

Maxima

Living Legends

PHYS 111, REFL 67, DEFT 67, INTL 37,
COOL 16, VITL 67

Armor:¹ 24 (60) vs All Physical and
Mystical (+9), Ablative (-5) [58 CP]

Armor: 11 (26) vs All Physical and
Mystical (+9) [87 CP]²

Heightened Speed: +10 levels [170
CP]

Natural Weaponry: +5 damage [30
CP]

Skill Bonus: +5 Unarmed (punch) [25
CP]

Speed Bonus: x5.33 (7), top speed and
acceleration (+3) [10 CP]

Physical Disability: Total memory loss
and memory damage. Has trouble
forming new memories, -1 level penalty
on any skill checks. [-20 CP]

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Designer's Notes: The entire point of
Maxima is to be insanely powerful. I
converted her from *V&V* to *LL* quite literally
to keep that same flavor.

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¹ The top 13 points of armor ablate, leaving 11 non-
ablative until she gets 8 hours rest allowing the nano-
machines to auto-repair the top 13 points.

² Yes, I am being a smart-ass about how I write out
the cost of her Armor power. Using the more
conventional method presented by the author, the
cost comes out the same :-P

