



LIVING LEGENDS™

ANCIENT EVIL



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

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Table of Contents

Section	Title	Page
1.0	The Coming of the Charon	1
1.1	Omens	1
1.2	The Scene of the Crime	1
1.2.1	The Ronson House - Map Key	3
1.3	The Air Thickens	4
1.4	Aftermath	5
2.0	Black Sunday	5
2.1	Captive City	5
2.1.1	Revelation Church - Map Key	6
2.2	Wild in the Streets	10
2.2.1	Kingstown - Map Key	10
2.2.2	Sunday Daytime Encounters	11
2.2.3	Sunday Night Encounters	12
3.0	The Strange, High House in the Mists	12
3.1	The Conquest of the Charon	12
3.1.1	Charon - Map Key	12
3.2	Sundiver	16
3.2.1	The Dome	17

Section	Title	Page
3.3	Aftermath	18
4.0	The Master Craftsman	18
4.1	Rewards for Villains and Vigilantes™	19
4.2	Rewards for Living Legends™	20
4.3	Sequel Suggestions	20
4.4	Playtest Notes	20
5.0	Appendix	21
5.1	Optional V&V™ Underwater Rules	21
5.1.1.	Breathing	21
5.1.2	Movement	21
5.1.3	Combat	21
5.2	Optional V&V™ Space Combat	22
5.2.1	Breathing	22
5.2.2	Movement	22
5.2.3	Combat	22
5.2.4	The Effects of a Black Hole	22
NPCs	Character Sheets	24

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1.0 THE COMING OF THE CHARON

1.1 OMENS

Saturday, 11am

It looks like a perfect Saturday - the sort on which you're supposed to feel glad to be alive - and, in most ways, it is. There are only a few niggling details to disturb the heroes, most of them apparent from a quick read of the morning paper. Scattered among the usual stories of scandals, political gridlock, massive defense spending, road accidents, etc, are these four items:

Burglar 'Slithe' Captured

The non-corporeal burglar, Slithe, was found incapacitated in a local house last night - without an external injury anywhere! The home-owner, Roy Ronson, claims to have no idea what Slithe was trying to steal. Slithe is still unconscious, and is being taken to the prison hospital at Fear Island Super-Prison; she will be incommunicado for at least a day.

Pastor Denounces Superheroes

The Reverend James Gregson, preacher at the Revelation Church and leader of the Traditional Values Militia (TVM), has made yet another statement against the Government's policy on superheroes. Many superheroes, he maintains, are aliens, supernatural beings, and/or mutants, and their mere existence mocks the true image of man, or attempts to imitate God. Their license to violent actions, he says, is a symptom of a sick society. Instead of trusting to possibly inhuman creatures, un-Christian magic or psionics, or soulless technology, the Government should put TVM-endorsed military chaplains in command of the armed forces and police, or at least in charge of recruitment and promotion. There is little fundamental difference between this sermon of Gregson's and the one he made last week. He has also, in recent months advocated closing any schools that teach biology, and condemned role-playing games as corrupting influences.

Murder Witness Missing

The only known witness to the murder of feminist writer Dr Teri Lieber has disappeared. Dr Lieber was killed by a sonic scream after weeks of receiving death threats from

someone calling himself 'Cannonmouth'. The witness, Sigourney Heard, was released from protective police custody yesterday morning and escorted home. She has not been seen since.

Fishing Boat Lost

A Russian seiner (tuna boat) was lost in the Pacific Ocean, near the Nero Deep, without any trace. The international superhero search-and-rescue organization, Delphinus, is investigating.

The last omen will only be apparent to a Weather Controller, or an observant player-character flying far afield that day - a solitary cloud, moving towards your city from the south, at a quite respectable speed for a cloud... and against the wind.

If your home town or city is too new to contain an eighteenth century church, too small to contain Map 1, or too large to be cut off from the world for a day (and not provoke World War III), send your players to nearby Kingstown and keep them there overnight. Your players should be the only superheroes in town. If there are others, send them away on a secret mission.

Your players' scientific adviser, should they require one, is Dr Capek, a retired physics researcher for GIANT (Government Investigation into the Application of New Technologies). He has a small lab and a repair workshop in his house. The good Doctor can suggest to the players that there is something more to be learned regarding what happened to Slithe. Learning whatever neutralized her may either uncover a previously undiscovered threat, a newly emerged vigilante who would need to be investigated further, or potentially could lead to the development of a new method for the safe restraint of super-criminals.

1.2 THE SCENE OF THE CRIME

Saturday, 1pm

S.O.P. (Standard Operating Procedure) is to investigate the scene of the crime - in this case, Roy Ronson's house, 303 Packet St. The police and Ronson will be there until noon; after noon, the house will be empty, but protected by a security system (see below) and Bazooka, a large and unfriendly dog. Ronson will be in his shop, his wife is currently in the hospital with kidney stones, and his daughter is at the local business training college.

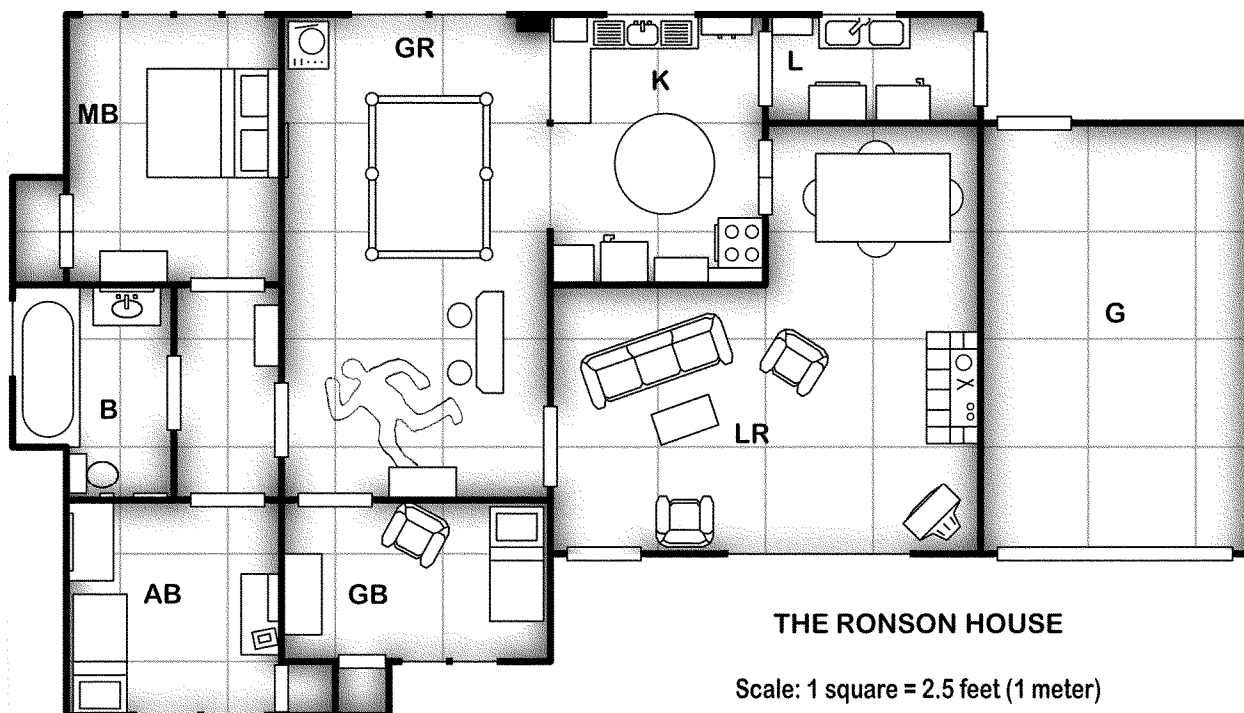
Ronson will have spoken to the police, and will be uncommunicative when dealing with the superheroes. He will reassert that there was nothing in the house meriting the attention of a supervillain (Slithe was armed, as usual, with garrote, knife, and silenced pistol), and nothing that could have injured her in such a manner as to explain her current condition. All the weapons in the house are designed to make messy holes in people!

Ronson owns and manages the Champions' Sports Shop in the Eppis Center, where his main business is

selling guns and ammunition. He is also a representative for and investor in the black market in illegal weapons - machine guns, Surface-to-Air Missiles, etc. Ronson only makes background checks when he reacts negatively to someone, a policy for which several criminals are extremely grateful. Several cops and innocent bystanders are also extremely dead as a result, but Ronson believes that 'Guns don't kill people - people kill people.' It is a belief that has enabled him to buy a comfortable house and collect antique weapons, and he is unlikely to change it.

RONSON FAMILY - VILLAINS AND VIGILANTES™									
NAME	LEVEL	HITS	POWER	AGILITY	MOVE	ACC.	DAM.MOD	HTH	WEAPON
Roy Ronson	2	8	45	12	45	+1	+1	1d6	Automatic Rifle (7 3-round bursts), Revolver (6 shots), Ht. Expertise (Firearms)
Anne Ronson	1	6	49	15	37	+1	+2	1d4	Nat. Weaponry (Martial Arts): +1 to hit HTH, +2 damage
Bazooka	4	3	42	12	50"	+3	(Ferocity 10)	d8	Bite

RONSON FAMILY - LIVING LEGENDS™										
NAME	HITS/PUNCH	DEFT	INTL	COOL	NRG/VITL	MOVE	WEAPON	HIT	DMG	REFL/INIT
Roy Ronson	11/d6	d4	d4	d6	9/d4	8	Automatic Rifle Medium Handgun	d10 d10	2d8-1 d8	10/d4
Anne Ronson	7/d4	d6	d4	d4	9/d4	8	Martial Arts			12/d6
Bazooka	7/d4	d4	d3	d4	8/d4	16	Bite	d6	d4+2	10/d4



1.2.1 The Ronson House - Map Key

Structural Data

Fence is 1/2" hardwood (SR = 3). Exterior walls are 6" brick (SR = 5), interior walls are 4" brick, floor is 8" concrete (SR = 6), ceiling is 1" reinforced hardwood (SR = 5), roof is 2" reinforced tile (SR = 8). Windows are 1/4" glass (SR = 2), doors are 1" hardwood, the garage door is 1/4" steel (SR = 11). Breaking a window or forcing the exterior doors will sound an alarm.

LR. Living Room

Contains a mock-antique lounge suite, a home theatre, a library of Blu-ray movies, a fireplace, and an antique coffee table. Like most of the house - the most notable exception being the games room - this room has been decorated by Helen Ronson, and is devoid of sex and violence, except for the movies.

GR. Games Room

There is a chalk outline on the floor, showing where Slithe was found. There is no sign of what could have injured her, or what she was trying to steal. There is a stereo system in the north-west corner, a bar near the east wall, a trophy cabinet near the south, and a pool table in the center of the room. The trophy cabinet contains minor trophies for rifle and pistol shooting for Roy Ronson, for high-school football and baseball for his son John, and for martial arts for his daughter Ann. Hung along the west wall are a rack of pool cues, a mounted buck's head, a katana (sword), a no-dachi (2-handed sword), a wakizashi (short sword), four shuriken, a katar (punch dagger), a ceremonial cavalry sword, two bayonets (daggers) and a commando knife, a flintlock pistol (non-functioning), four rifles (unloaded), two shotguns (unloaded), five pistols (unloaded), an empty rifle rack, and an ancient but well-preserved spearhead. Ronson knows little about the spearhead; it was sold to his father in Crete during World War II. His father - now dead - called it 'The Spear of Daedalus', presumably because of the labyrinthine design engraved just below the head.

If asked about the empty gun-rack, Ronson will claim that the rifle was his son's, and that he took it to college with him. If mind probed, pressed, or strongly reminded, Ronson will admit that he is reluctant to handle the Spear of Daedalus - if asked, he will say that it gave him a bad electric shock the last time he touched it.

K. Kitchen

Contains a stove, a fridge, a microwave, a dishwasher, a sink, a pantry, storage cupboards, a

table, and four chairs. On the wall is a rack of kitchen knives (none of which can be thrown with any accuracy), and a large cleaver.

D. Dining Room

Contains an old colonial table and four uncomfortable chairs.

MB. Master Bedroom

Contains a double bed, a closet, and a dresser. Under the bed is an unloaded automatic rifle (illegal, and hence removed from the rack during the investigation). In the dresser is a loaded revolver and a box of 100 bullets to fit it.

AB. Ann's Bedroom

Contains a single bed, a dresser, a closet, and a desk with bookshelves, all extremely untidy. The shelves contain an MP3 player, textbooks on accounting, simple computer programming and martial arts, and pulp romances. The walls are adorned with posters of wrestlers and action movie stars. On the dresser is her make-up, a nunchaku and two sais. Her clothes are distributed between the closet and the floor.

GB. Guest Bedroom

Formerly John Ronson's room, it contains a single bed, a dresser (empty), a closet (empty of clothes, but containing boxes of ammunition for the rifles and shotguns, Roy's fishing rods, golf bag, and bowling ball, and innumerable coat-hangers), and an armchair.

B. Bathroom

L. Laundry

Contains a double sink, a washing machine and clothes dryer.

G. Garage

Contains the family car, a repair kit for the car, tents and sleeping bags, a hatchet, a sheath knife, and two old pushbikes.

New V&V™ Weapon Statistics

Weapon:	To Hit:	Damage:	Throw:
2-handed Sword/ No-Dachi	+2	HTH+1d8	-
Short Sword/Wakizashi	+2	HTH+1d4	-
Punch Dagger/Katar	+1	HTH+1d3	-
Large Cleaver	+1	HTH+1d3	A/4
Sai	+2	HTH+1d4	-

1.3 THE AIR THICKENS

Saturday, 11:33 pm

All contact between your town (or Kingstown) and the outside world will be cut off abruptly as a darkly translucent force field dome envelops it. The size of the dome will depend on the size of the city, but its maximum height is 700' at its precise Center, over the grave of Noah Albertos III. Directly above this is the Charon.

While some night owls will notice that internet, cell phones, and other communications have been cut off, the actual force field will not be noticed immediately, unless someone happens to fly into it; the sky is cloudy, threatening rain or worse. The force field is impermeable to any amount of destructive force, extends underground through bedrock forming a complete sphere around the town, and will also stop non-corporeal or vibratory movement, astral projection, and even telepathy! The force field has no effect on Dimension Travel, Teleportation, or Cosmic Awareness. It somehow seems to be gas permeable enough to allow an exchange of atmospheric gases that would prevent people within it from eventually asphyxiating, but is solid enough to stop the breeze from the moving air outside it almost entirely.

Saturday, 11:36 pm

Seraide (Shannon Faber) sets off the alarm at the Ronson house by breaking the window in the games room; the players should be alerted by the police, who are half-expecting someone more fearsome than Slithe.

Seraide will be found in the games room, held at bay by Ronson (armed with a pistol) and Bazooka. If questioned (rather than attacked, and she will not attack a recognized superhero), Seraide will explain that the antique spearhead is the Spear of Daedalus, the only weapon able to defeat Profundis, and that it somehow incapacitated Slithe when she tried to steal it. Beyond that, she knows only what Profundis looks like, and has not noticed the cloud or the force field.

Saturday, 11:38 pm

Cannonmouth (Gregson), Gutter and Necroscope meet at the grave of Noah Albertos III.

Saturday, 11:39 pm

Psyclone, Mnipre and Animus teleport from the Charon to the cemetery, meeting Cannonmouth, Gutter and Necroscope. Psyclone uses his Weather Control power to create a thunderstorm within the dome.

All six walk towards the Ronson house to destroy the Spear of Daedalus - and anyone who tries to stop them.

Saturday, 11:56

The six will arrive outside the Ronson house, heralded by the noise of Psyclone's made-to-order thunderstorm, and followed by Gutter's rats. Unless attacked, Psyclone will shoot the lock from the front door with his disintegrator, and Animus will be sent in to take the spearhead. Plan A is simple enough: when Animus brings out the spear, Psyclone will send him and the spear into the black hole. If this happens, it may fairly be considered a disaster; Seraide should point out that the best plan for the heroes is to hide the Spear until they locate Profundis.

If Animus does not return with the spear after five turns, Mnipre will teleport in looking for him, and Gutter will send in the rats.

Psyclone is in charge of the party, and bargaining is beneath him; Ronson, similarly, hates trespassers, and will fight until defeated, fatigued, or (if they can acquire the firearms in the bedroom) out of bullets. Ann Ronson will be awakened by the noise of the fight, and will also come to join in.

Proceed with the battle!

THE BLACK HOLE

Psyclone's Hellmouth acts as a Dimensional Travel portal (V&V p.11), opening at the Event Horizon of Cygnus X-1, a black hole 6,000 light years from Earth. While it may prove useful in getting rid of the heroes, the intended use for Psyclone's Hellmouth is to dispose of the Spear of Destiny. See the optional rules for space combat in the Appendix for its specific effects.

THE SPEAR OF DAEDALUS

When fitted to a shaft, the Spear of Daedalus will act as a normal spear when used against good or neutral creatures. Without a shaft, it should be treated as a normal dagger.

The wielder may notice (Average INT task check) that the Spear, when held, defends as Life Support, with no cost in Power.

Against evil creatures, the Spear has special weapon statistics (see below).

Attempts by evil beings to maneuver the Spear via telekinesis or magnetic powers, etc, will be unsuccessful, but otherwise harmless.

V&V™ Weapon Statistics

Melee Weapon:	To Hit:	Damage:
Spear of Daedalus vs. evil target, without a shaft	+3	HTH+CHA
Spear of Daedalus vs. evil target, with a shaft	+5	HTH+CHA

An evil character attempting to wield (or even touch) the Spear suffers CHA points of damage for every phase spent holding it. Gloves and clothing are no protection unless they possess Invulnerability or Armor.

The Spear of Daedalus itself has 77 points of Invulnerability, which it does not bestow upon the wielder.

LIVING LEGENDS™ Weapon Statistics

Melee Weapon:	To Hit:	Damage:
Spear of Daedalus without a shaft vs. evil target	+2	PHYS Roll + COOL Roll Sharp Kinetic
Spear of Daedalus with a shaft vs. evil target	+4	PHYS Roll + COOL Roll Sharp Kinetic

An evil character attempting to wield (or even touch) the Spear suffers 3x their COOL roll in Electrical damage for every phase spent holding it. Gloves and clothing are no protection unless they possess Armor protection.

The Spear of Daedalus itself has 28 Armor vs. all damage types, which it does not bestow upon the wielder.

1.4 AFTERMATH

If the Spear of Daedalus is destroyed, the villains will attempt to retreat – Cannonmouth returning to his lair, Necroscope and Gutter to their homes, the non-humans to the Charon.

If the Spear is not destroyed, but the players are defeated, Mniptre attempts to take captives for questioning. This enables the players to enter the Charon easily... but as prisoners.

If the Spear is not destroyed and Cannonmouth is captured, all that remains is to hunt down Profundis. This won't be easy, but when the human criminals wake up they may be telepathically probed, bribed, or coerced into revealing the way to the Charon. Gutter is the easiest to crack, but he knows the least. Probing the others is risky, and

may take a day or more. In the meantime, the disappearance of Gregson will become apparent, and his more extreme followers, the Defenders of Destiny, are unlikely to accept the verdict that Gregson is a supervillain. They are likely to be out for blood - preferably the players'. Paul Palmer, the Church's other regular preacher, lacks Gregson's Emotion Control power, but he will still try to rouse as much hatred and anger as possible (Palmer does not know that Gregson is Cannonmouth, but he will not be astonished if he finds out - and he would testify against him if threatened).

If the Spear is not destroyed and Cannonmouth is not captured, Gregson will stir up all the hatred he can; he and Necroscope will send their followers out, armed, to hunt for the Spear. So will Profundis, when night falls...

If the Spear is not destroyed and Mniptre is not captured, Mniptre will use the Charon's scanners to try to find Psyclone, Necroscope and Cannonmouth (he will not bother with Gutter or Animus), and try to rescue them by teleporting into their cells. Players who don't keep a close watch on their prisoners might find themselves left without evidence. Handing any of the Pawns of Profundis over to CHESS (or similar organizations) for confinement in a super-prison will be impossible while the force field around Kingstown is in place, because federal budget cutbacks have led to a shortage of teleporters.

Unless stopped, Gregson's research group will fit functioning psicasters in the Church's TV cameras, and Gregson will be able to broadcast his Emotion Control to his viewers over much of the U.S.; be prepared for anti-superhero riots, undirected brawls and general outbreaks of violence among previously peaceful citizens. Four days later, Profundis will be able to transmit his psionic power over the same circuit, capturing the dreaming minds of powerful individuals. The only hope is to retrieve the Spear - from the black hole or from an alternative past - or to have another made. Neither is easy.

2.0 BLACK SUNDAY

2.1 CAPTIVE CITY

Sunday, 6:00 am

If Gregson is able to return to the Revelation Church, he will activate the first psicaster during his televised morning services, using his Emotion Control power on many of his followers in town.

2.1.1 Revelation Church - Map Key

Structural Data

Ceilings are 9 feet high unless otherwise stated, with a 2 foot crawlspace between ceiling and roof. The roof, exterior walls, studio walls, and the walls of Gregson's private rooms are 10 inch thick steel-reinforced concrete, SR = 9.

Other interior walls are 4 inch thick brick, covered with a 1/4 inch layer of plaster or wood veneer, SR = 3.

All windows are bulletproof glass, 1/4 inch thick.

The exterior doors (to Reception, and the emergency exit, north) are 1/4 inch bulletproof glass in a steel and rubber frame. The doors to Gregson's private rooms are 1/2 inch ballistic cloth, SR = 12, within a 1/4 wood veneer; 'secure doors' are inch thick steel-reinforced wood, SR = 6. All other doors are inch thick wood.

The floor (usually carpeted) is 10 inch thick concrete over soil; the ceilings are 4 inch steel-reinforced wood, SR = 6.

Most of the building is entirely modern, but C2, the small chapel, is one of the oldest buildings in the town. Players may roll to notice (Average INT based task check) the gargoyles near the roof - cyclopes and fishmen.

Locks

Unless otherwise stated, all the inside doors can be opened with an employee ID card, and locked or unlocked from the Security Station; most inside doors will be locked at night, but unlocked during the day. The emergency exit, north, is securely locked, and fitted with an alarm; it may be opened from the inside in case of an emergency, or with a special ID, owned only by Gregson, his bodyguard and secretary, and the security guards. It cannot be opened from the outside by conventional methods.

A. Accounting Department

There are four desks for the accountants, each with a networked computer and a phone. A large shredder stands by the door. The filing cabinets are filled with receipts; most paperwork is shredded after being filed with the computer. A locked drawer in the north-west desk contains the petty cash tin - containing about \$500 - and check-book. A security camera monitors the room; it is also bugged.

CC. Computer Center

Originally intended to house the mainframe (the sign on the door still says 'Computer Center'), now empty apart from a collection of vending machines, a microwave and a bar fridge.

CR. Conference Room

There is a large oak table with five leather chairs, a bar, and a desk with a networked laptop, video projector, and two phones. There is no security camera, but the room is bugged.

