



Infinity Lounge

LIVING LEGENDS™



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Infinity Lounge

For Villains and Vigilantes™ 2.1 and Living Legends™ - January 2011

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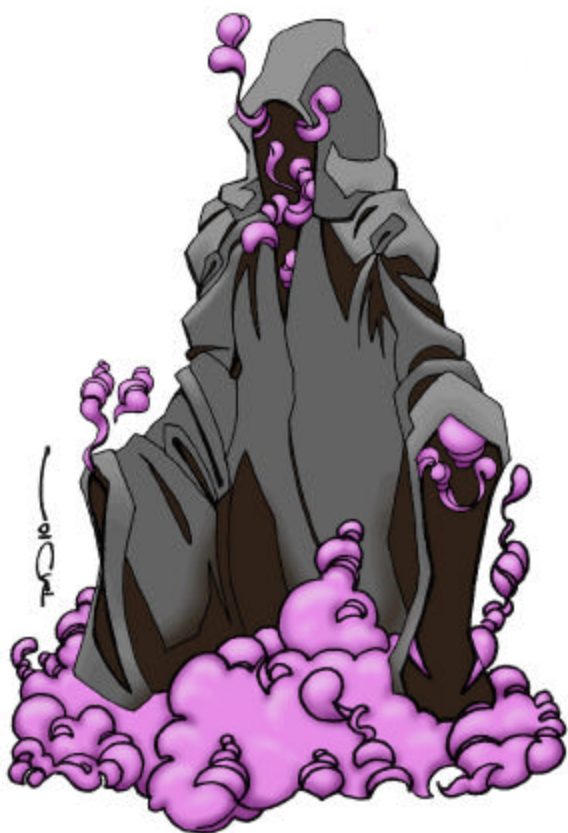
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1.0 Introduction

The Infinity Lounge is a science fiction themed mini-adventure for low to moderate level Villains and Vigilantes characters. It is a one-off affair, potentially usable in any campaign. The characters will find themselves in a fix — imprisoned in an artificial habitat and treated as lab animals -- that should be familiar to readers of science fiction.

Besides making a full scale map of the lounge and surrounding rooms, the GM should roll up or design a dozen or so BEMs (Bug Eyed Monsters... generic alien opponents) for the combat trial portion of the adventure.



1.1 The Elders

The Petahelians are an ancient, wise, and cultured race. They were active on the galactic scene tens of thousands of years ago, but now rarely leave their home world and colonies. It is rumored that they spend their time contemplating something called "The Multiversal Skein," and are preparing for a period of profound meditation which will transform them into beings of pure energy.

In fact, the Petahelians continue to observe the activities of lesser races. They are usually content to let events play out without intervention, even if it means death and suffering. (As an elder Petahelian might lecture a student: "We are perfecting our comprehension of the Skein, not trying to reweave it.") However, they occasionally intervene "to prevent snarls and rents in the Skein"... whatever that means. To date this meddling has always been on the side of good, but the ethical systems of the Petahelians are so complex that anything is possible.

The Petahelian Analyst Corps finds super-powered individuals fascinating and troubling. While earthlings who travel the stars are especially vulnerable, any super-powered being can potentially become a subject of interest to the Analyst Corps.

2.0 Lead-Up and Abduction

After a notable triumph, the player characters become subjects of interest. If your campaign planning allows it, you can provide evidence of this in the sessions leading up to this adventure:

1) The heroes notice a figure in an gray cloak and hood watching them as they go about their business. They may spot it gazing at them from a top of a nearby building, or from the opposite platform of a train or subway station. It seems especially interested in combat situations. If the figure notices that it has been spotted, it will give a shallow bow and vanish.

2) The characters' belongings will show signs of having been "gone through." Computers will be accessed, notebooks leafed through, and research equipment and materials disturbed. Rather than being "tossed," apartments and homes which have been examined will be left cleaned and orderly. ("Hey... wasn't there a pile of pizza boxes here? And who did the recycling?") Devices left charging might be found with their power cells "topped off" ahead of time; damaged items might be found partially repaired.

3) A street person, perhaps a familiar local "character," approaches a PC in a state of great agitation. "They want you. They're after you. I got analyzed once, you know. Didn't do me a bit of good and these fellers, they're not as easy going as Dr. Francisco at the clinic, you know? They're going to analyze you but good. You take this..." (hands the character a neatly folded aluminum-foil cap) "... maybe it will help."

As the adventure begins, the PCs will simply wake up in the lounge, feeling exhausted (V&V: down 5% in Power, LL: down 1 NRG), bruised (both systems: -1 hit point), and grubby, with pounding headaches. Their costumes will be sweaty and dusty, with dried smears of blood... and spatters of various other fluids which look and smell totally unfamiliar. (For example, a glittering blue-green ooze which smells like copper and fried eggs.)

As they take in their surroundings, they will begin to remember a violent but ultimately futile battle. While the details are vague, the battle began with the appearance of four gray-cloaked figures, a booming unnatural voice speaking gibberish, and the area becoming surrounded by a swirling blue fog. They cloaked figures merely looked on as dozens of hideous creatures appeared and overwhelmed the characters. If the characters discuss their memories and compare notes, they'll come to the conclusion that they were assaulted by a combination of paralysis rays, soporific fumes and a ruthless pummeling.

3.0 The Lounge

The lounge is the Petahelians' idea of a comfortable, enriched environment for their human specimens. It is patterned after a stylish, modern airport departure lounge that a Petahelian agent visited in 1960.

The lounge is 70' by 110'. One long wall has a fake window, a 6' x 90' panel of frosted glass. Each short wall has an alcove, 30' long by 10' deep. One alcove holds a buffet table; the other, a water fountain flanked by the doors to a men's room and women's room.

The walls are covered with textured beige wallpaper. Tacky abstract landscape murals and modernistic aluminum scone lamps adorn these walls at regular intervals. The alcoves, restrooms, and central area are floored with black linoleum spangled with gold and silver stars. The rest of the floor is carpeted dark blue with a pattern of gold diamonds. The 20' high ceiling is covered with white stucco.

There is a clear area in the middle of the lounge, measuring 30' by 70'; is surrounded by eight pillars (one in each corner, and one in the middle of each side). The pillars are 3' on a side. Each side has a scone lamp, directed at the ceiling to provide indirect lighting. The ceiling here is higher; a full 30'.

The rest of the space contains several dozen tables, couches, and end tables. The seats and couches have tubular chrome frames with padded cushions covered in aquamarine vinyl. The kidney-shaped end tables hold ash trays and stacks of glossy magazines with blurred photos and jumbled, incomprehensible text.

Each restroom has an entry foyer (15' x 15') with a couch, ashtrays, cigarette machine, and a vending machine which sells combs, decks of cards, toiletries, and little magnetic scotty dog toys. The machines are set to 1960s prices. (Characters thinking to look will find generous amounts of change behind the lounge's couch cushions. Ten minutes of searching yields 3d6 * \$1 in U.S. coins.) The restrooms proper (15' x 30') are spotlessly clean. Each holds a disturbing surprise... see below.

