island together.

The island's auto-pilot is also controlled from this room. If activated, the island will automatically chart the quickest course for international waters and head there at maximum speed. Once there, the island will remain stationary until further instructions are received. The island can move over water at about 25mph and it will take no more than 40 minutes to get to international waters.

Also in this room is the "electronic plug" that keeps the island afloat. If it is destroyed (Structural Rating 3, with 20 points to destroy it) the island will sink into the ocean in three minutes, or 12 turns.

Storeroom

This room contains all of the assorted junk that the Refuseniks have accumulated over time and not thrown away. This includes the valuables stolen from the Warranty Room- diamonds, coins, bearer bonds, and several hundred thousand dollars of cash.

A hammock has been strung across the room and in it is the unconscious form of Holly Cooks. If the players manage to awaken her they will discover that she is no longer Holly Cooks. Her trip through another dimension has turned her into Lady Armageddon.

The Storeroom also contains a rifle type of device that attaches by a cable to a backpack-contained power source. The device is burnt out and useless. This is a Teleportation Projector, invented by Doctor Phage and used by the Refuseniks in the Warranty Room heist and the kidnapping of Holly Cooks.

Submarine Dock

This is a diagonal shaft which seals at both ends and leads to a hatchway that is designed to be dock with the hatchway of a submarine. The room functions like an airlock. Neither of the doors can be opened unless the other is currently closed, or unless there is a pressurized craft docked to it to maintain the air pressure.

Twisted Man's Stateroom

Russell Harris is a frustrated artist. His room contains an easel and paints, as well as a painting in progress that looks like the work of a manic depressed child. On another wall is mirror that has been smashed. This room has its own private bathroom.

Whisperer's Stateroom

As much as possible given the location, this room looks like the bedroom of a normal American college age girl. The room screams with a longing for home. This room has its own private bathroom.

10.5 THE FLYING MINI-SUB

This sub is currently attached to the submarine dock.

Weight: 8000 lbs

Passengers: 1 + 7

Cargo: 1,000 lbs

Top Speed:

Underwater: 30mph

Surface: 60mph

Flying: 500mph

Hit Points to Disable: 54

Hit points to Demolish: 160

Fuel Capacity: 24 points

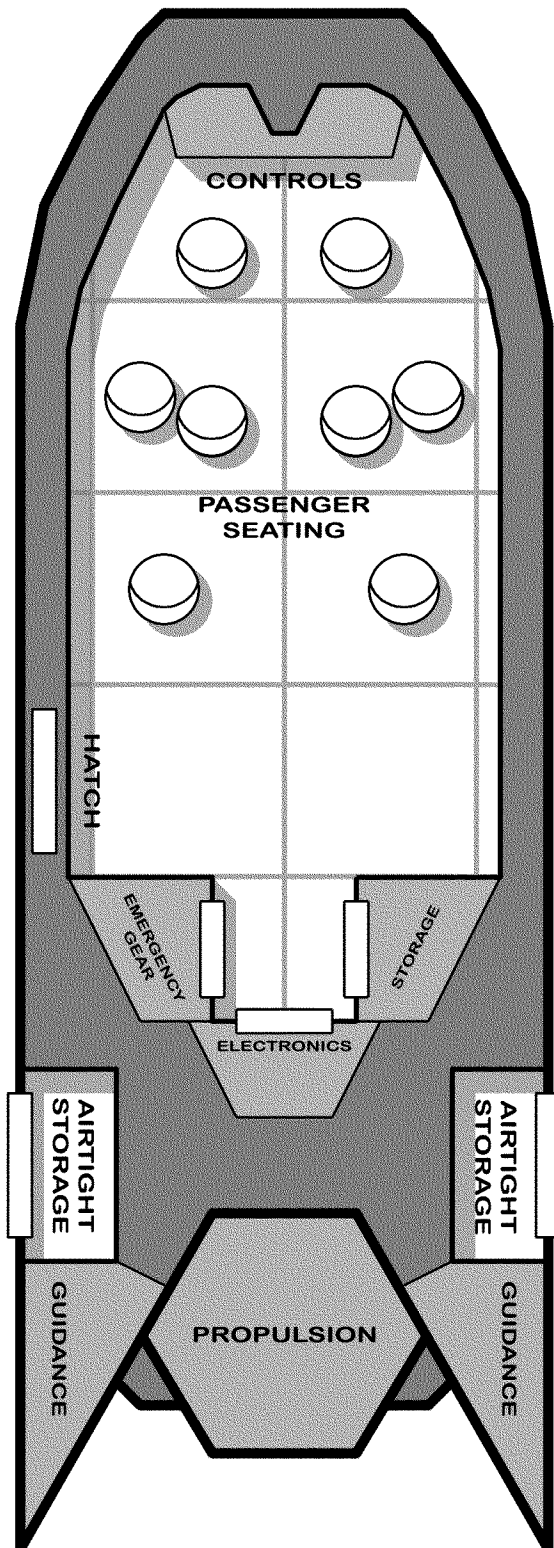
Underwater: 2 points per hour

Surface: 1 point per hour

Flying: 4 points per hour

This vehicle is invisible to radar and sonar. It has hover capability in flight, and landing gear for a touchdown surface landing.

FLYING MINI-SUB



SCALE; 1 SQUARE = 5' (1")

10.6 THE HOWDUNNIT REVEAL

When the players launch their invasion of the island they will get opportunities to piece together clues of what the Refuseniks did. When they engage the Refuseniks in combat with them they can even ask them directly.

The Provider had been feeling depressed and heartbroken since his break up with Holly Cooks. Although he could have Holly fall love him using Mind Control, he was too intelligent to allow himself to believe the lie. It just made him want Holly to legitimately love him even more. The Provider had even idly suggested the possibility of giving up his life of crime in order to try and win Holly's heart. Doctor Phage disliked seeing this side of his protégé and suggested instead that he occupy his mind with a new criminal endeavor. The Provider chose the Warranty Room as a target after learning through his connections that the owner of some Frank Frazetta paintings had stored them there.

Doctor Phage built a portable Teleportation Projector. They attacked the Warranty Room using the Projector to remove the walls of the building and break into the vault and send the loot back to the island.

Although super-humanly brilliant Doctor Phage's expertise is biology, not physics. His Teleportation Projector was not perfect. He theorized that his device might create some sort change in teleported organic matter due to quantum connectivity, and that these changes might even result in giving a person super powers- but he wasn't sure exactly what would happen. Not completely understanding something is a rare phenomenon for Dr. Phage. It spurred his intellectual curiosity in a way that he deeply enjoyed but rarely experienced. He decided to test this quantum entanglement effect on Holly Cooks. If she acquired super powers, it might possibly have given her the chance to join the Refuseniks and be reunited with the Provider. It also might also have turned Holly Cooks into a hideous freak, in which case, he was fairly certain the Provider would no longer be in love with her and the problem would still be solved.

Doctor Phage pulled off the kidnapping expertly, catching Holly Cooks in his Teleportation Projector's beam from a well-hidden sniper's nest across the street from the Chrysler Building. He was easily able to escape in the confusion caused by her disappearance. However, his device fried out after using it on Holly and it is irreparably damaged. Since arriving at the island after her trip through another dimension, Holly has been in a coma, and she will not awaken until the players attempt to revive her. Only when she is revived, she will no longer be Holly Cooks, she will be Lady Armageddon.

The players may attempt to anger the Provider by supplying him with the information that Doctor Phage casually endangered the life of Holly Cooks for little more than his own amusement. This could a schism that would set the group against each other. If this were to occur, Chiroptera and the Twisted Man would side with the Provider. Marauder Undine and Moppet will side with Doctor Phage. Whisperer just might use this as a chance to flee the group, or maybe go into hiding.

10.7 THE DAWN OF LADY ARMAGEDDON

Once she is awakened, Lady Armageddon will attack hero and villain alike with lethal intent.

The players may suggest an alliance with the Refuseniks in order to stop Lady Armageddon. The Provider will consider this so long as it is agreed that all measures be taken to prevent Holly from coming to harm.

Doctor Phage will strongly resist the idea of forming an alliance. He is quite taken by Lady Armageddon and is curious to see what sort of harm she can bring down upon the players...

While an alliance may save the players from Lady Armageddon, the Refuseniks will betray the players once Lady Armageddon has been defeated, captured or driven away.

10.8 IF THE PLAYERS BEAT THE REFUSENIKS

The players can contact the authorities via the radio in the police boat that brought them, or by the radio on the bridge or in the mini-sub. The National Guard will send a helicopter that will rush the microprocessor back to New York University Hospital in time to save Nate Forrester, provided the players managed to recover it.

If the heroes successfully recover Holly Cooks and Caveat Allure has not been revealed to be a criminal enterprise, they will make a \$250,000 donation to charity in the name of the players. (Since this is a second party donation, the players will each receive two Charisma bonus rolls.)

If the players fail to retrieve the microprocessor but capture Chiroptera, she will volunteer to donate bone fragments that can be made into a restorative powder that will be able to aid Nate Forrester. While it is not a replacement for the microprocessor, it preserves Nate's life until a replacement microprocessor can be obtained.

If Doctor Phage is captured, CHESS places him in a sterile airtight container. Then the authorities turn him over to the Center for Disease Control, where their superhero-on-retainer, Doctor Micro, takes personal possession of him.

10.8.1 Rewards for Villains and Vigilantes™ Players

Villain Captured	Experience
The Provider	1872 pts
Dr. Phage	1890 pts
Chiroptera	1134 pts
Marauder Undine	1284 pts
The Twisted Man	710 pts
Whisperer	264 pts
Moppet	584 pts
Lady Armageddon	180 pts

10.8.2 Rewards for Living Legends™ Players

If the players defeat the Refuseniks they will each gain two experience points. The GM can assign an additional third point of experience to any player they feel went above and beyond the call of duty.

10.9 IF THE PLAYERS ARE DEFEATED BY THE REFUSENIKS

If the players are defeated by the Refuseniks, they will be taken captive.

When the players awaken they will find themselves floating in the opening to the ocean inside the airlock. The membrane that stretched out from the island has been drawn in and wrapped around the players and gripping them tighter than a

straitjacket. The effect is not unlike being wrapped in a ball of duct tape the size of your living room. The NYPD boat pilot is also there in captivity with the players.

The Refuseniks hunted down and sank the police boat. The boat pilot swam to the island, only to be captured.

One of the tentacles beneath the island has been reprogrammed to swat at the players with deadly force if they use their powers, move around too much or attempt to escape. Doctor Phage will also infect any player he catches trying to escape with his virus to weaken them to the point of near-death. The Provider may threaten to use his Death Touch on the players- or on the captured police boat driver- if they do not cooperate.

If the players attempt to explain to the Refuseniks why they need the microprocessor, the Provider will listen but remain skeptical. Doctor Phage will dismiss any such discussions outright and talk the Provider out of trying to return it.

Doctor Phage wants to rebuild the Teleportation Projector and use the players as test subjects. The Provider will want to mind control them, get them to reveal all of their secrets and then make them commit crimes. He will try to locate Lady Armageddon. Marauder Undine, the Twisted Man and Moppet will simply want to kill them. As of all these plans are openly discussed in the front of the players. The Refuseniks have no fear of them whatsoever. The only exception is Whisperer. if she's still around, she may be having second thoughts about this whole super-criminal thing.

If somehow a distress signal is sent, CHESS will respond to it. But as the rest of the Knights are currently engaged elsewhere, Seth Demaris will have no choice but to have his science team suit up and launch a rescue attempt themselves. They should have no trouble finding the island, using the same type of tracker that the players used to get there.

The CHESS rescue team could get access to some pretty unusual stuff. They might even be able to borrow some of Harry Houdini's gear, which might prove useful when it comes to helping the players make an escape. They might even convince Volcanic Man to come along- although he HATES the water.

It is up to the GM to determine how the adventure goes from here.

10.10 UMM, WE LOST THE MICROPROCESSOR...

If the players miss their 24 hour deadline without capturing Chiroptera or retrieving the microprocessor, then the Hospital will manage to contact Axiom, one of the world's greatest superheroes. Using hyper flight Axiom will fly to Switzerland and return with a duplicate microprocessor in time to save Nate's life.

10.11 AFTER AEAEA ISLAND

10.11.1 IF HOLLY COOKS IS STILL AT LARGE

If Lady Armageddon is allowed to get away, she will use hyper-flight to quickly move far from the detection of the players. The GM can reintroduce Lady Armageddon at some later point in his campaign, if they wish, to resolve this loose end.

10.11.2 IF HOLLY COOKS IS CAPTURED

She is found legally insane and declared a danger to herself and others. She is ordered to be confined in a classified high security government run asylum for super-powered inmates. Her present location is... unknown.



V&V™ 2.1 Saving Throws & Tasks Update

Revision 1, © 2010 Monkey House Games

4.3 D. Origin and Background

A character's background story emerges organically from their randomly chosen place of origin, age, weight, basic characteristics, and knowledge areas.

Example: Tim is creating a new V&V character: a 21 year old man from Dallas, Texas. He weighs 150 pounds, and has high scores in STR and AGL, but he has low scores in CHA and INT. His knowledge areas are Government/Bureaucracy and Law Enforcement. So Tim decides his character is the captain of a group of prison guards.

The part of a character's backstory that involves the interpretation of the exact meaning of the character's knowledge areas is particularly significant, because it determines what the character knows how to do. This is important for the Task System (see below).

Note: Characters who roll the same Knowledge Area more than once may choose to interpret each roll as a different but related field (for example, Legal background x2 could mean the character has been a lawmaker AND a judge), or it can be interpreted as additional expertise in a single specific background specialization.

8.8 SAVING THROWS

Saving throws determine whether characters can resist hostile or environmental effects, or succeed at tasks.

All saving throws are made by rolling 1d20. To succeed at a saving throw, the character must roll equal to or less than the save number for the Basic Characteristic they're using:

BC Score:	Save Number:
0	6
1-2	7
3-5	8
6-8	9
9-11	10
12-17	11
18-23	12
24-29	13
30-35	14
36-41	15
42-47	16
48-53	17
54+	18+

Example: Bluejay's INT of 15 gives him an INT save of 11. When Bluejay has to make an INT save, he needs to roll 11 or less on 1d20.

A saving roll fails automatically if the GM rules that it requires conscious action on the character's part, and the character is either unconscious or unable to act.

Critical Successes & Fumbles

A saving throw roll of 1 is always a critical success. A saving throw roll of 20 is always a critical fumble. Any special consequences of a critical success or fumble are entirely up to the GM.

Difficulty Modifier

Modifiers may be applied to a saving roll to adjust its difficulty. The following table presents some suggested modifiers:

Save Difficulty:	Modifier:	Old V&V:	LL Difficulty*:
Simple	+8	-	Don't Fumble
Easy	+4	-	2
Routine	+2	-	3
Average	0	d20 vs BC Score	3
Challenging	-2	d100 vs BC Score x 4	4
Difficult	-4	d100 vs BC Score x 3	5
Extremely Difficult	-8	d100 vs BC Score	6

*Use this as a guide when converting to or from Living Legends™

The Task System

Special modifiers apply to saving rolls that are used to simulate a character's skills when performing tasks.

Every task requires a saving throw against the character's Intelligence, Agility, or Charisma save number, as determined by the GM. Difficulty modifiers (see above) may also apply.

Example: Joe is attempting to drive a car around obstacles on the highway. The GM rules that driving a car depends on Agility, and Joe has an 18 Agility which has a save number of 12, so the base target number for Joe to succeed at this task is 12. This assumes 'average' difficulty. If the obstacle course was 'difficult' there would be a -4 penalty, reducing Joe's save to 8.

Background Modifier

The base task target number assumes that the character knows how to perform the task, either because the character has the necessary background or because it's common knowledge.

If the task is common knowledge AND the character has an appropriate background, then they gain a +3 bonus to their target number. For example, driving a car when the character is also a race car driver.

If the task is not common knowledge and the character DOESN'T have an appropriate background, they suffer a -3 penalty. For example, code-breaking when the character has no training in cryptography.

When in doubt about whether the character's background applies in a given situation, the GM may apply a portion of the normal 3-point bonus or penalty.

Characters with double background in a single specialization (example: Law Enforcement x 2, indicating extensive experience as a detective) receive an additional bonus of +3 on all task attempts that fall within their specialty.

Equipment

The GM may increase the difficulty of a task if the character has limited or poor quality equipment, or decrease it if the character has extensive or high-quality equipment. Task rolls fail automatically if specialized equipment is required, and the character lacks that equipment.

Opposed Tasks

When a task is opposed by another character, the save number is reduced by 1 per point by which the opposing character's save number (with skill adjustments) exceeds 10, or increased by 1 per point by which the opposing character's save falls below 10.

Example: Knight Owl is trying to disable an electronic security system that was designed by Phantara. Knight Owl has a 24 INTL, and she has a background in electronics, so her initial task save number is 13. Phantara (who also knows electronics) has an INTL save of 11. So Knight Owl suffers a -1 penalty, reducing her saving roll to 12.

CAVEAT ALLURE AGENTS - VILLAINS AND VIGILANTES™

NAME	LEVEL	HITS	POWER	AGILITY	MOVE	DAM.MOD	ACC.	HTH	WEAPON	V&V EXP. VALUE
Tamera	1	4	44	12	32"	+1	+1	d4	Pistol	96
Lolita	1	4	43	12	31"	+1	+1	d4	Pistol	94
Kaitlin	2	4	45	13	33"	+1	+1	d4	Pistol	96
Angelique	2	5	44	12	32"	+1	+1	d4	Pistol	196
Libby	2	5	47	13	33"	+1	+1	d4	Auto Pistol	208
Noelle	2	4	46	14	34"	+1	+1	d4	Auto Pistol	200
Katheryn	3	5	47	15	35"	+1	+2	d4	Auto Pistol	312
Beverley	3	5	46	14	35"	+1	+1	d4	Auto Pistol	306
Margot	3	6	46	16	36"	+1	+2	d6	Auto Pistol	312
Jade	3	5	47	15	36"	+1	+2	d4	Auto Rifle	312
Maryellen	3	6	48	15	35"	+1	+2	d6	Auto Rifle	324
Francesca	3	6	47	16	37"	+1	+2	d4	Auto Rifle	318
Brandie	4	6	46	16	36"	+1	+2	d4	Shotgun	416
Tisha	4	6	48	15	36"	+1	+2	d4	Auto Rifle	432
Libby	4	7	47	16	36"	+1	+2	d4	Auto Rifle	432
Vonda	4	6	50	17	37"	+1	+2	d4	Shotgun	448
Dorthea	4	7	49	16	37"	+1	+2	d6	Auto Rifle	448
Rowena	4	7	48	15	35"	+1	+2	d4	Auto Rifle	440
Christal	4	6	49	16	37"	+1	+2	d4	Shotgun	440
Mayme	4	7	50	17	37"	+1	+2	d6	Auto Rifle	456
Carmela	5	8	56	16	40"	+3	+3	d6	Pistol	640

CAVEAT ALLURE AGENTS - LIVING LEGENDS™

NAME	HITS/PUNCH	DEFT	INTL	COOL	NRG/VITL	MOVE	WEAPON	HIT	DMG	REFL/INIT
Tamera	9 / d4	d4	d4	d6	8 / d4	8	Mdm Handgun	d4	d8	10 / d4
Lolita	9 / d4	d4	d4	d6	8 / d4	8	Mdm Handgun	d4	d8	10 / d4
Kaitlin	9 / d4	d6	d4	d6	9 / d4	8	Mdm Handgun	d8	d8	11 / d6
Angelique	10 / d4	d4	d4	d6	8 / d4	8	Mdm Handgun	d6	d8	10 / d4
Libby	10 / d4	d6	d6	d6	9 / d4	8	Machine Pistol	d8	d8	11 / d6
Noelle	9 / d4	d6	d3	d6	9 / d4	8	Machine Pistol	d8	d8	11 / d6
Katheryn	10 / d4	d6	d4	d6	9 / d4	8	Machine Pistol	d8	d8	12 / d6
Beverley	10 / d4	d6	d4	d6	9 / d4	8	Machine Pistol	d8	d8	11 / d6
Margot	11 / d6	d6	d3	d6	9 / d4	8	Machine Pistol	d8	d8	13 / d6
Jade	10 / d4	d6	d4	d6	9 / d4	8	Automatic Rifle	d8+1	2d8-1	12 / d6
Maryellen	11 / d6	d6	d4	d4	9 / d4	8	Automatic Rifle	d8+1	2d8-1	12 / d6
Francesca	11 / d4	d6	d4	d4	9 / d4	8	Automatic Rifle	d8+1	2d8-1	13 / d6
Brandie	11 / d4	d6	d3	d4	9 / d4	8	Shotgun	d10	d10	13 / d6
Tisha	11 / d4	d6	d4	d6	9 / d4	8	Automatic Rifle	d10+1	2d8-1	12 / d6
Libby	12 / d4	d6	d4	d4	9 / d4	8	Automatic Rifle	d10+1	2d8-1	13 / d6
Vonda	11 / d4	d6	d3	d6	10 / d4	8	Shotgun	d10	d10	14 / d6
Dorthea	12 / d6	d6	d4	d6	9 / d4	8	Automatic Rifle	d10+1	2d8-1	13 / d6
Rowena	12 / d4	d6	d4	d6	9 / d4	8	Automatic Rifle	d10+1	2d8-1	12 / d6
Christal	11 / d4	d6	d3	d4	9 / d4	8	Shotgun	d10	d10	13 / d6
Mayme	12 / d6	d6	d4	d6	10 / d4	8	Automatic Rifle	d10+1	2d8-1	14 / d6
Carmela	13 / d6	d6	d6	d6	11 / d6	8	Mdm Handgun	d10	d8	13 / d6

CHARACTER RECORD SHEET



IDENTITY: Extra-Dimensional Monster

SIDE: Neutral

NAME: The XIMIX

SEX: ?