C1. Chapel/Studio 1

There is no ceiling; at 15 feet, there is a steel catwalk off which the lights are hung, and at twenty feet, the roof. The archways over the doors from reception are actually metal detectors, usually turned off at the Security Center. There are three TV cameras and two microphone booms. Four security cameras monitor the room when it is in use. The auditorium seats 600 people, the choir boxes hold 40 each, and there are twelve comfortable armchairs and a pulpit on the stage. When this studio is in use, there are at least two uniformed security men present, as well as Gregson's bodyguard, twelve ushers, three cameramen, the floor manager, and the sound engineer and assistant. This room is locked when not in use - on Sunday, of course, it will be crowded.

C2. Chapel 2

Used for small, private services (usually funerals or weddings) the chapel seats 80. The outside door is usually unlocked; the inside door (secure), usually locked. The room is bugged, but has no camera.

D. Darkroom

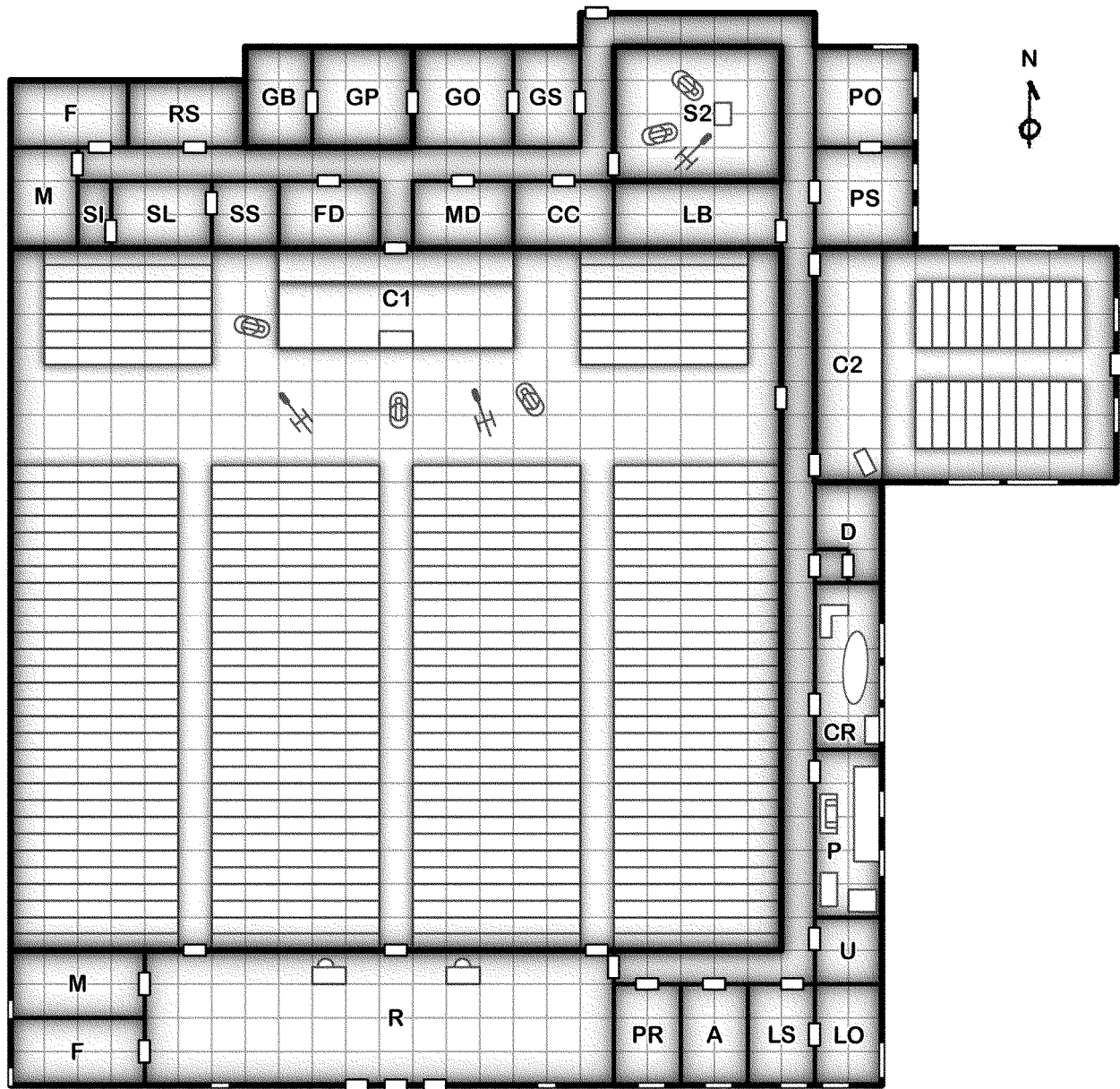
A red warning light, outside, tells whether or not the room is in use. Contains three color enlargers, four sinks (developer, stop bath, fixer and wash), a dryer, and a cabinet of photographic paper and darkroom chemicals. The lights are red-tinted.

F. Women's Washroom

The door does not lock.

FD. Women's Make-Up and Dressing Room

Contains two closets, two benches, four lighted mirrors, and four chairs. A security camera is hidden behind the full length mirror on the south wall. The door does not lock.



REVELATION CHURCH
 1 square = 5 ft / 2 m

G. Gregson's Office

All the doors have two locks, one remote-controlled from Gregson's desk, and one conventional, to which only Gregson has a key. The desk is made of rare wood and beautifully carved, and bears two phones; it also conceals microphones and a digital audio recorder. The controls to the recorder and the locks, and a 'panic button' (to summon his bodyguard) are in the main drawer.

The shelves on the wall contain books, a large plasma TV and a state-of-the-art entertainment system. There is no bar and no security camera. Characters who make a successful roll (Challenging INT based task check) when looking at the bookshelves may wonder why Gregson has so many books on Erebus, Oannes, Typhon, Tiamat, Dagon, the Kraken, and other sea-monsters and ancient ocean gods. They may also notice (again, a Challenging INT based task check) an out of place collection of pictures by Noah Albertos VI, an illustrator of science fiction magazines and horror comics, who specialized in drawing scantily-clad nubile girls, vast cyclopean monsters and hideous fishmen. The back cover shows a photo of Albertos's grave in the local cemetery. In Gregson's wastepaper bin is a folded local newspaper, open to the story about the robbery at the Ronson house.

GB. Gregson's Private Bathroom

Contains a shower, a make-up table and a lighted mirror.

GP. Gregson's Private Room

Contains a closet with two formal suits, a queen-sized bed with white satin sheets, and a comfortable sofa. The bed will, with the command word 'Profundis' uttered at the right pitch (easy with Sonic Abilities or Auditory Illusions), descend 4' into a tunnel, which leads to Cannonmouth's lair.

GS. Gregson's Secretary's Office

The large desk bears a laptop and two phones, and is for Gregson's personal secretary. The small desk bears one phone and a few books, and its drawer contains a loaded automatic pistol, and is for Gregson's bodyguard. There are four comfortable chairs for visitors waiting to talk to Gregson, a rack of wholesome magazines, a TV, a coffee machine, and a shredder. A security camera monitors the room.

Gregson's bodyguard and secretary know that Gregson is not as good or honest as he pretends to be, but neither suspect that he is Cannonmouth.

LB. Lighting Box

This is the nerve center of all both studios, crammed with expensive video and sound equipment. The desk controls the lights in both studios, the locks on their doors, and monitors all the TV cameras and microphones. There are four chairs for the directors and the technicians.

LO. Legal Office

Contains a desk with two phones for the resident lawyer, four swivel chairs for interviewees, and a well-stocked bar. The room is bugged. The bookshelves are filled with legal texts.

LS. Legal Secretary

The lawyer's secretary sits at a desk with two phones and a computer. There is a security camera, and a 'panic button' in her desk drawer.

M. Men's Washroom

The door does not lock.

MD. Men's Make-Up and Dressing Room

Contains four closets, a bench, eight chairs, and eight lighted mirrors. There are no security cameras or bugs, and no locks on the doors.

P. Palmer's Office

Contains a desk with two phones and a computer, four comfortable chairs for visitors, and a bookshelf filled with religious books and collections of Palmer's and Gregson's sermons.

P. Printing Office

There are four printer/photocopiers on the table (the only ones in the building), a shredder beside it, a computer and two telephones at the counter, four chairs for the printing staff (who read everything printed there before handing it over or shredding it), and a long sofa for people waiting. The room is staffed by two people at night and four in the day. There are 2 security cameras in the room, and the door is always locked. There are two pistols in the counter drawers, and a 'panic button' to summon security guards. Secure door.

PR. Public Relations Office

There is a desk with two phones for the Public Relations manager, two swivel chairs for interviewees, and a moderately well-stocked bar with a security camera hidden behind the one-way mirror. The manager knows about the camera, but not about the bugs. The north wall is lined with bookshelves full of mostly religious books. The door has no lock.

PS. Palmer's Secretary Workstation

Palmer's secretary sits at a desk with two phones and a networked computer. There is a couch (seating three comfortably or four in a pinch) for visitors, and a rack of wholesome magazines. There is a security camera, and a 'panic button' in the desk drawer.

R. Reception Foyer

Two receptionists and a security guard are always present. Each receptionist has a computer with appointment diaries for Gregson and his staff, two telephones (one internal) and a switch to lock or unlock any doors leading in or out of the foyer. Two security cameras monitor the room constantly.

RS. Repair Shop

A dismantled TV camera rests in pieces on the table, and three technicians are working on a strange device. A successful roll (Difficult INT based task check) will show that the device is a nearly-complete apparatus for translating psionic impulses electronically - enabling anyone to send a psionic illusion, telepathic suggestion, or emotion control attack through the television network into thousands of homes! Characters with psionic-based powers or Lightning Control should have improved rolls to detect this- or they can take the device to Dr Capek for examination. There is one security camera, a secure door, and a 'panic button' under the desk that the nearest technician will press if any vigilantes enter; the psicaster is, after all, the key to Profundis' and Cannonmouth/Gregson's plan! The technicians are above average (13-16) in Intelligence, but below average physically, and are unarmed.

SI. Interrogation Room

Contains a table and three uncomfortable chairs. The secure door is always locked. The room is bugged.

SR. Security Recreation Room

Contains a coffee machine, fridge, microwave, dining table and four chairs, television, a bookcase and magazine rack, four armchairs and a sofa. All the books and magazines are approved by Gregson, and rarely looked at. Along the south wall are six lockers with complex combination locks, each containing two 30-round clips of ammunition for the automatic pistols, the guard's casual clothes, and often a men's magazine or X-rated DVD. Off-duty security guards can usually be found here, playing poker. All doors in this room are secure and always locked.

SS. Security Station

At least one security guard is in this room, even in an emergency. The north, west and south walls are lined with closed-circuit TV screens; the control panel, north, bears the master switches for all the alarms and all the remote-controlled locks (except those in G), and controls for recording anything seen on any camera. The desk, south, has a computer terminal and two phones, jacks for headphones (for monitoring the bugged rooms), and controls for audio recording. There are two swiveling chairs.

S2. Studio 2

This small studio (2 cameras, 1 boom mike, 1 pulpit) is where Gregson does telecasts without a live audience. There are two security cameras and a secure door. There is no ceiling, but a steel catwalk for lights at fifteen feet and the roof at twenty.

U. Utilities Storage

Contains ink cartridges, lightbulbs (ordinary and studio), paper, notepads, boxes of pens and pencils, legal forms and other stationary, and two CO2 fire extinguishers.

Gregson's Guards

Gregson's security guards carry automatic pistols (firing 3 round-bursts; HTH + 2 to hit, 3d8 with a -2 modifier to each die roll for damage as per the automatic weapons rules, V&V 2.1 rulebook, page 27 damage, range = Ax6), and nightsticks (+2 to hit, HTH + 1d4). Unless fired upon, they will use the nightsticks first.

Gregson's personal bodyguard has Natural Weaponry skill from martial arts training, +2 to hit, +4 damage, and carries 2 throwing knives (+2 to Hit, HTH + 1d2, range = 23").

Cannonmouth's Lair

This is a 10' by 10' chamber, containing only a closet with two Cannonmouth costumes, a mirror and a chair, and Signourney Heard. She has been drugged into unconsciousness, tied to the chair, and gagged - even though no-one could possibly hear her.

Walls, floor and ceiling are 8" reinforced concrete, SR = 9.

2.2 WILD IN THE STREETS

Sunday, 8am

Unless changed by the players, the weather in Kingstown will be cloudy at best, frequently raining and occasionally stormy. During storms, all but the most determined pedestrians will be inside.

Sunday morning sees many of the townspeople in church. Thankfully, Gregson's is not the only church in town. Gregson's parishioners park in the Eppis car park; their cars range from Cadillacs to Edsels, but all have bumper stickers espousing Gregson's intolerant views. Unless Cannonmouth has been captured, these people will hit the streets when the sermon is finished - and they'll hit anything else that gets in their way, too!

Sunday, 8:30 am

Panic starts to spread as townspeople notice they're cut off. Local authorities call for calm. The Defenders of Destiny, and hate groups influenced by his Emotion Control, take to the streets and begin attacking targets chosen by Gregson.

Sunday, 9:14 am

Panic buying of supplies leads to shortages, brawling and looting, which continue until contact is restored with the outside world.

2.2.1 Kingstown - Map Key

A. Grave of Noah Albertos III

C. Revelation Church and TV Studio

See separate map and key.

D. Dr Capek's House and Lab

Capek's house is structurally similar to Ronson's, but older, and with a basement. The basement serves as Capek's lab.

E. Eppis Center

Adjoining the church is the Eppis Center, a three-story shopping mall; the church uses their car park on Sundays. The Center contains two banks (both on the first floor), a jewellery store (third floor), a Tower Business Training school (third floor), a supermarket (first floor), and about thirty other small shops.

The Champions Sports Shop is on the second floor, and contains 30 rifles, 24 shotguns, 24 pistols, 12 crossbows, 8 longbows, 2 boomerangs, 40 knives, 28 baseball bats (large clubs, +3 to hit, HTH + 1d6 damage), and at least a hundred rounds of ammunition for every gun and ten bolts or arrows for every bow, as well as many less lethal items.

Walls are 8" reinforced brick, SR = 8, floors and ceilings are 18" reinforced concrete, SR = 9. Doors and windows in the banks, the jewellery store, and the Champions Sports Shop are 1/4" bulletproof glass, SR = 12; all other windows and doors are 1/4" normal glass, SR = 2. All doors and windows are protected by pressure-sensitive alarms.

H. Hospital

The Chung Wing, south, contains the emergency ward and the family planning clinic.

I. Icon Occult Bookstore

The Icon bookstore has 6" brick walls, 1" concrete floors, 1/4" glass windows and door (with alarms), roof is 2" reinforced tile.

The Icon Bookstore contains a few books that may be useful to the players - similar to those in Gregson's private collection. Its manager, Raphael Dasein, knows some legends about Profundis and the Ichthyans. If asked, Dasein will suggest that the vigilantes visit Robin Todd, who he knows to be a local expert on black magic (he doesn't know that he's Necroscope, or the head of a Profundis cult, but it wouldn't surprise him). He can also use Tarot cards as a Cosmic Awareness item, if properly motivated (a bribe would help, or protection from Gregson's zealots).

L. Lovecraft 'Adult' Bookstore

The Lovecraft 'adult' bookstore has 6" brick walls, 1" concrete floors, 1/4" glass windows and door (with alarms), roof is 2" reinforced tile.

The Lovecraft shop is only important as a possible site for a Gregson-inspired rampage.

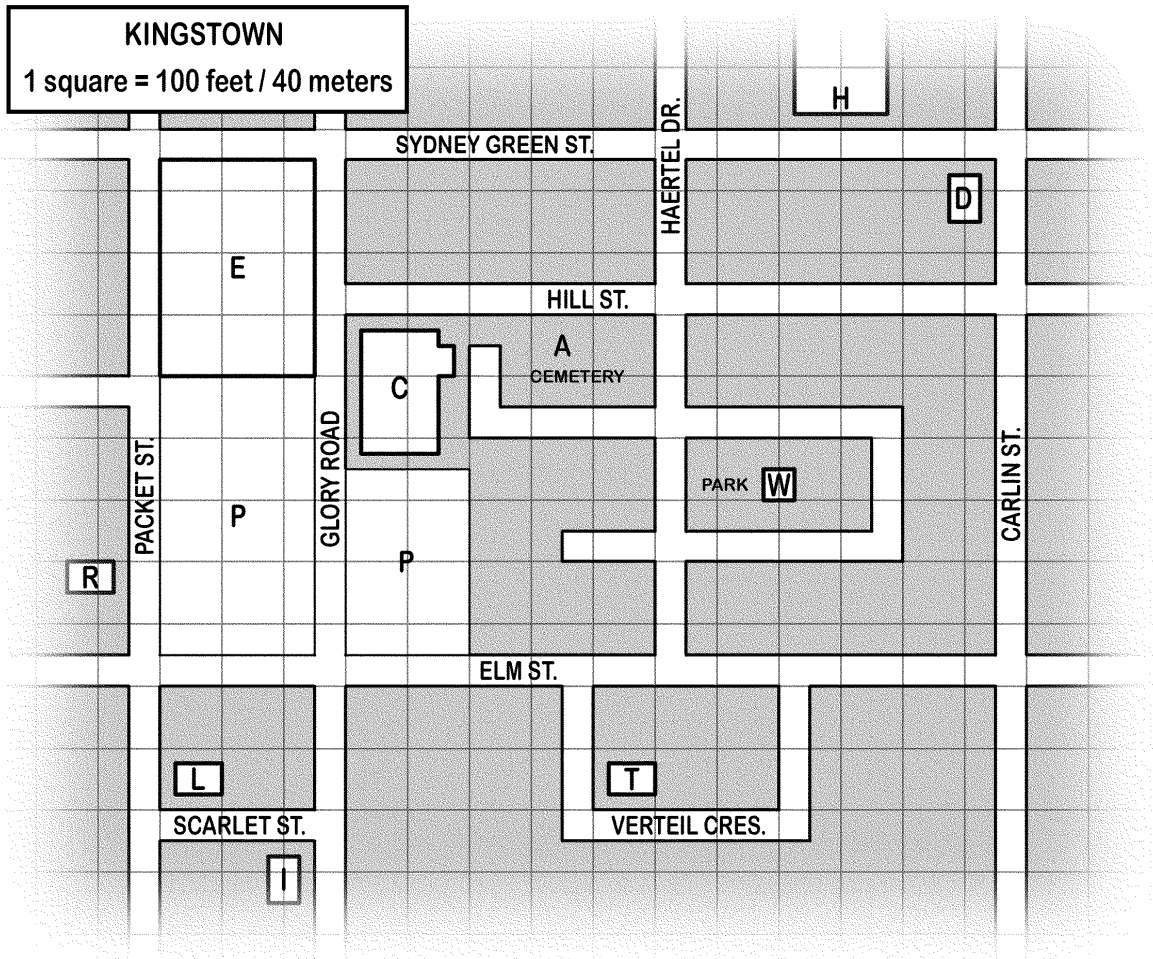
P. Car Park

R. Ronson House

See separate map and key.

V&V STATS	LEVEL	HITS	POWER	AGILITY	MOVE	ACC.	DAM.	MOD	HTH	WEAPON
Raphael Dasein	1	5	43	10	30	-	-		1d4	Cosmic Awareness (Tarot Deck): 42% chance of receiving correct answer.

LL STATS	HITS/PUNCH	DEFT	INTL	COOL	NRG/VITL	MOVE	WEAPON	HIT	DMG	REFL/INIT
Raphael Dasein	7/d4	d4	d6	d8	8/d4	8	Cosmic Awareness/d8	d4	d4	8/d4



T. Todd House and Shrine

Todd's house is structurally similar to Ronson's, but older, and with a basement. The basement is a shrine to Profundis.

W. War Memorial

A bronze plaque, 2' by 3', underneath the cannon, will slide open to the command 'Profundis' spoken at the correct pitch. The elevator beneath this goes to Cannonmouth's lair.

2.2.2 Sunday Daytime Encounters

If the players walk through town on Sunday, roll percentile dice for every 200' travelled for random encounters. Some encounters are more likely in certain areas - hate mobs affected by the psicasters are likely to gather around Gregson's unfavourite places (the family planning clinic, the X-rated cinemas, the Lovecraft 'Adult Bookstore', the Icon Bookstore, etc), looters will be more frequent at shops that sell food and survival supplies, police and rubbernecks are more likely to be encountered around the Ronson house.

Individuals in the hate mobs are not necessarily evil, nor normally violent - but those influenced by the psicasters will automatically attack anyone they would previously have regarded with suspicion or mild hostility. Because of Gregson's recent sermons, this includes most superheroes. The main concern of the vigilantes and police should be preventing bloodshed; minimizing property damage is a secondary consideration.

If the location of the superheroes' HQ is common knowledge, of course, the trouble will come looking for them.

d100 Sunday Daytime Encounter

01-05 Hate mob. 1d10 unnamed pedestrians of assorted ages, conditioned by Gregson to hate superheroes. Though they are likely to be immediately (and, for the most part, ineffectively) attacked, the PCs should treat these victims as gently as possible, or suffer possible Charisma losses.

06-15 Brawl. 1d4 pedestrians, usually unarmed, who Gregson inflamed but could not direct,

fighting each other aimlessly. They will not attack the PCs unless attacked.

16-55 No encounter.

56-75 1d8 uncertain but non-hostile pedestrians, baffled by the occasionally visible Force Field, and perhaps by damage done during the combat.

76-85 Pedestrians deliberately avoid PCs.

86-90 2 cops, armed (use attributes for Revelation Church Guards). 15% chance that they will try to arrest the PCs; otherwise, they may be helpful, neutral or just plain bewildered. GM can roll on the Reaction Table V&V 2.1, page 29 for further guidance with a -4 modifier, although, due to the situation, any effective reactions should probably not be any more favourable than Neutral.

91-92 Normally respectable pedestrian(s) convinced that the end has come, committing crime(s) – rioting, looting, assault, murder, suicide, openly buying or selling drugs or other illegal commodities, whatever.

93-95 2d4 'Defenders of Destiny'. Gregson's most fanatical followers, prepared to commit any crime - including murder or suicide- to advance his agenda.

96-00 Roll twice again.

2.2.3 Sunday Night Encounters

Sunday, Sunset

If the Spear has not been destroyed, four Ychthyons will be teleported into the cemetery to search for it.

d100 Sunday Night Encounter

01-27 No-one is encountered.

28-30 Roll twice.

31-40 1d8 non-hostile pedestrians.

41-50 Pedestrians deliberately avoid PCs.

51-55 2 cops, as above.

56-65 Normally respectable pedestrian(s) committing crime(s).

66-75 2d4 'Defenders of Destiny' (as above)

76-80 1d3 Profundis cultists with concealed weapons. Apparently normal citizens, with

weapons carefully concealed; will not attack without some advantage - preferably surprise and/or numbers.