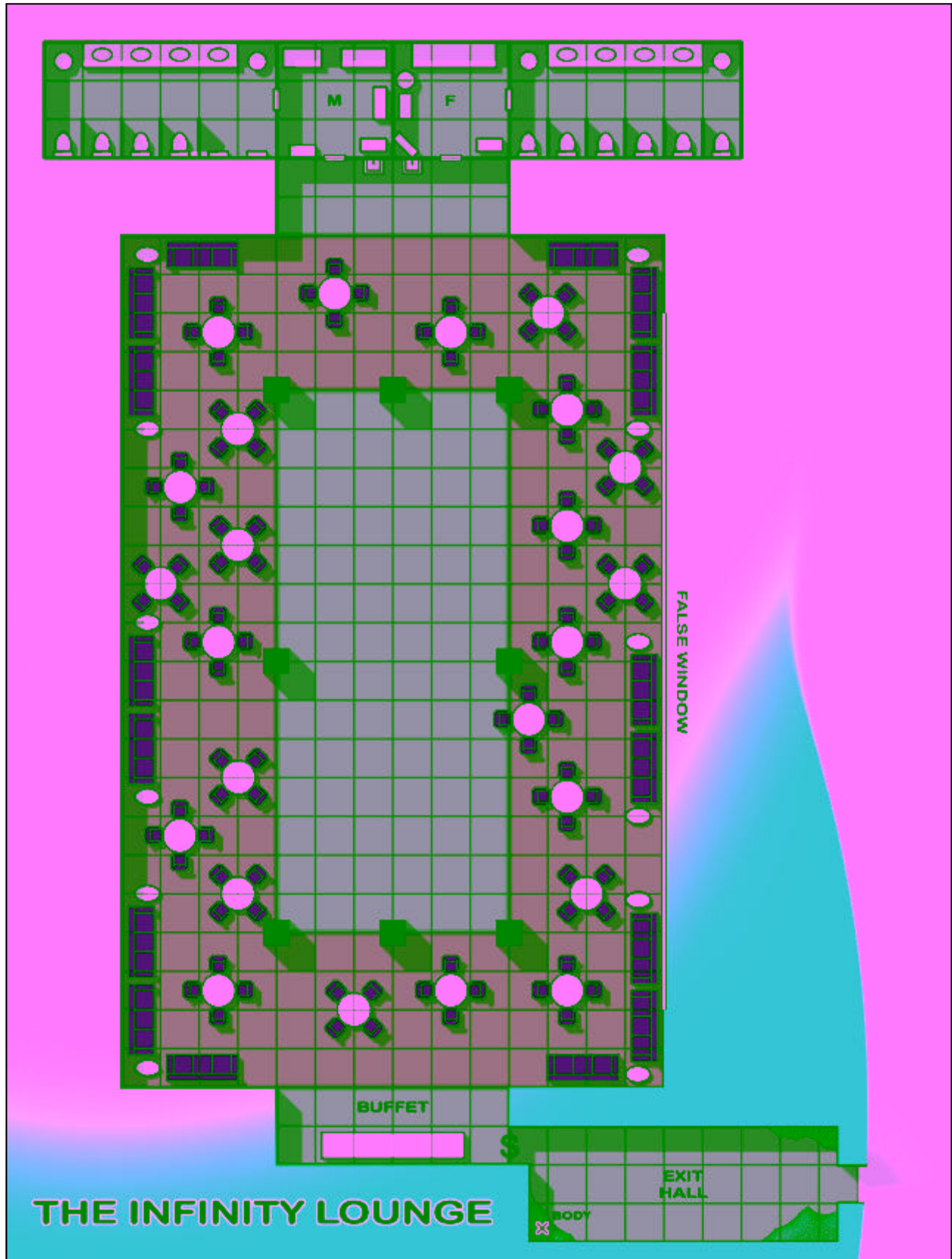
The buffet table has a white tablecloth and blue skirt. On it is a platter stacked with egg salad sandwiches wrapped in waxed paper, a tray of cream puffs beneath a glass dome, and a big percolator of hot coffee. The food is perfectly nutritious, tasty, and untainted. (Well, the coffee is pretty bad, both weak and burnt-tasting. The 1960s weren't known for good brew!) There are plenty of coffee mugs, water glasses, china plates, and cloth table napkins.

The light behind the fake window brightens and dims to simulate day and night. Careful observers will note that it runs on a 17 hour cycle! The lounge's indirect lighting also dims considerably about an hour into the "night," and is restored to full brightness a little after "dawn."

Music plays constantly in the lounge. It is "elevator music;" sappy instrumental versions of tunes made popular by Frank Sinatra and Bing Crosby. It is never very loud, but the selection isn't great and after the fifteenth repeat of "Mack the Knife" or "Jingle Bell Rock" the PCs may find themselves getting a bit testy.

3.1 Details, Details

The furniture looks and feel like the real thing. It is apparently made of particle board, foam, vinyl, and chromed steel, but is actually composed of far sturdier stuff. The material has a structural rating of 10. A chair or end table weighs 20 lbs. and takes 100 points of damage to destroy. The couches weigh 100 lbs. and take 300 hits to destroy. Damaged furniture appears untouched until it takes that final hit, at which point it shudders, makes a squealing sound, and crumbles into a fine blue powder.



The light fixtures contain what look like old-fashioned flood lamps, but they are not wired to anything. If removed from the fixtures the bulbs continue to emit cool, bright light. They run on broadcast power found only in the lounge.

The walls are plaster shell (structural rating 3). An inch or two behind the plaster shell is the "real" wall, featureless, seamless slab of milky white substance. It is virtually impregnable with the tools the heroes have on hand. Super attacks will either be absorbed or bounce off, possibly endangering the furniture.

The same impenetrable white substance can be found beneath the floor, and above the ceiling; the fake window is a thin layer of the stuff, modified to glow as required.

If the adventurers insist on trying to tunnel their way out, the material has a Structural Rating of 20. Its molecular bonds are reinforced with a fine-grained force field. Use of a power that can neutralize force fields reduces its Structural Rating to a mere 15. Except for a single spot (see "The Exit"), the walls are about 15' thick. Breaking through the dome lets in a blast of wind, sand, and suffocating dust.

Breaches will heal themselves at a rate of about a foot an hour.

3.1.1 Disturbing Finds

The couch in the ladies' room foyer contains a nasty surprise. Huddled under a gold cape is the mummified body of an emaciated woman. She wears a star-spangled dark blue mask, a trim black body suit, and a silvery belt containing many pockets. The floor under the couch is littered with wax paper wrappers and a few very strange looking tools, weapons, and objects. (These were looted from the BEMs... see below.) The wall beside the couch contains faint scratch marks, in groups of five. There are 58 scratches.

At least one of the characters will recognize the corpse's costume. It belonged to O Cometa, a Brazilian superhero. She was last seen fighting the dread Sky Pirates of Patagonia, a villainous group which preyed on Latin American air liners. She, and the Sky Pirate's leader, disappeared nearly fifty years ago!

The corpse has broken ribs and a poorly set and crudely splinted broken leg. An autopsy performed by someone with medical knowledge will show she died of starvation.

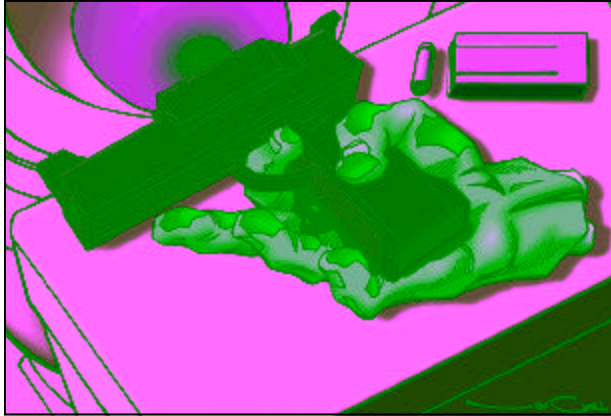


O Cometa's cape has had strips torn off of it. Her utility belt contains a lock pick set, a first aid kit (mostly used up), two signal flares, a smoke bomb with a faulty trigger, and a small appointment book. The book's entries are written in a sort of encrypted shorthand. The dates covered are April to July 1961.

Sitting on a toilet tank lid in the men's restroom is a near-skeletal hand gripping a nasty-looking pistol. The remaining shreds of flesh look a bit charred; it isn't hard to guess that the hand was cooked shut around the pistol's grip. The wrist bones appear to have been sawed through.

The pistol is of German manufacture, WWII vintage, but it is of no common design. It is a rocket pistol which fires small spin-stabilized missiles. There are five armor-piercing slugs left in the magazine. (V&V: the range and damage are the same as for a pistol, but armor values are halved against the bullets. LL: medium handgun, but with 3 levels of armor piercing).

(The Petahelians left the body and hand in place to observe the PCs' reactions.)



4.0 The Analysts

The first Analyst appears after the PCs have thoroughly explored the place, found O Cometa's body, discovered that there are no exits, and are growing a bit bored and desperate.

In the course of some "exciting" activity, like trying to blow a hole in a wall or perhaps squabbling amongst themselves, the PCs will hear a voice -- a slightly echoing tenor -- in their heads. It is clearly telepathic, but directional. When they glance toward the source they will see, for a split second, a mysterious figure. It is roughly human sized and shaped, but encased in a flowing gray robe and hood. Visible under the hood, and through gaps down the front of the robe, is a mass of dense, swirling lavender fog lit from within by points of glowing light.

The Analyst is just an image, a sort of reflection in an extra-dimensional mirror used to observe events in the lounge. The actual Petahelian is far, far away. Attacks aimed at it simply pass through the image. PCs with telepathy can receive faint readings from the figure. They will detect a mind of immense power, great calm, and intense curiosity. It seems capable of pursuing dozens of chains of thoughts at once. This makes precise mind-reading, mind control and emotion control difficult; an effected thread of mind can be terminated by the Petahelian, much as a computer virus can be shut down by an alert operator. Several dozen attackers, each trying to influence a different thread of consciousness, would be required in order to affect it.