AGE: ?

WEIGHT: 3,600 lbs

EXPERIENCE: 9,000 LEVEL: 4

TRAINING: -

POWERS:

INVENTING:

BODY POWERS:

* Eight eyes, two on each side of its head. Attacks from its side or rear gain no advantage.

* Quadruped with multi-jointed legs, can move equally fast in any direction

* Four multi-jointed arms and four mouths. Can attack in any direction with no penalty to hit.

* Can attack twice, without both rolls having to be successful in order for either attack to hit.

SIZE CHANGE: Larger: Permanent, x3 height, x27 weight

Extra Large Broadsword: HTH+3 to hit, HTH+d8 damage.

Large crossbow: +2 to hit, HTH+2d8 damage, 90" range. Quiver contains 12 bolts.

STRENGTH: 16

CARRYING CAPACITY: 9,353 lbs

BASE HTH DAMAGE: 2d10

ENDURANCE: 11

HEALING RATE: 18

AGILITY: 9

ACCURACY MODIFIER: 0

DAMAGE MODIFIER: 0

INTELLIGENCE: 0

DETECT HIDDEN: 0 %

DETECT DANGER: 30 %

CHARISMA: 14

REACTION TO GOOD: -1

REACTION TO EVIL: -1

BASIC HITS: 72

HIT MOD. (1.4) (1) (1) (1) = 1.4

HIT POINTS (101):

POWER (36):

MOVEMENT RATES: Ground: 108

INVENTING POINTS: 0 CASH: \$ -

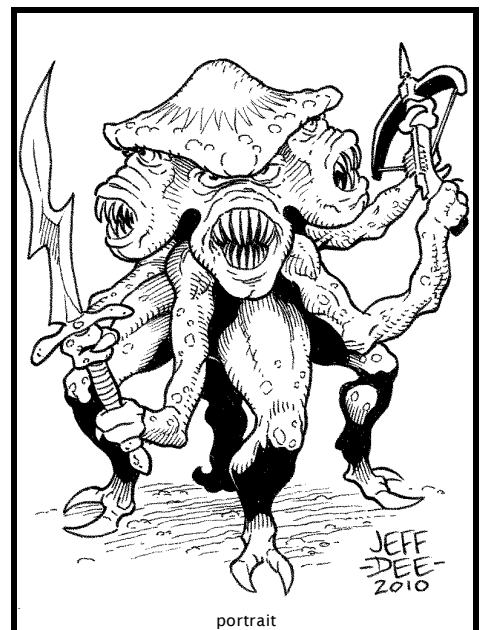
ORIGIN AND BACKGROUND: Extra-Dimensional, Hunting, Military

LEGAL STATUS:

(SECURITY CLEARANCE =)

OTHER INFORMATION: The Ximix will attack to protect itself, but

it is also a carnivore. It will kill to eat and will eat humans



portrait

CHARACTER RECORD SHEET



IDENTITY: Extra-Dimensional Monster

SIDE: Neutral

NAME: The MEGASPUR

SEX: ? AGE: ?

WEIGHT: 200,000 lbs

EXPERIENCE: 9,000 LEVEL: 4

TRAINING: -

POWERS:

INVENTING:

SIZE CHANGE LARGER x2: Height x10, Weight x1000. This creature is 10 stories tall.

PLANT POWERS: 1) HEIGHTENED AGILITY: +4

2) NATURAL WEAPONRY: +3 to hit, +6 damage HTH.

3) POISON/VENOM: (Paralysis) If HTH hits, there is also a Chemical Power attack that causes Paralysis

4) SPECIAL: Shooting Quills: 21" range. HTH +6 to hit, 3d8 damage. Can attack a general area of targets in a 10" radius without having to follow multiple attack rule.

5) SPECIAL: Exploding pods: 21" range, HTH+4 to hit, 5" blast radius, d20 damage, deposits 3d6 seeds which must be found and destroyed or will generate another similar full-sized plant within 48 hours.

VULNERABILITY: Heat-based attacks Flame Power, Power Blast, Light Control, Lightning Control, fire, lasers, explosives, etc. does 5 times normal damage.

STRENGTH: 10

CARRYING CAPACITY: 210,000 lbs

BASE HTH DAMAGE: 6d10

ENDURANCE: 11

HEALING RATE: 1000

AGILITY: 2

ACCURACY MODIFIER: -6

DAMAGE MODIFIER: -2

INTELLIGENCE: 0

DETECT HIDDEN: 0 %

DETECT DANGER: 30 %

CHARISMA: 17

REACTION TO GOOD: -2

REACTION TO EVIL: -2

BASIC HITS: 4000

HIT MOD.(1) (1) (0.2) (1) = 0.2

HIT POINTS (800):

POWER (23):

MOVEMENT RATES: Ground: 230

INVENTING POINTS: 0 CASH: \$ -

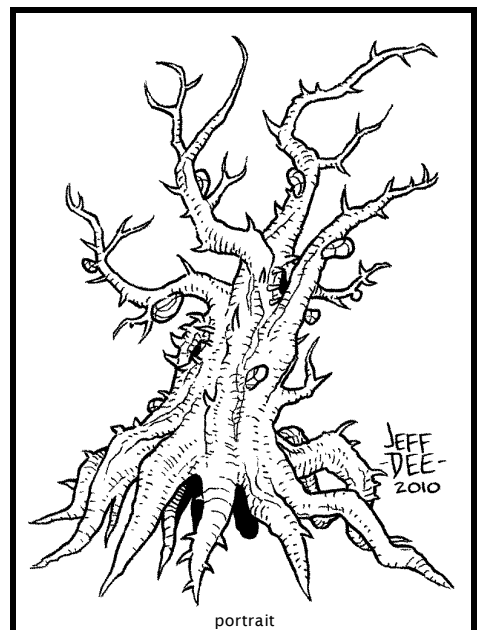
ORIGIN AND BACKGROUND: Extra-Dimensional,

Carnivorous Plant

LEGAL STATUS:

(SECURITY CLEARANCE =)

OTHER INFORMATION: The Megaspur is a mindless killing machine.



portrait

CHARACTER RECORD SHEET



IDENTITY: Joseph Smolinsky

SIDE: Good

NAME: VOLCANIC MAN

SEX: M AGE: 33

WEIGHT: 780 lbs

EXPERIENCE: 44,000 LEVEL: 9

TRAINING: Agility

POWERS:

INVENTING: _____

HEIGHTENED STRENGTH: +18

ARMOR A: ADR=100, x3 Weight

BODY POWER: Volcanic Man's body is coated in flaming lava. This gives him a Flame Powers defense that is always on. His HTH attack also includes an automatic carrier attack of Flame Power, for an additional d12 damage on his HTH attack.

STRENGTH: 24

CARRYING CAPACITY: 5,859 lbs

BASE HTH DAMAGE: 2d8

ENDURANCE: 12

HEALING RATE: 4.8

AGILITY: 14

ACCURACY MODIFIER: +1

DAMAGE MODIFIER: 2

INTELLIGENCE: 15

DETECT HIDDEN: 12 %

DETECT DANGER: 16 %

CHARISMA: 19

REACTION FROM GOOD: +3

REACTION FROM EVIL: -3

BASIC HITS: 16

HIT MOD.(2) (1.4) (1.3) (1.2) = 4.37

HIT POINTS (70):

POWER (65):

MOVEMENT RATES: Ground: 50 Motorcycle: 440"/turn (see below)

INVENTING POINTS: 13.5

CASH: \$ 84,645

ORIGIN AND BACKGROUND: (American), Science, Government

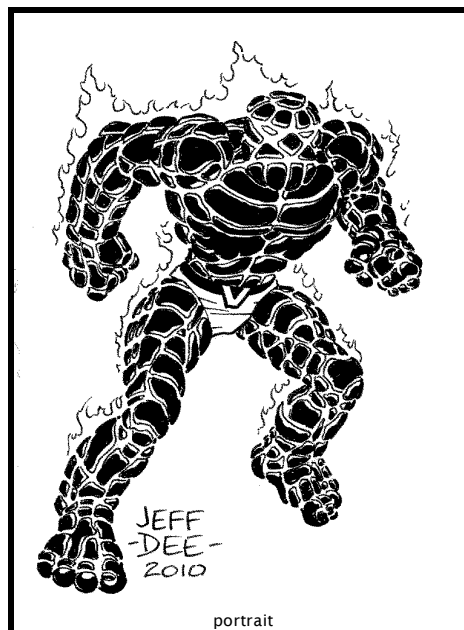
LEGAL STATUS: _____

(SECURITY CLEARANCE = 2) _____

OTHER INFORMATION: Heavy-Duty Reinforced Motorcycle:

2000 lbs. Passengers 1 + 1, Cargo: 500lbs Speed: 100mph

20 points to disable, 40 to demolish.



portrait

VOLCANIC MAN

Origin and Background

While assisting his cousin Stephanie Stephenson on a research expedition to tiny Meteor Island, Joseph Shmolensky fell into a volcano. Due to his exposure to mysterious Z-Rays brought to Earth by a fallen meteor, Joe wasn't killed. His body was covered in lava which hardened to a broiling hot rocky crust which gave him with a covering of nearly impregnable armor, super strength and a flaming hot body. For years, Joe worked for the US Geological Service's Department Q, investigating strange subterranean threats and other underground phenomenon. Because of the Recession and government cutbacks in the Geological Service, Joe was laid off several years ago. Since becoming unemployed he has been making a go of it as a superhero in New York City, where people tend not to stare as much when he walks down the street.

Tactics and M.O.

Joe doesn't normally worry about rolling with damage, preferring to "look cool" when getting attacked and letting his armor take the brunt of the hit. He likes to pick up large objects, like cars, crunch them up into a flaming ball and toss them at opponents.

Personality and Character Traits

Joe is a bit of a hothead and prematurely something of a curmudgeon, but his heart is in the right place. He will generally do the right thing when it is presented to him. He is frustrated by his stony body, but does not wallow in self-pity. In fact, he tends to think of himself as little as possible. Those lucky enough to befriend him soon learn he is a loyal and devoted friend.

Quotes

"I gotta have rocks in my head to still be in this line'a work."

"Whaddaya think I am? Some kinda flamin' idjit? I'll show you!"

"I'll give you a piece of the rock... right in the mush."

"You better watch it, pal. Or I'll show you an eruption that'll leave you with all sorts of broken bones and contusions."

CHARACTER RECORD SHEET



IDENTITY: Vitaly Svyatopolk

SIDE: Evil

NAME: The PROVIDER

SEX: M

AGE: 32

WEIGHT: 160 lbs

EXPERIENCE: 90,000 LEVEL: 13

TRAINING: Agility

POWERS:

INVENTING: _____

DEATH TOUCH: PR= 10 per partial success, 20 for a total success.

MIND CONTROL: 69" range, PR=20 if successful.

HEIGHTENED DEFENSE: -4 to be hit by any attacks.

WILL POWER: Average STR save each turn on phase 0 to remain awake, if knocked out or incapacitated.

BODY POWER: (eyes) 23" range, attacks as Paralysis, deals 2d12 of Devitalization, PR= 2 per attack.

He must be able to look into the eyes of his target. Drained Power is added to his power score.

This temporary power boost drops off after 23 turns.

HEIGHTENED SENSES: Triple Danger Detection

STRENGTH: 13

CARRYING CAPACITY: 272 lbs

BASE HTH DAMAGE: 1d6

ENDURANCE: 12

HEALING RATE: 1.2

AGILITY: 12

ACCURACY MODIFIER: +1

DAMAGE MODIFIER: +3

INTELLIGENCE: 23

DETECT HIDDEN: 16 %

DETECT DANGER: 60 %

CHARISMA: 15

REACTION FROM GOOD: -2

REACTION FROM EVIL: +2

BASIC HITS: 4

HIT MOD.(1.2) (1.4) (1.3) (1.4) = 3.06

HIT POINTS (12): _____

POWER (60): _____

MOVEMENT RATES: Ground: 37

INVENTING POINTS: 29.9

CASH: \$ 143,520

ORIGIN AND BACKGROUND: (Uzbekistan) Manufacturing, Crime

LEGAL STATUS: Criminal Record

(SECURITY CLEARANCE =) _____

OTHER INFORMATION: _____



portrait

THE PROVIDER

Origin and Background

The name Vitaly Svyatopolk is a Russian alias, but his mother and father were Uzbeks. His real name is unknown. His Mother and Father were considered to be Refuseniks by the Soviets. He grew up bitter and turned to a life of crime. He has spent many years in prison, where he acquired his nickname 'Provider'. He was the person behind bars who could get you anything. His parents used to tell him he has his abilities because he is a descendant of Rasputin. Who can say if such an outrageous claim is really true? He believes it.

Tactics and M.O.

The Provider likes to taunt his opponents, daring them to meet his gaze and then slowly draining them of energy. He would rather control someone and make them his ally than to kill them with his Death Touch. But he is no stranger to murder.

Personality and Character Traits

If you remove good and evil from the equation, the Provider can be a very charming person. People who meet him often immediately come away feeling like he is their best friend. In simple conversation, he comes across as gregarious, even generous. But his friendship usually comes with a high price. He is a lover of fantasy art and has multiple examples of it tattooed all over his arms back and chest. He truly loves Holly Cooks and is heartbroken to discover her new incarnation. He cries real tears upon realizing that the Holly he loved is gone.

Quotes

"Why do we call ourselves the Refuseniks? It is because we refuse to obey the law!"

"You cannot win in a contest of wills against me. I will leave you broken."

"America is the ultimate outlaw frontier of all human history."

"Frazetta's art expressed the ultimate masculine ideal. It spoke the truth. Because of this it is totally politically incorrect, and that is what makes him the single greatest artist of the 20th century!"

"Serve me, and I will facilitate all of your dreams. I am the Provider of everything you desire."

CHARACTER RECORD SHEET



IDENTITY: Javier Lemarr SIDE: Evil
 NAME: DOCTOR PHAGE SEX: Male AGE: 29 WEIGHT: 210 lbs
 EXPERIENCE: 44,000 LEVEL: 9 TRAINING: Intelligence

POWERS: _____ INVENTING: _____

TRANSFORMATION (Power Activation): Transforms into "Viral Form":

VIRUS POWERS: Regeneration: Heals 2 hit points per turn. Cannot regenerate damage from fire.

MUTANT POWER: (Lysogenic Attack): +2 to hit, +4 damage HTH with carrier attack. Injects viral material into the target; if hit, a victim must save vs. E on d100 or take d8 extra damage. This viral damage repeats on phase 0 every turn until the target makes their save. PR = 5 per attack.

HEIGHTENED INTELLIGENCE A and B: +28

HEIGHTENED CHARISMA: +30

PET (Aeaea Island): The entire garbage mound island headquarters of the Refuseniks is a living viral organism, created and controlled by Dr. Phage. Four inventing points have been invested in upgrades for this base/organism. See the island's description for more details.

STRENGTH: 11 CARRYING CAPACITY: 318 lbs BASE HTH DAMAGE: 1d6

ENDURANCE: 17 HEALING RATE: 2

AGILITY: 13 ACCURACY MODIFIER: +1 DAMAGE MODIFIER: +6

INTELLIGENCE: 41 DETECT HIDDEN: 28 % DETECT DANGER: 32 %

CHARISMA: 46 REACTION FROM GOOD: -9 REACTION FROM EVIL: +9

BASIC HITS: 5 HIT MOD.(1) (1.8) (1.3) (2) = 4.68

HIT POINTS (23): _____

POWER (82): _____

MOVEMENT RATES: Ground: 41 _____

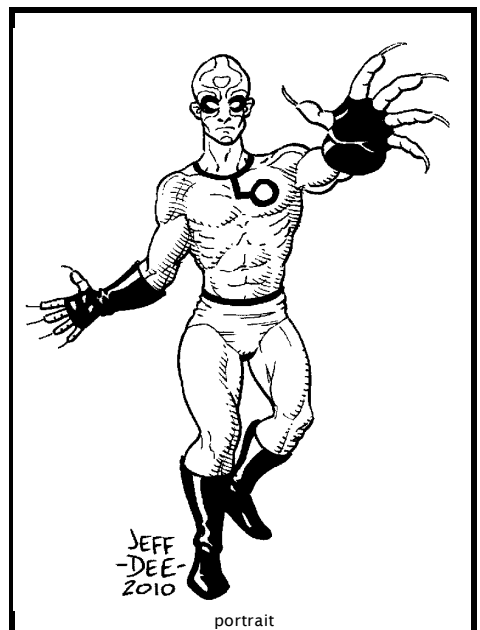
INVENTING POINTS: 36.9 CASH: \$ 492,246

ORIGIN AND BACKGROUND: (American), Scientist (Biochemistry)
and Research/Technology

LEGAL STATUS: Record: grand theft, assault, attempted murder

(SECURITY CLEARANCE = _____) _____

OTHER INFORMATION: _____



DOCTOR PHAGE

Origin and Background

Dr. Javier Lemarr was a researcher on a secret government project, attempting to engineer a biological agent to metabolize hazardous waste materials into an energy source. Due to a lab accident, Lemarr ran a contaminated specimen of a genetically neutral virus through the project's "modification process." This created an intelligent viral lifeform that infected Lemarr, transforming his entire cellular structure into the being that now refers to itself as Doctor Phage. The Doctor stole the work of the project, "perfected" it, and unleashed it into New York's East River. It overgrew a number of floating garbage mounds, and then drifted to sea, consuming others. The eventual result of this was the creation of his island home, which he calls Aeaëa. (Pronounced "Ay-YAY-yah") The island is named for the place where Ulysses' men were said to have been turned into pigs by the witch Circe.