81-85 1d4 Ychthyons.

86-90 Freak weather conditions - alternating blizzards, thunderstorms and hurricanes (if Psyclone is still active).

91-95 1d12 ferocious gutter rats (if Gutter is still active).

96-00 1d4 Supervillains (if active).

3.0 THE STRANGE, HIGH HOUSE IN THE MISTS

3.1 THE CONQUEST OF THE CHARON

The easiest way into the Charon is via the teleporter in the grave of Noah Albertos III. The grave is topped by an unlit brazier, which serves as a parabolic reflector for a low-energy signal from the Charon: intercepting the beam by passing a hand (or object) over the dish will trigger the teleporter, beaming up whatever is standing on the slab.

How - and when - this information is passed on to the players depends on the GM. Psyclone, Mnipre, Cannonmouth, Necroscope and the Cultists know it, as will any Ychthyons beamed down; Gutter knows only that the grave is the beam-down point, but not the activation sequence. The grave will be guarded at all times, by either the supervillains, the Ychthyons or the Cultists, but they will not be obvious (detectable by a Challenging INT based task check, or through the use of Telepathy) about which grave they are protecting.

3.1.1 Charon - Map Key

Vehicle Statistics

The Charon weighs 748,000 lbs (LL: 340,000 kg.); has a maximum atmospheric speed of 36,000 m.p.h. (LL: 58065 kph), a maximum underwater speed of 91 m.p.h. (LL: 147 kph), and can reach Warp 1.3 (LL: 1.7 times the speed of light) in space; it takes 7,480 Hit Points to disable and 14,960 to demolish (LL: 126 hits).

The Charon is protected by its Force Field, which can take 200 points of damage per turn while the generator is functioning normally (LL: 21 Armor Generation), and three of its five gun placements

may be brought to bear on any one target at a time. The gun placements bear a double-power disintegrator and a double-power sonic projector; the disintegrator attacks as Disintegration Ray and does 2d20 damage, and has a maximum range of 34" in an atmosphere (340" in vacuum, 34" underwater). The disintegrator loses one point of damage per inch of range underwater (e.g. at 10", it does 2d20 - 10) (LL: 4d10-1, Reduced At Range, Penetrating except vs. force fields). The sonic projector attacks as Sonic Abilities and does 2d12 (LL: 2d12 Sharp Kinetic), and has a maximum range of 68" in an atmosphere (340" underwater). The sonic projector doesn't work in vacuum. See appendices for optional V&V space and underwater combat rules.

The automatic systems fire on phases 17 and 2 (LL: d6 initiative); treat as 4th Level, +1 to hit, +1 damage (LL: d10 to hit). If Profundis takes direct control, use his statistics instead.

Structural Data

Hull is 9" superalloy, SR = 17. The hull regenerates damage at a rate of 7 Hit Points per turn, between turns (LL: regenerates 2 Hit Points per turn).

Interior walls, ceilings, and floors are 3" superalloy, SR = 17, non-regenerating.

Doors are 1", SR = 17, non-regenerating (except all airlock doors, which can regenerate 1 hit point per turn). Doors are opened by a pushbutton inside and outside, and will close again automatically after a turn (the doors don't swing or slide; they disappear and rematerialize).

Devices such as the Life Support systems, the weapon stations or the incubator are of various superalloys, SR = 7. Because of the complex technology, attempts to take over systems by Lightning Control (LL: Machine Control) will require an Extremely Difficult saving throw vs. INT.

All rooms are monitored by Profundis, and it can lock any doors (except where otherwise noted) and kill any lights in the Charon if that serves its purpose; a special Lightning Control attack can override it momentarily.

Level 1

G. Gun Placement

As mentioned earlier, each gun packs a sonic projector and a disintegrator: these are automatic, and there is no place for an operator, but someone with Lightning Control (LL: Machine Control) may temporarily over-ride the controls.

A1. Airlock

Only one door may be opened at a time. One complete turn is required to exchange atmospheres inside the airlock. Profundis cannot open or lock the doors by remote control.

T2. Teleporter 2

This device transports to and from Profundis' dome. Water filled; contains a raised platform and little else, apart from two Leftand guards. The control to the teleporter is in the north-east corner, operates instantaneously, and requires a hand or an object to be passed slowly through a beam - a missile weapon will probably not suffice. The teleport platform can be remotely deactivated by Profundis.

C. Computer

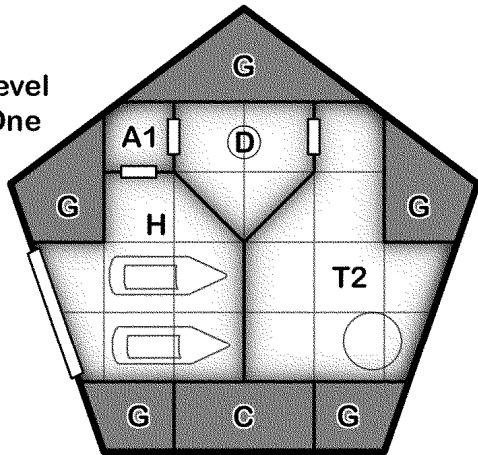
This controls the automatic systems - life support, autopilot, the Force Field and weapons, etc - and also contains Profundis' Astral Crystal, the transceiver for its brain implant. It is shielded by a normal wall, without even an access hatch, but the computer itself has only 56 Hit Points (LL: 30 Hit Points), and can be short-circuited by Lightning (LL: Electrical) damage, shattered by Sonics, shaken apart by Vibratory attacks, etc. If this happens, there is a 95% chance that all systems will shut down harmlessly (though if the Charon is still in the atmosphere, it will begin to fall), and a 5% chance that the generator will explode like a large nuclear bomb: +30 to hit, 20d20 damage (LL: 17d12+2 Ion Energy damage), blast radius 20 miles. If the Astral Crystal can be destroyed without damaging the computer, all systems will switch to automatic, and Profundis will lose the power to monitor or override any systems. This will not alter the flight program, if one has been chosen, but it will prevent Profundis locking any doors or shutting down the teleporters. To destroy the crystal, one must first recognize it (requiring a Challenging INT-based task check). The crystal has a SR of 19.

H. Hangar

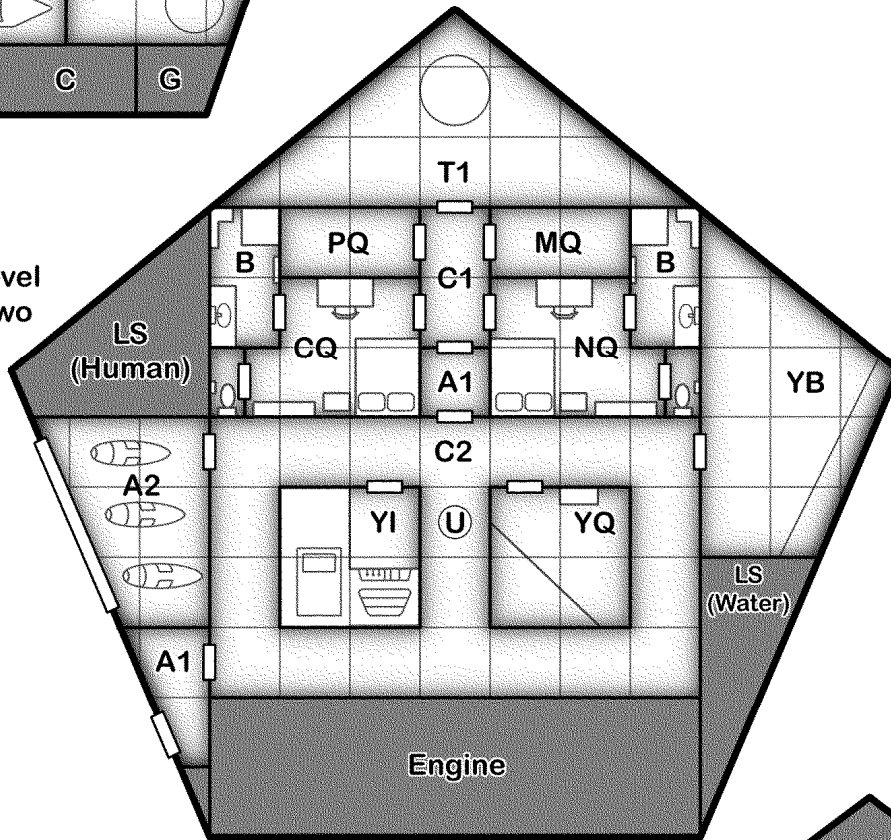
Exterior doors are pressure sensitive, and only open in a normal atmosphere or vacuum (not underwater); Profundis cannot open or lock the doors by remote control. Contains two emergency modules, and a thin but breathable atmosphere; it takes three complete turns to recycle the atmosphere in the hangar. There is a control by the inner door, and in each emergency module.

The emergency modules weigh 2,600 lbs. (LL: 1120 kg.), carry 1+1 passengers and 370 lbs (LL: 168 kg.) of cargo, have a maximum speed of 666 m.p.h. (LL: 1074 kph.), take 26 Hit Points to disable and 52 to demolish (LL: 30 hits), and have fuel for 13 hours

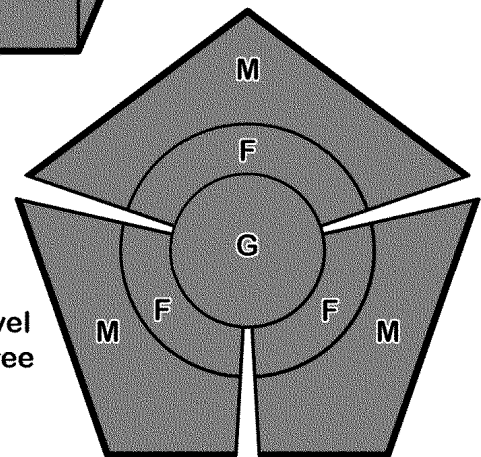
Level One



Level Two



Level Three



THE CHARON

Scale: 1 square = 5 ft / 2m

of atmospheric flight or 2,197 hours (91.5 days) of spaceflight, as well as life support for air- or water-breathers (unlimited duration for 2 passengers, 2,100 hours for 3, 1,050 hours for 4, etc). Like the sub-cycles, they take an INT-based task check to operate, and they will explode after 13 turns if the hidden safety-switch is not pressed. The emergency modules contain no communications gear, navigation gear, or computers, and are not designed for soft landings.

Level Two

T1. Teleporter 1

This device transports to and from Albertos's grave. Contains a raised platform and little else, except for two Leftand guards surrounding the door. The control to beam anyone down is also by the door (4" from the platform), operates instantaneously, and requires a hand or an object to be passed slowly through a beam - a missile weapon will probably not suffice. The teleport platform can be remotely deactivated by Profundis.

C1. Corridor

Breathable atmosphere.

PQ. Psyclone's Cubicle

The floor is padded to serve as a bed (Psyclone only sleeps when healing), the ceiling is a viewing screen, controlled by reading Psyclone's eye movement. The room is empty, unless Psyclone is home, or unless it is being used as a cell for prisoners between interrogations.

MQ. Mnipre's Cubicle

The floor is padded, the ceiling is a viewing screen. The room may also be used as a cell for prisoners.

NQ. Necroscope's Quarters

Contains a large bed with black satin sheets, a desk, a closet, and a bookshelf. The closet is empty except for a spare Necroscope costume, and a high-tech mask. It will require a Difficult INT-based task check to recognize an artificial gill, with power for 9 hours of breathing water. Characters who look around (and make a Challenging INT-based task check) can find evidence that Necroscope is Todd (the books are in ancient languages, there are a few fingerprints and hairs around, etc). A picture of Profundis dominates the wall above the desk.

CQ. Cannonmouth's Quarters

Contains a large bed with white satin sheets, a bedside table, a desk, a closet, and a bookshelf. The closet contains several white suits with the label of Gregson's tailor, a spare Cannonmouth

suit, and another artificial gill. Characters that search may find evidence (with a Challenging INT based task check) that Cannonmouth is Gregson (the books include a Bible and collections of Gregson's sermons, etc).

B. Bathrooms

Contains a shower, a bathroom cabinet and hand basin, and those other fittings normally associated with bathrooms.

A1. Airlock

Only one door may be opened at a time, but Profundis cannot lock the airlock doors. One complete turn is required to exchange atmospheres inside the airlock.

C2. Corridor

Water-filled.

YQ. Ychthyarch's Quarters

Water-filled. The east wall is a viewing screen; the room also contains a tank of fish, and a recharging device for Ychthyarch's disintegration pistol (there is no bed; Ychthyarch doesn't sleep).

The fish in the tank are not dangerous to humans (unless they have foolishly shrunk down to less than an inch tall), but there is a pushbutton near the tank which fires a paralysis ray into the water, stunning the fish so Ychthyarch can eat the slippery creatures alive. This can be removed and made into a Paralysis Ray device with 1" range, requiring a power source (LL: d8 Intensity Electrical attack) with a successful inventing attempt - but this will probably take too long to be practical.

LS. Life Support Plants

There is one of these (on the west side of the ship) for humans, one (east side) for water-breathers. Disabling either of these (requiring a Difficult INT based task check) will stop recycling in that environment, but it will take eleven hours for the air or water to become unbreathable. These plants also generate the concealing cloud around the Charon. The compartments have no doorways, but the actual devices can be disabled by 22 points of damage.

YB. Ychthyon Barracks

There are no beds (Ychthyons don't sleep), and the room is bare except for shelves of tinned food - unless, of course, it is inhabited by Ychthyons; the Charon has seven aboard, though some may be in Kingstown. The Ychthyons have no duties except as occasional fighters, and spend their free time in mock combat in their barracks.

Y1. Ychthyon Incubator

Contains an incubator, a stock of frozen Ychthyon embryos, a chemical duplicator (for creating and injecting memory RNA), a growth accelerator, and a control panel (make an Extremely Difficult INT-based task check to understand it). The apparatus can produce two Ychthyons every 66 hours. The apparatus takes 17 points of damage to disable, and can be cannibalized for a Regeneration device (LL: 1 hit point per round) with a Difficult INT-based task check.

A2. Airlock/Garage

Outer doors are pressure sensitive, and only open if the Charon is underwater; Profundis cannot open or lock them by remote control. The airlock contains three sub-cycles; weight 700 lbs (LL: 318 kg.), Passengers 1+1, Cargo Capacity 80 lbs. (LL: 36 kg.), Speed 91 mph (LL: 147 kph) (underwater only), 7 Hit Points to disable, 14 to demolish (LL: 22 hit points), fuel for 13 hours of travel. The sub-cycles are fairly simple to operate (make an INT-based task check to understand the controls), but are rigged to explode for +5 to hit, 2d20 damage (LL: 4d12-2 Flame damage), 8" blast radius) after 13 turns if the hidden safety-switch is not pressed. It takes two complete turns to recycle the atmospheres in this airlock.

Engine: Hyperdrive

The Charon's engine takes 900 Hit Points to disable, 1800 to demolish (LL: 25 hit points).

Level 3

There are no doors into Level 3, and no spaces large enough for a normal-sized person; it is accessible only to Non-Corporeal characters and characters using Vibratory Powers (LL: Intangible characters), or Size-Changing (LL: Shrinking characters with Teleportation).

G. Generator

A matter/antimatter power source contained in a magnetic bottle. It will take 400 Hit Points (LL: 25 hit points) to disable, though it may be interrupted by a Magnetic blast for 20 damage. If disabled or interrupted, there is a 95% chance that the fail-safe will cut all power until Mnipre can repair the damage; otherwise, the generator will explode like a Large Nuclear Bomb: +30 to hit, 20d20 damage (LL: 17d12+2 Ion Energy damage), blast radius 20 miles.

F. Force Field Generator

This controls the protective Force Field around the Charon, and the dome over Kingstown. 700 hp to disable, 1400 to demolish (LL: 30 hit points).



M. Maneuver Drive

For atmospheric flight or submarine movement. 800 Hit Points to disable and 1,600 Hit Points to demolish (LL: 32 hit points).

3.2 SUNDIVER

If the heroes enter the Charon visibly armed with the Spear of Daedalus, Profundis will unlock every door capable of being remotely controlled except the door to T2, order all aboard the Charon to detain the heroes (as much as possible) and set the Charon's autopilot to steer the ship into the Sun. The journey will take thirty-five turns (nearly nine minutes). The players may notice that the Charon is moving (a Challenging INT-based task check is needed), but no more than that by normal means - the Charon has no windows.

When the Charon reaches the center of the Sun, it will drop its Force Fields, and all aboard will be simultaneously hit by Flame Power, +9 to hit, 4d100 damage (LL: 6d12+2 High temperature), Gravity Control x1000 (LL: 6d12+2 Blunt Kinetic), and Light Control, +15 to hit, 4d100 damage (LL: 6d12+2 Radiation).

This will, almost certainly, destroy the Spear of Daedalus, which is all that Profundis intends.

Players may roll to Detect Danger the phase before zero, and prepare themselves for a 'hostile environment', survivable by Adaptation (or V&V Life Support); otherwise, exposure to the heat and pressure of the solar core should have an effect equal to the sum of the attacks noted above.

A few relevant facts: the radius of the sun is 432,500 miles, and the climate does not improve drastically between core and surface. The distance from the Sun to Earth is 93,000,000 miles. No visible fragment of the Charon will survive the first phase of exposure - not even the emergency modules. (Even if an emergency module were to be used, it would take 16 years to travel from the Sun to the Earth. Problems in navigation, launch windows, gravity wells, air-breaking and assists are left as an exercise for the GM and players.)

Obviously, this is a situation to be avoided.

If the heroes enter the Charon without the Spear, or with the Spear successfully hidden from Profundis' monitors, Profundis will attempt to have them taken prisoner and searched. If the searchers find the Spear- which will, of course, injure them badly - Profundis will send the Charon into the Sun. See above. If they don't - if the Spear is carried by an invisible character who eludes them, or inside a dimensional pocket, or isn't carried at all - the party will be marched/carried up to T2, and teleported to Profundis' dome.

Because of its power over the unconscious, Profundis will let the Leftands attack first, and order the Ychthyons and anyone else aboard to make special attacks (LL: called shots) to the players' heads: incapacitated bodies (LL: characters with no Hit Points remaining) are of no use to him.

The unconscious heroes will be interrogated thoroughly; Profundis hopes to find and destroy the Spear before inflicting its control on the world. Once this is done, the heroes will be teleported back to the Charon and sent into the Sun...

And now for the good news: Mnipre and Psyclone know that the Charon is a death trap, though they will not willingly reveal this. Cannonmouth, Necroscope, the Cultists and the androids know that Profundis is not aboard the Charon, but imprisoned in his dome below the Nero Deep. Seraide will also suspect this, and guess that the Charon contains a teleport link to the dome. Necroscope and the androids know the layout of the Charon, down to the location and function of the Astral Crystal. Probing Cannonmouth, Necroscope or Psyclone is dangerous due to their Cthonian Defenses (see Psyclone's character

sheet), but probing Mnipre, Ychthyarch or the Ychthyons (due to their artificially created non-human minds) is merely difficult. Probing the Cultists isn't even difficult, and Mnipre is easy to handle if his teleportation device is detected and surgically removed.

The players can survive and triumph if they are sufficiently prepared. Seraide, if she has survived the first battle, should nag them into doing a little detective work. Telepathy and Psionics, Astral Projection, Cosmic Awareness, Invisibility, Teleportation, Non-Corporeality or even simple strategy can be far more useful than sheer destructive power. If your party consists exclusively of over-muscled brawlers or high-tech barbarians, they will probably die. Slow and clumsy as it may be, Profundis is unlikely to be beaten in conventional combat.

3.2.1 The Dome

Structural Data

The dome is a hemisphere, radius 101", composed of adamantium (SR = 30) 15' thick. Surrounding it in all directions is basalt rock (SR = 7), three quarters of a mile thick at its thinnest point; above that is 31,612 feet of water.

Inside the dome, gravity, pressure and temperature are moderate, and may be survived by humans with normal SCUBA gear or the equivalent.

The only items in the dome - apart from Profundis and any heroes - are the teleport platform, and Profundis' throne. The throne contains a shark tank in the right arm (inch-thick glass-like super-alloy, SR = 16), and a Life Support (LL: Adaptation) apparatus in the left that takes 660 Hit Points to disable, 1320 to demolish (LL: 25 hit points). The teleport platform is controlled directly by Profundis' eye movements; to gain control of it if Profundis is paralyzed requires either Lightning Control (LL: Machine Control) or a Difficult INT-based task check. If the Life Support apparatus is disabled or demolished, Profundis will lose 1d10 Power (LL: 1 NRG) per turn; when fatigued, it will begin to lose Hit Points at the same rate. The Life Support system is self-repairing and can regenerate 22 Hit Points per turn if it's disabled, but not once it's demolished.

3.3 AFTERMATH

Sunday, 1:33 am

If the Spear has been destroyed, the Charon will fly away, and the force field will vanish.

Monday, 7:01 am

If the Charon is still above the city, police helicopters from nearby cities will fly over and be shot down.

Monday, 9:00 am

If the Charon is still above the city, superheroes from other cities will attempt to penetrate the force field and the Charon.

Wednesday, Sunset

If it has not already departed or been destroyed, the Charon flies away and the force field vanishes.

Wednesday, 7:30 pm

If Gregson is still at liberty, he will use the psicasters to make an Emotion Control attack on all his viewers nationwide.

Friday, 1:13 pm

If the Spear has been destroyed and Profundis is still alive, it will use the psicasters to spy on all of Gregson's viewers, and Mind Control any who are in positions of power. Once this has been accomplished, the broadcasts will be distributed worldwide.

Years Later...

If the Charon is destroyed, but Profundis survives, Profundis will take 3d20 years to have another ship built with which it can take over the psi-caster network and rule the world. If the psi-casters are destroyed and Cannonmouth captured or unmasked, it will take Profundis 3d100 years to make another attempt.

4.0 THE MASTER CRAFTSMAN

If the Spear of Daedalus is destroyed, then the threat of Profundis may never end - unless, of course, your players can find another Spear of Daedalus. Inventing a new one may be impossible for anyone but Daedalus (or another being of similar genius), but one could be found in a parallel world, or commissioned from Daedalus himself. If the superheroes don't have access to a time machine and can't invent one, Dr. Capek has built a prototype that can get them to the right dimension and back - though maybe not on the first attempt.

Daedalus retired to Sicily after his escape from King Minos of Crete in about 1400 B.C.; Seraide knows this, if no one in your party does. Seraide can also speak the Greek of the time, with a little help from her ancestral memory, and has a chance (INT-based task check) of finding Daedalus's workshop/laboratory once on the island. Daedalus isn't hiding (having killed Minos a few years before), but the locals are terrified of him and avoid his haunts.