This Analyst -- "Phi" -- will make several appearances over the next few hours. It is curious, fair-minded and concerned about the specimens' comfort. It only sticks around long enough to make a comment, plus a few seconds. Its first comment:

"Analyst Phi naught-one-naught on duty. Observations begin at mark... mark. Second experimental group positioned. Provisions found. Sanitary facilities found. First experimental group detritus found. Commendations to the Ministry of Xenology artifact fabrication club."

"Phi" never directly responds to the characters' questions, but its remarks should fit their actions. Some sample lines:

"Hmmm, fascinating."

"Note: Specimens' reaction to stress varies greatly with exact nature of stimulus."

"Interesting."

"Specimens' attitude toward foodstuff 'eggssaladsandwich' suggests greater variety of comestible may be desirable. Note: Inform Ministry of Nutrition Synthesis."

"Clear evidence of varied personality types. Direct challenge to 'herd mentality' hypothesis. Note: Demean Skeinmaster ZETA naught-naught-one's pathetic advocacy of this theory."

"Nature of anomalous abilities varies widely. Further stimulus will be required for a better understanding."

It is possible to get under Phi's "skin." If a PC makes an especially cutting or insightful remark, "Phi" will fall silent, waver a bit, and make a note to itself that could be interpreted as a riposte or answer:

"Subjects seem to have become aware of this observer. Notable lack of insight."

5.0 The Porter

The Porter makes his appearance after the PCs have had a chance to ponder the nature of the Analysts. He appears, whistling and pushing a brass catering cart, while the heroes' backs are turned to the buffet table.

The Porter would look perfectly at home in an old movie set in a fancy hotel: He is a short, slightly built fellow with a narrow face and a crafty look. He wears red slacks, a white shirt with a bow tie, black vest, a red jacket with gold piping, and a red pillbox hat. If he were in a movie, he'd be the fast-talking, irritating, comedy relief character, always on hand to offer help and angling for a tip.

When he arrives at the table The Porter will lay out fresh sandwiches and cream puffs and start a new batch of coffee going. When he is done there he ambles about the lounge, emptying ashtrays, cleaning up spills, and working a carpet sweeper. He pays no attention to the PCs unless they grab him by an arm or tackle him or otherwise impede his progress. If left alone The Porter will go about his business and eventually disappear... again while no one is watching.

He spends most of his time in a sort of trance, following his programmed orders. Only when he is questioned will his smarmy, wise-acre personality emerge.

The Porter will appear genuinely shocked and confused if the PCs confront him. He will shake his head and blink as though trying to wake himself from a dream, then squawk and protest in an old-fashioned New York accent:

"Who, who, who are you guys? What... what the... who are you freaks? Where the hell are we? I'm... I don't remember... AAHHHH, I don't know my name!"

If the PCs manage to calm him down The Porter will state the facts as he knows them:

1) He doesn't know his name, or how he got there.

2) He's supposed to report to the lounge, lay out fresh food, clean up the joint, and then... come in and clean up and put out fresh food and maybe tidy up the rest rooms.

3) He doesn't recall where he gets the fresh food, or where he dumps the trash.

Use of telepathy, truth-detecting magic, or similar powers confirms these claims. The Porter's mind contains vague memories of working in a fancy hotel, and nothing else.

As long as the PCs detain him the Porter will remain agitated, wiping his brow, whining, and nervously cracking grim jokes. Frightful events, such as the arrival of BEMs, or seeing O Cometa's corpse, will spark a panic attack. Two typical rants:

"We're... we're dead awnt we? We're in that Twilight Zone place, right? Any of you freaks see a guy in a suit sitting on a stool talking all deep and philosophical? Eh? That's it, ain't it, we're DEAD! Awwwww, I ain't gonna see my muther again!"

"Hey... hey I get it. I'm on that Candid Camera show. Hey! HEY! Mr. Funt! MISTER FUNT! It... it's time to finish sir! I gotta sense a humor, I'm OK with your little joke! But please, now you gotta come and say hi and show me where the camera is, right? Aww, c'mon, when I brought your bags up at the Savoy I was all polite and respectful when I asked for the autograph, you're not holding that against me are ya? Aww, MISTER FUNT!?!?"

Once the PCs stop actively questioning him The Porter's expressing goes blank. He will return to his cleaning duties, behaving as if no one else was present. He will eventually disappear, leaving behind a clue. (See "The Exit" below.)

The Porter will avoid combat; the mere sight of a BEM will send him screaming for cover. ("And I thought you freaks were wacky looking!") If cornered or snared he will fight back, throwing or swinging whatever objects he can find on hand. While no hero, he might toss a chair (or a tray of sandwiches) at a monster that is seriously threatening a hero.

If, by some chance, the poor fellow is seriously injured or violently killed, the PCs will discover that The Porter is a synthetic lifeform. His insides are a uniform mass of a stiff, mealy substance, like the flesh of an uncooked potato. The only structure inside is a hollow spot in his chest, and a windpipe that connects it to his mouth. Unless dragged to a restroom, the corpse will disappear if left unattended.

Whether he left dead or alive, The Porter (or an exact replacement) will make a come-back when the sandwich supply runs low. He will have no memory of his earlier visits.

6.0 Attack of the BEMs

Shortly after the PCs first meet The Porter waves of BEMs (Bug Eyed Monsters) will begin to appear. These are generic alien monsters, selected from the Petahelian's encyclopedic life-braries and recreated to test the heroes' cunning, powers, and fortitude.

They appear singly at first, then in pairs, and eventually in groups large enough to give the adventurers a good challenge. At first, all of the BEMs in a group will be of the same sort. In late rounds, they'll appear in mixed groups.

BEMs appear every 1d4 X 10 minutes, plus 5 minutes for each creature who appeared in the previous round. The appearance of each round is presaged by the sound of a gong. The creatures appear to drop into the clear area from a roiling blue cloud hovering below the ceiling of the lounge. (There is no hatch or passage up above; the dropping effect is a side-effect of teleporter mechanism.)

The BEM or BEMs may spend a moment sizing up the characters, perhaps grabbing a chair to use as a shield, then attack. They communicate with each other with a variety clicks, chitters, hoots and peeps, and fight with some degree of coordination.

A BEM with a universal translator will use the device to shout threats and boasts during the combat.

The buffet alcove, restrooms, and secret corridor are off-limits to the BEMs. Characters entering either alcove effectively become invisible to the creatures.

6.1 Ending a Round

Like the porter, the BEMs are constructs, made of semi-living synthetic material resembling uncooked potato flesh. There is no blood or signs of internal organs. The dead or disabled bodies flicker and disappear about five minutes after the last opponent in the group is eliminated. Any equipment left on the corpses disappears with them.

The corpses can be preserved by dragging them into one of the restrooms. If The Porter finds them during his rounds he will try to drag them out and fit them into a trash bin. He will obey if told to leave them be. ("Whatever you want with those things, just don't let me know what your plans are, ya know?")

Gravely injured characters -- those who require hospitalization -- will be teleported out at the end of an attack. The process looks alarming; the fallen comrade will be surrounded by a pulsing field of light, become slowly transparent (revealing internal organs and skeleton) and then seemingly to fall to pieces which glow, shudder, then fly out of the room in different directions. This is actually a visual artifact of the teleportation process. Truly dead characters are left where they are.

After six rounds of attacks, the Petahelians will give the PCs four hours to eat and rest up. This pattern will continue until the observer's curiosity is slaked. (See "The End Game" below.)

6.2 Parley?

If the PCs take the time to ponder the BEMs actions, and especially translated boasts or telepathic scans, they will realize that the creatures believe that they fighting for the life of their species; the Petahelians told them that the loser of the contest would have their home world destroyed!

It will take a lot of persuasion will convince the poor deluded wretches that the PCs mean no harm; they are too afraid and the stakes too high for them to easily trust the PCs.

If, due to positive reaction rolls, mind control, or persuasive argument, the PCs convince the creatures to talk they'll learn the following:

Each BEM group were soldiers or explorers who were caught in what seemed like a hopeless situation. They might have been in a spaceship hurtling toward a black hole, commandos pinned down by heavy fire, or spelunkers trapped in an underground chamber. In each case they blacked out, awoke in a dim chamber, and were told by a strange figure (a Petahelian, by their description) that they had to fight for their lives and those of their races. They had a few moments to plan and grab weapons before being teleported to the lounge.

The BEMs will be deeply disturbed if shown injured and deceased BEMs. The wounds on these are nothing like those that might occur to actual members of their species. Some of the creatures will fall into a state of despair when they realize that they are constructs; others will become furious. The PCs could take advantage of this to convince the BEMs to fight alongside them.

