



CRUSADER CITADEL



FOE FILE

#02: RUNE

I AM TEACHER...

...the sentient computer system of the Citadel, headquarters of the Crusaders superhero team.

The following contains information from CHESS, VIGIL, PSI, MEDUSA and other paranormal law enforcement and intelligence agencies and is authorized for Security Clearances below 20.

**PER CONFIDENTIAL INFORMANT (DECEASED):
RUNE HAS A NEW CONTRACT**

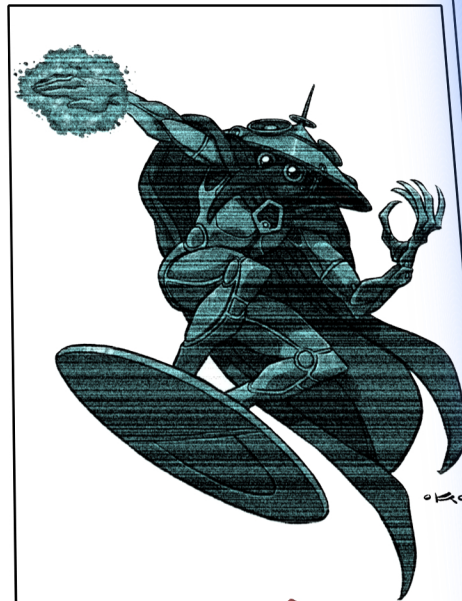
Who does the underworld call if they need to eliminate a small city, or an entire army? One name has risen to the top of the short list- Rune.

The law enforcement agencies of various major governments refuse to openly pursue Rune out of fear that this criminal will turn his attention to them.

His fee is one hundred million dollars a job. Based upon his body count, that is murder at a wholesale price.

Rune has only ever failed to kill one target- the world's greatest superhero, Axiom - although he says this remains a "work in progress."

If located: Do not approach. Do not attempt to apprehend without assistance.



HELLO, I

Thank yo

The follo
US Bure
Super-P

KL
C

Based
the e
that t
retur
Unit

Om
follo
ser
nu
sc
vi

C



CRUSADER CITADEL FOE FILE

#02: RUNE

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

Written & Edited by Jack Herman

Living Legends™ Conversions by Jeff Dee

Artwork by Kennon James

Monkey House Games™

P.O. Box 2933
Pflugerville TX 78691

www.monkeyhousegames.com

(c) 2011 Monkey House Games, All Rights Reserved. Mighty Protectors, Living Legends, and the Monkey House logo are trademarks of Monkey House Games. All characters herein, their names and distinctive likenesses are trademarks of Monkey House Games. Villains and Vigilantes is a trademark of Scott Bizar, used with permission.

RUNE

Origin and Background:

The distant galactic civilization known as The Technocracy is a totalitarian regime. Here social Darwinism has created an especially brutal and virulent organized crime group known as The Sub-System. In the Technocracy, the task of pursuing these deadly criminals falls to the Sector High Prosecutor, whose authority is carried out by the Galactic Marshals.

The undisputed head of The Sub-System is the brilliant, charismatic and ruthless Amahn Rugo. Her family, including dozens of her sisters, over 900 of their husbands and more than 11,000 extended family members, comprises the bulk of The Sub-System. One of Rugo's young cousins who once resided in her inner circle was Z'ever Z'ezin, known within The Sub-System as Rune. Z'ezin was a low level lieutenant charged with a few important facets of Rugo's operations, but unlikely to advance due to her greed, her relative technological illiteracy, and her uncontrollable violent tendencies.

After the Marshals apprehended Rune, she was tagged with their trackers on the molecular level so that even if she escaped again they would be able to find her anywhere in the galaxy. Then the Sector High Prosecutor subjected her to telepathic interrogation. Z'ezin went from being an asset of The Sub-System to a liability. She had no choice but to become a witness against Rugo.

