

Evergreen



Origin & Background: She knows now from where she came, she only knows that her spirit is as old as all the forests there have been since life began.

She knows not why she was summoned, she knows only that she must protect the Earth from those who would abuse her.

She is of the old days, when the Earth was not ruled by men, but by the elves and dwarves and goblins as well.

Spirit of the Water remember!

Spirit of the Earth remember!

Combat Tactics: Evergreen's primary objective during any fight within the Citadel will be to reach her own room on the Citadel's fourth level, where she can obtain plants to control. If this is not possible, she will do her best to inject venom into as many opponents as possible and allow her teammates to finish them off.

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

Living Legends

PHYS 16, REFL 7, DEFT 7, INTL 11, COOL 11, VITL 11

Natural Weaponry: +1 attack (3), +2 damage (9) [12 CP]

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

Poison: Hallucinations (V) - effect 6, "all" senses (18), Lingering Effects: Intensity 7 vs CON (+4), Reduced Range: no range (-3), Charges: 22 (-1), Time Limit: 15 minutes (-2), Affects Higher Characteristic - initial attack is her INTL against target's CON (-2), Carried Attack (melee) (+2) [14 CP]

Plant Control: Built using Machine Control (ignoring the line about not affecting biological systems), d10 effect (22), Reduced Range 6" (-1) [20 CP]

Skill (Unarmed): (DEFT/G) +1 level, d6 effect [2 CP]

Skill (Science): (INTL/S) Ecology, +3 levels, d10 effect [9 CP]

Weakness (Distinctive): Green-skinned plant-girl, notice 2+, conceal 4+ [+15 CP]

Weakness (Physical Disability): Color-blind [+5 CP]

Weakness (Limited Education): [+5 CP]

Weakness (Attracts Attack): Mystical [+15 CP]

Villains & Vigilantes

Str 16, End 29, Int 13, Agl 8, Cha 15, 130 lbs., level 5

Basic Hits 3; Hit Modifier (1.6)(3.4)(1.1)(0.8) = 4.7872; Hit Points 14; Heal Rate 2.4; Damage Modifier +0; Accuracy -2; Power 66; Carrying Capacity 455 lbs.; Basic HTH 1d6; Move 53" ground; Detect Hidden 10%; Detect Danger 14%

Plant Powers:

- a) **Heightened Endurance:** +13.
- b) **Natural Weaponry:** +3 "to hit", +6 damage in unarmed HTH combat.
- c) **Regeneration:** Maximum 1 action per turn, unable to restore damage lost to heat/flame.
- d) **Poison:** On a HTH hit, the victim must roll to Detect Danger or begin to see terrifying hallucinations. One additional roll can be made each between-turns phase. Twenty-nine doses per day (equal to End score).

Plant Control: Can animate and control 14 hit points worth of vegetation, within verbal command range. One action is required per turn to command. PR=0.

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Designer Notes: Skill Bonus is built into the "Natural Weaponry" power. I picked some Weaknesses that just seemed to make sense. Machine Control has all the requisite rule components to handle the plant control power.