The Analysts will make careful notes of the heroes' attempts to negotiate, and their conversations with the BEMs. If the PC manage to ally with BEMs, the cycle of attacks will be suspended for several hours. When they resume, the BEM groups will be larger. Some groups will be of the same BEM type as the allies, and fight with great fury; they've been told that the allied BEMs are traitors seeking the superheroes aid in conquering their home world!

6.3 Creating BEMs

BEMs have these basic statistics:

Villains & Vigilantes BEM

Weight: 200 lbs. (Basic Hits: 4)
Strength: 12
Endurance: 12
Agility: 10
Intelligence: 8
Charisma: 9
Power: Invulnerability 5

Living Legends BEM

Mass: 91 kg. / d4 Mass Effect
PHYS: 12 / d6
REFL: 8 / d4
DEFT: 8 / d4
INTL: 6 / d3
COOL: 7 / d4
VITL: 8 / d4
ARMOR (C): 2 vs. Physical & Mystical
UNARMED (DEFT/G): +1 Level
WEAPON (DEFT/G): +1 Level

Use the tables below to randomly determine the BEM's movement type, attack type, and other details. These affect the BEM's attributes, movement, weight and powers. You don't need to rely on the dice; if a particular combination of details would make a BEM that would challenge and thrill your party, by all means go *ala carte*!

2d4: Movement Type:

2	Oozing
3-4	Shambling
5-6	Lurching
7	Loping
8	Leaping

Oozing

This sturdily built BEM has dozens or short suction cup equipped tentacle feet, or perhaps a big slimy pseudopod. It moves very slowly, but it can crawl up walls and across ceilings and is almost impossible to knock off its feet.

V&V™

Multiply weight by 3. Divide normal move by 4. Reduce knock-back distances are by 90%. STR+4, AGL-4.

Living Legends™

Divide normal move by 4. Multiply Mass by 3. PHYS+3, REFL-3.

Shambling

The BEM walks on a few short legs. It moves slowly and is a bit difficult to topple.

V&V™

Multiply weight by 2. Divide normal move by 3. Reduce knock-back distances by 50%. STR+2, AGL-2.

Living Legends™

Multiply Mass by 2. PHYSICAL DISABILITY: Lamé [Move = 4], PHYS+2, REFL-2.

Lurching

The BEM walks on two or three normal sized legs or tentacles.

V&V™

Multiply weight by 1.5.

Living Legends™

Multiply mass by 1.5.

Loping

The BEM is lightly built and has long legs.

V&V™

Multiply normal move by 2. STR-1, AGL+2.

Living Legends™

Multiply normal move by 2. PHYS-1, REFL+2.

Leaping

This spry, lightweight BEM has short legs specialized for flying leaps.

V&V™

Divide weight by 2. Divide normal move by 2. Multiply leaping move by 3. STR-2, AGL+4.

Living Legends™

Divide mass by 2. Divide normal move by 2. SPEED BONUS (V): x3.33 Leaping. PHYS-2, REFL+3.

2d6: Attack Type:

2	Howler
3	Slimer
4-5	Grabber
6-8	Lasher
9-10	Striker
11	Crusher
12	Sniper

Howler

This BEM has normal arms with which it can make unarmed hand-to-hand attacks, but it prefers to rely on its voice for offense.

V&V™

Every other turn it can let loose an ear-splitting howl. Everyone in the lounge (including other BEMs) must Difficult END save to keep from clapping his hands over his ears, dropping weapons and losing half of his remaining movement. One victim in line of sight can be targeted for a Sonic Abilities attack. STR-1, AGL-1.

Living Legends™

POWER BLAST (V): d12 Sharp, 12" range, Body Power [Larynx], Slow Use [2 Rounds, Incremental], PARALYSIS (V), d8 Penetrating [blocked by earplugs, etc.], 12" range, 31" diameter, Linked Power [to Power Blast], Body Power [Larynx], Slow Use [2 Rounds, Incremental]. PHYS-1, REFL-1.

Slimer

This BEM has normal arms with which it can make unarmed hand-to-hand attacks. In addition, it can spray a viscous, bubbling, caustic slime.

V&V™

Chemical Power attack; range = S x 2, damage = 2d8. STR-1, AGL-1.

Living Legends™

POWER BLAST (V): 2d8-1 Biochemical, 12" range, NRG Cost [1 per use]. PHYS-1, REFL-1.

Grabber

The BEM has six stout tentacle arms lined with suction cups and/or adhesive ooze.

V&V™

The tentacles have a range of 2". If the BEM rolls under its to-hit score by 2 or more, it snares the victim in one or more tentacles, around the victim, immobilizing him. One tentacle is required to hold a character of S 1-12, two tentacles for characters of ST 13-24, and so on. It can continue to attack until all of the tentacles are occupied. Trapped characters take 1d4-1 points of constriction damage each turn. Breaking free requires a Difficult STR save; allies can also hack at the limbs to free their friends. AGL-2, STR+4.

Living Legends™

RESTRAINT (V): 4 vs. All Physical, 1 hit, 2" range, Not Automatically Hit by Incoming Attacks, Inflicts Damage [d3 Blunt], Body Power [Tentacles], Misc [Must remain within 2" of victim]. REFL-2, PHYS+3.

Lasher

The BEM has three whip-like tentacles.

V&V™

2" range. It gets to strike with each tentacle, at up to two different opponents, without the usual multiple attack penalties. AGL+4.

Living Legends™

STRETCHING (P): 3" Elongation [Tentacles]. SKILL BONUS (V): +2 to hit with tentacles, Misc [must make triple attacks when using tentacles]. REFL+3.

Striker

The BEM has a long tail or central arm ending in a nasty barb. The BEM will try to maintain striking distance while avoiding opponents' fists and melee weapons.

V&V™

Natural Weaponry: Barb, +1 to hit, +2 to damage, and a 3" range. STR+2, AGL+2.

Living Legends™

STRETCHING (P): 3" Elongation [barbed tail or central arm]. NATURAL WEAPONRY (V): barb, +2 sharp damage. SKILL BONUS (V): +1 to hit with barb, PHYS+2, REFL+2.

Crusher

This BEM has two muscular arms ending in lobster-like pincers for grabbing and holding its victims. The BEM will only hold one opponent at a time.

V&V™

Natural Weaponry: +2 to hit, +4 to damage. If the BEM rolls under its to-hit score by two or more when using its pincers it snags the target:

Two or three under: Grabs one arm or leg.

Four or five under: Grabs target around its chest.

Six or more under: Pins the target's arms!

Trapped characters take 1d2 points of crushing damage each turn. Breaking free requires a Difficult STR save. STR+2, AGL+1.

Living Legends™

NATURAL WEAPONRY (V): pincers, +4 blunt damage. SKILL BONUS (V): +2 to hit with pincers. RESTRAINT (V): 4 vs. All Physical, 1 hit, no range, Linked Power [to Natural Weaponry], Not Automatically Hit by Incoming Attacks, Inflicts Damage [d2 Blunt], Misc [Must remain adjacent to victim]. PHYS+2, REFL+1.

Sniper

Look out, it's got a gun! This BEM has normal arms with which it can make unarmed hand-to-hand attacks, but it would rather use its oversized zap gun, a gleaming silver Energy Pistol festooned with

glowing neon tubes. When warming up it emits a steadily rising keening sound, and the glowing tubes along its barrel pulse more and more frequently. Perhaps a bit smarter than the other BEMs, the Sniper will seek cover behind furniture and do its best to avoid melee.

V&V™

It can only fire every other turn. When it fires it lets loose four shots. The first two have -1 To Hit modifier, the third at a +1 To Hit modifier, and the fourth at a normal +2 Hit Modifier. STR-4, AGL+2.

Living Legends™

MEDIUM BLASTER PISTOL (LL p. 111), +3 to hit (total +2), Autofire, Slow Use (2 Rounds, Incremental), Misc [must make 4 attacks per use]. PHYS-3, REFL+2.

2d4*: V&V™ Level:	LL Skills:
2	Level 1
3	Level 2
4-6	Level 3
7	Level 4
8	Level 6
	+0 Levels
	+1 Levels
	+1 Levels
	+2 Levels
	+3 Levels

*The first couple of BEMs will be Level 1 / +0 Skill pushovers. Use this table starting with the third round of creatures.

V&V™

The BEM's Level affects its combat ability (see V&V 2.1, p. 25).

Living Legends™

Add the number of effect levels indicated to the BEM's attack skill(s).