But the Technocracy's efficient interplanetary court system is heavily burdened. It may take decades or even centuries for the Sector High Prosecutor to put Rugo on trial. Until that time, the Marshals have hidden Z'ezin away by stranding her on a world where The Sub-System would never look for her - a small primitive and hostile world called Earth.

Tactics and M.O.:

The Technocracy is at least a thousand years more advanced than the Earth. In theory, anyone who came to Earth with that advantage could soon run the planet. However, Rune's technical knowledge is relatively limited. So she makes her living as an assassin-for-hire.

Rune attacks her opponents by taking full advantage of her invisibility and her stealth. She plans her jobs carefully to minimize risk and

maximize her chance of success. She is tactically quite astute and retreats or aborts an attack if the situation is not sufficiently to her advantage. She is capable of creating elaborate plans of attack - ones that often do not directly involve her in combat.

Personality and Character Traits

Rune has poured nearly all of her funds - billions of dollars - into Particle Futures, the leading developer of nanotechnology. She hopes one day they will remove the molecular tracking devices embedded within her. She does not realize that this is impossible. Attempting to remove the devices will inevitably kill her.

Z'ever Z'ezin spends her off-the-clock time as an anonymous drunk. She is completely lonely without The Sub-System - the only friends and family she has ever known. Yet she jumps at every shadow, knowing that anyone could be a Ranger coming to take her to testify, another killer sent by The Sub-System to eliminate her, or someone coming after her to avenge one of her innumerable crimes on Earth.

For an assassin, she has one bad habit. When she is sent to kill a large group of targets, she has an irresistible compulsion to engage her final victim in conversation. Her mask contains an electronic filter that keeps her voice from being recognized as female. Since unlike the technocracy our world is mostly run by men, most Earthlings simply assume she herself is male.

Quotes:

"Everyone dies sooner or later anyway. I just make it more convenient for my clients by informing them of the specific time."

"The inhabitants of this planet are nothing more than highly evolved apes. In the grand scheme of things, who cares about a dead ape... or a few dozen... or a few thousand?"

"It's probably my destiny to do job after job... until the day I become someone else's job."

"You say you'll pay me even more money if I let you live? I'm sorry, that would be unethical. But I do offer what I call my "Vengeance Special". For double my usual fee, I will avenge your death by killing the person who put out the contract on you. Would you like to know more about this exciting offer?"

CHARACTER RECORD SHEET



IDENTITY: X'ever X'ezin SIDE: Evil
 NAME: RUNE SEX: F AGE: 32 WEIGHT: 140 lbs
 EXPERIENCE: 90,000 LEVEL: 13 TRAINING: Intelligence

POWERS: _____ INVENTING: _____

BIONICS: Heightened Senses, detachable, 1000x audio/visual range, x2 Detect Hidden & Danger

Death Ray Weapon: Attacks as Paralysis, if hit target must save vs. death as per Death Touch,

PR=14 per shot, 2 extra shots allowed from internal battery, 64" range

Claws: Retractable, HTH +3 to hit, HTH +2 damage.

HEIGHTENED AGILITY: +18, HEIGHTENED STRENGTH: +14, HEIGHTENED ENDURANCE: +12

VEHICLE: "Wormy" flying disc, 600 mph and wormhole hyper-flight. Operates for 100 hrs per recharge.

Rider is strapped to disc and can't be knocked off. Disc becomes invisible along with Rune.

INVISIBILITY DEVICE: Built into her bionics, operates for 14 hours per recharge.

LOW SELF CONTROL: Impulsive. Rune displays several unprofessional and self-destructive habits:

binge drinking, long talks with some of her victims, frantic desire to return to the SubSystem, etc.