Daedalus's workshop is surrounded by a maze, which requires an Extremely Difficult INT-based task check to negotiate - except for characters with Non-Corporealness (LL: Intangibility), Vibratory Powers, Flight, Teleportation, an absolute sense of direction or location, etc. For players who try to break down the labyrinth walls, they are 2' thick reinforced marble, SR = 9, and a player will have to break down (d100-INT) walls to reach the stairs. King Cocalus of Sicily will send his army in as soon as Daedalus raises the alarm.

Sicilian soldiers wear light armor and carry bronze swords and spears. A few elite have longbows.

SICILIAN SOLDIERS - VILLAINS AND VIGILANTES™											
NO.	LEVEL	HITS	POWER	AGILITY	MOVE	WEAPON	ACC.	DMG.	ARMOR	V&V	EXP. VALUE
1-3	4	8	45	12	35	Short Sword	+3	2d4+1	Invulnerability 5		424
4-5	4	8	45	12	35	Spear	+4	4d4+1	Invulnerability 5		424
6	6	9	47	13	37	Bow (39")	+5	d4+2	Invulnerability 5		672

SICILIAN SOLDIERS - LIVING LEGENDS™											
NO.	PHYS	DEFT	INTL	COOL	NRG/VITL	MOVE	WEAPON	HIT	DMG	ARMOR	REFL/INIT
1-3	9/d4	10	8	8	9	8	Short Sword	d8+1	d4+1	2 vs. All Phys	10/d4
4-5	9/d4	10	8	8	9	8	Spear	d8+1	d4+2	2 vs. All Phys	10/d4
6	9/d4	11	8	11	9	8	Bow (24")	d10+1	d8	2 vs. All Phys	11/d6

If your players find Daedalus, and can convince him of their good intentions, he may tell them the story of the Spear. If his reaction is less than favorable, he can probably be persuaded by some of the Twenty-First Century's simpler technological tricks. But be careful: given a gun, for example, Daedalus could probably learn to make bullets. Can you imagine the Trojan War, fought with bronze swords on one side, and flintlocks on the other?

The Spearhead is made of Living Bronze, specially tempered by Daedalus himself. The special ingredient in Living Bronze is Carcinium, an element created in super-nova explosions - useless by itself, but with wonderful potential when alloyed with copper (the Charon's regenerating hull contains Carcinium in an unknown superalloy). Carcinium, however, was never common on Earth, and Daedalus has used all he could find. Most of the Carcinium went to make Talus (the golem of Living Bronze) for King Minos. Some of what remained went into his statue of Lady Kerith, and then the rest was used for creating the Spear of Daedalus.

Daedalus made the Spear as an experiment, and found its powers too limited to be a generally useful weapon, but he was convinced it was meant for some purpose, and devoted much of his spare time to developing it. The Spear was stolen by his son Periphetes, who was soon after killed by

Theseus. Neither of them ever used the weapon to any effect, and Daedalus no longer knows its location. Nor does Seraide, but she suspects that the Spear has changed history in a few battles, and if the original is stolen, the players may be unable to find their own timeline again. The only answer is to make another one, and this requires a small part of Talus - a hand or foot. Daedalus will recommend his left foot; it wasn't forged properly, and is unusually vulnerable. Talus guards Knossus, capital of Crete, and is easy to find (after all, he stands 36' tall); losing him is the difficult part.

Daedalus won't recognize the name of "Profundis". Latin won't be invented for centuries. But Daedalus has heard legends of an immortal one-eyed Titan so evil that the Olympian gods imprisoned it and decreed that even its name should be forgotten. This is, in Greek Myth, the second Bronze Age, also known as the Age of Heroes. If your players become lost, they may bump into such figures as Heracles, Atalanta, Theseus (now King of Athens), Circe (in Aeaea), or Medea (in Italy), or such monsters as Polyphemus the Cyclops, Scylla and Charbydis, Medusa's Gorgon sisters, the Graea, the Sirens, etc (Perseus, Bellerophon and Jason are dead, and the Trojan War is a generation in the future - but time machines have been known to arrive years too late or too early...)

What you do with your players in Ancient Greece is up to you. They may have to survive by their wits alone, deprived of power to recharge their devices, or they may fall afoul of the Gods of Olympus. After all, even the powers of ancient and mighty Profundis are as nothing, next to those of a Gamemaster!

4.1 REWARDS FOR VILLAINS AND VIGILANTES™ 2.1

Profundis is, of course, a special case; by normal calculations, it should be worth more than ten million experience. Instead, destroying Profundis should be regarded as an act of 'outstanding merit', and the GM may want to give 500 experience points to each survivor (and maybe another 500 to the one who struck the fatal blow).

Charisma bonuses may also be given to players who turn the androids or the escape pods over to CHES or GIANT to study, along with (at the GM's discretion) an honorarium of cash. (At the time of writing, one of my playtesters still has Mnipre's disintegrator pistol. Boy, is he in for a shock!)



Name:	V&V Experience:
Animus	1128 pts
Cannonmouth	248 pts
Cultist 1	324 pts
Cultist 2	84 pts
Cultist 3	128 pts
Cultist 4	166 pts
Cultist 5	96 pts
Defender 1	90 pts
Defender 2	304 pts
Defender 3	134 pts
Defender 4	84 pts
Defender 5	94 pts
Defender 6	184 pts
Defender 7	212 pts
Gutter	606 pts
Leftands	664 pts each
Mnipre	1630 pts
Necroscope	660 pts
Psyclone	1630 pts
Shades	416 pts each
Ychthyons	156 pts each
Ychthyarch	730 pts

4.2 REWARDS FOR LIVING LEGENDS™

Players get one experience point for participating in each for each of the following events:

1. Defending the Spear of Daedalus from the Pawns of Profundis at the Ronson house.
2. Preventing the successful installation of the Psicasters at the Revelation Church.
3. Releasing Kingston from the grip of Cannonmouth, Necroscope and their followers and/or freeing it from the Force Field. Each player actively participating in this event also receives a COOL roll to gain FAME.
4. Finding Daedalus, defeating Talos and enabling the creation of a second Spear of Daedalus, if necessary. Each player actively participating in this event, also receives a COOL roll to gain FAME.

5. The boarding and seizure of the Charon. Each player actively participating in this event, also receives a COOL roll to gain FAME.

6. The destruction of Profundis. Each player actively participating in this event, also receives a COOL roll to gain FAME.

4.3 SEQUEL SUGGESTIONS

If Profundis dies before the Charon is destroyed, Mnipre may be able to save the ship, and anyone still aboard. Even if this fails, Mnipre is almost impossible to destroy, and may teleport back to Earth. He or Psyclone may try to revive Profundis, but this is more likely to kill them than help Profundis.

Cannonmouth and Necroscope can afford the very best criminal lawyers, and may prove difficult to convict. Either way, their followers will stay loyal, and may try to avenge them.

4.4 PLAYTEST NOTES

To my delight, everyone survived - except Profundis and its non-human associates, all of whom died. The heroes' detective work was excellent (but then, just try hiding underground lairs from three Non-Corporeal vigilantes), and Gregson was caught red-handed before the first wave arrived - though they didn't find the psicasters, which may be a problem later. When Seraide arrived, they resisted the temptation to shoot first, and Starman surrounded it with a hundred solid-energy Daleks and a gigantic Garfield toy. They defeated the first wave with only one casualty, though Sprint had a few nervous moments before he regained his usual size. Five of them found their way into the Charon the next day; unfortunately, none of them could breathe underwater, and the fire-breathing Dracona spent most of her time noisily drowning. Skyborg killed Profundis with the Spear, and Dracona and Spellbinder teleported back to the cemetery with less than three turns to spare, Dracona successfully throwing Spellbinder's boot into the gap.

The Traditional Values Militia hired the Vengeance Vendor, Pistolwhip and Snipe to prevent StormForce from testifying at the trial, but they were unsuccessful. Cannonmouth/Gregson was found guilty of murder and kidnapping, and sentenced to 25 years. Necroscope and Gutter were found guilty of 1st degree Burglary, and received 15 years apiece.

5.0 APPENDIX

5.1 OPTIONAL RULES FOR UNDERWATER COMBAT AND MOVEMENT FOR VILLAINS AND VIGILANTES™ 2.1

5.1.1. Breathing

Characters swimming without a method of breathing in water can, given warning, hold their breath for END turns; if surprised, (e.g. if their Water Breathing Devices are destroyed while at fifty fathoms) they must make an Extremely Difficult Endurance save or have their breathing time reduced to E phases. Holding your breath for this length of time has a PR of 1 per turn. (Characters with Willpower may be able to hold their breath at a PR of 1 per minute until fatigued.) Once out of air, players will pass out, and then must make an Average Endurance save between turns or die.

These same figures may be used for Non-Corporeal and characters using Vibratory Powers inside solids, liquids, or otherwise unable to breathe normally: GM's option.

5.1.2 Movement

For characters unaided in their attempts at swimming, PR = 6 per hour, and must roll their current Power or less on d100 once an hour. All heavy objects carried should be dropped, if possible; every 10% of a character's Carrying Capacity used takes 10% from his saving throw. This includes Armor of all types (except, of course, armor created using Ice Powers), weapons, other characters, etc. This chance is further increased by rough waters: subtract 1% per inch per turn of wind or current.

Buoyancy is, of course, a consideration; substances with a Structural Rating of 4 or more are unlikely to possess any, and even icebergs, though less dense than water, float in it rather than on it, being 80% submerged. The effective weight of a human body in water would be about 1/4 normal, giving an incapacitated character a 25% chance of floating face up. Gravity Control can, of course, modify these figures.

Swimming speed in calm water is half normal movement rate, or half flying rate, and walking underwater is one-third normal movement, with these exceptions. (1) Wings are useless underwater,

unless the design is like that of a water-bird or similarly amphibious creature, in which case speed is still half-flying rate. Wings may also have to dry out again before being used for flight, GM's discretion. (2) Characters with Water Breathing or Adaptation move at normal speeds, whether walking, swimming or flying. (3) Characters with Non-Corporeality can travel at normal rates. (4) Characters with Vibratory Powers may treat water as having an SR of 2.

Note that characters with robotic bodies, or who are otherwise too heavily encumbered to swim and unable to fly, will be required to walk.

5.1.3 Combat

Attack Forms

Emotion Control, Force Fields, Hand to Hand without weapons, Telekinetic Blasts, Mind Control, Paralysis and Devitalization Rays, Magnetic Powers and Transmutation may all be used underwater without further modifications.

Chemical Power is usable only as a radius attack, with a maximum range of S/3, unless the chemical is one that reacts violently with water (e.g. sodium or potassium), in which case treat as a "Large Bomb" as described on Page 27 for the V&V 2.1 rulebook.

Characters using Disintegration Ray, Light Control and Power Blast lose one point of damage per game inch of water between user and target. So will Ice Power, as it leaves a trail of ice 1" thick between attacker and target. A victim immobilized by ice will float to the surface at half falling speed.

Flame Power is, of course, utterly unusable.

Lightning Control generates ball lightning, radius E/2.

Sonic Abilities may be used as normal, but with twice normal range.

Melee weapons and stabbing weapons (Knives, Spears or slight variants thereupon - Katars, Tridents, etc) have no further modifications. Swords and axes are -2 to hit. Clubs are -4 to hit and do half normal damage.

Muscle-powered ranged weapons (spears, knives and variants) do normal damage, but their range is halved.

Normal tech ranged weapons are unusable, except Energy Rifles and Pistols, which lose one

point of damage per inch of water between user and targets, and spear-guns, which may be treated as crossbows. Power heads (a bang stick or shark stick that is like a pole weapon or big club with a firearm built into the head of it that goes off when in direct contact with the target) have an explosive carrier attack which has a +3 to hit, and does 2d6 damage, not unlike a Small Bomb.

Explosives may function normally, depending on design.

Brawling weapons receive To Hit and Damage two levels above normal (i.e., a 300 lb. object would do a d3 and have a To Hit of +1), Range/4. Velocity damage bonus; velocities will usually be halved.

Defense Forms

Disintegration Ray and Power Blast are limited as described above, and Flame Power is, once again, completely useless it has some specialized reason (determined by the GM) as to why it can still burn and generate heat underwater. All other Defense Forms operate normally.

5.2 OPTIONAL RULES FOR SPACE COMBAT AND MOVEMENT FOR VILLAINS AND VIGILANTES™ 2.1

These modifications apply to any environment with (1) no gravity and (2) no atmosphere.

5.2.1 Breathing

The same as with underwater rules (and don't believe everything you see in the movies; a human being exposed to vacuum does not explode instantly. They can survive for two or three minutes, and the skin holds its integrity for much longer).

5.2.2 Movement

For characters without Flight or Teleportation powers, movement through space without a spaceship may be extremely difficult. The best method of moving is to throw something in the direction you least want to move (make an Agility-based task check to move in the right direction, against a difficulty set by the GM to reflect the distances involved and precision required). Throwing an object of your own weight at 100" per turn will send you flying in the opposite direction at the same speed; twice your weight, twice the speed, and so on. Wings are normally useless in space, unless the GM rules otherwise.

5.2.3 Combat

Attack Forms

If someone is hurled back by an impact in space, they will keep going until something stops them. (See Movement, above).

Emotion Control, Force Fields, Hand to Hand (without weapons), Telekinetic Blasts, Power Blasts, Mind Control, Magnetic Powers, Transmutation, Melee Weapons, Natural Weaponry and Basic HTH may all be used in space without further modifications.

Chemical Power may be variously affected by vacuum; most liquids boil instantly in space.

Disintegration Rays, Light Control, muscle-powered ranged weapons and thrown brawling weapons (see above, Movement) all have their range multiplied by ten. (See Movement, above).

Paralysis Ray and Devitalization Ray, Energy Pistols and Energy Rifles have their range multiplied by five.

Ice Powers may be used with normal range and damage, but not to create ice (there is no water vapor in space.)

Flame Power is, of course, utterly unusable unless it is a unique specific special case type of Flame Power and the GM allows it.

Sonic Abilities, Vibratory Powers, and Lightning Control cannot be used as ranged attacks, unless with some type of kinetic-based carrier.

Normal rifles, pistols and shotguns are unusable.

Explosives may do normal damage at point-blank range (within 1"). When used from further away, the blast radius of an explosive is doubled but their damage is halved.

5.2.4 The Effects of a Black Hole

Exposure to the effects of a Black Hole (like Psyclone's Hellmouth) attack as Gravity Control every phase that the character is in range, starting with the phase that they pass through the portal; a character who fails to defend against this will be held in stasis until rescued. Characters with Astral Projection, Non-Corporeality, Teleportation, Dimensional Travel, Adaptation or Hyperflight (V&V 2.1 p. 12) may be able to escape its pull (approximately 2,042 gravities), but will still have to find their way home or be rescued.

DEFENDERS OF DESTINY - VILLAINS AND VIGILANTES™

NUMBER	LEVEL	HITS	POWER	AGILITY	MOVE	ACC.	DAM.MOD	HTH	WEAPON
1	2	19	57	14	48	1	1	1d8	baseball bat (large club)
2	2	4	42	11	31	-	-	1d4	revolver (6 shots)
3	2	18	35	14	40	+1	+1	1d6	semi-automatic rifle (10 shots)
4	1	3	42	11	33	+1	-	1d6	semi-automatic rifle (10 shots)
5	1	10	57	17	39	+1	+2	1d6	shotgun (3 shots)
6	1	2	40	9	27	+1	-	1d8	baseball bat (large club)
7	1	6	41	8	35	-	-2	1d6	shotgun (3 shots)

PROFUNDIS CULTISTS - VILLAINS AND VIGILANTES™

NUMBER	LEVEL	HITS	POWER	AGILITY	MOVE	ACC.	DAM.MOD	HTH	WEAPON
1	2	8	46	14	41	+2	+1	1d6	knife
2	1	4	38	11	27	+1	-	1d4	revolver (6 shots)
3	1	11	53	17	44	+2	+2	1d4	knife
4	1	22	61	9	45	+1	-	1d8	knife
5	1	5	43	10	48	+1	-	1d4	knife

REVELATION CHURCH GUARDS - VILLAINS AND VIGILANTES™

NUMBER	LEVEL	HITS	POWER	AGILITY	MOVE	ACC.	DAM.MOD	HTH	WEAPON
1	3	10	48	16	39	+1	+2	1d6	semi-auto pistol (17 shots), nightstick (club), bullet-proof vest
2	2	16	54	15	43	+1	+2	1d8	"
3	1	4	42	11	30	-	-	1d4	"
4	1	3	37	8	29	-1	-2	1d4	"
5	1	5	42	10	30	-	-	1d4	"
6	1	12	50	15	40	+1	+2	1d4	"
Gregson's Bodyguard	4	18	63	16	50	+1	+2	1d8	nat. weaponry (martial arts): +2 to hit HTH, +4 damage; semi-auto pistol (10 shots), bulletproof vest

PEDESTRIANS - VILLAINS AND VIGILANTES™

NUMBER	LEVEL	HITS	POWER	AGILITY	MOVE	ACC.	DAM.MOD	HTH	WEAPON
1	1	3	42	11	41	-	-	1d4	none
2	1	5	43	6	32	-2	-	1d6	none
3	1	4	37	14	31	+1	-	1d3	none
4	1	3	41	12	27	+1	+1	1d3	none
5	1	2	29	7	27	-2	-	1d3	none
6	1	4	39	10	32	-	-	1d4	none
7	1	8	47	10	37	-	-	1d6	none
8	1	6	47	15	35	+2	+1	1d3	none

POLICE OFFICERS - VILLAINS AND VIGILANTES™

NUMBER	LEVEL	HITS	POWER	AGILITY	MOVE	ACC.	DAM.MOD	HTH	WEAPON
1	3	10	48	16	39	+1	+2	1d6	pistol (17 shots) nightstick (club)
2	2	16	54	15	43	+1	+2	1d8	"

DEFENDERS OF DESTINY - LIVING LEGENDS™

NUMBER	HITS/PUNCH	DEFT	INTL	COOL	NRG/VITL	MOVE	WEAPON	HIT	DMG	REFL/INIT
1	16/d8	d6	d3	d3	11/d6	8	baseball bat (club)	d8+2	d8	11/d6
2	7/d4	d4	d4	d4	8/d4	8	mdm handgun (6 shots)	d6	d8	9/d4
3	11/d6	d6	d3	d4	7/d4	8	automatic rifle (10 shots)	d8+1	2d8-1	11/d6
4	12/d6	d4	d4	d4	8/d4	8	automatic rifle (10 shots)	d4+1	2d8-1	9/d4
5	11/d6	d6	d4	d3	11/d6	8	shotgun (3 shots)	d6+1	d10	14/d6
6	16/d8	d4	d4	d4	8/d4	8	baseball bat (club)	d4+2	d8	7/d4
7	14/d6	d3	d4	d4	8/d4	8	shotgun (3 shots)	d3+1	d10	6/d3

PROFUNDIS CULTISTS - LIVING LEGENDS™

NUMBER	HITS/PUNCH	DEFT	INTL	COOL	NRG/VITL	MOVE	WEAPON	HIT	DMG	REFL/INIT
1	13/d6	d6	d6	d6	9/d4	8	dagger	d8	d6+1	11/d6
2	10/d4	d4	d3	d4	7/d4	8	mdm handgun (6 shots)	d4	d8	9/d4
3	8/d4	d6	d4	d4	10/d4	8	dagger	d6	d4+1	14/d6
4	17/d8	d4	d6	d4	12/d6	8	dagger	d4	d8+1	7/d4
5	9/d4	d4	d3	d3	8/d4	8	dagger	d4	d4+1	8/d4

REVELATION CHURCH GUARDS - LIVING LEGENDS™

NUMBER	HITS/PUNCH	DEFT	INTL	COOL	NRG/VITL	MOVE	WEAPON	HIT	DMG	REFL/INIT
1	13/1d6	d6	d4	d4	9/d4	8	light handgun (w/autofire), nightstick (club, +2/+0), light body armor	d8	d8	13/d6
2	16/1d8	d6	d4	d4	10/d4	8	"	d8	d8	12/d6
3	8/1d4	d4	d4	d4	8/d4	8	"	d4	d8	9/d4
4	9/1d4	d3	d4	d4	7/d4	8	"	d3	d8	6/d3
5	8/1d4	d4	d3	d4	8/d4	8	"	d4	d8	8/d4
6	9/1d4	d6	d6	d4	9/d4	8	"	d6	d8	12/d6
Gregson's Bodyguard	17/1d8	d6	d4	d6	12/d6	8	nat. weaponry (martial art) mdm auto pistol (10 shots) bulletproof vest	2d8-1 d10	d8+3 d8	13/d6

PEDESTRIANS - LIVING LEGENDS™

NUMBER	HITS/PUNCH	DEFT	INTL	COOL	NRG/VITL	MOVE	WEAPON	HIT	DMG	REFL/INIT
1	9/d4	d4	d3	d3	8/d4	8	punch	d4	d4	9/d4
2	11/d6	d3	d6	d6	8/d4	8	punch	d3	d6	5/d3
3	5/d3	d6	d6	d4	7/d4	8	punch	d6	d3	11/d6
4	4/d3	d4	d3	d4	8/d4	8	punch	d4	d3	10/d4
5	5/d3	d3	d4	d3	6/d3	8	punch	d3	d3	6/d3
6	7/d4	d4	d4	d4	7/d4	8	punch	d4	d4	8/d4
7	11/d6	d4	d4	d4	9/d4	8	punch	d4	d6	8/d4
8	6/d3	d6	d3	d6	9/d4	8	punch	d6	d3	12/d6

POLICE OFFICERS - LIVING LEGENDS™

NUMBER	HITS/PUNCH	DEFT	INTL	COOL	NRG/VITL	MOVE	WEAPON	HIT	DMG	REFL/INIT
1	13/1d6	d6	d4	d4	9/d4	8	light handgun nightstick (club, +2/+0)	d8	d8	13/d6
2	17/1d8	d6	d4	d4	10/d4	8	"	d8	d8	12/d6

CHARACTER RECORD SHEET



IDENTITY: none SIDE: Evil
NAME: PSYCLONE SEX: ? AGE: ? WEIGHT: 210 lbs
EXPERIENCE: 20,000 LEVEL: 6 TRAINING: Strength
POWERS: INVENTING: none

ANDROID BODY: 26% human appearance, 60% (36 points) Internal Repair.

BODY POWER: Adaptation, PR =1 per hour or use as a defense. HEIGHTENED ENDURANCE: +12

DISINTEGRATION RAY device: does 1d20 disintegration damage, range = 10", 11 shots.

WEATHER CONTROL: see V&V 2.1, pp 20-21. HEIGHTENED AGILITY B: +19

PSIONICS: Chthonian defense, as Willpower A, PR = 1 per use. Immune to Mind Probes; anyone trying to probe his mind must save vs. C or suffer Cosmic Backlash (V&V 2.1, p10); Mindwarp on a critical failure.

SPECIAL WEAPON: Hellmouth. SHRINKER: Transmutation attack, reduces victim's Height Factor by 72. Range=16", PR=8. Effect lasts 17 minutes, but Regeneration restores normal size in 1 action.