Tactics and M.O.

Doctor Phage's Lysogenic Attack works in the same way that a bacteriophage virus attacks a bacterium. It penetrates the cell wall and injects virus into the cell. Proteins break down the genetic material of the cell and the virus reassembles pieces of it into more and more of itself. Ultimately, when the replicating virus fills the interior of the cell body with virus to beyond its maximum capacity the cell explodes from within. The burst spreads more of the virus throughout the proximity, which then infects other cells. Thankfully, the human organism is more sophisticated than a bacterium, which greatly slows down this process. The end result, however, is precisely the same.

Personality and Character Traits

Doctor Phage is such an insidiously pure sociopath that evil people almost cannot help but respond to him with admiration and respect. Normal descent people, of course, find him completely disgusting.

One might think that Dr. Phage would be the leader of the Refuseniks due to his superior intelligence and charisma. In truth, he is so divorced from human affairs that he has very little interest in the job. He is The Provider's second in command, and finds it amusing to be something of a mentor to him. Due to his brilliance and detachment, his other motivations and plans are unknowable.

Doctor Phage has the power in his hands to launch a personal biological holocaust that could threaten to destroy the entire human race. But he considers humanity so far beneath him, so inferior, that it is unworthy even of the "gift" of having its genetic materials converted to virus and completely destroyed. He is thinking of leaving the planet to find another, better lifeform to be the instrument of his genetic transformation. Is the human race, he wonders, worthy of the privilege of carrying him to the stars?

He wears the missing microprocessor on a chain around his neck. He surmises what its purpose is, but he does not care. He will not return it. He considers the boy's life secondary to the amusement he gets from denying it to the players.

Quotes

"It makes me feel filthy spending so much time among humans. They live like pigs."

"Human bone, muscle and flesh may have some strength, but on the microscopic level you exhibit nothing but weak chemical bonds."

"You have a better chance of engaging in meaningful conversation with a cockroach, than I would have with you."

"This probably took you, what? A room full of seven or eight PhDs to figure all this out? Am I right?"

CHARACTER RECORD SHEET



IDENTITY: Roslyn Remick SIDE: Evil
 NAME: CHIROPTERA SEX: F AGE: 24 WEIGHT: 150 lbs
 EXPERIENCE: 27,000 LEVEL: 7 TRAINING: Intelligence

POWERS: INVENTING: _____

WINGS: 1032" per turn flight, 234mph, PR=1 per hour of flight

HEIGHTENED AGILITY: + 23 HEIGHTENED EXPERTISE: +4 to hit when attacking through illusions

STRETCHING POWERS: Max. Lngth/With: 72", Square: 36" wide, Cube: 18" wide, PR=1 per defense

ABSORPTION: Damage Absorbed as adtnl Creation Points (expended when used) to total max of 690.

ILLUSIONS B: Max Creation Pts: 138 (not counting absorbed points) Sonic energy based

Inanimate Objects: 1 Creation Pt = 1 Structural Point/50 lbs of weight, PR=2 per Item formed.

Animate Objects: 1 Creation Pt = 1 Hit Point/50 lbs of weight/2" of movement. PR=8 per Item formed.

HEIGHTENED SENSES: can see in near total darkness, Sonar: no minuses to attack/no pluses to be

hit from any direction for any solid physical attack.

VULNERABILITY: +4 to be hit, +4 to damage from light based attacks

STRENGTH: 13 CARRYING CAPACITY: 247 lbs BASE HTH DAMAGE: 1d6

ENDURANCE: 11 HEALING RATE: 0.75

AGILITY: 35 ACCURACY MODIFIER: +6 DAMAGE MODIFIER: 4

INTELLIGENCE: 10 DETECT HIDDEN: 8 % DETECT DANGER: 12 %

CHARISMA: 12 REACTION FROM GOOD: -1 REACTION FROM EVIL: 1

BASIC HITS: 3 HIT MOD.(1.2) (1) (3.4) (1) = 4.08

HIT POINTS (12): _____

POWER (69): _____

MOVEMENT RATES: Ground: 59 1032" per turn of flight

INVENTING POINTS: 7 CASH: \$ 20,160

ORIGIN AND BACKGROUND: (American) Research/Technology,

Medicine

LEGAL STATUS: Criminal Record: Theft, Assault

(SECURITY CLEARANCE =) _____

OTHER INFORMATION: _____



portrait

CHIROPTERA

Origin and Background

Roslyn Remick was a fairly average university lab assistant who idolized her boyfriend, a genius-in-training medical researcher and fellow university student, Don Castman.

Researching ancient Native American lore, Castman read about healing powders made from rocks found in a series of New Mexico caves. Gathering further scientific evidence, Castman theorized that these minerals were of extraterrestrial origin. He conducted a spelunking expedition to find this Native American healing mineral, and Remick happily accompanied him.

Deep below the Earth, Castman discovered the last of an extraterrestrial species of vampire that were ejected from a starship passing near the Earth millennia ago. The healing mineral he had been searching for was actually dust from the bones of the cadavers of its fellow vampires who had been dead more than a century.

The surviving creature killed and consumed Castman, but was itself eventually killed by Remick. It did manage to bite her and now she bears its curse, which caused her to change into her current inhuman form. Feared because of her ghastly appearance and falsely blamed for the death of Don Castman, she has been forced to go on the run. Falling in with the criminal underworld, she eventually met up with the Provider. He recruited her into his gang of super-villains, the Refuseniks.

Tactics and M.O.

Chiroptera likes to hide in the shadows or circle slowly over the battlefield. She prefers to fight through the mental projections she creates which she sometimes will animate in the shape of a giant bat. If she has encountered someone powerful, who can cause a lot of damage, she may expose herself as a target to them to absorb the energy of their attack and then use it to create and even bigger mental projection against them. If she is forced to fight at close range, she uses her stretching powers to envelope them and tries to smother them to death. She always comes to the defense of the Provider when he is ever in trouble. Anyone who hurts him will receive the full brunt of her anger.

Personality and Character Traits

She is terribly bitter over the loss of her lover, her unwanted change into her current hideous form, and being falsely accused of murder. She tries to mask it by being snarky and sarcastic to other.

Since she is an alien vampire, she doesn't follow the rules of Earthly vampire of legend. Due to the alien nature of her curse she need not feed on blood for hundreds of years. When she is alone, she drinks heavily- but it is alcohol, and due to the new nature of her alien body chemistry, it does not impair her.

Chiroptera has the type of personality that needs to be attached to someone. Previously it had been her lover, Don. Now it is Vitaly (The Provider, leader of the Refuseniks.) In her current form she does not expect him to reciprocate her feelings, but she is ferociously protective of him, and intensely jealous of anyone he is attracted to.

Quotes

"Let's keep the lights down low."

"I may be a freak, but, you gotta admit, its one helluva freak show!"

"I don't like it when anybody gets too close to the Boss."

"You're looking right at me and you're not scared? You must be pretty stupid."

CHARACTER RECORD SHEET



IDENTITY: Russell Harris SIDE: Evil
 NAME: THE TWISTED MAN SEX: M AGE: 27 WEIGHT: 180 lbs
 EXPERIENCE: 14,000 LEVEL: 5 TRAINING: Endurance
 POWERS: INVENTING: _____

POWER BLAST Item: 11", d20 damage, 18 shots per day.

GRAVITY CONTROL Device: Can increase or reverse gravity 16 times normal. 16" range

Attacks on those ranging in weight between 121-240 lbs, do d12 damage

PHYSICAL HANDICAP: His face is grotesquely deformed, and he can't remove his Power Blast item
from his chest or his Gravity Control device from his hands.

STRENGTH: 16 CARRYING CAPACITY: 522 lbs BASE HTH DAMAGE: 1d8
 ENDURANCE: 17 HEALING RATE: 1.6
 AGILITY: 11 ACCURACY MODIFIER: 0 DAMAGE MODIFIER: +1
 INTELLIGENCE: 15 DETECT HIDDEN: 12 % DETECT DANGER: 16 %
 CHARISMA: 12 REACTION FROM GOOD: -1 REACTION FROM EVIL: +1
 BASIC HITS: 4 HIT MOD.(1.4) (1.8) (1) (1.2) = 3.02
 HIT POINTS (12): _____
 POWER (59): _____
 MOVEMENT RATES: Ground: 44

INVENTING POINTS: 7.5 CASH: \$ 24,300

ORIGIN AND BACKGROUND: (Australian) Transportation, Medical,
Finance

LEGAL STATUS: Criminal Record: Theft, Assault

(SECURITY CLEARANCE =) _____

OTHER INFORMATION: _____



portrait

THE TWISTED MAN

Origin and Background

Russell Harris was an executive for GTI-Gravimedical Technologies Incorporated. GTI was a multi-national research company involved in developing medical treatments for patients using a simulated zero-G environment. Under Harris' direction, a new technology was discovered that could generate a small, localized gravitational field. This field could envelop an operating room, thus allowing for an entire range of treatments that would advance medical science by decades. .

While this would normally have been good news, it was in fact, the opposite. The entire company had been created as a money laundering operation for organized crime. If GTI's research ever yielded any demonstrably effective result, the attention would have eventually exposed the fact that the company was funded through criminal means. GTI's financiers spent years subtly discouraging the development of any advancement. Harris and his researchers grew frustrated and secretly planned to publish their work. When the financiers discovered this, they decided the entire team had to die.

Harris, a trained pilot, was flying the plane carrying their prototype gravity-field generator on a steep drop simulating zero gravity in order to calibrate the generator. To his horror, Harris discovered the plane had been tampered with and the plane could not pull out of the dive. The criminals controlling GTI collected millions in insurance money after the plane crashed into a remote mountain area.

Harris and his research team were thought to have all perished in the crash. But one by one the criminal financiers of the company were all found murdered- their bodies twisted and pulled apart, mangled in a grotesque and painful death. A message was left at each murder scene: "I am coming for you all. -The Twisted Man"

Harris had attempted to save himself and his passengers by using the gravity generating equipment. The crash left his face terribly deformed, the core gravity generator became fused to his body and the power elements became fused to his hands. The scientists who had developed it- the only ones who might have helped him safely remove it- were all killed.

Driven by a desire for revenge, he embarked on a murderous rampage, completely wiping out the gangsters who had financed his company.

Afterwards, knowing he could not return to normal society, Harris contemplated suicide. But one of his victims happened to be a longtime enemy of the Provider. When the Provider looked into the mysterious deaths, it led him to Harris. The Provider convinced The Twisted Man that killing himself would only give his late enemies the ultimate victory, and recruited him into the Refuseniks.

Tactics and M.O.

The Twisted Man attacks his opponents by increasing the gravity around them and pinning them to the floor. He can pivot the axis of gravity around his targets, creating a twisting effect that contorts their faces and bodies.

Once he has an opponent pinned down the Twisted Man will fire energy blasts at them- attacking them from within and without.

Personality and Character Traits

Formerly a handsome and vain man with a strong sense of body image, the accident has completely stripped Harris of his sense of self. He feels persecuted and craves solitude.

Quotes

"You have brought this all on yourselves!"

"Must I be hounded forever?!"

"So what if I removed a few undesirable people? The world is better off without them! I already paid for it enough by what they did to me!"

"If you heroes are so interested in justice, where were you when my tormentors murdered me and my research team?"

CHARACTER RECORD SHEET



IDENTITY: Sayyida Syrenka

SIDE: Evil

NAME: MAURADER UNDINE

SEX: F AGE: 17

WEIGHT: 160 lbs

EXPERIENCE: 20,000 LEVEL: 6

TRAINING: Intelligence

POWERS:

INVENTING: _____

WATER BREATHING: Type B

HEIGHTENED DEFENSE: -4 to be hit

HEIGHTENED STRENGTH A: +11

HEIGHTENED AGILITY A: +8

SPEED BONUS: Can swim at normal ground movement +50" per turn

BODY POWER: When in water, she can change into mermaid form (tail instead of legs, x2 swim speed).

This change takes no time. She instantly reverts to humanoid form when out of the water.

Long Knives: two, +1 to hit, HTH+d4+1 damage, 23" throwing range

STRENGTH: 30

CARRYING CAPACITY: 2,264 lbs

BASE HTH DAMAGE: 1d12

ENDURANCE: 13

HEALING RATE: 1.2

AGILITY: 23

ACCURACY MODIFIER: +4

DAMAGE MODIFIER: +2

INTELLIGENCE: 11

DETECT HIDDEN: 8 %

DETECT DANGER: 12 %

CHARISMA: 11

REACTION FROM GOOD: 0

REACTION FROM EVIL: 0

BASIC HITS: 4

HIT MOD.(2.4) (1.4) (2.2) (1) = 7.39

HIT POINTS (30):

POWER (77):

MOVEMENT RATES: Ground: 66 can swim 116" a turn, or 226" in mermaid form (52mph)

INVENTING POINTS: 6.6

CASH: \$ 12,342

ORIGIN AND BACKGROUND: (Morocco), Crime, Transportation

LEGAL STATUS: Criminal Record, Wanted

(SECURITY CLEARANCE =)

OTHER INFORMATION:



portrait

MARAUDER UNDINE

Origin and Background

Sayyida Syrenka, was born in the 16th Century. She appears to be a (very unusual, extremely tall and long-legged) girl of seventeen. But she is a supernatural creature, with a lifespan that will no doubt appear to be seventeen for hundreds of years more. Her mother was the famous Moroccan pirate Sayyida al-Hurra, and her father was a merman. Both of her parents are now long dead.

Being half-human gives her the ability to walk on land, her tail becoming a set of very long human legs whenever she does so. She pursues her mother's profession of piracy, and has aided or led bands of pirates around the world at various times over the last several hundred years.

She only spends part of her life on land. She has lived underwater, among various subsea civilizations, for decades at a time. She usually lives there under a false identity because in that world she is a notorious criminal.

Whenever the threat of capture is greatest in either the surface or the subsea worlds, she simply goes off to the other.

Tactics and M.O.

If fighting on land, Marauder Undine tries to lure her opponents to the water's edge, and then attempts to physically tackle them and drag them in the water. There she has the advantage. In the water, she will use her strength and superior underwater speed to drag opponents down as far underwater as she can, and simply keep them there until they drown. (While underwater, players will be able to hold their breath and put up a fight for a maximum of Endurance number of turns.) She will batter or stab her opponents if they show any sign that they are capable of struggling free.

When cornered she will fight with her knife. She always tries to prevent her opponents from blocking her access to the water.

Personality and Character Traits

Marauder Undine is primarily driven by two emotions: greed and boredom. She covets treasure, wealth and riches, and treats the acquisition of these things to be like a sport – though a sport without any rules.

She has a secret cave somewhere in the Atlantic full of her favorite treasures. Gold in the form of doubloons and gold bars, precious gems and jewelry for around the world, bundles of uncounted currency from a hundred different nations, and a few of the masks she took from the bodies of various superheroes and villains she has drowned.

Quotes

"All I want to do is take a few pretty things away from those that already have too many. Now you want to take away my freedom? I cannot allow that."

"You don't understand me- just as the human world never tried to understand my mother or my father!"

"That's a nice mask you're wearing. It would make a nice addition to my collection."

"What's with all this fighting? Why not try and relax? How about we go on a nice little swim together?"

CHARACTER RECORD SHEET



IDENTITY: Jerri Vasser

SIDE: Evil

NAME: The WHISPERER

SEX: F

AGE: 24

WEIGHT: 120 lbs

EXPERIENCE: 4,000 LEVEL: 2

TRAINING: Agility

POWERS:

INVENTING: _____

SONIC ABILITIES: d12 damage, 27" range, 12% chance to destroy an object, PR=1 per shot.

NON-CORPOREALNESS: PR=4 per hour.

WEAKNESS DETECTION: Permanent, +4 to hit once weaknesses have been detected.

STRENGTH: 12

CARRYING CAPACITY: 194 lbs

BASE HTH DAMAGE: 1d4

ENDURANCE: 15

HEALING RATE: 1.2

AGILITY: 16

ACCURACY MODIFIER: +2

DAMAGE MODIFIER: +1

INTELLIGENCE: 12

DETECT HIDDEN: 10 %

DETECT DANGER: 14 %

CHARISMA: 10

REACTION FROM GOOD: 0

REACTION FROM EVIL: 0

BASIC HITS: 3

HIT MOD.(1.2) (1.8) (1.6) (1.1) = 3.8

HIT POINTS (11):

POWER (55):

MOVEMENT RATES: Ground: 43

INVENTING POINTS: 2.4

CASH: \$ 5,760

ORIGIN AND BACKGROUND: (American) Psychology, Medicine

LEGAL STATUS: No criminal record, not Wanted

(SECURITY CLEARANCE =)

OTHER INFORMATION:



portrait

WHISPERER

Origin and Background

College student Jerri Vasser was the unintended recipient of supernatural powers after accidentally interrupting an occult ceremony, while studying brainwashed members of obscure religious sects. She gained the power to become ghost-like, total mastery over sound and the ability to detect the weak spots and vulnerabilities in objects and people. Since acquiring her powers she has been increasingly drawn into a life of crime, but she does not consider herself to be evil.

Tactics and M.O.

Whisperer primarily uses her powers to commit crimes. She enters a location by becoming non-corporeal, uses her control of sound to silence any alarms, determines the weaknesses in any protection or security systems and steals whatever she wants. She deliberately avoids direct confrontations, preferring to quietly slip away. She tends to use her sonic powers to create zones of silence, much as darkness control will create areas of darkness.

Personality and Character Traits

Whisperer considers herself a thief with honor. She will fight in self-defense but she very much dislikes the idea of hurting anyone, and will not commit murder. A recent chance meeting with Marauder Undine and a series of successful jobs together brought her into the company of the Refuseniks. However she is already starting to regret becoming involved with them. They are hardcore criminals for whom murder is routine, and although she would never openly admit it (out of fear of retaliation) she wants nothing more to do with them.

Quotes

"The perfect crime involves getting what you want and getting away without anyone ever knowing you were there."

"We're powerful enough that we don't have to hurt anyone unless it's by choice, and that's not my choice."

"I measure success in dollars, not in body count."

"Unfortunately, if the other person is pig-headed enough, some fights can't be avoided."

CHARACTER RECORD SHEET



IDENTITY: Pammy Vrooman SIDE: Evil
 NAME: MOPPET SEX: F AGE: 18 WEIGHT: 130 lbs
 EXPERIENCE: 9,000 LEVEL: 4 TRAINING: Agility

POWERS: _____ INVENTING: _____

SPECIAL WEAPONS (wind up toys): All of her toys attack as her level, SR = 5, 10 pts damage to destroy

TEDDY BEAR: Initiative 20/5, Moves 14", Claws & teeth attack: HTH+3 to hit, 2d6 damage.

ROBOT: Initiative 18/3, Moves 10", Pincer attack: HTH+0 to hit, d8 damage,

Electrical bolts: 10" range, 2d8 damage. 6 charges.

MONKEY: Initiative 23/8, Moves 18", Cymbal attack: HTH+0 to hit, 1 pt damage,

Bangs cymbals to create mini-sonic booms: 8" range, d12 damage, 8 charges.

BABY DOLL: Initiative 15, Moves 8", Explosive pacifier: HTH+4 to hit, 5" blast radius, 2d10 damage.

RUBBER FROG: Initiative 24/9, Hops 24", Tongue: HTH+4 to hit. 6" rng, Challenging STR save to escape.