STRENGTH: 33 CARRYING CAPACITY: 2,740 lbs BASE HTH DAMAGE: 1d12

ENDURANCE: 32 HEALING RATE: 2.7

AGILITY: 34 ACCURACY MODIFIER: +6 DAMAGE MODIFIER: +5

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

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

BASIC HITS: 3 HIT MOD.(2.6)(3.8)(3.4)(1.2)= 40.3

HIT POINTS (121): _____

POWER (115): _____

MOVEMENT RATES: Ground: 99 Flying: 2640" on "Wormy" disc

INVENTING POINTS: 20.8 IPs USED: _____ INVENTING: 48 %

CASH: \$ 119,808

ORIGIN AND BACKGROUND: (Extraterrestrial) Military, Crime

LEGAL STATUS: no record or warrants


(SECURITY CLEARANCE =) _____

OTHER INFORMATION: Rune is a suspect in numerous murders around the world, and is on the watch lists of dozens of nations.



portrait

LIVING LEGENDS™

Name: RUNE (aka X'ever X'ezin)		Age: 32		Sex: Female		Race: Humanoid Alien	
Basic Characteristics:				Secondary Characteristics:			
Score:	Effect:	Notes:	Cost:	HITS (37):	
PHYSIQUE	29	d12	37/2d8-1 CON	29	Move:	8	
REFLEX	22	d10		22	Leap:	15	
DEFTNESS	22	d10		22	Mass (kg):	64	Mass Effect: d4
INTELLECT	11	d6		11	Carry (kg):	960	
COOL	11	d6		11	NRG (14):
VITALITY	14	d6		14	Luck Roll:	d4	Wealth Roll: d4
			BC Subtotal:	109	Fame:	22	Fame Effect: d10
Other Abilities:		Base Cost:	Modifier:	Cost:	Base Points:	100	Unspent Eps:
ALIEN METABOLISM					Weaknesses:	50	
HEIGHTENED PHYS (C): +8, CON Only (-3)		8	-3	5	Spent Eps:	48	Balance:
CYBERNETIC CAMOFLAGE					Total Cost:	198	0
INVISIBILITY (V): Visible Light (13), Time Limit [1 hour, incremental](0), Charges [11 activations](-1), Equipment [Bionics](0)		13	-1	11			
DEATH RAY HAND							
TRANSMUTATION (V): d3 Radiation (1), 48" range (+2), Living Things Only (-1), Ext. Alteration [Death](+11), NRG Cost [2 per shot](-4), Duration [100 years](+12), Equipment [Bionics](0)		1	20	14			
CYBERNETIC CLAWS*							
NATURAL WEAPONRY (V): Claws, d12+2 Sharp (9)*		9		9			
SKILL BONUS (V): +3 with Claws (12)*		12		12			
*Equipment [Bionics](0)							
SENSOR ARRAY							
TELESCOPIC SENSE (V): 11 Levels (11), Variable [Visible Light & Audible Sounds](+3), Equipment [Accessory](-2)		11	1	13			
"WORMY" FLIGHT DISK							
FLIGHT (V): 34 acceleration, 768 maximum (25), Light Speed [x34](7), Vehicle [1/2" Hull, 1/2" Deck](-3)		32	-3	21			
SKILLS							
TACTICS [Urban]: d8		2		2			
SCIENCE [Astrogation] (INTL/S): d6		2		2			
			Total Cost:	198	Character Portrait		
Weaknesses:				Value:	Background:		
PERSECUTED: Technocracy, return for trial, Rare, Major				5	Home: The Technocracy		
PERSECUTED: Alien enemies seeking revenge, Rare, Severe				10	Career Fields: Military, Crime		
PERSECUTED: Earth governments, Uncommon, Minor (on many national watch lists)				5	Origin: Technological Project		
QUIRK: Greedy				5	Motivation: For Hire		
QUIRK: Talks with final victim of large target groups				5	Low level Sub-System lieutenant, cousin of its leader. Captured by the Technocracy and interrogated telepathically. Now a liability to The Sub-System, she became a witness against it. She has been hidden on Earth until the trial.		
QUIRK: Binge Drinker				5			
QUIRK: Violent				5			
COMPULSION: Investigate ways of returning to The SubSystem				5			
Rare, COOL 6+ to resist or recover				10	© 2011 Monkey House Games. Living Legends is a trademark of Monkey House Games. Permission is granted to copy this file for private use.		
			Total Weaknesses:	50			