DIMENSIONAL TRAVEL: : 12" range, PR 16, 3" portal, pulls targets in with Gravity Control (weight x 12)

DIMINISHED SENSES: no peripheral vision. -4 to attack sides, +4 to be hit from sides.

STRENGTH: 12 CARRYING CAPACITY: 423 lbs BASE HTH DAMAGE: 1d6

ENDURANCE: 23 HEALING RATE: 3

AGILITY: 33 ACCURACY MODIFIER: +6 DAMAGE MODIFIER: +5

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

CHARISMA: 19 REACTION FROM GOOD: -3 REACTION FROM EVIL: +3

BASIC HITS: 5 HIT MOD.(1.2)(2.6)(3.4)(1.2)= 12.7

HIT POINTS (64): _____

POWER (84): _____

MOVEMENT RATES: Ground: 68 _____

INVENTING POINTS: 9.6 IPs USED: 0 INVENTING: 48 %

CASH: \$ n/a

ORIGIN AND BACKGROUND: Designed by Profundis as an assassin, and a means of destroying the Spear of Daedalus.

LEGAL STATUS: No criminal record, not currently wanted

(SECURITY CLEARANCE = n/a) _____

OTHER INFORMATION: _____



portrait

PSYCLONE

Origin and Background

Psychlone is an artificial life-form created by Profundis.

From a distance, Psychlone resembles a man in a wetsuit, weight belt and faceplate. The green-grey covering is actually his skin, the 'faceplate', his three-lobed eye, and the disc beneath it irises to become the Hellmouth (his mouth, if he had one, would be just above his navel, which he also lacks).

Tactics and M.O.

Psychlone's first action every turn is spent evading. He uses his Weather Control for deterrence, area attacks or property damage, his Disintegrator Pistol for minor enemies, and the Hellmouth for Profundis' special foes.

Personality and Character Traits

Psychlone dislikes human beings, and tolerates Profundis' human allies only while they are useful; if any of them disobey him, he will shoot them down. Anyone who attacks him, or who comes between him and the Spear of Daedalus, will be dispatched as quickly as possible, but Psychlone is not malicious - he will let his enemies run away unmolested, unless they have something he wants.

Absolute loyalty has been carefully programmed into Psychlone, and he cannot be demoralized.

Quotes

Psychlone rarely speaks, except to give orders and ask questions in a grating monotone.

"Where is the spear?"

"You will obey me, or suffer, until you die."

"Mere humans do not concern me."

"Animus, don't eat the rats."

CHARACTER RECORD SHEET



IDENTITY: none SIDE: Evil
 NAME: MNIPRE SEX: ? AGE: ? WEIGHT: 170 lbs
 EXPERIENCE: 9,000 LEVEL: 4 TRAINING: Strength

POWERS: _____ INVENTING: _____

ANDROID BODY: 20% human appearance, 60% (36 points) internal repair capability.

BODY POWER: Adaptation, PR=1 per hour or uses as a defense.

HEIGHTENED ENDURANCE A: +12

DISINTEGRATION RAY device: does 1d20 disintegration damage. Range = 10", 11 shots.

FLIGHT device: maximum speed 192 mph, 9 hour battery.

HEIGHTENED AGILITY B: +19

HEIGHTENED SENSES: 360 degree vision, -1 to attack sides, no bonus to be hit from the sides or rear.

MUTE

STRENGTH: 12 CARRYING CAPACITY: 342 lbs BASE HTH DAMAGE: 1d6
 ENDURANCE: 23 HEALING RATE: 2.4
 AGILITY: 33 ACCURACY MODIFIER: +6 DAMAGE MODIFIER: +5
 INTELLIGENCE: 16 DETECT HIDDEN: 12 % DETECT DANGER: 16 %
 CHARISMA: 19 REACTION FROM GOOD: -3 REACTION FROM EVIL: +3
 BASIC HITS: 4 HIT MOD.(1.2)(2.6)(3.4)(1.2)= 12.7

HIT POINTS (51): _____

POWER (84): _____

MOVEMENT RATES: Ground: 68 Fly: 845"

INVENTING POINTS: 6.4 IPs USED: 0 INVENTING: 48 %

CASH: \$ n/a

ORIGIN AND BACKGROUND: Designed by Profundis to work inside and outside the Charon spaceship.

LEGAL STATUS: No criminal record, not currently wanted

(SECURITY CLEARANCE =) _____

OTHER INFORMATION: _____



portrait

MNIPRE

Origin and Background

Mnipre is an artificial life-form created by Profundis.

Tactics and M.O.

Mnipre relies on his Adaptation power, his Hit Points and his repair capability as sufficient defense, though he prefers to fly out of range of Hand-to-Hand combat. He will attempt to pick off any opposition with his Disintegrator Pistol, and lure any survivors towards the more dangerous Psyclone.

Personality and Character Traits

Mnipre is short on personality, but what he has is very much like Psyclone's. He, too, is absolutely loyal to Profundis and contemptuous of humans, and will accept Psyclone's orders unless they blatantly contradict the orders of Profundis.

Quotes

Mnipre is mute but he does manage to communicate telepathically through Psyclone, or, when necessary, through highly expressive body language.

CHARACTER RECORD SHEET



IDENTITY: none

SIDE: Neutral

NAME: ANIMUS

SEX: M AGE: 6

WEIGHT: 290 lbs

EXPERIENCE: n/a LEVEL: 4

TRAINING: Agility

POWERS:

INVENTING: _____

ANIMAL/PLANT POWERS x2: Mammal Powers

HEIGHTEED CHARISMA A (Ferocity): +9

HEIGHTENED ENDURANCE A: +13

HEIGHTENED STRENGTH A: + 11

LOWERED INTELLIGENCE: -7

NATURAL WEAPONRY (Claws & Teeth): +3 to hit, +6 damage

STRENGTH: 27

CARRYING CAPACITY: 3,260 lbs

BASE HTH DAMAGE: 1d12

ENDURANCE: 28

HEALING RATE: 4.8

AGILITY: 14

ACCURACY MODIFIER: +1

DAMAGE MODIFIER: -1

INTELLIGENCE: 2

DETECT HIDDEN: 2 %

DETECT DANGER: 9 %

CHARISMA: 20

REACTION TO GOOD: -3

REACTION TO EVIL -3

BASIC HITS: 6

HIT MOD.(2.2) (3.4) (1.3) (0.7) = 6.81

HIT POINTS (41): _____

POWER (71): _____

MOVEMENT RATES: Ground: 69 _____

INVENTING POINTS: 0.8 IPs USED: 0 INVENTING: 6 %

CASH: \$ n/a

ORIGIN AND BACKGROUND: Bred from seals by Profundis, to carry the the Spear of Daedalus without being harmed.

LEGAL STATUS: No criminal record; not currently wanted

(SECURITY CLEARANCE = _____) _____

OTHER INFORMATION: _____



portrait

ANIMUS

Origin and Background

Animus is a life-form created by Profundis.

Tactics and M.O.

Scratching and biting. (What did you expect?)

Personality and Character Traits

Animus has a foul temper, and just enough intelligence to obey simple orders from Psyclone (or anyone able to imitate Psyclone's voice). Unsupervised, he acts like a wild animal with no fear of humans. His favorite food is fish, but if hungry, he'll try to kill and eat anything smaller and slower than himself.

Quotes

"AarrmGRRRAAH!"

CHARACTER RECORD SHEET



IDENTITY: James Buchanan Gregson SIDE: Evil
 NAME: CANNONMOUTH SEX: M AGE: 39 WEIGHT: 240 lbs
 EXPERIENCE: 2,000 LEVEL: 2 TRAINING: Strength

POWERS: INVENTING: _____
EMOTION CONTROL: Hatred. 12" radius, PR =8. 36% chance of causing a victim to attack a particular target; otherwise, they attack whoever they have the strongest negative reaction to. See V&V 2.1 p.12.

HEIGHTENED CHARISMA B: +23 INVULNERABILITY: 16 points.

PSIONICS: Chthonian defense. See character record sheet for Psyclone.

SONIC ABILITIES: 1d12 damage, 32" range, PR=1. 16% chance of destroying items on a special attack.

DIMINISHED SENSES: Nearsighted. Double actual distance when looking up range modifier (V&V 2.1 p.25)

STRENGTH: 16 CARRYING CAPACITY: 636 lbs BASE HTH DAMAGE: 1d8
 ENDURANCE: 12 HEALING RATE: 1.5
 AGILITY: 11 ACCURACY MODIFIER: 0 DAMAGE MODIFIER: 0
 INTELLIGENCE: 12 DETECT HIDDEN: 10 % DETECT DANGER: 14 %
 CHARISMA: 36 REACTION FROM GOOD: -7 REACTION FROM EVIL: +7
 BASIC HITS: 5 HIT MOD.(1.4)(1.4)(1)(1.1) = 2.16

HIT POINTS (11): _____
 POWER (51): _____
 MOVEMENT RATES: Ground: 39

INVENTING POINTS: 2.4 IPs USED: 0 INVENTING: 36 %

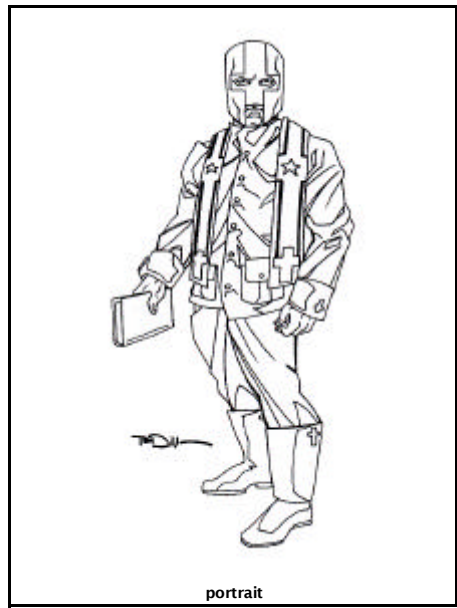
CASH: \$ 3,836

ORIGIN AND BACKGROUND: (American) Journalism/Broadcasting,
Religion/Mysticism. A once-honest preacher, Gregson was
possessed by a Chthonian after an unsuccessful exorcism.

LEGAL STATUS: No criminal record, not currently wanted

(SECURITY CLEARANCE =) _____

OTHER INFORMATION: _____



portrait

CANNONMOUTH

Origin and Background

James Gregson was an honest Baptist preacher, until one of his parishioners told him that her daughter was possessed. The overconfident Gregson talked the dominating Chthonian mind out of the girl's body, but became possessed in turn. Armed with the Chthonian's psionic powers, his own modest reputation, some stolen money, and a voice that could charm followers or level buildings, Reverend Gregson founded the Revelation Church and its broadcasting network, becoming a major force for hate and brooding evil.

When speaking, although his voice is disguised, he may slip back into his Gregson persona, preaching fire and brimstone in a righteous tone (it takes a successful Challenging level INT-based task check to identify Gregson's voice on these occasions).

Tactics and M.O.

Cannonmouth favors his Emotion Control power over his Sonics or Hand-to-Hand, preferring to leave the destruction to others - so much so that he will attempt to escape rather than run any risk of capture or identification.

Personality and Character Traits

Cannonmouth is chaotic, arrogant and dangerous, and his only saving grace is mild cowardice. While he is absolutely loyal to Profundis, he thinks it beneath his dignity to work with mercenaries like Gutter (particularly non-white mercenaries like Gutter).

Quotes

"Destruction is coming."

"Vengeance is mine!"

"Are you in a hurry to go to Hell?"

"Evolution is a myth humanity invented to create the illusion that you can control your own destiny."

CHARACTER RECORD SHEET



IDENTITY: Robin Todd SIDE: Evil
 NAME: NECROSCOPE SEX: M AGE: 41 WEIGHT: 130 lbs
 EXPERIENCE: 20,000 LEVEL: 6 TRAINING: Agility
 POWERS: INVENTING: Spells

MAGICAL SPELLS: all spells require one action and a short incantation spoken aloud.

Aura Vision (Ht. Senses): can detect magic & psionics, see invisible, detect good & evil, see living beings even in complete darkness. PR=1 per hour of use.

Necromancy: can interrogate the ghosts he summons (see Telepathy / Mind Probe, V&V 2.1 p.19).

Shadowcast: Darkness Control (V&V 2.1 p.10). He must light a black candle in order to cast spell.

Sleep: attacks as Paralysis Ray, 17" radius area effect, PR = 10 per use.

Summon Shade: conjures & enslaves a ghost. Must name the dead person, be within 17" of the corpse or the place where it died, or touch a piece of the body. PR = 10 to summon, 1 action per turn to control.

PSIONICS: Chthonian defence. See character record sheet for Psyclone.

SPECIAL WEAPON: magical dagger, +3 to hit, HtH+1d6 dmg, carries a Death Touch (see V&V 2.1 p.11)

STRENGTH: <u>11</u>	CARRYING CAPACITY: <u>139</u> lbs	BASE HTH DAMAGE: <u>1d4</u>
ENDURANCE: <u>8</u>	HEALING RATE: <u>0.6</u>	
AGILITY: <u>13</u>	ACCURACY MODIFIER: <u>+1</u>	DAMAGE MODIFIER: <u>+2</u>
INTELLIGENCE: <u>17</u>	DETECT HIDDEN: <u>12</u> %	DETECT DANGER: <u>16</u> %
CHARISMA: <u>17</u>	REACTION FROM GOOD: <u>-2</u>	REACTION FROM EVIL: <u>+2</u>
BASIC HITS: <u>3</u>	HIT MOD.(<u>1</u>) (<u>0.6</u>) (<u>1.3</u>) (<u>1.2</u>) = <u>0.94</u>	

HIT POINTS (3): _____

POWER (49): _____

MOVEMENT RATES: Ground: 32 _____

INVENTING POINTS: 10.2 IPs USED: 4 INVENTING: 51 %

CASH: \$ 71,094

ORIGIN AND BACKGROUND: (English) Scholar (ancient languages), Religion/Mysticism. Learned spells through studying old manuscripts, then from summoning ghosts of old sorcerors and Profundis cultists.

LEGAL STATUS: No criminal record, not currently wanted

(SECURITY CLEARANCE =) _____

OTHER INFORMATION: _____



NECROSCOPE

Origin and Background

Todd learned his magical powers by translating ancient texts, which led him to tales of Profundis; his Necromantic spells later enabled him to commune with the monster.

Necroscope wears a dark gray hooded robe, belted with rope stolen from a hangman. He usually hides his face and hands with a minor exercise of darkness control. His dagger, when not in use, is hidden in his cavernous sleeve.

Tactics and M.O.

Necroscope always employs a Shadowcast spell before leaving his house, and he carries parts of corpses with him (mostly teeth, hair and small bones) in case he needs to summon a Shade while out of range of the cemetery. When possible, he will leave the fighting to a Shade and spend an action every turn evading. If the Shade is defeated and he's unable to summon another one, he will attempt to retreat - casting a Sleep spell while shrouding the area in darkness. Since the Sleep spell affects everyone in range except for Necroscope, it may knock out his allies. He only draws his dagger if an enemy comes into melee range, but he will not hesitate to kill.

Personality and Character Traits

Necroscope is driven by curiosity and a desire for magical power, rather than greed. He has neither ethics nor a temper. He will forgive an enemy if it suits his long-term purpose, or murder a friend to create a Shade if it will save his own skin. He has sacrificed victims in his house, in Gregson's church, and in the Charon so - he can summon Shades almost anywhere in town. Todd does not precisely worship Profundis, but he has an unhealthy respect for it - gaining +8 on morale rolls (LL: +3 on COOL checks for morale), and he is the leader of a very small Profundis cult. He regards Gregson as a somewhat useful idiot, and he despises Gutter.

Quotes

"Please allow me to introduce myself..."

"Are you afraid of the dark?"

"You are dealing with forces that are beyond your comprehension."

"I am a necromancer. You can answer my questions now, or you will answer them when you're dead."

CHARACTER RECORD SHEET



IDENTITY: Matthew LaCava SIDE: Evil
 NAME: GUTTER SEX: M AGE: 19 WEIGHT: 110 lbs
 EXPERIENCE: 5,000 LEVEL: 3 TRAINING: Intelligence
 POWERS: _____ INVENTING: _____

ADAPTATION: PR=1 per hour in hostile environments, or per use as a defense.

ANIMAL/PLANT CONTROL: Can control 27 rats. 1 Action per turn to control.

RAT POWERS:

HEIGHTENED AGILITY A: +14

HEIGHTENED ENDURANCE A: +9

HEIGHTENED SENSES: Smell. Can track by scent (requires an Average INT task roll every turn);

Detect Danger x2.

WEAKNESS DETECTION: gains a +5 bonus to hit and knowledge of one weakness (if any) after spending one action within 1" of opponent.

Machete: +2 to Hit, HTH + 1d6 dmg

Throwing Knife: +2 to hit, HTH + 1d2 dmg, range = 23"

PHOBIA/PSYCHOSIS: ailurophobia. If confronted by a cat, must succeed at a morale check or go berserk.

STRENGTH: 16

CARRYING CAPACITY: 341 lbs

BASE HTH DAMAGE: 1d6

ENDURANCE: 21

HEALING RATE: 1.8

AGILITY: 23

ACCURACY MODIFIER: +4

DAMAGE MODIFIER: +2

INTELLIGENCE: 14

DETECT HIDDEN: 10 %

DETECT DANGER: 14 %

CHARISMA: 17

REACTION FROM GOOD: -2

REACTION FROM EVIL: +2

BASIC HITS: 3

HIT MOD.(1.4)(2.6)(2.2)(1.1) = 8.81

HIT POINTS (27): _____

POWER (74): _____

MOVEMENT RATES: Ground: 60

INVENTING POINTS: 4.2 IPs USED: 0 INVENTING: 42 %

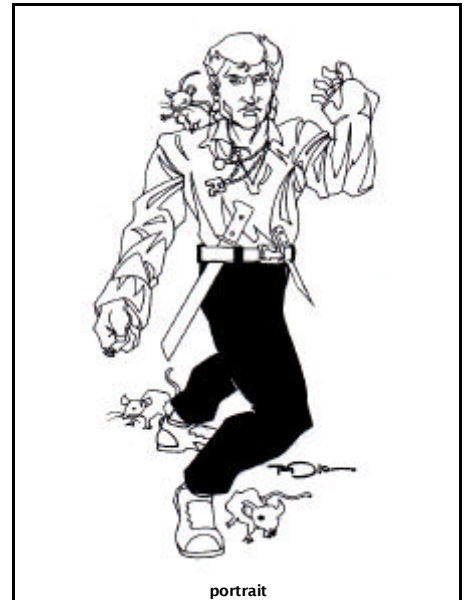
CASH: \$ 13,566

ORIGIN AND BACKGROUND: (American) Crime skills x2

LEGAL STATUS: Criminal record; not currently wanted

(SECURITY CLEARANCE =) _____

OTHER INFORMATION: _____



portrait

GUTTER

Origin and Background

Matt Lacava shared a tenement with innumerable rats and other less pleasant characters for most of his life. One day, in search of privacy, he hid in a storm drain and encountered a hive of rats, governed by an immobile brain. What happened between Matt and the hive intelligence may never be known, but the Matt who emerged was tougher, smarter, more agile, and far nastier than the one who had entered - and he had new friends.

Gutter is the mercenary of the team; Necroscope hired him to deal with the Ronsons, their dog, and any police who may turn up. He doesn't know the identities of his human teammates or the details of their plan, but he can lead the heroes back to the grave of Noah Albertos IV if properly motivated.

Gutter is the snappiest dresser among the Pawns of Profundis; he wears tight black pants, a ruffled red shirt, a gold belt, Gucci running shoes, dark glasses, and a pound or so of jewelry. The machete and knife stuck through the belt spoil the effect slightly; Gutter believes in survival with style, but survival comes first.

Tactics and M.O.

Gutter will always bring in his rats to fight for him, if possible, but he also enjoys closing in, detecting weaknesses, and slashing away with his machete.

Personality and Character Traits

Gutter is a mercenary who likes mayhem almost as much as money, and he has a strong sadistic streak. He has no loyalty to the others, suffering -4 to morale rolls (LL: -2 on COOL rolls for morale) and (wisely) doesn't expect any in return; he also regards his rats as expendable, as they're easily replaced. If he escapes from the fight at the Ronson house, he'll leave town as soon as he can.

Quotes

"Say hello to my little friends!"

"Chow time!"

"I trust you about as far as I could comfortably spit a rat."

"Rat here, rat now."

GUTTER'S RATS - VILLAINS AND VIGILANTES™

WEIGHT	AGILITY	FEROCITY	HITS	ACCURACY	DAMAGE	POWER	MOVEMENT
1d4 lbs.	18	13	2	+4	1d4	51	12" ground

GUTTER'S RATS - LIVING LEGENDS™

HITS/PUNCH	DEFT	INTL	COOL	NRG/VITL	MOVE	WEAPON	HIT	DMG	REFL/INIT
2 / d2	d6	d2	d4	4 / d3	5	Bite	d8	d2+1	11 / d6

A hint to the overworked GM; make one initiative roll for all the rats, but divide the rats into six groups of four. Make one roll to hit per group, not per rat. Roll damage separately for each rat in groups that hit.

CHARACTER RECORD SHEET



IDENTITY: Shannon Faber SIDE: Good
 NAME: SERAIDE SEX: F AGE: 15 WEIGHT: 150 lbs
 EXPERIENCE: 1,000 LEVEL: 1 TRAINING: Study
 POWERS: INVENTING: Spells

HEIGHTENED EXPERTISE: +4 to hit with medieval weapons.

MAGICAL SPELLS: each spell takes 1 action to cast

Shield: creates an invisible force field barrier protecting Seraide's front and left side. PR=2 to cast.

Weakness Detection: gains a +6 bonus to hit and knowledge of one weakness (if any). One action to cast, PR = range in inches (must have line of sight).

PSIONICS: Ancestral memory.

Dagger: +2 to hit, HtH + 1d2. Can be thrown, range = 14".

STRENGTH: <u>9</u>	CARRYING CAPACITY: <u>122</u> lbs	BASE HTH DAMAGE: <u>1d4</u>
ENDURANCE: <u>9</u>	HEALING RATE: <u>0.75</u>	
AGILITY: <u>14</u>	ACCURACY MODIFIER: <u>+1</u>	DAMAGE MODIFIER: <u>+2</u>
INTELLIGENCE: <u>16</u>	DETECT HIDDEN: <u>12</u> %	DETECT DANGER: <u>16</u> %
CHARISMA: <u>17</u>	REACTION FROM GOOD: <u>+2</u>	REACTION FROM EVIL: <u>-2</u>
BASIC HITS: <u>3</u>	HIT MOD.(<u>1</u>)(<u>1</u>)(<u>1.3</u>)(<u>1.2</u>) = <u>1.56</u>	
HIT POINTS (<u>5</u>): _____		
POWER (<u>48</u>): _____		

MOVEMENT RATES: Ground: 32

INVENTING POINTS: 0.6 IPs USED: 1 INVENTING: 48 %

CASH: \$ 4,080

ORIGIN AND BACKGROUND: (Canadian): Education, Business/Sales.