TOY SOLDIER: Init. 16/1, Move 12", Bayonet: HTH+1 to hit, d4+1 dmg. Rifle: HTH+2 to hit, 10" rng, d12 dmg.

PSYCHOSIS: childlike mind, homicidal maniac

STRENGTH: 15 CARRYING CAPACITY: 310 lbs BASE HTH DAMAGE: 1d6

ENDURANCE: 14 HEALING RATE: 0.9

AGILITY: 17 ACCURACY MODIFIER: +2 DAMAGE MODIFIER: +2

INTELLIGENCE: 16 DETECT HIDDEN: 12 % DETECT DANGER: 16 %

CHARISMA: 17 REACTION FROM GOOD: -2 REACTION FROM EVIL: +2

BASIC HITS: 3 HIT MOD.(1.4) (1.4) (1.6) (1.2) = 3.76

HIT POINTS (11): _____

POWER (62): _____

MOVEMENT RATES: Ground: 46 _____

INVENTING POINTS: 6.4 CASH: \$ 19,584

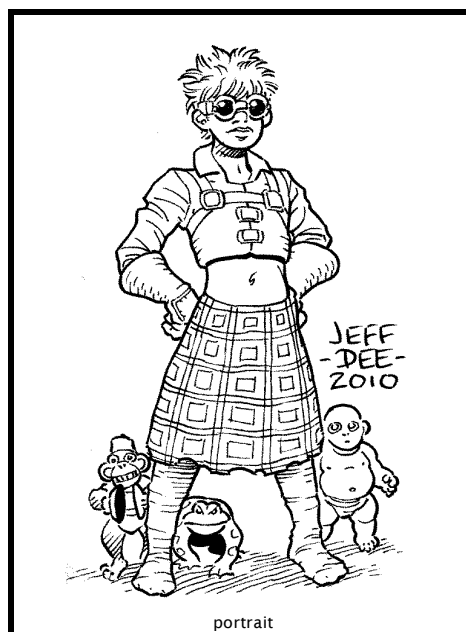
ORIGIN AND BACKGROUND: (American) Crime, Electronics,

Mechanical Engineering

LEGAL STATUS: Wanted: escaped mental patient

(SECURITY CLEARANCE =) _____

OTHER INFORMATION: _____



portrait

MOPPET

Origin and Background

Over his decades-long killing spree, hundreds of victims fell to the maniacally fiendish killer toys of serial killer Charles Edward Vrooman, known as "Herr Mordspieleug." (English Translation: Mister Murder-Toy) He carved a path of terror across the United States and he took his daughter, Pammy with him. During his reign of terror, Vrooman taught his daughter (whom he affectionately called "Moppet") to build and repair his deadly toys. In the end, Vrooman was brought down when an army of police and superheroes launched a raid against his hideout in an abandoned amusement park, fighting their way through an army of a hundred thousand lethal toys. During the battle numerous police and superheroes were wounded and killed, and Vrooman was ultimately burned to death. Pammy saw her father die, but was rescued before she could share his fate.

Hopelessly insane, Pammy Joan Vrooman was committed to a psychiatric hospital. Ten years later, she escaped. Tracked by a team of brilliant detectives, Pammy was on the verge of being recaptured, when the Provider intervened and saved her from them. He had sought her out after watching all twenty-six entries in the series of horror movies based on her father's exploits, thinking he might one day have use for her gadget-building talents. The Provider recruited Moppet into the Refuseniks, although she comes and goes and is not a permanent, regular member.

Tactics and M.O.

Moppet does not directly engage in combat, letting her toys do the fighting for her. She has a nearly endless supply of killer toys that she hides all over any place she inhabits for more than a few minutes. While quite capable of dealing with normal humans herself, she will call upon large numbers of her toys to overwhelm super-powered enemies. Moppet is always curious to see how her victims may fall before her toys, so she never removes herself very far from the action.

Personality and Character Traits

Although she usually projects a child-like personality, Moppet is no innocent. She has an intensely cruel sense of humor and a ferociously clever brain.

Quotes

"Would you like to play with my toys?"

"Ha! Ha! Ha! Ha! Baby fall down, go BOOM!"

"Making toys by hand is a lost art."

"Nietzsche said 'Art is not merely an imitation of the reality of nature, but in truth a metaphysical supplement to the reality of nature, placed alongside thereof for its conquest.' But who will be the conqueror in our little game?"

CHARACTER RECORD SHEET



IDENTITY: Holly Cooks

SIDE: Evil

NAME: LADY ARMAGEDDON

SEX: F AGE: 23

WEIGHT: 120 lbs

EXPERIENCE: 0 LEVEL: 1

TRAINING: Endurance

POWERS:

INVENTING: _____

HEIGHTENED STRENGTH: +18

FLIGHT: 434mph/1909" a turn /Hyperflight = Mach 43. PR=1/hour.

INVULNERABILITY: 24 points, damage comes off Invulnerability first, then Armor.

ARMOR A: An energy field around her body, with an effective ADR of 86. No weight in crease.

Note: Her Armor and Invulnerabilty are both ineffective against green melee and projectile weapons.

DOUBLE POWER BLAST: 2d20 damage, 90" range, PR= 1 per shot.

PSYCHOSIS: Imagines herself to be an avenging goddess of death

STRENGTH: 31

CARRYING CAPACITY: 1,871 lbs

BASE HTH DAMAGE: 1d10

ENDURANCE: 14

HEALING RATE: 0.9

AGILITY: 15

ACCURACY MODIFIER: +2

DAMAGE MODIFIER: +1

INTELLIGENCE: 12

DETECT HIDDEN: 10 %

DETECT DANGER: 14 %

CHARISMA: 16

REACTION FROM GOOD: -2

REACTION FROM EVIL: +2

BASIC HITS: 3

HIT MOD.(2.4) (1.4) (1.6) (1.1) = 5.91

HIT POINTS (18):

POWER (72):

MOVEMENT RATES: Ground: 60 Fly: 1909

INVENTING POINTS: 1.2

CASH: \$ 4,416

ORIGIN AND BACKGROUND: (American), Performing Art (Model) x2

LEGAL STATUS: No Record, not currently Wanted

(SECURITY CLEARANCE =)

OTHER INFORMATION:



portrait

LADY ARMAGEDDON

Origin and Background

Being teleported through another dimension has permanently altered Holly Cooks into something so terrifyingly alien that it may never be fully understood.

Tactics and M.O.

To Lady Armageddon, everything in our world is a new wonder to discover and behold. Unfortunately, without exception, the ultimate wonder she finds in every living thing is how that thing can be killed. When she is especially intent on destroying something, she will use a double shot of her double-strength Power Blast.

Personality and Character Traits

In her mind, Holly Cooks no longer exists- the same way a caterpillar no longer exists after it undergoes a metamorphosis. Lady Armageddon truly believes that she is the living incarnation of a goddess of Death.

Quotes

"All living things must die. Sentient beings first."

"There is nothing I despise more than mercy."

"Holly Cooks is dead. But the world will not mourn her. Soon, there will be too many other deaths to mourn. She was only the first drop of rain in a hurricane."

"Six billion stories of love and toil and suffering. All of them shall end the same way. Me."

CHARACTER RECORD SHEET



IDENTITY: Duane Engram Jr.

SIDE: Good

NAME: ARMORMAN JUNIOR

SEX: M

AGE: 30

WEIGHT: 200 lbs

EXPERIENCE: 20000 LEVEL: 6

TRAINING: Endurance

POWERS:

INVENTING: _____

ARMOR DEVICE: Armor Defense Rating: (87). Rocket-Assisted Jumps: Seven Story Vericle Leap: 14",

Endzone-to-Endzone Broad Jump: 70" , Quarter-Mile Long Jump: 280" .

Internal Life Support System: 6 hours per recharge.

Radio Reception: First Responder channel scanner

HEIGHTENED STRENGTH DEVICE: +15

HEIGHTENED INTELLIGENCE DEVICE: +8

HEIGHTENED SENSES DEVICE: 360 Sense, no plus to be hit from side or behind.

Double Detect Hidden, Triple Detect Danger

STRENGTH: 27

CARRYING CAPACITY: 2108 lbs

BASE HTH DAMAGE: 1d12

ENDURANCE: 14

HEALING RATE: 1.2

AGILITY: 15

ACCURACY MODIFIER: +2

DAMAGE MODIFIER: +3

INTELLIGENCE: 26

DETECT HIDDEN: 36 %

DETECT DANGER: 66 %

CHARISMA: 20

REACTION FROM GOOD: +3

REACTION FROM EVIL: -3

BASIC HITS: 4

HIT MOD.(2.2) (1.4) (1.6) (1.5) = 7.39

HIT POINTS (30):

POWER (82):

MOVEMENT RATES: Ground: 56 Rocket-Assisted Jump: 280"

INVENTING POINTS: 15.6

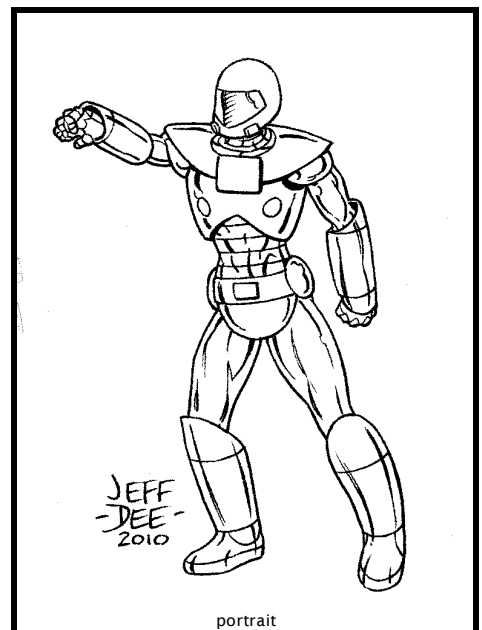
CASH: \$ 79,200

ORIGIN AND BACKGROUND: (American) Scholar, Scientist

LEGAL STATUS: Member of the Indestructibles

(SECURITY CLEARANCE =)

OTHER INFORMATION:



ARMORMAN JUNIOR

Origin and Background

The original Armorman (aka Duane Engram) was one of the world's major superheroes and one of the founders of the Super Society. He lived a hard life full of danger, injury and many enemies. He never wanted to have his son follow in his footsteps. However, shortly after his official retirement, his son Duane Engram, Jr., picked up his mantle.

Originally calling himself Armorman II, young Duane strived hard to be worthy of his father's legacy. Instead, the press mockingly dubbed him Armorman Junior. The label stuck so well even the original Armorman referred to him that way during a book tour interview promoting his memoirs.

Duane Junior built a radically redesigned version of his father's armor. In some ways it was vastly superior, but initially it was plagued by a lengthy series of serious bugs.

Armorman Junior was constantly being attacked by members of his father's old rogue's gallery. He was nearly killed numerous times and several times severely injured. Twice he was even captured, requiring his father to put his old suit back on to go rescue him.

Privately and publicly, the original Armorman asked his son to give up his identity. Duane Junior refused. He always felt alienated from his father, who was often absent, and he was determined to make his father proud of him.

Father and son had a falling out. Armorman Junior was even left off the invite list for the Super Society's gala annual charity event. Duane Junior didn't care. He spent the evening rounding up the last remaining members of his Dad's old rogue's gallery who were still at large.

Little by little Armorman Junior started capturing more bad guys and solving more cases on his own. He even started to get a few of his own arch-enemies.

The good work got noticed and a year later Armorman Junior even got invited back to the Super Society's charity event. The festivities were interrupted by the police who placed The Patriot under arrest for mass murder. After being shown the evidence against The Patriot, the Super Society revoked his membership.

While being transported to court The Patriot escaped. A nationwide manhunt could not locate him. Only Armorman Junior was able to find The Patriot. After listening to his side of the story, they destroyed the conspiracy of the Night Militia that had framed him. Afterwards, the Super Society invited Armorman Junior to join their group. He declined.

Instead, he began his own superhero team, the Indestructibles.

Tactics and M.O.

Armorman Junior follows the philosophy that the commander should be the first to step on the battlefield and the last to leave. While Skylark and Space Racer may fly recon, and therefore are the first one to see trouble, Armorman Junior is invariably the first one to confront it. He has supreme faith in the power of his armor to protect him. He will not hesitate to position himself in harm's way to protect an innocent bystander or a fallen comrade. Inspiring his troops in battle with a calm, quiet strength, Armorman Junior is unflappable no matter how dire the circumstances. Virtually every hero who comes to fight beside him eventually realizes the same thing: Armorman Junior is an even better hero than his father was.

Personality and Character Traits

Armorman Junior is the kind of friend you would turn to for advice if you were having a problem. He is supportive, non-judgmental, a good listener, calm, rational and well-experienced in handling a wide variety of his own troubles. He has the complete respect of his team who, each in their own way, look up to him as a big brother, father figure or role model.

Quotes

"Don't get me wrong, I'm proud to wear the armor. I'd never give it up. But sometimes it just feels so... heavy."

"Each one of you is on this team for a reason. I chose every one of you because you bring us something that makes us stronger."

"It's not the way Dad would have done it, but then these are very different times..."

"Justice, Freedom, Truth, Peace. These are ideals that cannot be destroyed. They are what the Indestructibles fight for."

CHARACTER RECORD SHEET



IDENTITY: Mark Severence SIDE: Good
 NAME: BLASTAR SEX: M AGE: 24 WEIGHT: 180 lbs
 EXPERIENCE: 1500 LEVEL: 1 TRAINING: Intelligence

POWERS: INVENTING: _____

POWER BLAST: Range: 14", d20 damage, PR=1, takes an action to use as defense.

FORCE FIELD: Force Screen: 26" range, 1" square plane per current power score, PR = 1/2 of the damage repulsed, Pummeling Attack: 26" range, damage = HTH. PR=1 per attack.

ABSORPTION: Absorbs 2 points of Energy per point of damage absorbed. This takes a held Action, and Blastar is not harmed by absorbed damage. Max Energy Score: 100. Stored Energy disipates after 13 hours if not used. Stored Energy can be released as a damage bonus to his Power Blast, +1 damage per point of stored Energy released. Max +20 damage bonus per blast. Damage bonus must be declared (and Energy expended) before rolling to hit. Releasing stored Energy costs no power.

HEIGHTENED SENSES (Energy sense): Can sense/see lingering residual races of energy and can identify them and trace them by making a successful INT saving throw.

STRENGTH: 14 CARRYING CAPACITY: 364 lbs BASE HTH DAMAGE: 1d6

ENDURANCE: 13 HEALING RATE: 1.2

AGILITY: 12 ACCURACY MODIFIER: +1 DAMAGE MODIFIER: +1

INTELLIGENCE: 11 DETECT HIDDEN: 8 % DETECT DANGER: 12 %

CHARISMA: 15 REACTION FROM GOOD: +2 REACTION FROM EVIL: -2

BASIC HITS: 4 HIT MOD.(1.2) (1.4) (1.3) (1) = 2.18

HIT POINTS (9): _____

POWER (50): _____

MOVEMENT RATES: Ground: 39 _____

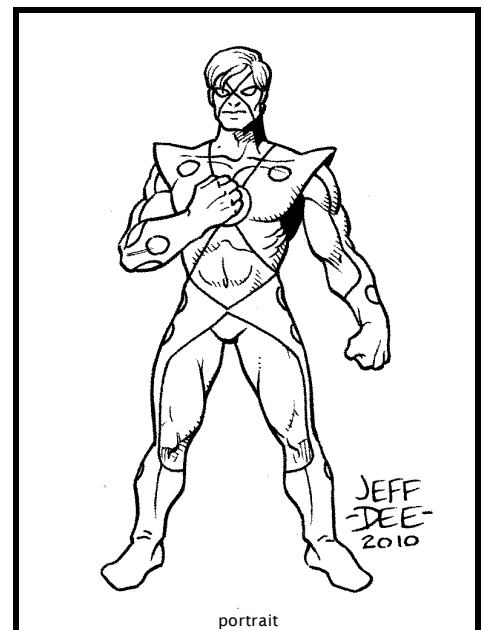
INVENTING POINTS: 1.1 CASH: \$ 3,960

ORIGIN AND BACKGROUND: (American) Journalism, Social Work

LEGAL STATUS: Member of the Indestructibles

(SECURITY CLEARANCE =) _____

OTHER INFORMATION: _____



portrait

BLASTAR

Origin and Background

Mark Severance was an environmental activist who was starting to become a celebrity. He wasn't especially intelligent, but he was telegenic, reasonably articulate and very committed.

Early in his career he achieved a number of impressive accomplishments. He helped save biologically unique timberland areas from logging in the Pacific Northwest. He instigated the cleanup of an industrially polluted lake in Georgia that was the local water supply for a small town. He became nationally famous after becoming the subject of an award-winning documentary, wrote a best-selling book and hosted a reality TV show, all before most people graduate from college.

Mark began to fixate upon his own fame and fortune. He started to feel the pressure to achieve more than other contemporary figures, and to top his past accomplishments. Gradually he became increasingly extreme. Within the year, Severance was caught on tape leading a group that broke into a medical research laboratory to free the animals used for test subjects. Although he avoided jail time, soon he wanted to do something even bigger.

The powerful Hubbard Lake Mega-Collider Project was about to come online, representing an unprecedented technological advancement. A group of religious zealots (citing Bible Code research which they claimed indicated that its activation would trigger the end of the world) wanted the famous Mark Severance to advance their cause. Mark didn't share their beliefs, but he thought it would make a nice headline.

He knew that if he brought a group with him it only increased the potential for someone to get hurt. Severance told the protesters he would lead a team to break into the building containing the Collider before it could be activated and that they would sabotage it. In reality, he gave the protesters a timetable that was 24 hours later than his actual break in, which he did on his own.

But the scientists had heard of the planned protests. They also moved up the own timetable for activation. When Mark Severance entered the ring of the Collider it was already active. A stream of highly accelerated boson particles struck him, completely annihilating his physical body. His presence at the Collider was never even discovered.

Mark Severance was converted into a being of pure energy. His consciousness moved beyond our physical realm and experienced the ultimate spiritual liberation of an existence perfectly free from the constraints of gravity, electromagnetism and time. He came to circulate among a race of other pure energy beings, the Pinaculari. The highly-evolved Pinaculari judged Mark to be too immature to handle the awesome powers of existing as a being of pure energy. They decided that they would devolve him back into what was basically a human form.

Mark protested, but their decision was irreversible. The Pinaculari made him a promise that the potential remained within him to eventually evolve back to a pure energy state, but only if he endeavored to "do great good in the world." Upon returning to Earth, Mark discovered that he had retained some of his energy powers. He now strives to make a positive difference as the newest member of the Indestructibles.

Tactics and M.O.

Blastar is quick to declare something a threat and quick to blast at it. He also likes to encircle opponents in a force field to keep them from hurting anyone. Although Force Field is also a powerful defense, he prefers to simply absorb attacks.

Personality and Character Traits

Blastar has a tendency to be impulsive and always wants to jump into action without a plan. He is also used to being the center of attention and sometimes acts as if he doesn't know he's not the leader of the team. He is basically still a good guy, though and has a strong concern for people who are in danger. He would be willing to do anything to help someone in trouble, especially a teammate or a friend.

Quotes

"Don't panic! I have everything under control."

"Careful, it may be a trap. I'd better go check it out."

"You heard our leader. Follow me!"

"Those hostages aren't going to rescue themselves. Let's go."