2d6: Eyes:

2	Giant Eye (1)
3	Multiple Eyes (roll 2d4+2), Mammalian Eyes
4-5	Mammalian Eyes (2)
6-8	Compound Eyes (2)
9-10	Multiple Eyes (roll d4+2), Compound Eyes
11	Sonar Vision
12	Radar Vision

Giant Eye

The BEM has one really big eye, creepily human-looking, the size of a basketball.

V&V™

The BEM can see in the dark and can spot hidden items 50% of the time. The eye is rather easy to target with a Special Attack; the second attack roll is made with a +4 To Hit bonus.

Living Legends™

SKILL BONUS (V): +3 to Hiding Skill rolls, Misc [only when searching for hidden things]. PHYSICAL DISABILITY: Default Vision is a Large Body Power.

Multiple Eyes

The BEM has a 360 degree field of vision.

V&V™

You can't sneak up on it!

Living Legends™

The BEM's Default Vision is a 360 Degree Sense.

Mammalian Eyes

Normal eyes, no additional special abilities.

Compound Eyes

The BEM has bug eyes, like an insect. These eyes are the size of baseballs, with a hard surface.

V&V™

When the BEM makes a Special Attack, the second roll is made with a +2 To Hit bonus. Each point of damage caused in an attempt to blind the BEM has only a 1% chance of causing blindness.

Living Legends™

SKILL BONUS (V): +1 on all attack skills, Misc [only when making called shots], PROTECTED SENSE (C): Vision, 4 points.

Sonar Vision

The creature has no eyes, and uses echo location instead.

V&V™

The BEM can "see" in the dark, and has Sonic Abilities as a defense.

Living Legends™

PHYSICAL HANDICAP: No Default Vision sense. HEIGHTENED SENSE (C): Full, Ultrasonic Sounds, Ranged.

Radar Vision

The creature has no eyes, and navigates using radar.

V&V™

The BEM can "see" in the dark and through non-conductive barriers up to 3" thick.

Living Legends™

PHYSICAL HANDICAP: No Default Vision sense. HEIGHTENED SENSE (C): Full, Radar, 12" range.

2d6: Integument:*

- 2 Slippery Slime
- 3 Thick Hide
- 4 Fur pelt
- 5 Ordinary Skin
- 6-8 Insectoid Fuzz
- 9-10 Thin Exoskeleton
- 11 Shiny Exoskeleton
- 12 Armor

*You gotta have skin, to keep your insides in!

Slippery Slime

The BEM's skin continuously oozes a thick, slippery goo.

V&V™

It is virtually impossible to get a grip on the creature, and if a hero gets its slime on his hands he won't be able to hold something until he scrapes it off!

Living Legends™

DEFENSE (V): +5, Misc [only vs. grapples and Restraints]. TRANSMUTATION (V): d6 Biochemical, Unlimited Targets, Minor Alteration [victim loses the ability to hold on to objects], Affects Higher Characteristic [victim resists with DEFT instead of Mass], Energy Field [no range or area]

Thick Hide

Like rhino or elephant skin.

V&V™

The BEM has Armor with an ADR of 30.

Living Legends™

ARMOR (C): 2 vs All Physical.

Fur Pelt

The BEM is covered in thick fur.

V&V™

Invulnerability 4 versus Ice Powers attacks.

Living Legends™

ARMOR (C): 4 vs. Low Temperature.

Ordinary Skin

The BEM has some fur or hair, but no extra abilities.

Insectoid Fuzz

The BEM has bristly hair, like on a tarantula or bumble bee, but no extra abilities.

Thin Exoskeleton

The BEM has a thin carapace, like a soft insect.

V&V™

The BEM has Armor with an ADR of 15.

Living Legends™

ARMOR (C): 1 vs All Physical.

Shiny Exoskeleton

The BEM has a colorful chrome carapace, like some flies and beetles do.

V&V™

Lasers and Light Control attacks do half damage.

Living Legends™

ARMOR (C): 4 vs. Light.

Armor

The BEM has thick chitinous armor, like a lobster's.

V&V™

The BEM has Armor with an ADR of 50.

Living Legends™

ARMOR (C): 4 vs All Physical.

2d6: Mouth:

- 2 Huge Toothy Mouth
- 3 Large Toothy Mouth
- 4-5 Ordinary Mouth
- 6-7 Small Mandibles
- 8-9 Large Mandibles
- 10 Blood-Sucking Proboscis
- 11 Flesh-Sucking Proboscis
- 12 No Mouth

Huge Toothy Mouth

The BEM's mouth is big enough to hold a couple of basketballs, and is rimmed with multiple rows of teeth. It can bite instead of using its other attack.

V&V™

Natural Weaponry; +2 To Hit, +4 Damage. In addition, the creature can make a Special Attack to clamp down and hold the victim in place. GM's choice whether the BEM grabs a limb or torso; no further damage is done but the PC won't be going anywhere until the BEM lets go.

Living Legends™

NATURAL WEAPONRY (V): bite, +4 sharp damage. SKILL BONUS (V): +2 to hit with bite. SKILL BONUS (V): +2 to hit with grapple.

Large toothy mouth

The creature can bite instead of using its other attack.

V&V™

Natural Weaponry; +1 To Hit, +2 Damage.

Living Legends™

NATURAL WEAPONRY (V): bite, +2 sharp damage.
SKILL BONUS (V): +1 to hit with bite.

Ordinary Mouth

The BEM has a normal mouth, and no extra abilities.

Small Mandibles

The BEM is equipped with a small set of mandibles, but gains no extra abilities.

Large Mandibles

The creature can bite instead of using its other attack.

V&V™

Natural Weaponry; +2 To Hit, +4 Damage.

Living Legends™

NATURAL WEAPONRY (V): bite, +4 sharp damage.
SKILL BONUS (V): +2 to hit with bite.

Blood-Sucking Proboscis

The BEM feeds by piercing its victim's flesh and sucking its blood. The victim must be held firmly in the BEM's grasp in order for this attack to be used.

V&V™

The HTH attack roll to pierce a held victim's flesh is made at +1, and it does 1d4 damage if it hits. Each turn the BEM maintains its grip thereafter, it inflicts 1 Hit Point and 2d4+1 Power - adding that Power to its own.

Living Legends™

NATURAL WEAPONRY (V): +1 Sharp [Proboscis], Misc [only on a Grappled target], DEVITALIZATION (V): d1 Penetrating [must hit and penetrate with Proboscis, and then maintain a grip on the victim], Drain [to Power, max = +18, doesn't fade]

Flesh-Sucking Proboscis

The BEM feeds by injecting flesh-dissolving enzymes, waiting a bit, then sucking out the soup. The victim must be held firmly in the BEM's grasp in order for this attack to be used.

V&V™

The HTH attack roll to pierce a held victim's flesh is made at +1, and it does 1d4 damage if it hits.

If the proboscis penetrates, it injects enzymes that inflict 1 point of damage and 1d4 points of power each turn, until the enzymes are either extracted,

or neutralized with some kind of high tech or magical power. Draining and irrigating the wound takes a character with a medical background 1d4+1 turns.

Living Legends™

NATURAL WEAPONRY (V): +1 Sharp [Proboscis], Misc [only on a Grappled target], POWER BLAST (V): d2 Penetrating [only on animal life], Linked Power [to Proboscis], Duration [15 minutes].

No Mouth

This BEM does not appear to have any sort of mouth. This does not give it any extra abilities.

2d6:* Belongings:

- | | |
|----|----------------------|
| 2 | Money Pouch |
| 3 | Document |
| 4 | Tool Bag |
| 5 | Universal Translator |
| 6 | Nothing |
| 7 | Garment |
| 8 | Mystery Item |
| 9 | Helmet |
| 10 | Shield |
| 11 | Small Melee Weapon |
| 12 | Large Melee Weapon |

*Roll three times, rerolling duplicate items.

The BEMs are based on individual aliens the Petahelians encountered and life-scanned. When they are recreated for the trial battles the BEMs often possess duplicates of the belongings they were carrying when they were scanned.

If quickly removed by the PCs, these objects don't disappear along with the BEM's corpse. Because the items are built for the BEMs' alien hands (and in the case of the universal translator, mindwaves) the weapons and tools won't be easily usable by humans.

See "post game" for the disposition of the artifacts.

Money Pouch

Pouch full of valuable coins or gems

V&V™

The character gains \$((2d6+3) * 100).

Living Legends™

The character gains one free Wealth roll of 1d8.

Document

Book or scroll with incomprehensible writing. This may contain useful information if the players figure out how to translate it (GM's option).