Only living descendant of a line of warrior-magicians, with memories older than the invention of iron weapons.

LEGAL STATUS: No criminal record, not currently wanted

(SECURITY CLEARANCE =) _____

OTHER INFORMATION: _____



portrait

SERAIDE

Origin and Background

Seraide is the only living descendent of a noble line of half-human warrior-magicians, and carries all their memories - memories older than the invention of iron weapons or the Trojan War.

Seraide wears a deerhide tunic with a crow motif, a brown cloak, brown hose, and a belt and boots of dragonskin.

Tactics and M.O.

Seraide will first cast her shield spell and make sure her back is protected. Then she'll check her opponents for weaknesses, relaying these to her cohorts (if any). She dislikes using technological ranged weapons or similar devices, restricting herself to weapons that were familiar to her ancestors - swords, daggers, spears, etc.

Personality and Character Traits

Most of the time, Seraide is a bright and fairly normal fifteen-year-old girl. She lives with her widowed father, gets good grades at school, and works part-time in a bookstore. Occasionally, however, she will let her ancestors speak through her and direct her actions. While under their influence, she may casually refer to the last time she had dinner with King Arthur or forget how to use everyday technology such as light switches or elevators.

Quotes

"Whither goest - I mean, where are you going?"

"Nenikekamen!" (Translation: We have won!).

"Show some respect for your elders."

"Snakeskin? No, dragon. Well, we didn't realize they were an endangered species."

CHARACTER RECORD SHEET



IDENTITY: none SIDE: Evil
 NAME: LEFTAND SEX: ? AGE: ? WEIGHT: 130 lbs
 EXPERIENCE: 9,000 LEVEL: 4 TRAINING: Strength
 POWERS: INVENTING: -

ANDROID BODY: 20% human appearance, 52% internal repair capacity (7 points)

HEIGHTENED ENDURANCE: +9

BODY POWER: Stretching. Max length = 93"; max area = 2163 square inches; max volume = 12,568 cubic inches. Stretched running 94"/turn. PR=1 per use as defense; requires movement only.

VENOM DEVICE: Dagger, +2 to hit, HtH + 1d2 damage, carrier for 8 doses Paralysis venom.

WATER BREATHING A: The Leftands in room T1 on board the Charon are primarily air breathers, and must pay PR 1 per turn to breathe water. The Leftands in Charon room T2 are primarily water breathers, and must pay PR 1 per turn to breathe air.

DIMINISHED SENSES: no peripheral vision. -4 to attack sides, +4 to be hit from sides.

STRENGTH: <u>14</u>	CARRYING CAPACITY: <u>282</u> lbs	BASE HTH DAMAGE: <u>1d6</u>
ENDURANCE: <u>16</u>	HEALING RATE: <u>1.2</u>	
AGILITY: <u>16</u>	ACCURACY MODIFIER: <u>+2</u>	DAMAGE MODIFIER: <u>+1</u>
INTELLIGENCE: <u>14</u>	DETECT HIDDEN: <u>10</u> %	DETECT DANGER: <u>14</u> %
CHARISMA: <u>17</u>	REACTION FROM GOOD: <u>-2</u>	REACTION FROM EVIL: <u>+2</u>
BASIC HITS: <u>3</u>	HIT MOD.(<u>1.2</u>)(<u>1.8</u>)(<u>1.6</u>)(<u>1.1</u>) = <u>3.8</u>	

HIT POINTS (12): _____

POWER (60): _____

MOVEMENT RATES: Ground: 94"

INVENTING POINTS: 5.6 IPs USED: 0 INVENTING: 42 %

CASH: \$ n/a

ORIGIN AND BACKGROUND: Created by Profundis to serve as sentries.

LEGAL STATUS: No criminal record, not currently wanted

(SECURITY CLEARANCE =) _____

OTHER INFORMATION: _____



portrait

LEFTANDS

Origin and Background

Leftands were designed and created by Profundis to act as sentries.

Leftands are grey-green and rubbery-looking, vaguely humanoid in their natural form, but utterly featureless except for a huge three-lobed eye.

Tactics and M.O.

The Leftands are programmed to stop intruders from reaching Profundis without its express permission (though Profundis may ask for the intruders to be brought before it, unconscious). They usually rely on their venom-injecting knives. If an opponent is immune to venom or protected against their knives, they may attempt to entwine them in their stretched limbs while calling for the Ychthyons via their implanted transmitters.

Personality and Character Traits

Character is not a Leftand's strong point. They cannot be persuaded, reasoned with, or even distracted. They are absolutely loyal to Profundis, and cannot be demoralized.

Quotes

Leftands are not mute, but they cannot speak English or other human languages. They speak the unpronounceable tongue of Profundis's race.

CHARACTER RECORD SHEET



IDENTITY: unpronounceable SIDE: Evil
 NAME: YCHTHYARCH SEX: F AGE: 29 WEIGHT: 357 lbs
 EXPERIENCE: 14,000 LEVEL: 5 TRAINING: Agility
 POWERS: INVENTING: mothering skills

FISH POWERS:

ARMOR A: ADR 66, weight x1.98, regenerates 16 points overnight

SPEED BONUS: +60" swimming

WATER BREATHING A: PR=1 per hour to breathe air

DISINTEGRATION RAY Device: does 1d20 disintegration damage, range = 10", 11 shots

Tool belt: contains various tools, including a knife (+1 to hit, HtH+d2 damage)

MUTE

STRENGTH: <u>12</u>	CARRYING CAPACITY: <u>594</u> lbs	BASE HTH DAMAGE: <u>1d8</u>
ENDURANCE: <u>16</u>	HEALING RATE: <u>3.2</u>	
AGILITY: <u>9</u>	ACCURACY MODIFIER: <u>0</u>	DAMAGE MODIFIER: <u>+1</u>
INTELLIGENCE: <u>16</u>	DETECT HIDDEN: <u>12</u> %	DETECT DANGER: <u>16</u> %
CHARISMA: <u>17</u>	REACTION FROM GOOD: <u>-2</u>	REACTION FROM EVIL: <u>+2</u>
BASIC HITS: <u>8</u>	HIT MOD.(<u>1.2</u>) (<u>1.8</u>) (<u>1</u>) (<u>1.2</u>) = <u>2.59</u>	

HIT POINTS (21): _____

POWER (53): _____

MOVEMENT RATES: Ground: 37 Swimming 97"

INVENTING POINTS: 8 IPs USED: 0 INVENTING: 48 %

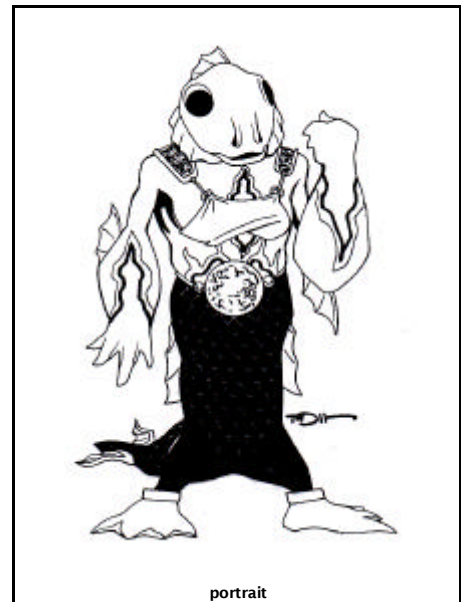
CASH: \$ n/a

ORIGIN AND BACKGROUND: Deep-sea creature, genetically engineered by Profundis, mother of the Ychthyons

LEGAL STATUS: No criminal record, not currently wanted

(SECURITY CLEARANCE =) _____

OTHER INFORMATION: _____



YCHTHARCH

Origin and Background

Ychtharch is a deep-sea life-form, bred and modified by Profundis to operate the Charon, and mother of the cloned Ychthyon slaves.

Tactics and M.O.

Ychtharch rarely fights unless cornered. If that happens, she will use her Disintegrator Pistol until it's out of power or she's out of enemies. She keeps a knife in her tool belt for emergencies.

Personality and Character Traits

Ychtharch dislikes humans, even those who are Profundis' allies, and is extremely protective of her children. If she sees any of them wounded, she will go berserk to avenge them. She is loyal to Profundis but absolutely loyal to the Ychthyons, and may become demoralized if there is sufficient threat to any of her children.

Quotes

Ychtharch cannot speak or understand any human language. Her own language is that of Profundis' race - mostly subsonic growling, with occasional clicks and a screeching sound like nails on a chalkboard.

CHARACTER RECORD SHEET



IDENTITY: unpronounceable

SIDE: Evil

NAME: YCHTHYON

SEX: M AGE: 1

WEIGHT: 357 lbs

EXPERIENCE: 14,000 LEVEL: 5

TRAINING: Agility

POWERS:

INVENTING: _____

FISH POWERS:

ARMOR A: ADR 66, weight x1.98, regenerates at 16 points overnight

SPEED BONUS: +60 swimming

WATER BREATHING A: PR=1 per hour to breathe air

HEIGHTENED STRENGTH A: +9

LOWERED INTELLIGENCE: -8

Spear: +3 to hit, HtH + 1d4. Can be thrown, +1 to hit, HtH + 1d4, range = 8"

MUTE

STRENGTH: 24

CARRYING CAPACITY: 2,771 lbs

BASE HTH DAMAGE: 1d12

ENDURANCE: 17

HEALING RATE: 3.2

AGILITY: 8

ACCURACY MODIFIER: -2

DAMAGE MODIFIER: -1

INTELLIGENCE: 6

DETECT HIDDEN: 6 %

DETECT DANGER: 11 %

CHARISMA: 10

REACTION FROM GOOD: 0

REACTION FROM EVIL: 0

BASIC HITS: 8

HIT MOD.(2) (1.8) (0.7) (0.9) = 2.27

HIT POINTS (19): _____

POWER (55): _____

MOVEMENT RATES: Ground: 49 Swimming 109"

INVENTING POINTS: 3 IPs USED: 0 INVENTING: 18 %

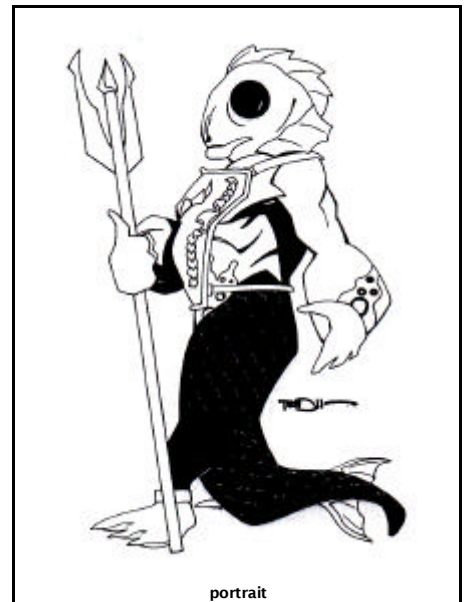
CASH: \$ n/a

ORIGIN AND BACKGROUND: Deep-sea creature, genetically engineered by Profundis. Spawn of Ythchyarch.

LEGAL STATUS: No criminal record, not currently wanted

(SECURITY CLEARANCE =) _____

OTHER INFORMATION: _____



portrait

YCHTHYON

Origin and Background

Ychthyons are modified clones of Ychthyarch created by Profundis.

Tactics and M.O.

Ychthyons do not evade (trusting to their Armor as sufficient defense), and will not throw their spears unless the enemy refuses to come within melee range.

Personality and Character Traits

Ychthyons are not particularly intelligent, and they have been taught to tolerate humans in case they fail to recognize one of Profundis' allies. They will not attack unless attacked, or commanded by Ychthyarch or Profundis - but when they do attack, they will indiscriminately batter anyone except the Charon's androids, Ychthyarch, and each other. They are loyal to Profundis but absolutely loyal to Ychthyarch.

Quotes

See Ychthyarch.

CHARACTER RECORD SHEET



IDENTITY: unpronouncable SIDE: Evil
 NAME: PROFUNDIS SEX: H AGE: 16,061 WEIGHT: 5,892,480 lbs
 EXPERIENCE: 260,000 LEVEL: 22 TRAINING: Strength

POWERS: INVENTING: total world conquest

SIZE CHANGE Larger, x2: Ht. Factor 24 (144 feet tall & nearly as broad), Wt. Factor x26,784, permanent

ALIEN MOLLUSK POWERS: HEIGHTENED AGILITY A: +11 HEIGHTENED ENDURANCE A: +13

POISON/VENOM: sprays venom when wounded, 2d8 dmg, 38"range, attacks as Lvl 4 Chemical Power

SPECIAL: Alien biochemistry, defends as Chemical Power. WATER BREATHING B: see V&V 2.1 p.20.

DIMINISHED SENSES: Cyclopean vision, -4 to hit on attacks to sides, +4 to be hit from side or rear.

INVULNERABILITY x2: 49 points HEIGHTENED CHARISMA B: +20 HEIGHTENED INTELLIGENCE A: +22

PSIONICS x2: Chthonian Defense, as Willpower A, PR = 1 per use (see also Other Information, below)

DREAM DOMINATION; Mind Control, but only on sleeping or unconscious (not incapacitated) victims.

PR=20, Range = 7460". Victims must wake normally, or be woken, to regain self-control.

SPECIAL WEAPON: Brain Implant provides the following: ANIMAL/PLANT CONTROL: up to 6 sharks.

LIGHTNING CONTROL; touch only. 2d8 damage, PR=4. Can control or short out devices: see V&V 2.1 p.15.

WATER CONTROL: can generate vortex (underwater version of tornado. 3D6 damage, range = 912", PR=3.

VULNERABILITY: Profundis' single eye is not Invulnerable to the Spear of Daedalus.

STRENGTH: 19 CARRYING CAPACITY: 27,279,236 lbs BASE HTH DAMAGE: 8d10

ENDURANCE: 24 HEALING RATE: 82495

AGILITY: 3 ACCURACY MODIFIER: -4 DAMAGE MODIFIER: +3

INTELLIGENCE: 38 DETECT HIDDEN: 26 % DETECT DANGER: 30 %

CHARISMA: 41 REACTION FROM GOOD: -8 REACTION FROM EVIL: +8

BASIC HITS: 117850 HIT MOD.(1.6)(3)(0.4)(1.9) = 3.65

HIT POINTS (429917):

POWER (84):

MOVEMENT RATES: Ground: 1104 Swimming, 1104

INVENTING POINTS: 83.6 IPs USED: 66 INVENTING: 114 %

CASH: \$ n/a

ORIGIN AND BACKGROUND: Sole survivor of an an aquatic race of primordial monsters.

LEGAL STATUS: No criminal record, not currently wanted

(SECURITY CLEARANCE =)

OTHER INFORMATION: Chthonian Defense: Immune to Mind Probes; anyone trying to probe her mind must save vs. C or suffer Cosmic Backlash (V&V 2.1, p10); Mindwarp occurs on a critical failure.



portrait

PROFUNDIS

Origin and Background

Profundis is the sole survivor (we hope!) of an evil, super-intelligent race which dwelt in the deepest ocean caves long before man arose. It has been known by many names in its lifetime - Erebus, Tartarus, Typhon, Tiamat, Dagon, Tlaloc, and others just as dreadful. Many of the darkest horrors of mythology were twisted memories of it, or its children.

Profundis was imprisoned within its dome after a battle against the protectors of humanity, a battle in which Atlantis was destroyed. Most of its children died in the battle, or in the centuries that followed, but the life support system inside the dome was designed to make Profundis' imprisonment eternal, and it has spent the millennia slowly building the tools that will give it power again.

Profundis is a self-fertilizing hermaphrodite. Its left side is more heavily muscled than its right. Apart from knees that bend both ways, a vertical mouth near its stomach, and its complete lack of a neck, it is roughly humanoid in shape. Its skin is white, translucent and rubbery, with large greenish-grey veins and arteries visible. Its only eye has three yellow facets and a dark green pupil.

With nearly half a million Hit Points, and Power automatically restored as long as it remains in salt water, Profundis is almost impossible to kill. The slow way to kill it is to destroy the Life Support unit in its throne beyond any possibility of repair. The fast way is to stab Profundis with the Spear of Daedalus. While the spear remains in Profundis' flesh, Profundis will remain paralyzed, losing 41 Hit Points per phase until it dies. The best place to stab Profundis is in the eye, which isn't protected by Invulnerability.

Tactics and M.O.

Able to withstand a direct hit by a large nuclear bomb, Profundis has no fear of normal weapons, and unless it recognizes the Spear of Daedalus (an INT task check), it will waste none of its available actions on defending itself. Its customary first move will be to summon a vortex, or set loose the sharks, depending on the number of opponents. Only singularly tough foes earn the dubious privilege of Hand-to-Hand combat with Profundis.

Personality and Character Traits

To Profundis, even death is better than failure. Profundis is aware that any plan to destroy the Spear of Daedalus may draw attention to its greatest weakness, but Profundis prepared for this risk. As far as Profundis is concerned, it has nothing to lose. If Profundis fails and survives, it has up to 400 billion years before the Earth is destroyed; plenty of time to try again.

Profundis is utterly evil, and will destroy anything, friend, foe, or offspring, to succeed.

Quotes

"Puny mortals!"

"I am older than the first stories your race told, older than the first pictures they painted on the walls of caves."

"I've had greater creatures than you stuck between my teeth."

"When I rule your world, I will command everyone to forget that you ever existed. And they will obey."

SHARK - VILLAINS AND VIGILANTES™

WEIGHT	LEVEL	HITS	POWER	AGILITY	FEROCITY	MOVE	ACC.	BITE
600 lbs.	4	9	46	8	18	52" swim	+1	2d8-1

SHARK - LIVING LEGENDS™

HITS	DEFT	INTL	COOL	NRG/VITL	MOVE	BITE	TO HIT	REFL/INIT
22	6	d2	16	9 / d4	17 swim	d10+2	d6	6 / d3

CHARACTER RECORD SHEET



IDENTITY: - _____ SIDE: Neutral
 NAME: DAEDALUS SEX: M AGE: 50 WEIGHT: 180 lbs
 EXPERIENCE: 35,000 LEVEL: 8 TRAINING: Intelligence
 POWERS: _____ INVENTING: Improvements to wings

HEIGHTENED INTELLIGENCE B: +16

WEAKNESS DETECTION: gains a +12 bonus to hit after spending one action within 1" of opponent.

WINGS invention: requires a high launching place, and good winds. Speed 144" (33 mph).

HEIGHTENED SENSES invention: Lady Kerith, a jewel-encrusted statue & warning device: Det. Danger 95%

Sword, balanced for Daedalus: +4 to hit, HtH + 1d8 dmg. For other users, +2 to hit, HtH + 1d6 dmg.

STRENGTH: <u>16</u>	CARRYING CAPACITY: <u>477</u> lbs	BASE HTH DAMAGE: <u>1d6</u>
ENDURANCE: <u>12</u>	HEALING RATE: <u>1.2</u>	
AGILITY: <u>18</u>	ACCURACY MODIFIER: <u>+3</u>	DAMAGE MODIFIER: <u>+6</u>
INTELLIGENCE: <u>34</u>	DETECT HIDDEN: <u>24</u> %	DETECT DANGER: <u>28</u> %
CHARISMA: <u>9</u>	REACTION TO GOOD: <u>0</u>	REACTION TO EVIL: <u>0</u>
BASIC HITS: <u>4</u>	HIT MOD.(<u>1.4</u>)(<u>1.4</u>)(<u>1.9</u>)(<u>1.8</u>) = <u>6.7</u>	

HIT POINTS (27): _____
 POWER (80): _____

MOVEMENT RATES: Ground: 46

INVENTING POINTS: 27.2 IPs USED: 14 INVENTING: 102 %

CASH: \$ NA

ORIGIN AND BACKGROUND: (Greek) Science, Research/Technology

LEGAL STATUS: Prisoner of King Minos.

(SECURITY CLEARANCE =) _____

OTHER INFORMATION: _____



portrait

DAEDALUS

Origin and Background

Daedalus is a legendary Greek artificer - inventor of the saw, the compass, the hang-glider, the Cretan Labyrinth, Queen Pasiphae's wooden cow, the metal golem Talus, and many other items. He was banished from Athens after murdering his nephew Perdix in a jealous rage, and he will work for any employer who gives him a chance to demonstrate his cleverness. See any good book on Greek Mythology for details.

Tactics and M.O.

If forced to fight, Daedalus will concentrate on defending himself, blocking with a shield and/or parrying with a sword, until he can think of a better way to save his skin. His workshop will be full of hidden traps and inventions that he can use to protect himself or disable any enemies – voice-activated crossbows, one-shot flamethrowers, lenses that can create blinding flashes, etc.

Personality and Character Traits

Though not actively evil, Daedalus is motivated primarily by curiosity and pride, and sometimes takes unnecessary risks with others' lives as well as his own. He also has most of the prejudices of his time: he regards anyone who doesn't speak Greek as a barbarian, thinks women are inferior to men, and while he values his own freedom, he sees nothing inherently wrong with slavery.

Quotes

"It's my own invention."

"Difficult, not impossible – though maybe impossible for anyone else."

"Tell me about the future! What wonders have they built?"

"More than four elements? Fascinating... Can you name them?"

CHARACTER RECORD SHEET



IDENTITY: Talus SIDE: Neutral
 NAME: TALUS SEX: M AGE: 27 WEIGHT: 330,480 lbs
 EXPERIENCE: 27,000 LEVEL: 7 TRAINING: Strength

POWERS: INVENTING: combat tactics

BODY POWER: body of living bronze, weight x9, defends as Robotic Body.

BODY POWER: skin is heated. Defends as Flame Power B; fists act as carrier for 1d12 Flame Power attack.

HEIGHTENED SENSES: Detect Danger x3.

HEIGHTENED STRENGTH B: +11

INVULNERABILITY: 20 points.

NATURAL WEAPONRY: large metal fists and feet, +3 to hit, +6 damage.

SIZE CHANGE LARGER, Height Factor x6, Weight Factor x216, permanent

VULNERABILITY: special attacks to Talus' left foot do triple damage.