CHARACTER RECORD SHEET



IDENTITY: Gunnar Weston SIDE: Good
 NAME: GUNSMITH SEX: M AGE: 32 WEIGHT: 160 lbs
 EXPERIENCE: 10,000 LEVEL: 4 TRAINING: Endurance

POWERS: INVENTING: _____

SPEED BONUS x2 Device: +180" to ground movement HEIGHTENED STRENGTH Device: +11

HEIGHTENED EXPERTISE: +4 to hit with all types of handguns

HEIGHTENED SENSES Device (Pistol Vision): Gun cameras feed to goggles. Can make Special Attacks on one roll to hit. Gun cams see any direction, negating attacker facing penalties. Telescopic lenses

divide range by 100 when calculating hit mods. Light intensifier negates all but total darkness.

SPECIAL WEAPON (Custom Pistols): +4 to hit, 100" range. Carries 18 rounds of all types of ammo.

* Taser: If it hits roll Lightning attack. If that hits target makes a V. Diff. END Save or falls unconscious

* Adhesive: The target must make a Very Difficult STR Save or be restrained.

* Demolition: 2d6 damage, but does double structural damage.

* Tracer: Camera in rounds transmits video (100 mile range) and GPS coordinates.

* Standard: d8 damage (Gunsmith carries 100 standard rounds).

STRENGTH: 24 CARRYING CAPACITY: 1,218 lbs BASE HTH DAMAGE: 1d10

ENDURANCE: 14 HEALING RATE: 1.2

AGILITY: 16 ACCURACY MODIFIER: +2 DAMAGE MODIFIER: +2

INTELLIGENCE: 18 DETECT HIDDEN: 14 % DETECT DANGER: 18 %

CHARISMA: 13 REACTION FROM GOOD: +1 REACTION FROM EVIL: -1

BASIC HITS: 4 HIT MOD.(2)(1.4)(1.6)(1.3)= 5.82

HIT POINTS (24): _____

POWER (72): _____

MOVEMENT RATES: Ground: 54 234" per turn with Speed Bonus device.

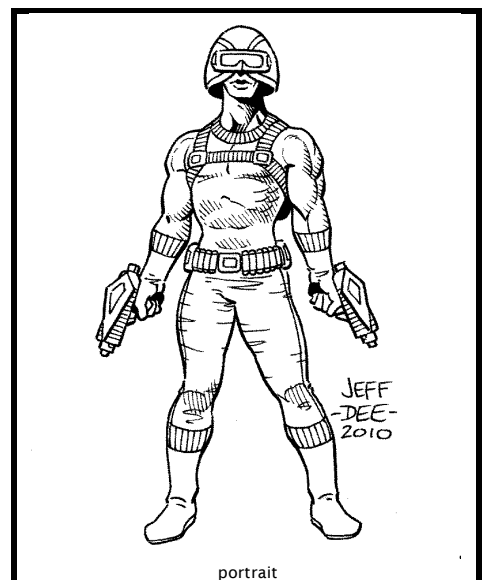
INVENTING POINTS: 7.2 CASH: \$ 29,952

ORIGIN AND BACKGROUND: (American) Military, Law Enforcement,
Scientist. Descendant of Old West gunfighter J.B.Weston. Former
Army engineer, currently a police ballistics expert.

LEGAL STATUS: Member of the Indestructibles

(SECURITY CLEARANCE =) _____

OTHER INFORMATION: Invention: Change-up clips allow him to
change ammo types shot by shot. His speed and strength devices,
guns, holsters (which slide guns into his hands from tracks on the
insides of his arms), helmet and goggles form a rough exoskeleton
suit.



GUNSMITH

Origin and Background

The Weston family has a long tradition of distinguished service to their country on the field of battle- wherever it may be.

The man who would later take the name J.B. Weston was born a slave in 1845, and escaped after finding his owner's gun and killing him. After reaching freedom through the Underground Railroad, he enlisted in the Union Army. After the war he went west and became the bounty hunter - notorious for his deadly skill with pistol and bullwhip - known as "The Master Shootist." He eventually married, settled down and had a son named Challenger.

Challenger Weston fought bravely in the First World War. His life was saved by a super-powered hero named Freedom Eagle. Challenger was sent home after being injured, and fathered a son named Freedom.

In 1940, Freedom James Weston volunteered to fly and fight in defense of Great Britain. When the US entered the war, he was formally commissioned to the U.S. Army Air Corps. He saw action in both the Battle of Britain and Guadalcanal Campaign.

Freedom Weston's son, Arthur Wildcat Weston, served in Vietnam, and then turned his attention to weapons design. He registered patents which made him a very wealthy man. He also fought as a mercenary, earning a second fortune by fighting in small wars throughout Asia, South America and Africa.

In 1978 Arthur Weston led a raid to overthrow a dictatorship in the African republic of Malaia. The attempted coup failed to capture the General and his ruling circle because they hid themselves from attack behind human shields. During a firefight, Arthur tried to protect a civilian woman and wound up getting shot in the groin. The bullet passed through his body and struck the woman. He pulled her to safety, and they were airlifted out of the country by helicopter. While recovering in a hospital it was discovered that the passage of the bullet left the woman pregnant with his child. Arthur married her and she gave birth to his son, Gunnar.

Gunnar grew up a mental prodigy with the physical gifts of a prime athlete. By the time he was a teenager, he had already been working with his father on the next generation of automatic

weapons and combat technology. He had earned his engineering degree by the time he was in his early twenties, and enlisted in the military where he served multiple tours of duty in Afghanistan and Iraq.

Gunnar created prototypes for numerous pieces of equipment that he was convinced would save the lives of soldiers on the battlefield, only to be frustrated as the government failed to utilize them. Other groups with inferior technology but stronger political connections through larger campaign contributions launched a smear campaign against Gunnar Westin and his family. It successfully drove him out of the business. In the end, Gunnar Weston decided to put his equipment to use himself, as the vigilante adventurer Gunsmith.

Tactics and M.O.

While Armorman Junior is the leader of the Indestructibles, Gunsmith is second-in-command. While Armorman directs overall strategy, it is often Gunsmith who decides on the tactics to be used in carrying out Armorman's plans. In combat, Gunsmith rarely just shoots an opponent. He prefers to shoot the weapons out of their hands. He uses his guns to achieve a variety of effects - such as shooting door-sized holes through walls, and other breathtaking tricks shots.

Personality and Character Traits

Gunnar Weston is a man of extreme discipline and devout patriotism to whom a military lifestyle is second nature. Laconic and straight-faced, impeccably tidy and highly precise with his words and mannerisms, Gunsmith would seem an unlikely candidate as the team jokester. However, the truth is he can be as deadly with a sarcastic remark as he is with a firearm.

Quotes

"There's no such thing as a problem that can't be solved by a single well-placed bullet."

"It's okay to be scared before you go into battle, son. But if you're brave now you'll be repaid with even more courage later."

"The Indestructibles never leave one of our own behind!"

"No society, no matter how advanced or just or well-intentioned, can survive unless it has the capability to defend itself from aggression."

CHARACTER RECORD SHEET



IDENTITY: Virginia Hunt SIDE: Good
 NAME: SKYLARK SEX: F AGE: 26 WEIGHT: 130 lbs
 EXPERIENCE: 14000 LEVEL: 5 TRAINING: Strength

POWERS: INVENTING: _____

SONIC POWERS: 26" range, d12 damage. 13% change to destroy an item with a special attack. PR=1

FLIGHT: 312 mph (1372" per turn) PR= 1 per hour of flight.

ADAPTATION: PR=1 per hour of use or turn of defense.

HEIGHTENED ENDURANCE: +9

HEIGHTENED SENSES (Hearing): Range: 300x normal human range for distance, can distinguish detail of sound even in extremely loud or difficult conditions (use INT for saving throws, reducing the Save Difficulty by two from whatever it may be for a normal human), frequency range is beyond human both in the upper and lower ends of the scale, Double Detect Hidden (if sound clues are applicable): 24%, Triple Detect Danger (if sound clues are applicable): 48%.

STRENGTH: 13 CARRYING CAPACITY: 299 lbs BASE HTH DAMAGE: 1d6

ENDURANCE: 24 HEALING RATE: 2.1

AGILITY: 14 ACCURACY MODIFIER: +1 DAMAGE MODIFIER: +2

INTELLIGENCE: 16 DETECT HIDDEN: 12 % DETECT DANGER: 16 %

CHARISMA: 18 REACTION FROM GOOD: +3 REACTION FROM EVIL: -3

BASIC HITS: 3 HIT MOD.(1.2) (3) (1.3) (1.2) = 5.62

HIT POINTS (17): _____

POWER (67): _____

MOVEMENT RATES: Ground: 51 Flight: 1372"

INVENTING POINTS: 8 CASH: \$ 1,250

ORIGIN AND BACKGROUND: (Extraterrestrial) Psychology, History

LEGAL STATUS: Member of the Indestructibles

(SECURITY CLEARANCE =) _____

OTHER INFORMATION: _____



portrait

SKYLARK

Origin and Background

Almost three decades ago, a team of astronauts led by Commander Elizabeth Hunt flew the Space Shuttle Advantage on a mission to survey a comet that was set to approach closer to Earth than any other comet in history. They never made it. En route to the observation point, the shuttle broke contact - and its crew was presumed lost. Several space organizations conducted search operations, but no trace of the Advantage was ever found.

Before the Advantage reached the comet, its crew picked up a signal of extraterrestrial origin being broadcast in a tight beam directly at them. They traced the signal to a massive space-based device which was also jamming their communications. Following established protocols, Commander Hunt made the decision to investigate the alien device. Determining whether the device presented a threat to the Earth became the crew's new priority.

The device was a Warp Mine - an observation satellite left behind many years before by the Psynax Empire. Its purpose was to monitor planetary civilizations on the verge of attaining space travel. Once a spacecraft was in proximity, the Warp Mine would generate a wormhole, extend it to encompass the approaching spacecraft, and teleport them both deep into Psynax space - usually near one of the Psynax's heavily armed orbital bases.

Commander Hunt and Mission Specialist Tomanaga Yushiro initiated a spacewalk to the object. They had just left the shuttle when the wormhole appeared. It took them - and the Advantage - to another solar system, seventy light years away from Earth.

Major Yushiro was lost in the wormhole. Two Psynax Attack Cruisers had been in pursuit of a Peratonian Scout Ship when the Advantage arrived. Commander Hunt could only watch in horror as the Psynax warships turned back to capture the Advantage. The Peratonian scout returned to engage the Psynax, in an attempt to save the defenseless shuttle. It managed to destroy one of the Psynax ships, but sustained heavy damage and was forced to retreat. It heroically returned a second and then a third time - finally managing to rescue Commander Hunt. But the other Psynax ship got away, taking the Advantage with it.

Commander Hunt and the Peratonian scout pilot (whose name means 'Tracker Hawk') explored

their sector of the galaxy together for years, but they never found the Advantage or its crew. Hunt and Hawk fell in love, and had a daughter, whom Elizabeth named Virginia after her home state. When his daughter was born Tracker Hawk took their family back to Perator. Once there, he found a way to return Elizabeth to Earth - but she chose to stay with him, and to raise their daughter on his homeworld.

After completing her education and developing her Peratonian/Human hybrid powers Virginia Hunt decided she wanted to visit her mother's homeworld. She had studied human culture from afar, but was startled by how barbaric it was when she saw it in person. Eventually, she met and befriended the Indestructibles. She soon joined their ranks under the name Skylark.

Tactics and M.O.

On patrol, Skylark tends to act as recon (sometimes solo but usually trailing Space Racer), using her hearing to locate threats. In combat she tends to stay above and behind the action, attacking from afar with sonics, watching her teammates' backs. She'll fly in to lend assistance if needed.

Personality and Character Traits

To Skylark, life on Earth is like an extended vacation or a foreign study program. While she feels a deep emotional connection to the Earth, and to the human race, a lot of mundane things in the ordinary lives of everyday Earth people seem exotic and savage to her because of her offworld upbringing. She is well-versed in Earth culture and history, but still puzzled by many of its small details. Most people who meet her would never guess that she didn't grow up in Michigan.

Quotes

"What a uniquely pivotal time in the development of our civilization. I feel fortunate to be here, now, where I can play some small part in helping to insure we get to where we need to go."

"It's always tragic when a conflict cannot be ended peacefully. When you have a non-peaceful conflict with the Indestructibles, it's a tragedy for you."

"What I like about living here is that when you wake up every morning, you never know what is going to happen. I never felt that way before, even when growing up on Perator."

"You guys are like my second family. When I joined up... well, that's when I really started to feel like this world was my home."

CHARACTER RECORD SHEET



IDENTITY: Saffron Hammarstrom

SIDE: Good

NAME: RED HILDEGARDE

SEX: F AGE: 24

WEIGHT: 170 lbs

EXPERIENCE: 5000 LEVEL: 3

TRAINING: Intelligence

POWERS:

INVENTING: _____

HEIGHTENED STRENGTH: +15

HEIGHTENED ATTACK: +3 damage on all attacks

HEIGHTENED DEFENSE: -4 to be hit

SPECIAL WEAPON: "Nothing" is a magically unbreakable sword that never loses its sharp edge. It is a normal sword in anyone else's hands, but when used by Red Hildegard (or any true "Walkure") it magically increases in size, gaining HTH +4 to hit and HTH+d12 damage, ignoring structural ratings below 14, and it has two additional powers: Dragon's Breath (48" range, d12 damage attacks as Flame, PR=1 per shot) and Dragon's Eyes (10" range, d12 damage, attacks as Ice, PR=5 per shot). Nothing has a Parry Factor of 5.

PET: The magical flying horse, Airbiscuit (see separate sheet)

STRENGTH: 31

CARRYING CAPACITY: 2677 lbs

BASE HTH DAMAGE: 1d12

ENDURANCE: 17

HEALING RATE: 1.6

AGILITY: 14

ACCURACY MODIFIER: +1

DAMAGE MODIFIER: +1

INTELLIGENCE: 11

DETECT HIDDEN: 8 %

DETECT DANGER: 12 %

CHARISMA: 13

REACTION FROM GOOD: +1

REACTION FROM EVIL: -1

BASIC HITS: 4

HIT MOD. (2.4) (1.8) (1.3) (1) = 5.62

HIT POINTS (22):

POWER (73):

MOVEMENT RATES: Ground: 62

INVENTING POINTS: 3.3

CASH: \$ 10,296

ORIGIN AND BACKGROUND: (Extra-Dimensional - Valhalla)

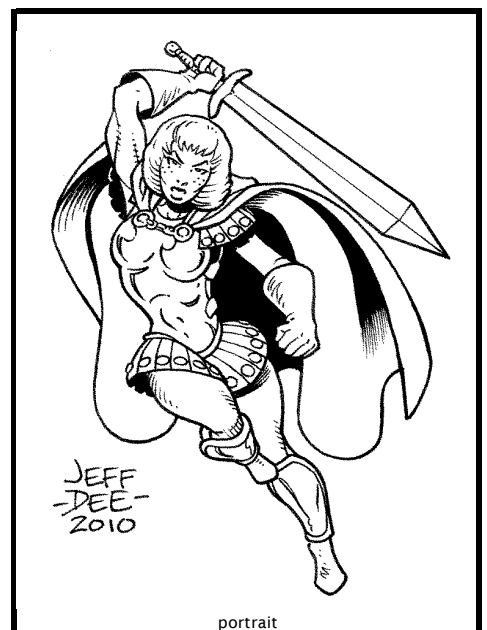
Sports (Riding), Performing Art (Singer)

LEGAL STATUS: Member of the Indestructibles

(SECURITY CLEARANCE =)

OTHER INFORMATION: Also sometimes carries a Shield

(Parry Factor 5), a Spear (HTH+3 to hit, HTH+d4 damage), and a Battle Axe (HTH +1 to hit, HTH + d8 damage)



portrait

RED HILDEGARDE

Origin and Background

After many years, Wotan, King of the Gods, finally restored Valhalla, after its destruction in a fire that also claimed the life of his daughter Brunnhilde and her lover, Siegfried. Wotan's wife, Fricka, saved Brunnhilde and Siegfried's unborn daughter- their granddaughter- whom they named Hildegard. Their granddaughter was kept in a peaceful slumber, as neither of them had the heart to awaken her and tell her the terribly tragic story of her parents' deaths. As her father Siegfried had been a mighty warrior and her mother Brunnhilde has been a Valkyrie, it was destined that Hildegard would fight with awesome power. Wotan decided that she would awaken only when the greatest warriors were needed- at the time of the final battle, Ragnarok. Hildegard grew from a child to a beautiful young maiden while she slept.

When Loge, god of Fire, heard of this, he schemed to secretly use Hildegard to set the events of Ragnarok into motion and, from this all-destructive war, conquer Valhalla for himself. Loge sent Alberich, the long-deposed King of the Dwarves, to awaken Hildegard by placing Nothung, the sword of her father, into her hands. She awakened, but when Fricka heard the resulting thunderclaps, Alberich took Hildegard away to Earth before they could be discovered.

On Earth, they arrived at "Ragnarock" a massive heavy metal music festival. It was filled with crazed drunken louts whose souls had been possessed by the music of the death metal brother and sister act Gunther and Guttrune Gibichung. The festival-goers were intended to become the army Loge would use to conquer Valhalla. Hildegard prevented Loge from imbuing the revelers with the power of godlings, took the bunch of them on single-handedly and defeated them. In doing so she absorbed the power herself, and earned the name Red Hildegard. Loge vowed he would have revenge.

But Alberich had a scheme of his own. He longed to find the Nibelungen Ring, an item of awesome power. Alberich created the ring long ago only to have it taken by Loge. He has since watched the ring pass from numerous parties who all eventually lost it. His reasons for wanting it are his own. He knows the Ring is somewhere on Earth and has changed to a new form which makes it difficult to recognize.

Red Hildegard and Alberich have since had numerous adventures together. Red Hildegard claimed her Valkyrian birthright and found her own flying horse- named "Airbiscuit" by Alberich. They have also searched for the Ring in various aspects: a criminal organization, a self-help group, a high-level political conference, and a mysterious sentient global computer network...

To live incognito on Earth, Hildegard took on the human identity of Saffron Hammarstrom. She joined the Indestructibles after circumstances had her fighting beside them.

Tactics and M.O.

Red Hildegard enjoys testing her mettle against the toughest opponents she can find. She likes to take the point in battle and will always come to the aid of a fallen comrade.

Personality and Character Traits

Red Hildegard is more impetuous than Blastar, more naïve than Skylark, more gung ho than Gunsmith, more of an outsider than Space Racer and has more family troubles than Armorman Junior. She is also the one who most enjoys a good brawl.

Quotes

"Yield now- or my blade will taste your blood!"

"The daughter of Siegfried and Brunnhilde will not be deferred! The granddaughter of Wotan himself will not be denied!"

"One never knows, perhaps somewhere in this mystery lies a clue to finding the long-lost Nibelungen Ring itself."

"Hey guys! Did you know that when you get the quadruple scoop they give you as many extra toppings as you want? As many as you want! There is NO limit!"

CHARACTER RECORD SHEET



IDENTITY: Allan Chandler SIDE: Good
 NAME: SPACE RACER SEX: M AGE: 24 WEIGHT: 180 lbs
 EXPERIENCE: 2000 LEVEL: 2 TRAINING: Intelligence

POWERS: INVENTING: _____

LIFE SUPPORT DEVICE: 1% chance of malfunction per point of damage it takes, Device can self-repair 1 point per minute until damage repaired. This device never runs out of power.

BODY POWER DEVICE: Personal Force Field, Can absorb 36 points of damage.

HEIGHTENED STRENGTH DEVICE: + 8 HEIGHTENED ENDURANCE DEVICE: +6

FLIGHT DEVICE: 484 mph, 2130" per turn, plus Hyper-Flight: Mach 48 in atmosphere, faster than light in space. This device never runs out of power.