Tool Bag

Pouch full of small tools.

V&V™

Roll for a random Knowledge Area (V&V 2.1, p. 36). When the character attempts a task related to that area, they may use the tools to gain a modifier of +(1d6-3) on their target number.

Living Legends™

Roll for a random Background Career Field (LL p. 13) and Skill (LL p.14-16). When the character uses that skill, they may use the tools to gain 2 Effect Levels on their roll. However, any roll of the minimum possible on their adjusted Effect Roll is automatically a Fumble.

Universal Translator

V&V™

A character with this item gains the ability to communicate at a rudimentary level in any language, including written languages. The GM should impose task rolls occasionally, to check for the chance of a serious mistake.

Living Legends™

UNIVERSAL TRANSLATOR (V): Basic, Equipment [Carried].

Garment

This is a simple tan-colored smock or robe. It does not give characters any special abilities.

Mystery Item

The players find a religious symbol or other incomprehensible item. It does not bestow any special abilities.

Helmet

The BEM wears a helmet. If a player-character takes it, and it fits their head (15% chance), they may wear it.

V&V™

The helmet doubles a character's ability to "roll with the punches" from falling damage, and when they are hit in the head.

Living Legends™

ARMOR (C): 5 vs. Mystical and All Physical, Partial Coverage [Head Only], Equipment [Accessory].

Shield

This is a small buckler-style shield.

V&V™

The buckler has a Parry Factor of 3 (V&V 2.1 p. 53).

Living Legends™

The buckler is a 'small iron shield' (LL p. 113).

Small Melee Weapon

Roll 1d10. The BEM carries either a knife (1-5) or a club (6-10).

V&V™

See V&V 2.1 p. 26 for melee weapon stats.

Living Legends™

See LL p. 109 for melee weapon stats.

Large Melee Weapon

Roll 1d10. The BEM carries either a sword (1-5) or a spear (6-10).

V&V™

See V&V 2.1 p. 26 for melee weapon stats.

Living Legends™

A 'sword' is a Longsword (LL p. 109). A 'spear' is a Long Spear (LL p. 110).

6.4 Sample BEMs

V&V™ and Living Legends™ character sheets for two different sample BEMs (the Shambling Lasher and the Lurching Striker) are provided at the back of this book.

6.5 The Second Analyst

After the BEMs begin showing up, another Analyst ("Mu") will appear alongside "Phi". It has a deeper and sardonic mental voice. The pair appear during the battles and watch silently. At the end of the round they will exchange a few lines before disappearing.

More sample dialog (after defeating the first few singleton BEMs):

PHI: "Cooperation by the primary subjects appears to lead to a better outcome. Perhaps the secondary subjects should be introduced in societally bound groups."

MU: "Indeed. The simulation's parameters have been adjusted."

PHI: "Are these entities really worth our time and effort?"

MU: "Analysis of the Skein clearly suggests High Significance, perhaps even of paracosmic level."

MU: "Remarkable."

PHI: "After witnessing thousands of such trials you may become as jaded as I."

MU: "Will they attempt to consume the vanquished creatures?"

PHI: "For their sake, let us hope not."

PHI: "Skeingrasper PSI Dendrite naught-one-naught wishes to wager. naught-one-naught-one to naught-naught-naught-one on the primary subjects."

MU: "That is hardly ethical behavior."

(After winning a particularly tough battle:)

MU: (Raising an arm) "Their prowess is alarming. It would be a simple matter to snip their threads from the Skein..."

PHI: "No. The weave shows they are consequential. The unraveling would be disastrous."

If the heroes take to hiding in the restrooms without good reason the Analysts' remarks will become deeply insulting.

7.0 The Exit

The Porter makes his entrances and exits through a secret panel near the buffet alcove. The hinged panel, about 3' wide, is prevented from swinging back by a slab of the white material; this will slide away when the Porter makes his first disappearance after being questioned. (The Porter himself will be unaware of the portal when he is talking with the adventurers. Only when he slips into his trance-like state is he able to use it.) His exit leaves a clue: A swirl of gritty sand by the base of the wall near the buffet table. The characters with the best sensory abilities will find the door and concealed latch.

Behind the narrow door is a unlit hallway, 15' wide by 40' long. The walls and high arched roof are made of the same milky white substance as the inner walls. At the far end is an arched entryway opening up onto continuous, howling sand storm; it is utterly dark outside, and nothing is visible in the dim light filtering in from the lounge but a wall of churning grit. The floor is covered with an inch or two of dust, with large drifts along the walls and in the corners.

The buffet cart's wheel tracks end halfway along the corridor. The Porter teleports in and out from this spot. (His appearances are handled by a different Petahelian "agency".)

In a drift of dust and sand by the inner door is a desiccated male human body. It is dressed in gray fatigues and the shredded remains of a black leather flight suit. The suit's epaulets bear silver insignia (a Nazi SS insignia on a stylized rocket ship), polished bright by the whirling dust. A few moment's inspection show that the corpse lacks a right hand; the area above the wrist is wrapped in strips of gold lame cloth... the remains of a tourniquet. Like O Cometa, this fellow looks like he's been thoroughly beaten up.

Tied around the body's waist is an unusual, slender silver rope. It leads to the far doorway, buried under the dust. The far end, which lies just outside the entrance, has been chewed through by high velocity sand. If the rope is untied it will squirm and wriggle and contract until it is a few feet long, then bundle itself into a nice coil.

While some sort of force field keeps the worst of the storm outside at bay, the wind, choking dust, and flying sand make advancing down the corridor difficult and painful. The situation outside is worse; the wind speed exceeds 150 MPG. Anything stuck outside for even a moment will look as though it was pressed onto a belt sander (this causes body parts 1d4 damage). Leaving the corridor entirely is tantamount to suicide; even characters who can survive the damage will be blinded and be swiftly carried away. Characters who attempt to exit while the sandstorm is active, and who don't have a really good survival strategy worked out, will simply disappear, only to be returned by the Petahelians at the endgame. Characters whose powers allow them to survive and navigate will find nothing of interest within easy walking distance and return, exhausted.

7.1 The Calm

The windstorm pauses briefly twice a day, when the winds shift at dawn and dusk. These times correspond with the artificial window's cycles. The worst of the choking dust settles after five minutes, revealing a stark, barren landscape of dust and sand. The rays of a dim red sun can be seen through the dusty haze, either settling behind or rising over a distant, flat horizon.

From the outside, the PCs will see that the lounge is contained in a stout dome, about 100' in diameter and 30' high. Off in the distance (between 300' to 1200' away) are other domes. There are about a dozen. Each houses other testing areas, set up for other species. The furniture, food, and decor are starkly alien. None are currently in use, or contain

useful items. Beyond the cluster of domes is a trackless, seemingly endless waste.

The wind will start up again after fifteen minutes. It takes ten minutes for the whirling sand to blot out the light, and another ten to be whipped up to killing speeds.

8.0 End Game

The Petahelians are out to test the PCs, not destroy them. The combats should continue until the heroes have had a chance to deal with an interesting variety of BEMs. The Analysts may let things go a bit longer, introducing larger numbers of BEMs in each round, if the characters prove especially entertaining and resourceful combatants. If the BEMs prove too much of a challenge, the Analysts will call the match early.

After the last round the lounge's lights will glow especially bright and the "elevator music" will finally, blessedly stop. Any "missing" characters will reappear, in the peak of health but with no memory of having been elsewhere.

The Porter will make once last appearance, pushing a cart of fresh sandwiches. He will approach the party, looking confused and a bit intimidated. "Uh... I, um, have been asked to read this here statement before the bosses, whoever they are, arrange for you to be sent back where ever it was you freaks came from," he says, pulling a piece of lined yellow paper from his jacket pocket. The speech he gives depends on the characters' performance in the lounge.

If the BEMs trounced the PCs, resulting in many casualties and damaged equipment, he will say:

"Ahem, ah, 'We thank you for your time and efforts. While your species is young and aggressive, it appears from your performance here to pose no immediate danger to galactic civilization and, as it may yet prove of value, will be allowed to continue its evolution.'"

If the heroes did a good job of creaming round after round of BEMs, the Porter will say:

"Ah, let's see. 'You performance today gives us confidence that your young species is able to face the challenges of contact with creatures of other worlds. We look forward to the day when you are able to face the most dangerous of the Galactic races, thus relieving us of the burden of protecting your world.'"

If the characters managed to engage the BEMs in conversation, the Porter will add:

"Furthermore, we note with approval your willingness to communicate and find common cause with those who at first seemed only bent on your destruction. Such determination speaks well of your species, and justifies our decision to conduct further investigations.'"