STRENGTH: <u>29</u>	CARRYING CAPACITY: <u>4,211,802</u> lbs	BASE HTH DAMAGE: <u>8d10</u>
ENDURANCE: <u>11</u>	HEALING RATE: <u>1653</u>	
AGILITY: <u>2</u>	ACCURACY MODIFIER: <u>-6</u>	DAMAGE MODIFIER: <u>-2</u>
INTELLIGENCE: <u>9</u>	DETECT HIDDEN: <u>8</u> %	DETECT DANGER: <u>12</u> %
CHARISMA: <u>10</u>	REACTION TO GOOD: <u>0</u>	REACTION TO EVIL: <u>0</u>
BASIC HITS: <u>6610</u>	HIT MOD.(<u>2.2</u>)(<u>1</u>)(<u>0.2</u>)(<u>1</u>)= <u>0.44</u>	

HIT POINTS (2909): _____

POWER (51): _____

MOVEMENT RATES: Ground: 252 _____

INVENTING POINTS: 6.3 IPs USED: 0 INVENTING: 27 %

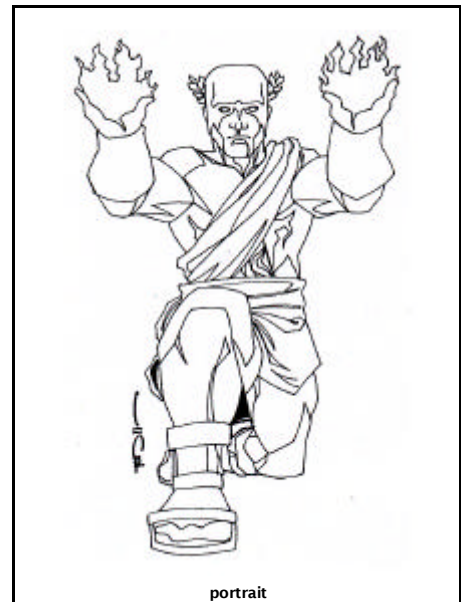
CASH: \$ n/a

ORIGIN AND BACKGROUND: (Greek) Sculpted and animated by Daedalus to guard Minos's capital Knossos.

LEGAL STATUS: No criminal record, not currently wanted

(SECURITY CLEARANCE =) _____

OTHER INFORMATION: _____



portrait

TALUS

Origin and Background

Sculpted and animated by Daedalus to guard Knossus.

Tactics and M.O.

Talus usually tackles his enemies singly with his super-heated fists, but he has learned a few dirty tricks in his time – leaping into the water to create obscuring clouds of steam, throwing rocks and other brawling weapons to sink ships, etc.

Personality and Character Traits

Talus is programmed to defend Knossus, and never falters in this duty or needs to check loyalty – though he has some of his creator's arrogance, and may drop his guard if flattered. He also has a strong desire to become immortal.

Quotes

"Halt! Who goes there?"

"You shall not pass!"

"You dare to challenge me, barbarian?"

"Here, by law, I stand."

CHARACTER RECORD SHEET



IDENTITY: varies

SIDE: Evil

NAME: SHADE

SEX: varies AGE: varies

WEIGHT: 130 lbs

EXPERIENCE: 9,000 LEVEL: 4

TRAINING: none

POWERS:

INVENTING: none

NON-CORPOREALNESS: Permanent

DEVITALIZATION GAZE: range = 18", PR = 3, drains 3d10 points of Power

STRENGTH: 11

CARRYING CAPACITY: 139 lbs

BASE HTH DAMAGE: 1d4

ENDURANCE: 8

HEALING RATE: 0.6

AGILITY: 13

ACCURACY MODIFIER: +1

DAMAGE MODIFIER: +2

INTELLIGENCE: 17

DETECT HIDDEN: 12 %

DETECT DANGER: 16 %

CHARISMA: 17

REACTION FROM GOOD: -2

REACTION FROM EVIL: +2

BASIC HITS: 3

HIT MOD.(1) (0.6) (1.3) (1.2) = 0.94

HIT POINTS (3):

POWER (49):

MOVEMENT RATES: Ground: 32

INVENTING POINTS: 6.8 IPs USED: _____ INVENTING: 51 %

CASH: \$ n/a

ORIGIN AND BACKGROUND: Shades are souls of the dead, summoned and controlled by Necroscope. They come from all different backgrounds and past time periods.


LEGAL STATUS: No criminal record, not currently wanted

(SECURITY CLEARANCE = _____)


OTHER INFORMATION: _____



LIVING LEGENDS™

Name: SHADE		Age: varies		Sex: varies		Race: varies	
Basic Characteristics:				Secondary Characteristics:			
Score:	Effect:	Notes:	Cost:				
PHYSIQUE	7	d4	7	HITS (7): Move: 8			
REFLEX	11	d6	11	Leap: 1.0169			
DEFTNESS	11	d6	11	Mass (kg): 59		Mass Effect: d3	
INTELLECT	16	d8	18	Carry (kg): 60			
COOL	16	d8	18	NRG (8): Luck Roll: d4			
VITALITY	8	d4	8	Fame: varies		Wealth Roll: n/a	
			BC Subtotal:	73		Fame Effect: varies	
Other Abilities:		Base Cost:	Modifier:	Cost:	Base Points:	Unspent Eps:	
					60		
					30		
						Balance:	
					90	0	
SPRIT POWERS							
INTANGIBILITY (C): Stays Active, Can't Hold Back		10	1	11			
DEVITALIZATION (V): d3 Mystical, 12" range, Affects Tangible		3	3	4			
SKILLS							
PROFESSION [Varies] (INTL/S): d8		2		2			
				Total Cost:	90		
Weaknesses:				Value:	Character Portrait		
					Background:		
HUMAN CHARACTERISTICS				10	Home: varies		
LIMITED EDUCATION: Most Shades come from long ago.				5	Career Fields: varies		
DISTINCTIVE: INTL 3+ to notice, Skill 8+ to disguise				15	Origin: Mystical Project		
					Motivation: Servitor		
					Shades are the spirits of the dead, summoned by Necroscope to do his evil bidding.		
				Total Weaknesses:	30		
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LIVING LEGENDS™


Name: PSYCLONE		Age: ?		Sex: ?		Race: Artificial Life-Form	
Basic Characteristics:						Secondary Characteristics:	
Score:		Effect:		Notes:		Cost:	
PHYSIQUE	11	d6	22/d10 CON		11	HITS (22):	
REFLEX	22	d10			22	Move: 8	
DEFTNESS	22	d10			22	Leap: 1.2632	
INTELLECT	11	d6			11	Mass (kg): 95	Mass Effect: d4
COOL	11	d6			11	Carry (kg): 120	
VITALITY	16	d8			16	NRG (16):	
BC Subtotal:					93	Luck Roll: d4	Wealth Roll: d0
						Fame: 1	Fame Effect: d1
Other Abilities:				Base Cost:	Modifier:	Cost:	Base Points: 100
ANDROID BODY							Unspent Eps:
HEIGHTENED PHYS (C): +11, CON Only				11	-3	7	
ADAPTATION (C): Variable [all environment types]				3	8	9	Balance:
DISINTEGRATOR							0
DISINTEGRATION (V): d10 damage, 12" range, Equipment [Carried], Charges [11 uses]				43	-5	22	
CHTHONIAN DEFENSE							
SKILL BONUS (V): Perception [Mind Reading] +2, Reversible Only [reduces others' chances to read him]				7		7	
PARALYSIS (C): d3 Metaphysical vs. COOL, Misc [hits automatically, but it's only usable when somebody tries to read his mind]				4	3	6	
WEATHER CONTROL							
SPECIAL EFFECTS (V): Storm [Sight Hearing & Smell], Area Effect [7". Vapor], Range [6"], NRG Cost [1 / use]				7	2	9	
HELLMOUTH							
TRANSMUTATION [Shrinker] (V): d4 Relocation, Unlimited, Major [Level 6 Shrinking], 12" range, Duration [15 minutes, stopped by any kind of healing], NRG Cost [2 per use]				2	12	10	
DIMENSION TRAVEL (V): Black Hole Gate, NRG Cost [4 per use]				19	-6	9	
Total Cost:					172	Character Portrait	
Weaknesses:						Background:	
PHYSICAL DISABILITY: Psyclone can only internally repair hit point damage when it has at least 4 hit points remaining.						5	Home: Profundis Dome
QUIRK: rarely speaks						5	Career Fields: None
QUIRK: dislikes human beings						5	Origin: Tech Project
POVERTY: no money						20	Motivation: Servitor
PHYSICAL DISABILITY: Psyclone has no peripheral vision. Attacks against it from its sides gain the same advantage as attacks from the rear.						5	Psyclone is an artificial life-form, designed and created by Profundis.
LIMITED EDUCATION: Raised by Profundis in its dome beneath the sea						5	© 2011 Monkey House Games. Living Legends is a trademark of Monkey House Games. Permission is granted to copy this file for private use.
QUIRK: Absolutely loyal to Profundis						5	
Total Weaknesses:						50	

LIVING LEGENDS™


Name: MNIPRE				Age: ?		Sex: ?		Race: Artificial Life-Form	
Basic Characteristics:						Secondary Characteristics:			
Score:		Effect:		Notes:		Cost:		HITS (22)::	
PHYSIQUE	11	d6		22/d12 CON		11		Move: 8	Fly: 28/320
REFLEX	22	d10				22		Leap: 1.5584	
DEFTNESS	22	d10				22		Mass (kg): 77	Mass Effect: d4
INTELLECT	11	d6				11		Carry (kg): 120	
COOL	16	d8				16		NRG (16)::	
VITALITY	16	d8				16		Luck Roll: d4	Wealth Roll: d0
						BC Subtotal:	98	Fame: 1	Fame Effect: d1
Other Abilities:				Base Cost:	Modifier:	Cost:	Base Points: 100		Unspent Eps:
ANDROID BODY								Weaknesses: 50	Balance:
HEIGHTENED PHYS (C): +11, CON Only				11	-3	7			0
ADAPTATION (C): Variable [all environment types]				3	8	9			
HEIGHTENED SENSE (C): Default Vision is 360 degree				6	4	10			
DISINTEGRATOR									
DISINTEGRATION (V): d10 damage, 12" range, Equipment [Carried], Charges [11 uses]				43	-5	22			
JET PACK									
FLIGHT (V): 28 acceleration, 320 top speed, Accessory, Charges [11 activations], Time Limit [1 hour per activation]				21	-4	12			
TELEPATHIC LINK									
TELEPATHY (V): Telepathic link with Psychone				1		1			
SKILLS:									
DISINTEGRATOR (DEFT/G): d12				2		2			
MECHANIC (DEFT/S): d8				1		1			
						Total Cost:	162	Character Portrait	
Weaknesses:						Value:	Background:		
PHYSICAL DISABILITY: Mnipre can only internally repair hit point damage when it has at least 11 hit points remaining.						10	Home: Profundis Dome Career Fields: None Origin: Tech Project Motivation: Servitor Mnipre is an artificial life-form, designed and created by Profundis for work inside and outside the Charon spaceship.		
PHYSICAL DISABILITY: Can't speak						10			
POVERTY: no money						20			
LIMITED EDUCATION: Raised by Profundis in its dome beneath the sea						5			
QUIRK: highly expressive body language						5	© 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			



LIVING LEGENDS™

Name: ANIMUS		Age: 6	Sex: Male	Race: Evolved Seal			
Basic Characteristics:			Secondary Characteristics:				
Score:	Effect:	Notes:	Cost:				
PHYSIQUE	29	d12	29	HITS (29):			
REFLEX	12	d6	12	Move: 8	Swim: 16		
DEFTNESS	11	d6	11	Leap: 7.2727			
INTELLECT	4	d3	4	Mass (kg): 132	Mass Effect: d6		
COOL	16	d8	16	Carry (kg): 960			
VITALITY	17	d8	17	NRG (17):			
BC Subtotal:			89	Luck Roll: d4	Wealth Roll: 0		
				Fame: 1	Fame Effect: d1		
Other Abilities:		Base Cost:	Modifier:	Cost:	Base Points: 100		
					Weaknesses: 50		
					Spent Eps: 12		
					Total Cost: 162		
					Unspent Eps:		
					Balance:		
					0		
CLAWS & TEETH							
NATURAL WEAPONRY (V): Claws & Teeth, +5 Sharp		30		30			
SKILL BONUS (V): +3 to hit with Natural Weaponry		12		12			
SWIMMING							
SPEED BONUS (V): x8 Swimming		9	3	13			
SEAL SKIN							
ARMOR (C): 1 vs. All Physical		2		2			
SKILL BONUS (V): +2 with Grappling, Escape Only		7	-2	5			
SKILLS							
UNARMED [Claw / Bite](DEFT/G: d12		9		9			
UNARMED [Grapple] (DEFT?G): d8		2		2			
		Total Cost:		162	Character Portrait		
Weaknesses:				Value:	Background:		
QUIRK: Savage				5	Home: Profundis Dome Career Fields: None Origin: Tech Project Motivation: Servitor Animus was bred from seals by Profundis, a process taking several centuries, in order to create a being who could carry the the Spear of Daedalus without being harmed.		
DISTINCTIVE: Seal-oid, INTL 3+ to notice, Skill 4+ to disguise				10			
LIMITED EDUCATION: Raised by Profundis in its dome beneath the sea				5			
POVERTY: no money				20			
PHYSICAL DISABILITY: Can't speak				10			
		Total Weaknesses:		50	© 2011 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: CANNONMOUTH, aka James Gregson		Age: 39		Sex: Male		Race: Possessed Human	
Basic Characteristics:				Secondary Characteristics:			
Score:	Effect:	Notes:	Cost:				
PHYSIQUE	16	d8	16	HITS (16): Move: 8			
REFLEX	8	d4	8	Leap: 2.2018			
DEFTNESS	7	d4	7	Mass (kg): 109		Mass Effect: d4	
INTELLECT	11	d6	11	Carry (kg): 240			
COOL	22	d10	22	NRG (11): Luck Roll: d4			
VITALITY	11	d6	11	Fame: 2		Wealth Roll: d4	
			BC Subtotal:	75		Fame Effect: d2	
Other Abilities:		Base Cost:	Modifier:	Cost:	Base Points:		Unspent Eps:
CHTHONIAN DEFENSE					100		
SKILL BONUS (V): Perception [Mind Reading]+2, Reversible Only [reduces others' chances to read him]		7		7	Weaknesses: 50		
PARALYSIS (C): d4 Metaphysical vs. COOL, Misc [hits automatically, but it's only usable when somebody tries to read his mind]		7	3	10	Spent Eps: 12		Balance:
INVULNERABILITY					Total Cost: 162		0
ARMOR (C): 4 vs. All Physical		24		24			
HATE PROJECTION							
EMOTION CONTROL (V): d4 Metaphysical vs. COOL, Hate Only, No Range, 13" Area Effect, NRG Cost [2 per use]		11	-2	8			
SONIC ABILITIES							
POWER BLAST (V): d10 Sharp Kinetic, 12" Range, Armor Piercing [-2]		22	2	29			
SKILLS							
CONVINCE (COOL/G): d12		2		2			
SONIC SCREAM (DEFT/G): d6		2		2			
SCIENCE [Electromagnetics] (INTL/S): d8		5		5			
			Total Cost:	162			
Weaknesses:				Value:	Background:		
PHYSICAL DISABILITY: Nearsighted. -1 to hit on all attacks at range. range modifiers.				10	Home: United States		
DISTINCTIVE: sometimes slips into Gregson persona, preaching fire & brimstone in a righteous tone. INTL 4+ to notice, Skill 4+ to disguise				5	Career Fields: Religion & Communications		
QUIRK: Arrogant				5	Origin: Mystical Accident		
QUIRK: Mild Cowardice				5	Motivation: Dystopian		
COMPULSION: Absolutely loyal to Profundis. Uncommon, COOL 8+ to resist/recover				20	A once-honest preacher, Gregson was possessed by a Chthonian servant of Profundis after conducting an unsuccessful exorcism.		
QUIRK: Racist				5			
			Total Weaknesses:	50	© 2011 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: NECROSCOPE aka Robin Todd			Age: 41		Sex: Male		Race: Human		
Basic Characteristics:					Secondary Characteristics:				
Score:		Effect:		Notes:		Cost:			
PHYSIQUE	7	d4				HITS (7):			
REFLEX	11	d6				Move:	8		
DEFTNESS	11	d6				Leap:	1.0169		
INTELLECT	16	d8				Mass (kg):	59	Mass Effect:	d3
COOL	16	d8				Carry (kg):	60		
VITALITY	11	d6				NRG (11):			
						Luck Roll:	d4	Wealth Roll:	d4
						Fame:	7	Fame Effect:	d4
BC Subtotal:					76				
Other Abilities:			Base Cost:	Modifier:	Cost:	Base Points:		Unspent Eps:	
CHTHONIAN DEFENSE						100		50	
ARMOR (C): 8 vs. Metaphysical,								Balance:	
Reflective [reflected Intensity becomes Mental dmg]						19	2	25	0
MAGIC DAGGER									
DAGGER: +1 Sharp damage [LL p. 109]						5		5	
SKILL BONUS (V): +1 to hit with Dagger,									
Equipment [Carried]						3	-3	2	
POWER BLAST (V): d2 Mystical, No Range,									
Linked [to Dagger]						2	-1	2	
MAGICAL SPELLS									
HEIGHTENED SENSE (V): 'Aura Vision'. Full sense,									
Variable [magical, life, shape and danger],									
Activation Required*						4	2	5	
SUMMONING (P): Up to 5 Shades, called separately,									
Misc [Must name the dead person, be within 12" of the									
corpse or where it died, or touch a piece of the body],									
NRG Cost [2 per use]*						50	-12	10	
DARKNESS (V): 'Shadowcasting', 3" diameter on self,									
Misc [black candle reqd.]*						7	-3	5	
PARALYSIS (V): 'Sleep', d6 Mystical, 12" range,									
Area Effect [13" diameter], NRG Cost [2 per use]*						11	5	21	
*Verbal Trigger									
SKILLS									
WEAPON [Knives] (DEFT/G): d10						5		5	
SCHOLAR [Occult] (INTL/S): d10						5		5	
INTERROGATION (COOL/G): d10						5		5	
CONTACTS: 5 Profundis Cultists [d6 fighting skill]						5		5	
Total Cost:						171			
Weaknesses:					Value:		Character Portrait		
HUMAN CHARACTERISTICS					10		Background:		
COMPULSION: Obeys Profundis, Common, COOL 6+ to resist & recover					20		Home: Britain		
QUIRK: Coldly Rational					5		Career Fields: Scholar and Mysticism		
QUIRK: Not Sadistic					5		Origin: Mystical Project		
RESPONSIBILITIES: Leads a small cult of Profundis worshippers, Common, Major					10		Motivation: Need to Know		
Total Weaknesses:					50	Robin Todd learned to cast magical spells through studying old manuscripts, then learned deeper mystical knowledge by summoning the ghosts of old sorcerors and Profundis cultists.			
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Name: GUTTER. aka Matthew LaCava				Age: 19		Sex: Male		Race: Human			
Basic Characteristics:						Secondary Characteristics:					
Score:		Effect:		Notes:		Cost:					
PHYSIQUE	16	d8		22/d10 CON		16	HITS (22):				
REFLEX	11	d6				11	Move: 8				
DEFTNESS	11	d6				11	Leap: 4.8				
INTELLECT	11	d6				11	Mass (kg): 50		Mass Effect: d3		
COOL	16	d8		d4 Reputation		16	Carry (kg): 240				
VITALITY	14	d6				14	NRG (14):				
						BC Subtotal:		79	Luck Roll: d4	Wealth Roll: d3	
									Fame: 11	Fame Effect: d6	
Other Abilities:				Base Cost:		Modifier:		Cost:		Base Points: 100	Unspent Eps:
RAT-LIKE RESILIENCE										Weaknesses: 50	
HEIGHTENED PHYS (C): +6, CON Only				6	-3	4			Spent Eps: 8	Balance:	
ADAPTATION (C): Blunt, Biochem & High Rad				3	5	6			Total Cost: 158	0	
RAT-LIKE SENSES											
HEIGHTENED SENSE (C): Default Scent is Full				6		6					
SKILL BONUS (V): Tracking +1				3		3					
WEAKNESS DETECTION (V): d6				11		11					
RAT SWARM											
SUMMONING (P): 25 Rats (see separate sheet), Misc [controlling the rats takes his Action], NRG Cost [1 per use], Roll Required [COOL 5+]				50	-6	22					
MELEE WEAPONS											
MACHETE: +1 to hit, +1 dmg [Shortsword, LL p. 109]				9		9					
THROWN DAGGER: +1 dmg, 24" rng [LL p. 110]				5		5					
SKILLS											
WEAPON [Knives] (DEFT/G): d8				2		2					
NEGOTIATE (INTL/G): d8				2		2					
SNEAK (DEFT/G): d8				2		2					
SCENT (INTL/G): d10				5		5					
TRACKING (INTL/G): d8				2		2					
						Total Cost:		158	Character Portrait		
Weaknesses:						Value:		Background:			
DISTINCTIVE: wears fancy clothes. INTL 3+ to notice, Skill 2+ to disguise								5	Home: America		
QUIRK: likes to cause damage								5	Career Fields: Crime x 2		
COMPULSION: Ailurophobia [fear of cats]: Gutter may go berserk in the presence of cats. Uncommon, COOL 4+ to resist & recover.								10	Origin: Mystical Accident		
QUIRK: greedy								5	Motivation: For Hire		
PUBLIC IDENTITY								10	One day, tenement resident Matt Lacava hid in a storm drain and encountered a hive of rats, governed by an immobile brain. Matt emerged tougher, smarter and more agile than when he had entered - and he had new friends		
POVERTY: d3 Wealth								5			
BAD REPUTATION: disliked by many, -2 COOL levels								10			
						Total Weaknesses:		50	© 2011 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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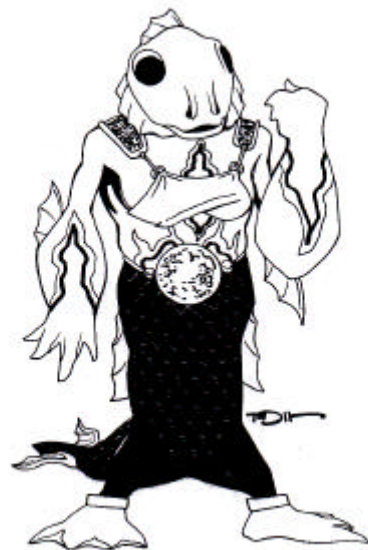
Name: SERAIDE, aka Shannon Faber		Age: 15	Sex: F	Race: Half-Human
Basic Characteristics:			Secondary Characteristics:	
Score:	Effect:	Notes:	Cost:	HITS (11): Move: 8 Leap: 0.8824 Mass (kg): 68 Carry (kg): 60 NRG (9): Luck Roll: d4 Fame: 4
PHYSIQUE	7	d4	11/d4 CON	7
REFLEX	11	d6		11
DEFTNESS	11	d6		11
INTELLECT	11	d6		11
COOL	16	d8	d4 Impression	18
VITALITY	9	d4		9
			BC Subtotal:	67
Other Abilities:		Base Cost:	Modifier:	Cost:
ANCESTRAL MEMORY				
SKILL BONUS (V): +4, Variable [all pre-industrial combat & magic-related skills]		18	8	52
DAGGER				
DAGGER: +1 Sharp damage [see LL p. 110]		5		5
PHYSICAL FITNESS				
HEIGHTENED PHYS (C): +4, CON Only		4	-3	3
MAGICAL SPELLS				
ARMOR GENERATION (V): 5 vs. All Physical, Area Effect [1" diameter], Slow Activation [1 Action], Partial Coverage [not from behind], NRG Cost [1 to Activate]		13	-2	10
WEAKNESS DETECTION (V): d8 vs. protection or COOL, Range [6"], NRG Cost [1 per use]		16		16
		Total Cost:		153
Weaknesses:		Value:	Character Portrait	
HUMAN CHARACTERISTICS		10		
POVERTY: Approximate \$2500 annual income		15		
QUIRK: She often talks like one of her ancestors		5		
UNIMPRESSIVE: Looks like a young girl dressed in skins, -2 COOL Levels		10		
DARK PAST: If her ancestors' enemies learn her identity, becomes Persecuted		15		
Total Weaknesses:		50	Background:	
			Home: Canada Career Fields: Education & Business/Sales Origin: Mystical Training Motivation: Duty Bound As the only living descendant of an ancient line of warrior-magicians, Shannon has inherited all of their memories - going back before the invention of iron weapons.	
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Name: LEFTAND				Age: ?		Sex: ?		Race: Android	
Basic Characteristics:						Secondary Characteristics:			
Score:		Effect:		Notes:		Cost:		HITS (16): Move: 16	
PHYSIQUE		11 d6		16/d8 CON		11		Leap: 2.0339	
REFLEX		16 d8				16		Mass (kg): 59 Mass Effect: d3	
DEFTNESS		11 d6				11		Carry (kg): 120	
INTELLECT		11 d6				11		NRG (12): Luck Roll: d4 Wealth Roll: d0	
COOL		11 d6				11		Fame: 1 Fame Effect: d1	
VITALITY		12 d6				12			
BC Subtotal:						72			
Other Abilities:				Base Cost:		Modifier:		Cost:	
ANDROID BODY									
HEIGHTENED PHYS (C): +5, CON Only				5		-3		3	
STRETCHING (P): 24" Elongation, 13" Flattening, 7" Inflation				14				14	
SPEED BONUS (V): x2 Move				3		3		4	
ARMOR (C): 2 vs. All Physical				7				7	
WATER BREATHING									
ADAPTATION (C): Asphyxiation*, Time Limit [15 minutes]				3		-1		3	
*Note: The Leftands in room T1 on board the Charon are primarily air breathers, and can only survive under water for 15 minutes. The Leftands in Charon room T2 are primarily water breathers, and can only survive in the air for 15 minutes.									
POISONED DAGGER									
KNIFE: +1 sharp damage [LL p. 109]				3				3	
PARALYSIS (V): d12 Bio, No Range, Linked to Knife, Charges [7 uses]				29		-7		11	
SKILLS									
WEAPON [Knives] (DEFT/G): d10				5				5	
TACTICS [Shipboard] (INTL/G): d10				5				5	
LISTEN (INTL/G): d10				5				5	
Total Cost:						132			
Weaknesses:						Value:		Character Portrait	
PHYSICAL DISABILITY: A Leftand can only internally repair hit point damage when it has at least 8 hit points remaining.						10			
PHYSICAL DISABILITY: A Leftand has no peripheral vision. Attacks against it from its sides gain the same advantage as attacks from the rear.						5			
LIMITED EDUCATION: Raised by Profundis in its dome beneath the sea						5			
POVERTY: no money						20		© 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:						40			
Background:									
Home: Profundis Dome									
Career Fields: None									
Origin: Tech Project									
Motivation: Servitor									
The Leftands were created by Profundis to serve as sentries.									