SPECIAL WEAPON DEVICE: Magnetic Beam: 2100 lb capacity, d12 damage, 21" range, 6 shots.

HEIGHTENED SENSES DEVICE: Navigational Sense: can determine location from anywhere in galaxy.

Radio Reception and Broadcast: can receive and transmit faster-than-light radio signals

SPECIAL REQUIREMENT: Suit cannot be removed without killing him.

STRENGTH: 21 CARRYING CAPACITY: 1031 lbs BASE HTH DAMAGE: 1d10

ENDURANCE: 22 HEALING RATE: 2.4

AGILITY: 15 ACCURACY MODIFIER: +2 DAMAGE MODIFIER: +1

INTELLIGENCE: 14 DETECT HIDDEN: 10 % DETECT DANGER: 14 %

CHARISMA: 18 REACTION FROM GOOD: +3 REACTION FROM EVIL: -3

BASIC HITS: 4 HIT MOD.(1.8) (2.6) (1.6) (1.1) = 8.24

HIT POINTS (33): _____

POWER (72): _____

MOVEMENT RATES: Ground: 58 _____

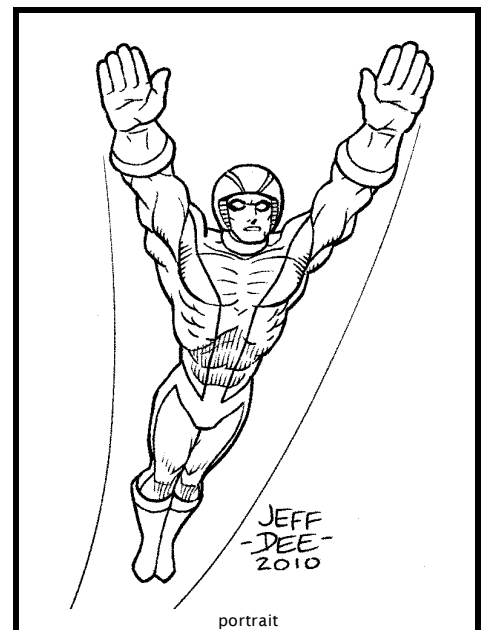
INVENTING POINTS: 2.8 CASH: \$ 12,096

ORIGIN AND BACKGROUND: (American) Pilot, Astronomer

LEGAL STATUS: Member of the Indestructibles

(SECURITY CLEARANCE =) _____

OTHER INFORMATION: _____



SPACE RACER

Origin and Background

Aerospacetrionics Amalgamated assembled one of the greatest private teams of astronauts in the world, led by two brothers Lyle Chandler and Allan Chandler. Their top project was called the REVS or Rocket Escape Velocity Suit, a spacesuit with a built-in rocket engine capable of launching a sole human being safely into orbit. After his brother came down with the measles, Alan was selected to be its test pilot.

The flight went off without a hitch and the REVS suit carried Chandler into space. Beyond the atmosphere, he turned his gaze out to the stars for a only moment before his scheduled return to Earth. To his horror, he spotted... something.

Floating through space, completely undetected, and headed on a collision course with the Earth was the planetoid-sized satellite tomb of the Fa'ar, a long-dead extraterrestrial civilization. The Fa'ar race was annihilated billions of years ago in the Core Wars, a never-ending conflict occurring at the center of our galaxy. Their tomb was sent on an ever widening orbital pattern, circling the galactic core.

From the sheer size of the Tomb, Chandler knew that if it were to strike the Earth the result would be an extinction level event. Ignoring orders to return to base, Chandler fired his rockets full thrust for the satellite tomb. His plan was to get in as close proximity to it as possible and then ignite whatever rocket fuel he had left. The resulting explosion had no effect on the course of the satellite whatsoever. The blast did manage to penetrate the outer hull of the tomb. The breach was detected by the tomb's long dormant internal maintenance systems AI.

Chandler had struck the outer coupling of the star drive and had caused significant damage to the immediate area surround the impact. The AI repaired the breach and cleaned up the broken parts of the star drive, as well as the remains of Chandler. Compared to the hundred-billion year evolutionary cycle of the Fa'ar, human biology was rudimentary. Chandler was salvageable. The AI even applied an upgrade to his rocket suit that gave him lightspeed capability and an energy supply that would let him run for centuries.

When the AI turned its attention from Chandler, he escaped into space. The AI changed course of the

satellite tomb and avoided impact with Earth. Soon it was gone.

Amazed to still be alive and relieved that the Earth was now safe, Chandler took his new suit for a test flight around the galaxy. Chandler had become a human starship.

Upon examining the altered suit in the DAA lab, they discovered that its life support systems could sustain Chandler in virtually any sort of hostile or alien environment. They also discovered that removing the suit was impossible without killing him. Armorman Junior of the Indestructibles is working to find a way to remove the suit. In the meantime, Chandler is a member of the team as Space Racer.

Tactics and M.O.

Space Racer usually takes the point and does the recon for the Indestructibles. He will fly ahead and scope out the opponents often before the rest of the team gets there. He has great confidence in his ability to get out of trouble fast. He rarely uses his repulsors beams in combat, preferring to use the tractor beams to help haul teammates along with him in flight. Space Racer's favorite form of attack is to ram opponents at high speed.

Personality and Character Traits

Life has taken a series of bad turns for Allan Chandler. With its sole functioning REVS prototype erased, AA has gone out of business. It was bought out by the High Ground Consortium, which has recently won a court decision ruling that Chandler's spacesuit is their property- and they want it. Also, Allan's best girlfriend from before his fateful test flight has recently married his brother. Lately, the only escape from his troubles has been in the "joyrides" he takes around the cosmos. He seems to take them more and more frequently and for longer periods of time.

Quotes

"Nice cape. Wanna race?"

"It's okay. I get asked that a lot... The suit enables me to metabolize liquids and foodstuffs with one hundred percent efficiency, so I, um, never actually have to go to the bathroom."

"I may be apart from the human race, but I am still a part of the human race."

"This is a magnificent universe and well worth fighting for, and I would hate very much to leave it."

CHARACTER RECORD SHEET



IDENTITY: - _____ SIDE: Neutral
 NAME: Airbiscuit SEX: M AGE: 3 WEIGHT: 2000 lbs
 EXPERIENCE: - _____ LEVEL: 4 TRAINING: - _____
 POWERS: _____ INVENTING: - _____

SPEED BONUS: +100" a turn (ground)

WINGS: Airbiscuit's great bird-like wings enable him to fly at 1644" a turn, or 373 mph.

PSIONICS: Airbiscuit shares a psychic bond with Red Hildegard, and seems to possess almost human intelligence - which includes the ability to do various things like play the piano, smoke cigars, and laugh at jokes on TV sitcoms

STRENGTH: 13 CARRYING CAPACITY: 3397 lbs BASE HTH DAMAGE: 1d12
 ENDURANCE: 12 HEALING RATE: 12
 AGILITY: 12 ACCURACY MODIFIER: +1 DAMAGE MODIFIER: +1
 INTELLIGENCE: 9 DETECT HIDDEN: 8 % DETECT DANGER: 12 %
 CHARISMA: 15 REACTION TO GOOD: -2 REACTION TO EVIL: -2
 BASIC HITS: 40 HIT MOD.(1.2) (1.4) (1.3) (1) = 2.18
 HIT POINTS (87): _____
 POWER (46): _____

MOVEMENT RATES: Ground: 137 Flying: 1644"/turn

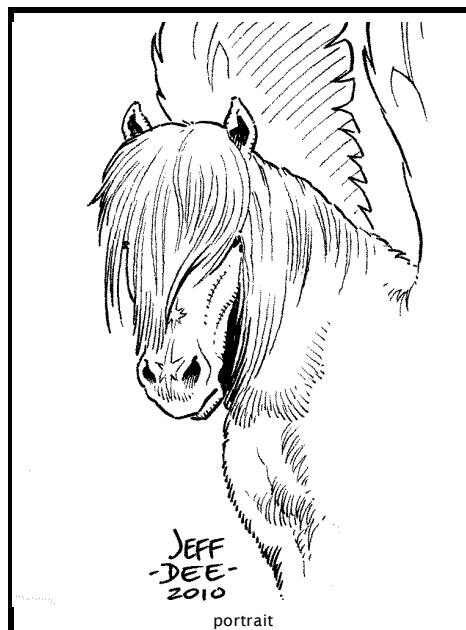
INVENTING POINTS: - CASH: \$ -

ORIGIN AND BACKGROUND: Red Hildegard's Winged Horse


LEGAL STATUS: _____

(SECURITY CLEARANCE = _____) _____

OTHER INFORMATION: _____



LIVING LEGENDS™


Name: AIRBISCUIT		Age: 3		Sex: Male		Race: Flying Horse	
Basic Characteristics:						Secondary Characteristics:	
Score:	Effect:	Notes:			Cost:		
PHYSIQUE	36	d12			36	HITS (36):	
REFLEX	11	d6			11	Move: 43	
DEFTNESS	11	d6			11	Leap: 1.9802	
INTELLECT	7	d4			7	Mass (kg): 909	Mass Effect: d10
COOL	11	d6			11	Carry (kg): 1800	
VITALITY	7	d4			7	NRG (7):	
					7	Luck Roll: d4	Wealth Roll: d0
BC Subtotal:					83	Fame: 11	Fame Effect: d6
Other Abilities:		Base Cost:	Modifier:	Cost:		Base Points: 72	Unspent Eps:
GALLOP						Weaknesses: 35	
SPEED BONUS (V): x5.33 ground movement		7	3	10		Spent Eps:	Balance:
WINGS						Total Cost: 107	0
FLIGHT (V): 32 acceleration, 640 top speed,							
Body Power [Wings, Large],							
Misc [Only in atmospheres]		24	-4	14			
					Total Cost:	107	Character Portrait
Weaknesses:					Value:	Background:	
POVERTY: No income					20	Home: Valhalla	
PHYSICAL DISABILITY: No hands					15	Career Fields: -	
						Origin: -	
						Motivation: -	
Total Weaknesses:					35	© 2010 Monkey House Games. Living Legends is a trademark of Monkey House Games. Permission is granted to copy this file for private use.	

LIVING LEGENDS™													
Name: The XIMIX				Age: ?		Sex: ?		Race: Extradimensional					
Basic Characteristics:						Secondary Characteristics:							
Score:		Effect:		Notes:		Cost:		HITS (37):					
PHYSIQUE		37		2d8-1		46/2d10-1 STR		7					
REFLEX		11		d6				11					
DEFTNESS		11		d6				11					
INTELLECT		3		d2		11/d6 PERC		3					
COOL		16		d8				16					
VITALITY		11		d6				11					
BC Subtotal:						59							
Other Abilities:				Base Cost:		Modifier:		Cost:					
HUGE SIZE GIGANTISM (C): 5 Levels, x32 mass, x3.2 profile, Stays Active, Can't Hold Back <table border="0" style="width:100%"> <tr> <td style="width:40%;"></td> <td style="width:10%; text-align:right">25</td> <td style="width:10%; text-align:right">-1</td> <td style="width:10%; text-align:right">22</td> </tr> </table>											25	-1	22
	25	-1	22										
HEIGHTENED PHYS (C): +4, STR Only <table border="0" style="width:100%"> <tr> <td style="width:40%;"></td> <td style="width:10%; text-align:right">4</td> <td style="width:10%; text-align:right">-3</td> <td style="width:10%; text-align:right">3</td> </tr> </table>											4	-3	3
	4	-3	3										
SPEED BONUS (V): x5.33 top speed and acceleration <table border="0" style="width:100%"> <tr> <td style="width:40%;"></td> <td style="width:10%; text-align:right">7</td> <td style="width:10%; text-align:right">3</td> <td style="width:10%; text-align:right">10</td> </tr> </table>											7	3	10
	7	3	10										
RADIAL SYMMETRY HEIGHTENED SENSES (C): Normal vision is 360 degrees <table border="0" style="width:100%"> <tr> <td style="width:40%;"></td> <td style="width:10%; text-align:right">4</td> <td style="width:10%;"></td> <td style="width:10%; text-align:right">4</td> </tr> </table>											4		4
	4		4										
ANIMAL CUNNING HEIGHTENED INTL (C): +8, PERC Only <table border="0" style="width:100%"> <tr> <td style="width:40%;"></td> <td style="width:10%; text-align:right">8</td> <td style="width:10%; text-align:right">-3</td> <td style="width:10%; text-align:right">5</td> </tr> </table>											8	-3	5
	8	-3	5										
TRACKING (INTL/G): d8 <table border="0" style="width:100%"> <tr> <td style="width:40%;"></td> <td style="width:10%; text-align:right">2</td> <td style="width:10%;"></td> <td style="width:10%; text-align:right">2</td> </tr> </table>											2		2
	2		2										
WEAPONRY & TRAINING GIANT SWORD: +2 to hit, +2 to parry, +4 damage, breaks when parrying 10+, Duplicates (Two) <table border="0" style="width:100%"> <tr> <td style="width:40%;"></td> <td style="width:10%; text-align:right">25</td> <td style="width:10%; text-align:right">2</td> <td style="width:10%; text-align:right">33</td> </tr> </table>											25	2	33
	25	2	33										
GIANT CROSSBOW: 48" range, +2 to hit, 2d10-1 damage, 24" range, Duplicates (Two) <table border="0" style="width:100%"> <tr> <td style="width:40%;"></td> <td style="width:10%; text-align:right">16</td> <td style="width:10%; text-align:right">2</td> <td style="width:10%; text-align:right">21</td> </tr> </table>											16	2	21
	16	2	21										
SKILL BONUS (C): +1, Only on Multiple Attacks, Variable: all attacks <table border="0" style="width:100%"> <tr> <td style="width:40%;"></td> <td style="width:10%; text-align:right">3</td> <td style="width:10%; text-align:right">6</td> <td style="width:10%; text-align:right">7</td> </tr> </table>											3	6	7
	3	6	7										
Total Cost:						166							
Weaknesses:						Value:		Character Portrait					
COMPULSION: Man-eating carnivore. Compelled to pursue, kill, and eat easy prey. Very Common, COOL 6+ to resist & recover. <table border="0" style="width:100%"> <tr> <td style="width:40%;"></td> <td style="width:10%; text-align:right">25</td> </tr> </table>							25						
	25												
DISTINCTIVE: Extradimensional giant monster, INTL 2+ to notice, Skill 8+ to disguise <table border="0" style="width:100%"> <tr> <td style="width:40%;"></td> <td style="width:10%; text-align:right">20</td> </tr> </table>							20						
	20												
LIMITED EDUCATION: Extradimensional guard creature <table border="0" style="width:100%"> <tr> <td style="width:40%;"></td> <td style="width:10%; text-align:right">5</td> </tr> </table>							5						
	5												
Total Weaknesses:						50		Background: Home: Alternate Dimension Career Fields: Hunting, Military Origin: Technological Accident Motivation: Carnage					
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Name: The MEGASPUR		Age: ?		Sex: ?		Race: Extradimensional			
Basic Characteristics:						Secondary Characteristics:			
Score:		Effect:		Notes:		Cost:		HITS (67):	
PHYSIQUE		67 3d10-2		92/4d10-1 STR		2		Move: 85	
REFLEX		2 d2				2		Leap: 0.6758	
DEFTNESS		7 d4				7		Mass (kg): 90,909 Mass Effect: 4d10-1	
INTELLECT		2 d2				2		Carry (kg): 61,440	
COOL		16 d8				16		NRG (5):	
VITALITY		5 d3				5		Luck Roll: d4 Wealth Roll: -	
BC Subtotal:						34		Fame: 1 Fame Effect: d1	
Other Abilities:		Base Cost:		Modifier:		Cost:		Base Points: 100	
HUGE SIZE								Weaknesses: 50	
GIGANTISM (C): 10 Levels, x1024 mass, x10.1 profile, Reduce difficulty of called shots against it by 3 levels, Stays Active, Can't Hold Back						50 -1		44	
HEIGHTENED PHYS (C): +5, STR Only						5 -3		3	
SPEED BONUS (C): x10.67 move & acceleration						10 3		15	
SPINES									
SKILL BONUS (V): +1 to hit with Spines (3)						3		3	
PARALYSIS (V): d10 Bio (17), Carried by Spines (+2), No Range (-3)						17 -1		15	
QUILLS									
POWER BLAST (V): d12 Sharp, 12" range (29), Area Effect [21"](+9), Charges [2](-8)						29 1		33	
EXPLODING PODS									
POWER BLAST (V): d10 Blunt, 12" range (22), Area Effect [13"](+7), Charges [2](-8) Note: Blast creates 3d6 pods which 'hatch' in 48 hours						22 -1		19	
Total Cost:						166			
Weaknesses:						Value:		Character Portrait	
COMPULSION: Man-eating carnivore. Compelled to pursue, kill, and eat easy prey. Very Common, COOL 6+ to resist & recover.						25		Background:	
DISTINCTIVE: Extradimensional giant monster, INTL 2+ to notice, Skill 8+ to disguise						20		Home: Alternate Dimension	
LIMITED EDUCATION: Extradimensional guard creature						5		Career Fields: Carnivorous Plant	
Total Weaknesses:						50		Origin: Technological Accident	
								Motivation: Carnage	
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Name: VOLCANIC MAN, aka Joseph Smolinsky				Age: 33		Sex: Male		Race: Human	
Basic Characteristics:						Secondary Characteristics:			
Score:		Effect:	Notes:		Cost:	HITS (29):			
PHYSIQUE	29	d12	37/2d8-1 STR		29	Move: 8			
REFLEX	7	d4			7	Leap: 5.4085			
DEFTNESS	11	d6			11	Mass (kg): 355		Mass Effect: d8	
INTELLECT	11	d6			11	Carry (kg): 1920			
COOL	16	d8			16	NRG (11):			
VITALITY	11	d6			11	Luck Roll: d4		Wealth Roll: d3	
BC Subtotal:					85	Fame: 16		Fame Effect: d8	
Other Abilities:			Base Cost:	Modifier:	Cost:	Base Points: 100		Unspent Eps:	
HEIGHTENED PHYS (C): +8, STR Only			8	-3	5	Weaknesses: 50			
DENSITY INCREASE (C): SR=3 Stays Active, Can't Hold Back			2	-1	2	Spent Eps: 32		Balance:	
ARMOR (C): 9 vs. All Physical, Ablative			72	-3	48	Total Cost: 182		0	
ENERGY FIELD (C): d12 Heat (43), Stays Active, Can't Hold Back			43	-1	38				
THROW (DEFT/G): d8			2		2				
UNARMED [Punch](DEFT/G): d8			2		2				
Total Cost:					182	Character Portrait			
Weaknesses:					Value:	Background:			
QUIRK: Curmudgeon					5	Home: United States			
COMPULSION: Won't back down from a fight. Common, COOL 6+ to resist & recover					20	Career Fields: Science & Government			
COMPULSION: Hothead. Easily angered by insults, challenges, etc. Uncommon, COOL 6+ to resist & recover					15	Origin: Technological Accident			
QUIRK: loyal and devoted friend					5	Motivation: For Hire			
POVERTY: \$10,000 approximate annual income					5	Joseph fell into a volcano while conducting research on Meteor Island, and was encrusted with volcanic rock.			
Total Weaknesses:					50	© 2010 Monkey House Games. Living Legends is a trademark of Monkey House Games. Permission is granted to copy this file for private use.			