In any case, the Porter will conclude:

"Huh. VIPs! And here I thought you were just a bunch of weirdos from down in the Village!"

8.1 A Little Trifle for your Trouble

If any of the characters showed exceptional bravery and self-sacrifice, made a decent effort to negotiate with the BEMs, or has thought to bundle up the corpses for a decent burial, the porter will add:

"And I've also been asked, for to encourage your further efforts in the noble rescuing business, to, ah, give you these... sheesh, you figure them out!"

He then pulls a few baubles from under the cart's skirt.

Each character who showed decency or heroism will receive one of these gifts:

Cosmic Energy Cell:

A small silvery cylinder, about the size of a lipstick tube. When put near a depleted energy cell, discharged magic item, drained weapon, or etcetera, a group of waving tendrils emerge from the tube's end. These will play over the item for a minute, then withdraw. The item will be fully recharged.

V&V™

The item contains 50 units of cosmic energy, each equivalent to one "Charge" for a typical device. Very large, energy-hungry devices, such as a suit of powered armor, might require three or four of these units of cosmic energy to restore one charge.

Living Legends™

The item contains enough units of cosmic energy to completely restore the "Charges" for one piece of Equipment.

Adaptation Refuge:

A compact cylinder (4" x 12") containing a self-erecting shelter. It is the space travelers' equivalent to the temporary shelters carried by wilderness fire fighters. The pup tent size enclosure fits two human sized characters. They cannot move, physically defend themselves, or use weapons while in the shelter, but will be able to consult instruments, use mental powers, or operate small devices such as radios. The shelter has a maximum useful life of one hour. It cannot be collapsed or recharged.

V&V™

It takes three turns for the refuge to assemble itself once the activating cord is pulled. The shelter's occupants receive all the benefits of the Life Support and Adaptation powers.

Living Legends™

It takes six combat rounds for the refuge to assemble itself once the activating cord is pulled. The shelter's occupants receive the benefits of the Adaptation power vs. all Physical damage types from without.

Quasiplasm Injector:

A large syringe-like device containing four cylinders of the synthetic life-substance used to make constructs like the BEMs and The Porter. The stuff can be used to cure serious physical damage, such as reattaching a lost limb, replacing a damaged organ, or regenerating a large area of burnt flesh. The patient regains full use of the damaged part in 2d4 hours; it will be numb and immobile until then.

V&V™

Operating the device takes 2d4 turns, plus one turn per point of damage that the mutilation resulted in.

Living Legends™

Operating the device takes 2d8 rounds, plus one round per point of damage that the mutilation resulted in.

After handing out the gifts the Porter will "zone out" and seemingly forget that others are present. He turns away to load up the buffet table and clean up the place.

The characters will be teleported back to where they were and what they were doing when they were captured; the Petahelians are conscientious enough not to dump the party somewhere hazardous. If they were in a spaceship it will be refueled and repaired. The gifts, the corpses (if the characters bothered to gather them), and artifacts will be sent back with them.

9.0 Post Game

If they get word of the adventurer's experience, the government will expect them to report for debriefing. They will receive travel and hotel vouchers and a small (\$100 a day) per diem. The questioning takes place in a bleak facility in northern Nevada; the hotel is crummy and the food mediocre. The black-suited bureaucrats who question the heroes will at one point produce a sort of mug book of known extraterrestrials. Several of the BEMs will appear familiar. There's also a picture of an Analyst. The questioners will grudgingly admit that it was taken in 1959.

The debriefers will also reveal the origin of the mysterious silver rope. It belonged to Diente del Aligeramiento, an up-and-coming masked luchador movie star from Guanajuato, Mexico. "Lightning Tooth" played a superhero wrestler on screen, but did not have actual powers. He was given some minor super-devices (the "living" rope, jumping boots, a mask with night vision eyepieces) by an admiring fan. The star disappeared in Spring 1961, while on a publicity tour in Argentina.

Heroes who work for the government should feel obligated to allow the authorities to examine the Analysts' gifts (if any). This will take 3d6 weeks, and there is a 5% chance that a given item will be accidentally destroyed or lost. PCs can try to negotiate to get the items back earlier. A positive reaction roll results in the object's being returned in just two weeks. Characters with scientific backgrounds can try to convince the government to let them analyze the gear; they will be obligated to submit a report.

Commercial collectors will pay 2d4 * \$2500 per BEM item. The government won't appreciate this sort of black market activity one bit!

O Cometa's family and the Brazilian authorities would be amazed and grateful if her remains and belongings are returned. If the heroes are willing, the government will fly them to Rio for a one week stay in a resort hotel. They will be expected to attend a few tedious dinners and dedications, and spend a day in a rural village to witness O Cometa's long-delayed burial.

The Brazilians will also pass on an edited transcript of O Cometa's account of her time in the Infinity Lounge, as written in her notebook:

She and Commander Muntz of the Sky Pirates were snatched from a falling airship by a shimmering beam of light. They found themselves in the

lounge, along with a matinee-idol luchador (Diente del Aligeramiento) and a Brazilian soldier. After a fruitless interrogation of an annoying Anglo bellhop, they found themselves assaulted by horrific monsters. Muntz lost a hand, and her own leg was broken. During a lull in the action they found an exit from the dome. She hunkered down in the ladies' room while the men attempted to brave the sandstorm. It was the last she heard of them. After suffering another beating while crawling to the buffet to renew her supply of sandwiches she found herself unable to face the monsters. "The last pages are largely incoherent and must have been written in a delirium," state the notes at the end of the transcript, "She apologizes for her cowardice and sent love to her family."

The Sky Pirate's corpse will be accepted by German authorities for a forensic examination and a quiet burial. He will be identified, a bit anticlimactically, as an escaped war criminal who worked on a top-secret Nazi rocket-fighter project. He and a few dozen others, including some top engineers, were believed to have fled to South America to found the Sky Pirates. The German government will expect the rocket pistol to be returned to them. They will provide the heroes with travel expenses go Berlin, good accommodations, and a small honorarium (\$1,000 per level) in exchange for providing a few days of testimony about how they found the body.

The End!

CHARACTER RECORD SHEET



IDENTITY: Nameless Android SIDE: Good
 NAME: THE PORTER SEX: M AGE: 0 WEIGHT: 110 lbs
 EXPERIENCE: 0 LEVEL: 1 TRAINING: _____
 POWERS: _____
 INVENTING: _____

STRENGTH: 8 CARRYING CAPACITY: 72 lbs BASE HTH DAMAGE: 1d3
 ENDURANCE: 8 HEALING RATE: 0.6
 AGILITY: 12 ACCURACY MODIFIER: +1 DAMAGE MODIFIER: +1
 INTELLIGENCE: 10 DETECT HIDDEN: 8 % DETECT DANGER: 12 %
 CHARISMA: 9 REACTION FROM GOOD: 0 REACTION FROM EVIL: 0
 BASIC HITS: 3 HIT MOD.(0.8) (0.6) (1.3) (1) = 0.62
 HIT POINTS (2): _____
 POWER (38): _____

MOVEMENT RATES: Ground: 28 _____
 INVENTING POINTS: 1 IPs USED: _____ INVENTING: 30 %

CASH: \$ 0

ORIGIN AND BACKGROUND: Synthetic life form with implanted memories.

LEGAL STATUS: _____

(SECURITY CLEARANCE =) _____

OTHER INFORMATION: _____



portrait

CHARACTER RECORD SHEET



IDENTITY: Generic BEM SIDE: Evil
 NAME: _____ SEX: ? AGE: 0 WEIGHT: 200 lbs
 EXPERIENCE: 0 LEVEL: 1 TRAINING: _____
 POWERS: INVENTING: _____
Invulnerability 5

STRENGTH: 12 CARRYING CAPACITY: 293 lbs BASE HTH DAMAGE: 1d6
 ENDURANCE: 12 HEALING RATE: 1.2
 AGILITY: 10 ACCURACY MODIFIER: 0 DAMAGE MODIFIER: -1
 INTELLIGENCE: 8 DETECT HIDDEN: 6 % DETECT DANGER: 11 %
 CHARISMA: 9 REACTION FROM GOOD: 0 REACTION FROM EVIL: 0
 BASIC HITS: 4 HIT MOD.(1.2) (1.4) (1) (0.9) = 1.51
 HIT POINTS (7): _____
 POWER (42): _____

MOVEMENT RATES: Ground: 34 _____
 INVENTING POINTS: 0.8 IPs USED: _____ INVENTING: 24 %

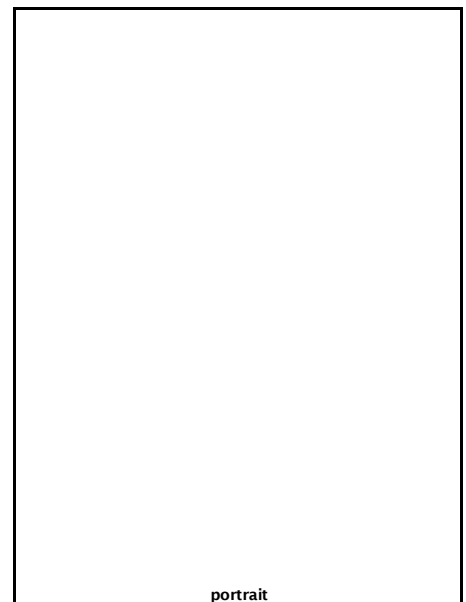
CASH: \$ 0

ORIGIN AND BACKGROUND: Synthetic lifeform with implanted memories.