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Name: YCHTHYARCH		Age: 29		Sex: Female		Race: Ychthyon Queen	
Basic Characteristics:				Secondary Characteristics:			
Score:	Effect:	Notes:	Cost:	HITS (22): Move: 8 Swim: 27			
PHYSIQUE	16	d8	22/d10 CON	16	Leap: 1.4815		
REFLEX	7	d4		7	Mass (kg): 162 Mass Effect: d6		
DEFTNESS	7	d4		7	Carry (kg): 240		
INTELLECT	11	d6		11	NRG (11): Luck Roll: d4 Wealth Roll: d2		
COOL	16	d8		16	Fame: 1 Fame Effect: d1		
VITALITY	11	d6		11			
BC Subtotal:				68			
Other Abilities:		Base Cost:	Modifier:	Cost:	Base Points:	Unspent Eps:	
					100		
					Weaknesses:	50	
					Spent Eps:	17	
					Total Cost:	167	
					Balance:		
					0		
FISH POWERS							
ARMOR (C): 6 vs. All Physical, Ablative, Partial Coverage [Medium]				44	-5	23	
SPEED BONUS (V): x13.33 Swimming				11	3	16	
ADAPTATION (C): Water Breathing				1		1	
HEIGHTENED PHYS (C): +6, CON Only				6	-3	4	
DISINTEGRATOR							
DISINTEGRATION (V): d10 damage, 12" range, Equipment [Carried], Charges [11 uses]				43	-5	22	
TOOL BELT							
SKILL BONUS (V): +2, all Mechanic/Craft/Engineer skills Equipment [Accessory]				7	6	16	
DAGGER: +1 Sharp damage [see LL p. 110]				5		5	
SKILLS							
DISINTEGRATOR (DEFT/G): d6				2		2	
MECHANIC (DEFT/S): d6				5		5	
SCIENCE [Biochemistry](INTL/S): d6				5		5	
Total Cost:				167			
Weaknesses:				Value:		Character Portrait	
						Background:	
PHYSICAL DISABILITY: Can't speak				10	Home: Profundis Dome Career Fields: Military, Science Origin: Tech Project Motivation: Survival Ychtharch is a deep-sea life-form, bred and modified by Profundis to operate the Charon, and mother of the cloned Ychthyon slaves.		
POVERTY: approximately \$5000 annual income				10			
LIMITED EDUCATION: Raised by Profundis in its dome beneath the sea				5			
QUIRK: prefers not to fight				5			
QUIRK: dislikes humans				5			
QUIRK: Loyal to Profundis				5			
COMPULSION: Protect/Avenge her Ychthion offspring							
Uncommon, COOL 4+ to resist and recover				10			
Total Weaknesses:				50	© 2011 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: YCHTHON		Age: 1		Sex: Male		Race: Ychthyon	
Basic Characteristics:				Secondary Characteristics:			
Score:	Effect:	Notes:	Cost:	HITS (22): Move: 8		Leap: 2.963	
PHYSIQUE	22	d10	29/d12 STR	22	Mass (kg): 162		Mass Effect: d6
REFLEX	7	d4		7	Carry (kg): 480		
DEFTNESS	7	d4		7	NRG (11): Luck Roll: d4		Wealth Roll: d0
INTELLECT	4	d3		4	Fame: 1		Fame Effect: d1
COOL	7	d4		7			
VITALITY	11	d6		11			
BC Subtotal:				58	Base Points: 80		Unspent Eps:
Other Abilities:				Base Cost:	Modifier:	Cost:	Weaknesses:
FISH POWERS							Spent Eps: 16
ARMOR (C): 6 vs. All Physical, Ablative, Partial Coverage [Medium]				44	-5	23	Total Cost: 136
SPEED BONUS (V): x13.33 Swimming				11	3	16	Balance: 0
ADAPTATION (C): Water Breathing				1		1	
HEIGHTENED PHYS (C): +7, CON Only				7	-3	5	
WEAPON							
LONG SPEAR: +3 Sharp damage [see LL p. 110]				13		13	
SKILLS							
WEAPON [Spears] (DEFT/G): d8				5		5	
INTERROGATION (COOL/G): d8				5		5	
SNEAK (DEFT/G): d8				5		5	
TRACKING (INTL/G): d6				5		5	
Total Cost:				136	Character Portrait		Background:
Weaknesses:				Value:		Background:	
PHYSICAL DISABILITY: Can't speak				10	Home: Profundis Dome Career Fields: Military x 2 Origin: Tech Project Motivation: Survival Ychthyons are modified clones of Ychthyarch, created by Profundis.		
POVERTY: no income				20			
LIMITED EDUCATION: Raised by Profundis in its dome beneath the sea				5			
COMPULSION: Protect/Avenge Ychthyarch Rare, COOL 4+ to resist and recover				5			
Total Weaknesses:				40	© 2011 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: PROFUNDIS				Age: 16061		Sex: Hermaphrodite		Race: Primordial	
Basic Characteristics:						Secondary Characteristics:			
Score:		Effect:		Notes:		Cost:			
PHYSIQUE	191	8d12+2				16		HITS (191) :	
REFLEX	2	d2				2		Move: 8	Swim: 8
DEFTNESS	2	d2				2		Leap: 2.9362	
INTELLECT	29	d12				29		Mass (kg): 1339200	Mass Effect: 6d12+2
COOL	29	d12		d2 Reputation, d4 Appearance		29		Carry (kg): 3932160	
VITALITY	16	d8				16		NRG (16) :	
								Luck Roll: d4	Wealth Roll: d4
								Fame: 2	Fame Effect: d2
BC Subtotal:						94		Base Points: 140	Unspent Eps:
Other Abilities:						Base Cost:	Modifier:	Cost:	Weaknesses: 70
GIANT SIZE									Spent Eps: 170
GIGANTISM (C): Level 13, Mass x8192, Profile x 20.2, Stays Active, Can't Hold Back						65	-1	57	Total Cost: 380
ALIEN BIOCHEMISTRY									Balance:
ENERGY FIELD (V): 2d8-1 Bio [Toxic Blood Spray], Misc [doesn't defend or protect Profundis], Misc [only when injured]						55	-10	14	0
CHTHONIAN DEFENSE									
SKILL BONUS (V): Perception [Mind Reading] +2, Reversible Only [reduces others' chances to read]						7		7	
PARALYSIS (C): d4 Metaphysical vs. COOL, Misc [hits automatically, but it's only usable when somebody tries to read Profundis' mind]						7	3	10	
AQUATIC									
ADAPTATION (C): Water Breathing						1		1	
SPEED BONUS (V): x4 Swimming Rate						6	3	9	
THICK SKIN									
ARMOR: 9 vs. All Physical						72		72	
BRAIN IMPLANT									
SUMMONING (P): 6 Sharks (see separate sheet), Misc [controlling the sharks takes an Action], NRG Cost [1 per use], Roll Required [COOL 5+]						30	-6	13	
MACHINE CONTROL (V): 2d8-1 Electrical, Misc [no repulsion], NRG Cost [1 per use]						37	-4	22	
POWER BLAST (V): 2d10-1 Blunt, 96" range, Area Effect [3" diameter], NRG Cost [1 per use], Misc [Only under water]						46	3	69	
DREAM DOMINATION									
MIND CONTROL (V): d8 Mental, 96" range, NRG Cost [4 per use], Misc [only on unconscious victims with Hits > 0]						31	-7	12	
Total Cost:						380			
Weaknesses:						Value:			Character Portrait
VULNERABILITY: Profundis' single eye is not armored against the Spear of Daedalus						5			
PHYSICAL DISABILITY: A Leftand has no peripheral vision. Attacks against it from its sides gain the same advantage as attacks from the rear.						5			
BAD REPUTATION: -6 COOL Levels						30			
DISTINCTIVE: INTL 2+ t notice, Skill 8+ to disguise, Repulsive						30			
Total Weaknesses:						70			© 2011 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: DAEDALUS		Age: 50		Sex: Male		Race: Human		
Basic Characteristics:				Secondary Characteristics:				
Score:	Effect:	Notes:	Cost:	HITS (16): Move: 8		Leap: 2.9268		
PHYSIQUE	16	d8	16	Mass (kg):	82	Mass Effect:	d4	
REFLEX	16	d8	16	Carry (kg):	240			
DEFTNESS	16	d8	16	NRG (16): Luck Roll:	d4	Wealth Roll:	d4	
INTELLECT	29	d12	29	Fame:	16	Fame Effect:	d8	
COOL	7	d4	7					
VITALITY	16	d8	16					
			BC Subtotal:	100				
Other Abilities:		Base Cost:	Modifier:	Cost:	Base Points:	Unspent Eps:		
					100			
					Weaknesses:	50		
					Spent Eps:	28		
					Total Cost:	178		
						Balance: 0		
SCIENTIFIC ANALYSIS								
WEAKNESS DETECTION (V): d8 vs. Protection,		16		16				
d8 vs. COOL to detect character weakness		16		16				
WINGS								
FLIGHT (V): 48 Acceleration & Top Speed, Gliding,								
Equipment [Accessory]		18	-4	11				
LADY KERITH STATUE								
HEIGHTENED SENSES (C): Analytical Danger Sense,								
Equipment [Carried]		8	-3	5				
DAEDALUS' SWORD								
LONGSWORD: +1 to hit, +2 damage [LL p. 109]		16		16				
SKILL BONUS (V): +1 to hit with Daedalus' Sword,								
Equipment [Carried]		3	-3	2				
NATURAL WEAPONRY (V): +2 Daedalus' Sword damage,								
Equipment [Carried]		9	-3	6				
SKILLS								
SCIENCE [Aeronautics] (INTL/S): d12		2		2				
SCIENCE [Automation] (INTL/S): d12		2		2				
WEAPON [Swords] (DEFT/G): d10		2		2				
				Total Cost:	178		Character Portrait	
Weaknesses:				Value:	Background:			
PUBLIC IDENTITY				10	Home: Ancient Greece Career Fields: Science & Research/Technology Origin: Technological Project Motivation: Mercenary			
QUIRK: Arrogant				5				
COMPULSION: Daedalus does not allow risk to himself or others to get in the way of the testing of his inventions. Common, COOL 6+ to resist & recover				20	The father of ill-fated Icarus. Inventor of the saw, the compass, the hang-glider, the Cretan Labyrinth, Queen Pasiphae's wooden cow, the metal golem Talus, etc. See any good book on Greek Mythology for more details.			
PERSECUTED: He was banished from Athens for murdering his nephew Perdix. Uncommon, Major				10				
LIMITED EDUCATION: Though knowledgeable for his time, he is a product of his era.				5	© 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

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Name: TALUS		Age: 27		Sex: M		Race: Magical Construct	
Basic Characteristics:				Secondary Characteristics:			
Score:	Effect:	Notes:	Cost:	HITS (92):	
PHYSIQUE	92	4d10-1	121 / 5d10+2 STR	16	Move:	8	
REFLEX	7	d4		7	Leap:	1.636	
DEFTNESS	7	d4		7	Mass (kg):	150218	Mass Effect: 4d12-1
INTELLECT	7	d4		7	Carry (kg):	245760	
COOL	7	d4		7	NRG (7):
VITALITY	7	d4		7	Luck Roll:	d4	Wealth Roll: d2
			BC Subtotal:	51	Fame:	16	Fame Effect: d8
Other Abilities:		Base Cost:	Modifier:	Cost:	Base Points:	100	Unspent Eps:
GIANT					Weaknesses:	50	
GIGANTISM (C): 8 Levels, x256 mass, x6.4 profile, Stays Active, Can't Hold Back		40	-2	31	Spent Eps:	24	Balance:
MADE OF BRONZE					Total Cost:	174	0
DENSITY INCREASE (C): Bronze, 8 Protection / 9 SR, Stays Active, Can't Hold Back		19	-2	15			
INTERNAL FIRE							
ENERGY FIELD (C): d12 Hi Temp, Stays Active, Can't Hold Back		43	-1	38			
HEIGHTENED PHYS (C): +13, STR Only		13	-3	9			
GUARDIAN							
HEIGHTENED SENSE (C): Basic Danger		2		2			
SKILL BONUS (V): +3 to Danger Sense		12		12			
SKILLS							
UNARMED [Punch](DEFT/G): d8		5		5			
UNARMED [Grapple](DEFT/G): d6		2		2			
TACTICS [Coastline] (INTL/S): d8		9		9			
			Total Cost:	174	Character Portrait		
Weaknesses:				Value:	Background:		
PHYSICAL DISABILITY: Called shots to Talus' left foot do triple damage				5	Home: Greece		
QUIRK: Arrogant				5	Career Fields: Military, Crime		
COMPULSION: Wants to become immortal. Uncommon, COOL 4+ to resist/recover				10	Origin: Mystical Project		
DISTINCTIVE: Giant bronze statue. INTL 2+ to notice, Skill 8+ to disguise				20	Motivation: Duty Bound		
POVERTY: limited income				10	Talus was sculpted and animated by Daedalus, to guard Minos's capital of Knossos.		
			Total Weaknesses:	50	© 2011 Monkey House Games. Living Legends is a trademark of Monkey House Games. Permission is granted to copy this file for private use.		

V&V™ 2.1 Saving Throws & Tasks Update

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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

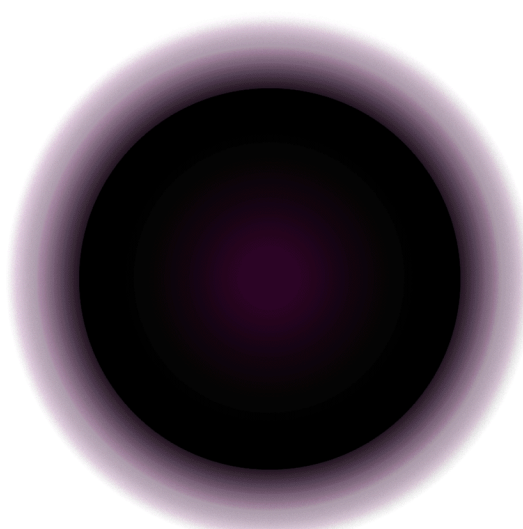









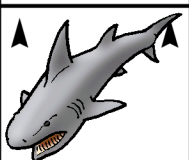
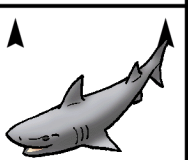




The GM may increase the difficulty of a task if the character has limited or poor quality equipment, or decrease it if the character has extensive or high-quality equipment. Task rolls fail automatically if specialized equipment is required, and the character lacks that equipment.

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.

								
ROY RONSON	ANN RONSON	COP 1	COP 2	SECURITY GUARD 1	SECURITY GUARD 2	BAZOOKA	ALSATIAN	RAT 1
								
DEFENDER 1	DEFENDER 2	DEFENDER 3	DEFENDER 4	DEFENDER 5	DEFENDER 6	DEFENDER 7	RAT 3	RAT 4
								
CANNONMOUTH	GUTTER	NECROSCOPE	PSYCLONE	MNIPRE	ANIMUS	LEFTAND 1	RAT 5	RAT 6
								
PEDESTRIAN 1	PEDESTRIAN 2	PEDESTRIAN 3	PEDESTRIAN 4	PEDESTRIAN 5	PEDESTRIAN 6	RAPHAEL DASEIN	RAT 7	RAT 8
								
BODYGUARD	CULTIST 1	CULTIST 2	CULTIST 3	CULTIST 4	CULTIST 5	LEFTAND 2	RAT 9	RAT 10
								
YCHTHYON 1	YCHTHYON 2	YCHTHYON 3	YCHTHYON 4	YCHTHYON 5	YCHTHYON 6	YCHTHYON 7	RAT 11	RAT 12
								
SICILY SOLDIER 1	SICILY SOLDIER 2	SICILY SOLDIER 3	SICILY SOLDIER 4	SICILY SOLDIER 5	SICILY SOLDIER 6	SERAIDE	RAT 13	RAT 14
								
TALUS	YCHTHARCH	SUB-CYCLE 1	SUB-CYCLE 2	SUB-CYCLE 3	RAT 15	RAT 16	RAT 17	RAT 18
								
DAEDALUS	SHADE 1	SHADE 2	SHADE 3	RAT 19	RAT 20	SHARK 1	SHARK 2	SHARK 3
								
SHARK 4	RAT 19	RAT 20	RAT 19	RAT 20				

				
	SIGOURNEY HEARD	SECURITY GUARD 3	SECURITY GUARD 4	LEFTAND 3
				
PEDESTRIAN 7	SHADE 4	SHADE 5	LEFTAND 4	
				
PEDESTRIAN 8	SHARK 5	SHARK 6	RAT 21	RAT 22
				
			RAT 23	RAT 24

BLACK HOLE PORTAL

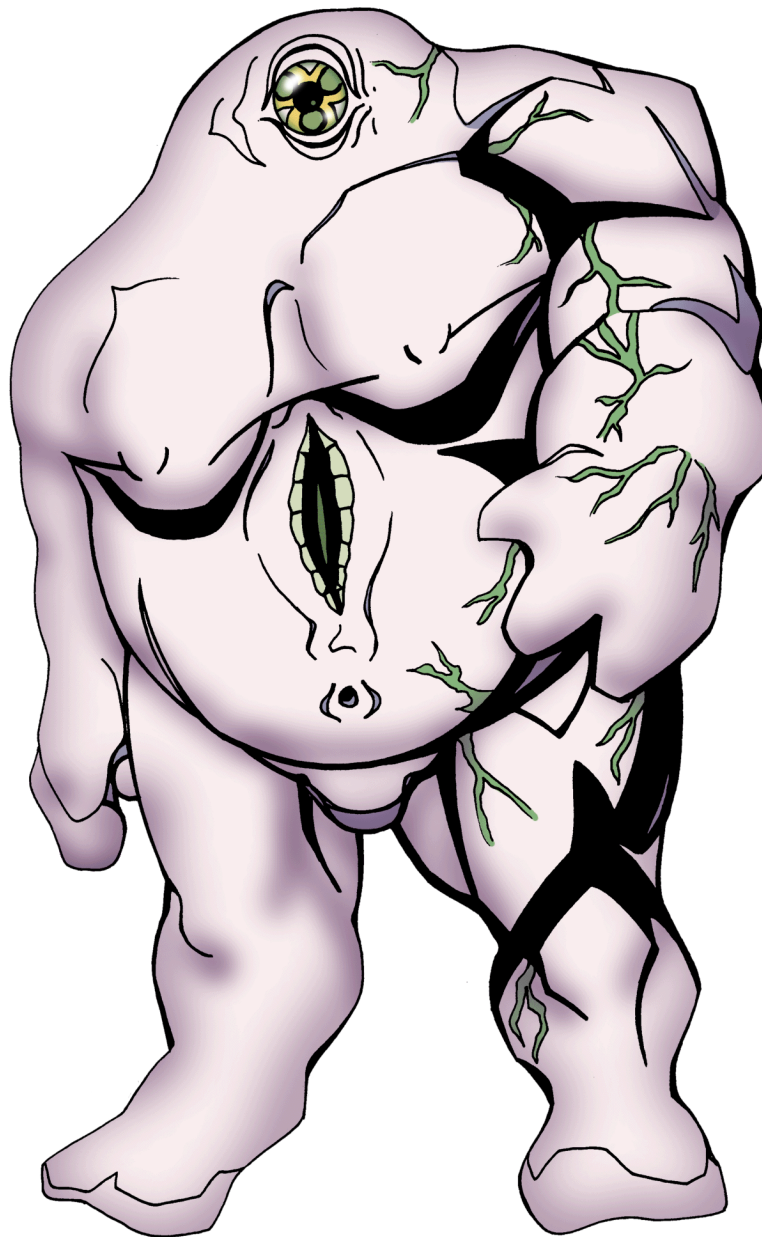
PEDESTRIAN 8

SHARK 5

SHARK 6

RAT 23

RAT 24



PROFUNDIS