LIVING LEGENDS™


Name: The PROVIDER, aka Vitaly Svyatopolk				Age: 32		Sex: Male		Race: Human	
Basic Characteristics:						Secondary Characteristics:			
Score:		Effect:		Notes:		Cost:		HITS (16):	
PHYSIQUE		11		d6		16/d8 CON		11	
REFLEX		11		d6				11	
DEFTNESS		11		d6				11	
INTELLECT		16		d8				18	
COOL		11		d6				11	
VITALITY		11		d6				11	
BC Subtotal:						73		HITS (16):	
Other Abilities:						Base Cost:		Modifier:	
WILLPOWER									
HEIGHTENED PHYS (C): +5, CON Only						5		-3	
PAIN RESISTANCE (C): Only unconscious when Hits = 0						8			
DEFENSE (V): +4 targeting difficulty and +4 DODG levels						30			
DEVITALIZATION GAZE									
DEVITALIZATION (V): d4 Psychic, 12" range, Drains [to VITL, max. +5, 1 point fades per round], Misc [requires eye contact]						5		4	
DANGER SENSE									
HEIGHTENED SENSE (C): Danger, Basic, Ranged						2		3	
TELESCOPIC SENSE (V): Danger, 6 Levels						6			
DEATH TOUCH									
TRANSMUTATION (V): Makes living things dead. d6 Psychic vs. CON, No Range, Duration (100 years), Misc [if target beats d6 on DEFT, they lose Hits but live], NRG Cost [4 if fully sucessful, 2 if partially sucessful]						3		15	
MIND CONTROL									
MIND CONTROL (V): d8 Mental vs COOL, 12" range NRG Cost [4 if sucessful]						31		-1	
SKILLS									
NEGOTIATE (INTL/G): d12						5			
HIDING (INTL/G): d10						2			
UNARMED (Punch) (DEFT/G): d8						2			
GAZE (INTL/G): d12						5			
LANGUAGE & LITERACY: Russian, Native						0			
LANGUAGE: English, Accented						2			
LITERACY: English						1			
Total Cost:						198			
Weaknesses:						Value:		Character Portrait	
HUMAN CHARACTERISTICS						10		Home: Uzbekistan	
COMPULSION: Loves fantasy art, and wants to steal it. Uncommon, COOL 4+ to resist and recover						10		Career Fields: Manufacturing, Crime	
DISTINCTIVE: Tatooed with famous fantasy paintings all over his body. INTL 2+ to notice, Skill 4+ to disguise						15		Origin: Accidental Supernatural	
QUIRK: He believes that he is a descendant of Rasputin.						5		Motivation: Greedy	
COMPULSION: Loves Holly Cooks aka Lady Armageddon, protects/avenges her Uncommon, COOL 4+ to resist and recover						10		Vitaly Svyatopolk is an alias; his real name is unknown. He believes that he inherited his powers from his ancestor Rasputin.	
Total Weaknesses:						50		© 2010 Monkey House Games. Living Legends is a trademark of Monkey House Games. Permission is granted to copy this file for private use.	

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Name: DOCTOR PHAGE, aka Javier Lemarr				Age: 29		Sex: Male		Race: Infected Human	
Basic Characteristics:						Secondary Characteristics:			
Score:		Effect:		Notes:		Cost:		HITS (16):	
PHYSIQUE	16	d8					16	Move:	8
REFLEX	11	d6					11	Leap:	2.5263
DEFTNESS	11	d6					11	Mass (kg):	95
INTELLECT	11	d6		29/d12 as Doctor Phage			11	Mass Effect:	d4
COOL	11	d6		37/2d8-1 as Doctor Phage			11	Carry (kg):	240
VITALITY	16	d8					16	NRG (16):	
BC Subtotal:							76	Luck Roll:	d2
Other Abilities:						Base Cost:	Modifier:	Cost:	Base Points: 100
TRANSFORM INTO DOCTOR PHAGE									Weaknesses: 50
SHAPE CHANGING (P): to Doctor Phage form				2		2		Spent Eps: 32	Unspent Eps:
REGENERATION (C): 2 Levels, Misc (not fire damage)*				16	-3	11		Total Cost: 182	Balance:
NATURAL WEAPONRY (V): d8 Sharp,									0
Armor Piercing [3 Levels]*				8	2	10			
Minus STR Surcharge				-8		-8			
POWER BLAST (V): d8 Biochemical, No Range,									
Lingering Effects [6 Intensity, PHYS to recover],									
NRG Cost [2 per hit]*				16	-1	14			
HEIGHTENED INTL (C): +18*				18	-1	16			
HEIGHTENED COOL (C): +26*				26	-1	23			
*Only in Doctor Phage form (-1)									
ISLAND OF AEAEA									
SWIMMING (V): 2 acceleration, 43 top speed*				13	6	29			
REGENERATION (C): 1 level, Slow Use (90 minutes)*				8	-4	5			
*Vehicle [531 hull, 89 hits, 346 deck]									
SKILLS									
SCIENCE [Biochemistry] (INTL/S): d6 (d12 as Dr. Phage)				2		2			
RESEARCH (INTL/G): d8 (2d8-1 as Dr. Phage)				2		2			
Total Cost:						182	Character Portrait		
Weaknesses:						Value:	Background:		
TEXTBOOK SOCIOPATH:							Home: United States		
QUIRK: Manipulative						5	Career Fields: Science and Research		
QUIRK: Arrogant						5	Origin: Technological Accident		
QUIRK: Callous						5	Motivation: Insane Egotist		
QUIRK: Impulsive						5	Javier Lemarr was infected (and transformed) by an accidentally 'modified' virus while working for a secret government anti-pollution project.		
QUIRK: Emotionally stunted						5			
QUIRK: Hungers for intellectual stimulation						5			
QUIRK: Pathological liar						5			
SUSCEPTIBILITY: Anti-Viral drugs, Very Common, loses Shape Changing on exposure						5	© 2010 Monkey House Games. Living Legends is a trademark of Monkey House Games. Permission is granted to copy this file for private use.		
UNLUCKY: 2 levels						10			
Total Weaknesses:						50			

LIVING LEGENDS™									
Name: CHIROPTERA, aka Roslyn Remick				Age: 24		Sex: Female		Race: Infected Human	
Basic Characteristics:					Secondary Characteristics:				
Score: Effect:			Notes:		Cost:				
PHYSIQUE	11	d6	16/d8 CON		11	HITS (16): 8 29/384 flying			
REFLEX	22	d10			22	Move: 1.7647			
DEFTNESS	22	d10			22	Mass (kg): 68 Mass Effect: d4			
INTELLECT	7	d4			7	Carry (kg): 120			
COOL	7	d4			7	NRG (11): 11			
VITALITY	11	d6			11	Luck Roll: d4 Wealth Roll: d4			
BC Subtotal:					80	Fame: 11 Fame Effect: d6			
Other Abilities:		Base Cost:		Modifier:		Cost:		Base Points: 100	
ALIEN PHYSIQUE						Weaknesses:		Unspent Eps:	
						ARMOR (V): 3 vs. All, Absorb to Shaping [max 18],			
						Slow Use [takes an Action to use]			
STRETCHING (P): Elongation 48", Flattening 25" square,						20		-5	
Inflation 13" cube, Oozing						24		10	
FLIGHT (V): 29" acceleration, 384" top speed									
Body Lower (Wings, Large)						22		-2	
HEIGHTENED PHYS (C): +5, CON Only						5		-3	
ALIEN SENSES									
HEIGHTENED SENSE (C): Normal vision includes UV						3		3	
HEIGHTENED SENSE (C): Basic Sonar, 360 degrees						2		4	
SONIC SHAPING									
SHAPING (P): 960 kg Sharp Kinetic [Sonic, SR=4],						22		1	
NRG Cost [1 per use], Animation						22		25	
SKILL BONUS (V): +3 with Shapes, Only To Hit						12		-2	
Total Cost:						174			
Weaknesses:						Value:		Character Portrait	
ATTRACT ATTACKS: Light, +2						15		Background:	
VULNERABILITY: Light (common), double damage						15		Home: United States	
QUIRK: Snarky, sarcastic						5		Career Fields: Research/Technology, Medical	
COMPULSION: Protect the Provider (uncommon), 4+ to resist & recover						10		Origin: Accidental Supernatural	
QUIRK: Jealous						5		Motivation: Survival	
Total Weaknesses:						50		She was infected by the alien vampire that killed her boyfriend Don. Feared because of her new appearance and accused of Don's murder, she's been driven into a life of crime.	
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Name: The TWISTED MAN, aka Russell Harris				Age: 27		Sex: Male		Race: Human						
Basic Characteristics:						Secondary Characteristics:								
Score:		Effect:	Notes:		Cost:	HITS (16):								
PHYSIQUE		16	d8			16	Move: 8							
REFLEX		8	d4			8	Leap: 2.9268							
DEFTNESS		7	d4			7	Mass (kg): 82		Mass Effect: d4					
INTELLECT		11	d6			11	Carry (kg): 240							
COOL		11	d6			11	NRG (11):							
VITALITY		11	d6			11	Luck Roll: d3		Wealth Roll: d4					
					BC Subtotal:	64	Fame: 2		Fame Effect: d2					
Other Abilities:				Base Cost:	Modifier:	Cost:	Base Points: 100		Unspent Eps:					
GRAVITIC BLAST IMPLANT						Weaknesses: 50								
POWER BLAST (V): 2d10 Crushing, 12" range, Equipment [Cybernetic chest implant], Charges [22]						46	-2	35	Spent Eps: 16					
GRAVITIC FIELD IMPLANTS						Total Cost: 166		Balance:						
GRAVITY DECREASE (V): 2d8-1 Blunt/Crushing [x-1, see LL page 53], 6" range, Concentration [to maintain], Equipment [Cybernetic hand implant]*						55	-6	25	0					
GRAVITY INCREASE (V): 2d8-1 Blunt/Crushing [x16, see LL p. 54] 6" range, Concentration [to maintain], Equipment [Cybernetic hand implant]*						47	-6	21						
*Charges [22, Shared by Gravity devices]														
SKILLS														
VEHICLE [Airplane] (DEFT/S): d6						5		5						
PROFESSION [Business Administrator] (INTL/S): d8						5		5						
MEDICINE (INTL/S): d6						2		2						
GRAV BLAST (DEFT/G): d10						9		9						
						Total Cost:		166	Character Portrait					
Weaknesses:						Value:		Background:						
DISTINCTIVE: Twisted visage, cybernetics. INTL 3+ to notice, Skill 8+ to disguise						15		Home: Australia						
QUIRK: feels persecuted; slightly paranoid						5		Career Fields: Transport, Medicine, Finance						
COMPULSION: Takes revenge upon those he thinks have wronged him. Uncommon, COOL 8+ to resist and recover						20		Origin: Technological Accident						
UNLUCKY: 1 level						5		Motivation: Vengeance						
QUIRK: Loner, craves solitude						5		Harris became merged with his company's experimental gravity device during a failed assassination attempt by their underworld financial backers. And then he killed them.						
Total Weaknesses:						50		© 2010 Monkey House Games. Living Legends is a trademark of Monkey House Games. Permission is granted to copy this file for private use.						

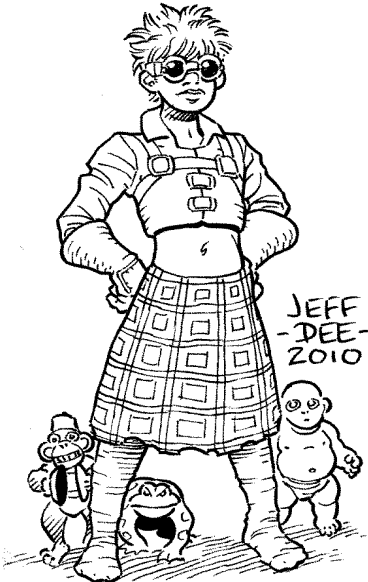
LIVING LEGENDS™

Name: MAURADER UNDINE aka Sayyida Syrenka				Age: 17		Sex: Female		Race: Half-Mermaid	
Basic Characteristics:						Secondary Characteristics:			
Score:		Effect:	Notes:	Cost:		HITS (22):			
PHYSIQUE	22	d10	29 / d12 STR	22		Move: 8 Swim 43, 86 Mermaid			
REFLEX	16	d8		16		Leap: 13.151			
DEFTNESS	16	d8		16		Mass (kg): 73		Mass Effect: d4	
INTELLECT	7	d4		7		Carry (kg): 960			
COOL	7	d4		7		NRG (16):			
VITALITY	16	d8		16		Luck Roll: d4		Wealth Roll: d4	
BC Subtotal:				84		Fame: 7		Fame Effect: d4	
Other Abilities:			Base Cost:	Modifier:	Cost:	Base Points: 100		Unspent Eps:	
UNDINE STRENGTH						Weaknesses: 50			
HEIGHTENED PHYSIQUE (C): +7, STR Only			7	-3	5	Spent Eps: 20		Balance:	
UNDINE SPEED						170		0	
DEFENSE (V): 4 Levels			30		30				
SPEED BONUS (V): x21.33 swim acceleration & top speed			13	3	19				
WATER BREATHING									
ADAPTATION (C): Water Breathing			1		1				
RECOVERY (C): 2 Levels, Constant, Misc [Only In Water]			16	-2	12				
IMMORTALITY									
ADAPTATION (C): Temporal			3		3				
MERMAID FORM									
SHAPE CHANGING (P): Mermaid Form									
Misc [Only In Water]			2	-5	1				
SPEED BONUS (V): x2 swim acceleration & top speed, Misc [Only In Mermaid Form]			3	2	4				
KNIVES									
DAGGERS, +1 sharp damage, throwable, 2 duplicates			5	2	7				
SKILLS									
VEHICLE [Sailing Ship] (DEFT/S): d8			2		2				
GRAPPLE (DEFT/G): d10			2		2				
Total Cost:					170	Character Portrait			
Weaknesses:					Value:	Background:			
PHYSICAL DISABILITY: Cant heal or recover out of water, -1 NRG per hour out of water					10	Home: Morocco			
COMPULSION: Greedy, Uncommon, COOL 6+ to resist & recover					15	Career Fields: Crime, Transportation			
DISTINCTIVE: 'Fishy' features. INTL 3+ to notice, Skill 4+ to disguise					10	Origin: Supernatural Accident			
PERSECUTED: Wanted by Atlantean and Lemurian authorities, Uncommon, Severe					15	Motivation: Greed, Thrill Seeker			
Total Weaknesses:					50	Sayyida is the daughter of a Moroccan pirate queen and a Merman. She was born in the 16th Century.			
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LIVING LEGENDS™

Name: The WHISPERER, aka Jerri Vasser				Age: 24		Sex: Female		Race: Human	
Basic Characteristics:						Secondary Characteristics:			
Score:		Effect:		Notes:		Cost:		HITS (16):	
PHYSIQUE		7		d4		16/d8 CON		7	
REFLEX		11		d6				11	
DEFTNESS		11		d6				11	
INTELLECT		11		d6				11	
COOL		7		d4				7	
VITALITY		11		d6				11	
BC Subtotal:						58			
Other Abilities:				Base Cost:		Modifier:		Cost:	
GHOST FORM								Base Points: 100	
INTANGIBILITY (V)				10				10	
SONIC BLAST								Weaknesses: 50	
POWER BLAST (V): d12 Blunt [Vibration], 24" range, Misc [Penetrating, but only vs. inanimate objects], No Knockback (-1)				29		3		43	
INSIGHT								Spent Eps: 4	
WEAKNESS DETECTION (V): d8 vs. protection				16				16	
WEAKNESS DETECTION (V): d8 vs. personal weaknesses				16				16	
SKILLS								Total Cost: 154	
MEDICINE (INTL/S): d6				2				2	
SCIENCE [Psychology] (INTL/S): d8				5				5	
HIDING (INTL/G): d8				2				2	
NEGOTIATE (INTL/G): d8				2				2	

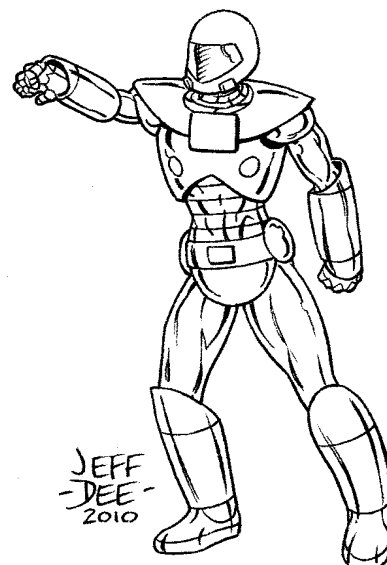
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Name: MOPPET, aka Pammy Vrooman				Age: 18		Sex: Female		Race: Human	
Basic Characteristics:						Secondary Characteristics:			
Score:		Effect:		Notes:		Cost:		HITS (14):	
PHYSIQUE		14		d6		14		Move: 8	
REFLEX		16		d8		18		Leap: 3.2542	
DEFTNESS		16		d8		18		Mass (kg): 59 Mass Effect: d3	
INTELLECT		16		d8		18		Carry (kg): 192	
COOL		16		d8		18		NRG (16):	
VITALITY		16		d8		18		Luck Roll: d4 Wealth Roll: d4	
BC Subtotal:						104		Fame: 7 Fame Effect: d4	
Other Abilities:				Base Cost:		Modifier:		Cost:	
TOYS						Base Points: 100			
SIDEKICK (C): 60 base/30 weakness/90 total, Variable x6				15		8		44	
GENERIC TOY STATS:						Weaknesses: 50			
PHYS 7, REFL 11, DEFT 11, INTL 3, COOL 7, VITL 3						Spent Eps: 12			
SHRINKING (C): 2 Levels, .25 profile, .016 mass*						Total Cost: 162			
Move 2, Mass 100/d4, Sneak +2, Amplified Senses +2						Unspent Eps:			
DENSITY INCREASE (C): SR 5*						Balance:			
*Stays Active, Can't Hold Back						0			
TEDDY BEAR (16 CON):									
NATURAL WEAPONRY [Bite] (V): d4+4 Sharp									
UNARMED [Bite] (DEFT/G): d10									
ROBOT (VITL 2):									
NATURAL WEAPONRY [Pincer] (V): d4+2 Sharp									
POWER BLAST (V): 2d8 Electrical, 12" range, 7 shots									
MONKEY (11 PHYS, Sonic Boom):									
POWER BLAST (V): d12 Sonic, 12" range, 3" area, Charges [7 shots]									
BABY DOLL (Exploding Pacifier):									
POWER BLAST (V): 2d10-1 Blunt, 12" range, 13" area, Charges [1 shot]									
THROW (DEFT/G): d12									
RUBBER FROG (Leaping, Sticky Tongue):									
SPEED BONUS (V): x32 Leap [18"]									
RESTRAINT (V): 4 vs. All, 1 hit, 6" range, Not automatically hit by incoming attacks, Misc [only one victim at a time, must stay in range],									
TOY SOLDIER (DEFT 16, VITL 5):									
BAYONET [Javelin]: +1 to hit / +1 damage									
MEDIUM RIFLE: 24", +1 hit / d12 dmg, 22 shots									
MECHANIC (DEFT/S): d12						9		9	
SCIENCE [Electronics] (INTL/S): d10						5		5	
Total Cost:						162			
Weaknesses:						Value:		Character Portrait	
HUMAN CHARACTERISTICS						10		Background:	
QUIRK: Cruel sense of humor						5		Home: United States	
QUIRK: Childish						5		Career Fields: Crime, Electronics, Mechanics	
COMPULSION: Won't move out of sight of battles where her toys are fighting. Common, COOL 6+ to resist b& recover						20		Origin: Technological Project	
COMPULSION: Kill one person per month, Rare, COOL 6+ to resist & recover						10		Motivation: Insanity	
Total Weaknesses:						50		Pammy is the daughter of Charles Edward Vrooman, aka ###, who trained her in the art of building homicidal toys - and left her his legacy of insanity.	
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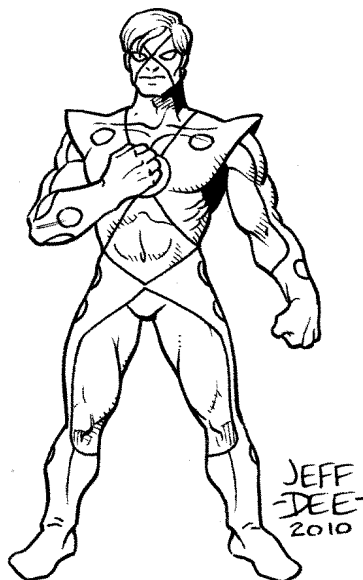
Name: LADY ARMAGEDDON, aka Holly Cooks				Age: 23		Sex: Female		Race: Human			
Basic Characteristics:						Secondary Characteristics:					
Score:		Effect:		Notes:		Cost:		HITS (16):			
PHYSIQUE	16	d8		29/d12 PHYS		16		Move: 8			
REFLEX	11	d6				11		Leap: 17.455			
DEFTNESS	11	d6				11		Mass (kg):	55 Mass Effect: d3		
INTELLECT	11	d6				11		Carry (kg):	960		
COOL	11	d6		22/d10 APP		11		NRG (16):			
VITALITY	16	d8				16		Luck Roll:	d4 Wealth Roll: d0		
BC Subtotal:						76		Fame:	1 Fame Effect: d1		
Other Abilities:				Base Cost:	Modifier:	Cost:	Base Points:	140	Unspent Eps:		
BEAUTY							Weaknesses:	70			
HEIGHTENED COOL (C): +11, APP Only				11	-10	3	Spent Eps:	0	Balance:		
STRENGTH									0		
HEIGHTENED PHYS (C): +13, STR Only				13	-3	9	Total Cost:	210			
PROTECTION AURA											
ARMOR GENERATION (V): 9 vs. All,											
Misc [not vs. green melee weapons or projectiles]				37	-2	28					
FLIGHT											
FLIGHT (V): 32 acceleration, 640 top speed, Mach 34, Light Speed x 34				34		34					
ENERGY BEAMS											
POWER BLAST (C): 2d10-1 Pure Energy, 48" range				46	2	60					
Total Cost:						210	Character Portrait				
Weaknesses:						Value:	Background:				
POVERTY: \$1250 annual income						20	Home: United States				
DISTINCTIVE: Skin color, spines. INTL 2+ to notice, Skill 8+ to disguise						20	Career Fields: Performing Arts [Model]				
COMPULSION: Kill everyone. Very Common, COOL 4+ to resist & recover						20	Origin: Technological Accident				
QUIRK: Imagines herself to be an avenging angel of death						5	Motivation: Insanity, Carnage				
QUIRK: Alien, unfathomable						5	Being teleported through another dimension has permanently altered Holly Sparks into something alien, something that may never be understood.				
Total Weaknesses:						70	© 2010 Monkey House Games. Living Legends is a trademark of Monkey House Games. Permission is granted to copy this file for private use.				