LEGAL STATUS: _____

(SECURITY CLEARANCE =) _____

OTHER INFORMATION: _____



portrait

CHARACTER RECORD SHEET



IDENTITY: Nameless Android SIDE: Evil
 NAME: LURCHING STRIKER SEX: ? AGE: 0 WEIGHT: 230 lbs
 EXPERIENCE: 0 LEVEL: 1 TRAINING: _____
 POWERS: INVENTING: _____
Invulnerability 5

This BEM has two compound eyes and a small mouth. It is covered with black fuzz. In unarmed combat it can strike at targets up to 3" away, total Acc+2, 1d6+2.

STRENGTH: 14 CARRYING CAPACITY: 454 lbs BASE HTH DAMAGE: 1d6
 ENDURANCE: 12 HEALING RATE: 1.5
 AGILITY: 12 ACCURACY MODIFIER: +1 DAMAGE MODIFIER: 0
 INTELLIGENCE: 8 DETECT HIDDEN: 6 % DETECT DANGER: 11 %
 CHARISMA: 9 REACTION FROM GOOD: 0 REACTION FROM EVIL: 0
 BASIC HITS: 5 HIT MOD.(1.2) (1.4) (1.3) (0.9) = 1.97
 HIT POINTS (10): _____
 POWER (46): _____

MOVEMENT RATES: Ground: 38

INVENTING POINTS: 0.8 IPs USED: _____ INVENTING: 24 %

CASH: \$ 0

ORIGIN AND BACKGROUND: Synthetic lifeform with implanted memories.

LEGAL STATUS: _____

(SECURITY CLEARANCE =) _____

OTHER INFORMATION: Smock, religious symbol, buckler shield.



portrait

CHARACTER RECORD SHEET



IDENTITY: Nameless Android

SIDE: Evil

NAME: SHAMBLING LASHER

SEX: ?

AGE: 0

WEIGHT: 400 lbs

EXPERIENCE: 0 LEVEL: 1

TRAINING: _____

POWERS:

INVENTING: _____

Invulnerability 5

This BEM has 6 compound eyes, including two around back. It has a small mandibles. It is covered with a green fuzz. It can make three HTH attacks per turn without restriction, swinging at up to two targets up to 2" away (Acc -2, 1d8-1).

STRENGTH: 14

CARRYING CAPACITY: 789 lbs

BASE HTH DAMAGE: 1d8

ENDURANCE: 12

HEALING RATE: 2.4

AGILITY: 8

ACCURACY MODIFIER: -2

DAMAGE MODIFIER: -1

INTELLIGENCE: 8

DETECT HIDDEN: 6 %

DETECT DANGER: 11 %

CHARISMA: 9

REACTION FROM GOOD: 0

REACTION FROM EVIL: 0

BASIC HITS: 8

HIT MOD.(1.2) (1.4) (0.7) (0.9) = 1.06

HIT POINTS (9): _____

POWER (42): _____

MOVEMENT RATES: Ground: 17

INVENTING POINTS: 0.8 IPs USED: _____ INVENTING: 24 %

CASH: \$ 0

ORIGIN AND BACKGROUND: Synthetic lifeform with implanted memories.

LEGAL STATUS: _____

(SECURITY CLEARANCE = _____)

OTHER INFORMATION: Smock, universal translator, helmet.



portrait

LIVING LEGENDS™									
Name: Lurching Striker BEM				Age: 0		Sex: -		Race: Android	
Basic Characteristics:						Secondary Characteristics:			
Score:		Effect:		Notes:		Cost:			
PHYSIQUE	14	d6				14		HITS (14):	
REFLEX	10	d4				10		Move: 8	
DEFTNESS	8	d4				8		Leap: 1.4066	
INTELLECT	6	d3				6		Mass (kg):	136.5 Mass Effect: d6
COOL	7	d4				7		Carry (kg):	192
VITALITY	8	d4				8		NRG (8):	
BC Subtotal:						53		Luck Roll:	d4 Wealth Roll: d4
Other Abilities:						Base Cost:	Modifier:	Cost:	Base Points: 40 Unspent Eps:
ARMOR (C): 2 vs. Mystical and All Physical						7		7	Weaknesses: 20
SKILLS									Spent Eps: 21
UNARMED [Tail Barb] (DEFT/G): d6						2		2	Total Cost: 81 Balance: 0
STRIKER									
STRETCHING (P): 3" Elongation [barbed tail]						1		1	
NATURAL WEAPONRY (V): +2 sharp damage [tail barb]						9		9	
SKILL BONUS (V): +1 to hit with barb						3		3	
COMPOUND EYES									
SKILL BONUS (V): +1 on all attack skills, Misc [only when making called shots]						3	-2	2	
PROTECTED SENSE (C): Vision, 4 points						4		4	
Total Cost:						81			
Weaknesses:						Value:		Character Portrait	
COMPULSION: Implanted memories. Rare, COOL 6+ to resist & recover.						10		Background:	
DARK PAST: Completely synthetic. If forced to confront this fact, replace this with:								Home: Infinity Lounge	
QUIRK: Despair (5) & COMPULSION: Go Berserk, Uncommon, 4+ to resist/recover						10		Career Fields: Military, Crime	
Total Weaknesses:						20		Origin: Technological Project	
								Motivation: Dupe	
								Synthetic lifeform with implanted memories.	
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LIVING LEGENDS™

Name: Shambling Lasher BEM				Age: 0		Sex: -		Race: Android	
Basic Characteristics:						Secondary Characteristics:			
Score:		Effect:		Notes:		Cost:		HITS (14):	
PHYSIQUE		14		d6		14		Move: 4	
REFLEX		9		d4		9		Leap: 1.0549	
DEFTNESS		8		d4		8		Mass (kg): 182 Mass Effect: d6	
INTELLECT		6		d3		6		Carry (kg): 192	
COOL		7		d4		7		NRG (8):	
VITALITY		8		d4		8		Luck Roll: d4 Wealth Roll: d4	
BC Subtotal:						52		Fame: 1 Fame Effect: d1	
Other Abilities:				Base Cost:		Modifier:		Cost:	
ARMOR (C): 2 vs. Mystical and All Physical				7				7	
SKILLS								Base Points: 40	
UNARMED [Tentacle] (DEFT/G): d6				2				30	
LASHER								Spent Eps: 7	
STRETCHING (P): 3" Elongation [Tentacles]				1				77	
SKILL BONUS (V): +2 to hit with tentacles, Misc [must make triple attacks when using tentacles]				7		-2		5	
MULTIPLE COMPOUND EYES								Total Cost: 77	
SKILL BONUS (V): +1 on all attack skills, Misc [only when making called shots]				3		-2		2	
PROTECTED SENSE (C): Vision, 4 points				4				4	
The BEM's Default Vision is a 360 Degree Sense Minus the cost of Default Vision				6		4		10	
				-6				-6	
Total Cost:						77		Character Portrait	
Weaknesses:						Value:		Background:	
PHYSICAL HANDICAP: Shambler [1/2 normal movement rate]						10		Home: Infinity Lounge	
COMPULSION: Implanted memories. Rare, COOL 6+ to resist & recover.						10		Career Fields: Military, Crime	
DARK PAST: Completely synthetic. If forced to confront this fact, replace this with: QUIRK: Despair (5) & COMPULSION: Go Berserk, Uncommon, 4+ to resist/recover						10		Origin: Technological Project	
Total Weaknesses:						30		Motivation: Dupe Synthetic lifeform with implanted memories.	
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