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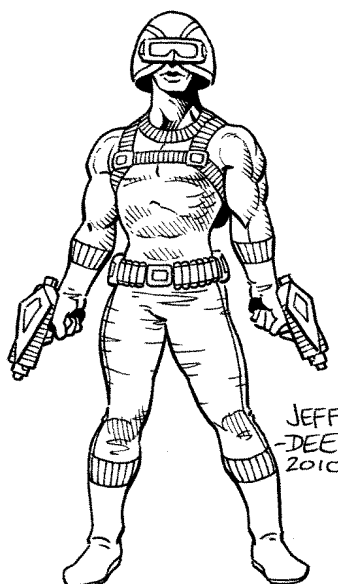
Name: ARMORMAN JR., aka Duane Engram Jr.				Age: 30		Sex: Male		Race: Human	
Basic Characteristics:						Secondary Characteristics:			
Score:		Effect:		Notes:		Cost:		HITS (29): 11 w/o suit	
PHYSIQUE		29		d12		PHYS 11 without suit		11	
REFLEX		11		d6				11	
DEFTNESS		11		d6				11	
INTELLECT		22		d10		INTL 16 without suit		18	
COOL		16		d8				18	
VITALITY		16		d8		VITL 11 without suit		11	
BC Subtotal:						80			
Other Abilities:				Base Cost:		Modifier:		Cost:	
ARMOR									
ARMOR (C): 11 vs. All Physical (87), Ablative (-3), Suit (-3)				87		-6		39	
ROCKET-ASSISTED LEAP									
SPEED BONUS (V): x21.33 Leap (13), Suit (-3)				13		-3		9	
LIFE SUPPORT									
ADAPTATION (C): Spaceworthy (5), Suit (-3), Time Limit [1 hour, Incremental] (0), Charges [5 activations] (-2)				5		-5		3	
RADIO RECEPTION									
HEIGHTENED SENSE (C): Radio Waves, Minimum (1), Variable [First Responder Channels] (+8), Suit (-3)				1		5		2	
SERVO ASSISTED STRENGTH									
HEIGHTENED PHYSIQUE (C): +18 (33), STR Only (-3), Suit (-				33		-6		15	
COMPUTER ASSIST									
HEIGHTENED INTL (C): +6 (12), Suit (-3)				12		-2		9	
360 DEGREE CAMERA SYSTEM									
HEIGHTENED SENSE (C): Default Vision (6) is 360 degree (+4				6		4		10	
Minus Default Vision cost				-6				-6	
SKILLS									
UNARMED [Punch] (DEFT/G): d12				9				9	
SCIENCE [Metallurgy] (INYL/S): 2d8-1				9				9	
SCIENCE [Mechanical Engineering] (INTL/S): 2d8-1				9				9	
RESEARCH (INTL/G): d12				2				2	
Total Cost:						190			
Weaknesses:						Value:		Character Portrait	
HUMAN CHARACTERISTICS						10			
QUIRK: supportive, non-judgmental						5			
QUIRK: calm, rational, a good listener						5			
PERSECUTED: Armorman Junior is plagued by his fathers arch-enemies (most notably Madame Frigia) Common, Major						15			
PERSECUTED: Also harassed by his own arch-enemies (such as Od and the Scrapyard Dogs, a hi-tech crime crew who want his suit) Common, Major						15			
Total Weaknesses:						50		Background:	
Home:						United States		The son of the original Armorman has carried on in his father's footsteps, despite his father's objections	
Career Fields:						Scholar, Scientist			
Origin:						Technological Project			
Motivation:						Utopian			
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Name: BLASTAR, aka Mark Severence				Age: 24		Sex: Male		Race: Human					
Basic Characteristics:						Secondary Characteristics:							
Score:		Effect:		Notes:		Cost:		HITS (14):					
PHYSIQUE		14		d6		14		Move: 8					
REFLEX		7		d4		7		Leap: 2.3415					
DEFTNESS		11		d6		11		Mass (kg): 82 Mass Effect: d4					
INTELLECT		7		d4		7		Carry (kg): 192					
COOL		11		d6		11		NRG (11):					
VITALITY		11		d6		11		Luck Roll: d4 Wealth Roll: d4					
BC Subtotal:						61		Fame: 11 Fame Effect: d6					
Other Abilities:				Base Cost:		Modifier:		Cost:					
ENERGY BLAST						Base Points: 100		Unspent Eps:					
POWER BLAST (V): d10 Pure Energy				22		22		Weaknesses: 50					
FORCE FIELD						Spent Eps:		Balance:					
ARMOR GENERATION (V): 5 vs. Electromagnetic, all Temp, all Kinetic, Biochemical & Energy, Area Effect [13" diameter, Shapes, Perimeter], Brittle, Range [12"], Absorption [25 points to Energy Blast]				13		11		0					
ENERGY SENSE													
HEIGHTENED SENSE (C): Energy Types, Full, Ranged [Radiates]				4						3		6	
SKILLS													
LOCKSMITH (INTL/S): d4				2						2			
SCIENCE [Ecology](INTL/S): d3				1						1			
SNEAK (DEFT/G): d8				2		2							
Total Cost:						150		Character Portrait					
Weaknesses:						Value:		Background:					
HUMAN CHARACTERISTICS						10		Home: United States					
COMPULSION: Help people in danger. Common, COOL 4+ to resist & recover						15		Career Fields: Journalism, Social Work					
QUIRKS: Impulsive						5		Origin: Technological Accident					
QUIRKS: Assertive						5		Motivation: Utopian					
DARK PAST: Performed criminal acts of environmental protest. Becomes 15 points of Bad Reputation if this becomes widely known.						10		Having ascended to a pure energy form, Mark Severence was deemed unworthy and 'devolved' part way back to human form by the Pinaculari, retaining some energy abilities.					
DISTINCTIVE: His energy abilities cause electromagnetic static within 1 meter of his body. INTL 4+ to notice, Skill 4+ to disguise						5							
Total Weaknesses:						50		© 2010 Monkey House Games. Living Legends is a trademark of Monkey House Games. Permission is granted to copy this file for private use.					

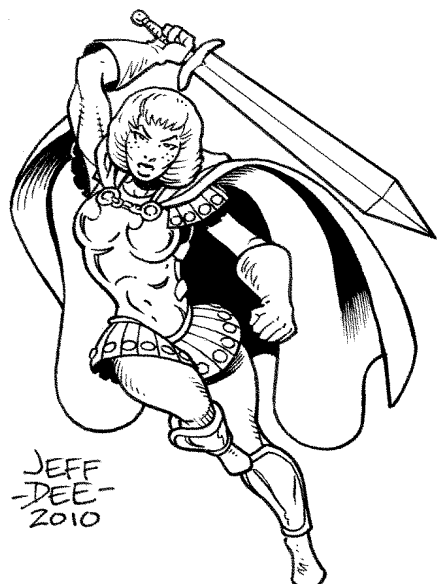
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Name: GUNSMITH, aka Gunnar Weston				Age: 32		Sex: Male		Race: Human	
Basic Characteristics:						Secondary Characteristics:			
Score:		Effect:	Notes:		Cost:	HITS (22):			
PHYSIQUE	11	d6	22/d10 in suit		11	Move: 8 In Suit: 85			
REFLEX	11	d6			11	Leap: 6.5753			
DEFTNESS	16	d8			18	Mass (kg): 73		Mass Effect: d4	
INTELLECT	16	d8			18	Carry (kg): 480			
COOL	11	d6			11	NRG (11):			
VITALITY	11	d6			11	Luck Roll: d3		Wealth Roll: d4	
BC Subtotal:					80	Fame: 16		Fame Effect: d8	
Other Abilities:		Base Cost:		Modifier:	Cost:	Base Points: 100		Unspent Eps:	
EXOSKELETON						Weaknesses: 50			
HEIGHTENED PHYS (C): +11*			11	-3	7	Spent Eps: 12		Balance:	
SPEED BONUS (V): x10.67 acceleration & top speed*						Total Cost: 162		0	
*Equipment [Suit]			10		10				
SKILLS									
WEAPON [Handguns] (DEFT/G): d12			9		9				
SCIENCE [Military Science] (INTL/S): d10			5		5				
SCIENCE [Ballistics] (INTL/S): d10			5		5				
GUNS									
Gun Cams									
HEIGHTENED SENSE (C): Vision detects UV, Global*			6	5	12				
Minus Default Vision Cost			-6		-6				
TELESCOPIC VISION (V): 5 Levels*			5	-3	3				
Accuracy									
SKILL BONUS (V): +4 to hit with all gun attacks*			18	-3	12				
Standard Rounds									
POWER BLAST (V): d8 Sharp, 48" range* **			16	-7	6				
Taser Rounds									
PARALYSIS (V): d8 electrical stun, 48" range* ** ** *			16	-9	5				
Adhesive Rounds									
RESTRAINT (V): 5 vs all, 1 hit point, 48" range* ** ** *			16	-9	5				
Demolition Rounds									
POWER BLAST (V): d6 Sharp, 48" range,									
Armor Piercing [3 Levels]* ** ** *			11	-6	5				
Tracer Rounds									
Tracking Transmitter (LL p. 115), also sends video,									
Duplicates [22], Carried [by bullets]** ** *			1	11	4				
*Equipment [Carried] (-3)									
**Multi-Power (-6)									
***Charges [22, Shared] (-2)									
Total Cost:					162	Character Portrait			
Weaknesses:						Background:			
HUMAN CHARACTERISTICS						Home: United States			
QUIRK: wry, sarcastic wit						Career Fields: Military, Police, Science			
QUIRK: patriotic						Origin: Technological Project			
UNLUCKY: 1 level						Motivation: Duty Bound			
COMPULSION: Prefers not to cause physical harm.						Descendant of Old West gunfighter J.B.Weston. Former Army engineer, currently a police ballistics expert.			
Very Common, COOL 6+ to resist & recover									
Total Weaknesses:					50	© 2010 Monkey House Games. Living Legends is a trademark of Monkey House Games. Permission is granted to copy this file for private use.			

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Name: SKYLARK, aka Virginia Hunt				Age: 26		Sex: Female		Race: Half Peratonian			
Basic Characteristics:						Secondary Characteristics:					
Score:		Effect:		Notes:		Cost:		HITS (16):			
PHYSIQUE		11		d6		16/d8 CON		11			
REFLEX		12		d6				12			
DEFTNESS		11		d6				11			
INTELLECT		11		d6				11			
COOL		11		d6				11			
VITALITY		14		d6				14			
BC Subtotal:						70		Fame: 16			
Other Abilities:				Base Cost:		Modifier:		Cost:			
HEIGHTENED PHYS (C): +5, CON Only				7		-3		5			
FLIGHT (V): 31 acceleration, 512 top speed				23				23			
ADAPTATION (C): All Damage Types				3		11		13			
POWER BLAST (V): d12 Sharp, 12" range				29				29			
SUPER HEARING											
HEIGHTENED SENSE (C): Basic, Audible, Subsonic & Ultrasonic				2		5		4			
TELESCOPIC SENSE (V): Hearing, 8 Levels				8				8			
AMPLIFIED SENSE (V): Hearing, 8 Levels				8				8			
SKILLS											
SONIC BLAST (DEFT/G): d8				2				2			
SCIENCE [Psychology] (INTL/S): d6				2				2			
SCHOLAR [History] (INTL/S): d6				2				2			
Total Cost:						166					
Weaknesses:						Value:				Character Portrait	
HUMAN CHARACTERISTICS						10				Background:	
LIMITED EDUCATION: Alien Upbringing						5				Home: Perator	
QUIRK: Peratonian outlook						5				Career Fields: Psychology, History	
DISTINCTIVE: Unearthly beauty, INT 2+ to notice, Skill 2+ to conceal						10		Origin: Mutated / Evolved			
PERSECUTED: Poverty, d0, \$1250 annual income						20		Motivation: Utopian			
Total Weaknesses:						50		Skylark is the daughter of an American astronaut and a Peratonian explorer. Raised on Perator, she nevertheless feels a strong sense of loyalty to the Earth.			
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Name: RED HILDEGARDE, aka Saffron Hammarstrom				Age: 24	Sex: Female	Race: Valkyrie	
Basic Characteristics:						Secondary Characteristics:	
Score:		Effect:	Notes:	Cost:		HITS (22):	
PHYSIQUE	22	d10	37 / 2d8-1 STR	22		Move: 8	
REFLEX	11	d6		11		Leap: 24.935	
DEFTNESS	11	d6		11		Mass (kg): 77 Mass Effect: d4	
INTELLECT	7	d4		7		Carry (kg): 1920	
COOL	11	d6		11		NRG (16):	
VITALITY	16	d8		16		Luck Roll: d4 Wealth Roll: d4	
BC Subtotal:				78		Fame: 16 Fame Effect: d8	
Other Abilities:		Base Cost:	Modifier:	Cost:		Base Points: 100	Unspent Eps:
UNCANNY STRENGTH						Weaknesses: 50	
HEIGHTENED PHYS (C): +15, STR Only				15	-3	10	
MAGIC SWORD "NOTHUNG"						Spent Eps: 8	Balance:
LONGSWORD: +1 to hit, +2 damage, Armor Piercing [8 Levels, Valkyries Only]*				16	2	21	
ARMOR (C): +3 vs. All Physical, Brittle, Sword Only*				24	-11	6	
SKILL BONUS (V): +3 to hit with swords, Equipment [Carried], Misc [Valkyries Only]*				12	-6	5	
POWER BLAST (V): d8, 12" range, Carried Attack [on Magic Sword, Independent], Equipment [Carried], Misc [Valkyries Only], Variable [Flame or Ice], NRG Cost [1 per use]*				16		16	
*Unique							
WINGED HORSE "AIRBISCUIT"							
SIDEKICK (C): 72 Base + 35 Weakness				18		18	
SKILLS							
PERFORMER [Singing] (COOL/G): d10				2		2	
RIDE [Horse] (DEFT/G): d8				2		2	
Total Cost:				158			
Weaknesses:				Value:		Character Portrait	
QUIRK: In battle, she prefers to fight the most powerful enemy in sight.				5			
COMPULSION: Always comes to the aid of fallen comrades Common, COOL 8+ to resist and recover				25			
LIMITED EDUCATION: Raised in Valhalla, she knows little of modern Earthly life				5			
PERSECUTED: Loge, Norse god of fire, has sworn vengeance upon her. Uncommon, Severe				15			
Total Weaknesses:				50		© 2010 Monkey House Games. Living Legends is a trademark of Monkey House Games. Permission is granted to copy this file for private use.	

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Name: SPACE RACER, aka Allan Chandler				Age: 24		Sex: Male		Race: Modified Human	
Basic Characteristics:						Secondary Characteristics:			
Score:		Effect:		Notes:		Cost:		HITS (22):	
PHYSIQUE	22	d10	11 without suit		11	Move: 8		Fly: 34 / 768	
REFLEX	11	d6			11	Leap: 5.8537			
DEFTNESS	11	d6			11	Mass (kg): 82		Mass Effect: d4	
INTELLECT	11	d6			11	Carry (kg): 480			
COOL	11	d6			11	NRG (17):			
VITALITY	17	d8			17	Luck Roll: d4		Wealth Roll: d3	
					BC Subtotal:	72	Fame: 16		Fame Effect: d8
Other Abilities:			Base Cost:	Modifier:	Cost:	Base Points: 100		Unspent Eps:	
DEFLECTOR SHIELD ARMOR GENERATION (V): 6 vs. all temp, all kinetic, electromagnetic, biochemical & energy, Brittle* LIFE-SUPPORT ADAPTATION (C): Spaceworthy* HEIGHTENED PHYS (C): +11* PROPULSION FLIGHT (V): 34 acceleration, 768 top speed, Mach Speed, Light Speed* ASTRO-NAVIGATION HEIGHTENED SENSE (C): Location, Analytical* SUBSPACE RADIO HEIGHTENED SENSE (C): Radio, Full* RADIO TRANSMISSION (V): Audio, 1 channel [subspace], 100 light-year range* MAGNETIC BEAM TELEKINESIS (V): 960 kg, d12 effect, 24" range, Misc [only affects metal], Charges [7 shots]* *Equipment [Suit] SKILLS VEHICLE [Pilot] (DEFT/S): d8 SCIENCE [Astronomy] (INTL/S): d8 Total Cost: 154						Weaknesses: 50			
						Spent Eps: 4		Balance:	
						Total Cost: 154		0	
						