

Penumbra

Origin & Background: Teaching her art classes at the Academy are a part-time job for her. She also works as a courtroom artist. Her powers are mystical in origin, a link to the "shadow realm" provided by the few rituals she decrypted from her aunt's library. It was in this huge library of lore, mythology and history that she discovered her passion for artwork of all styles and time periods and studied art history in college.

She fell in with the Terroroids when she Crime Teacher recruited her both for her art skills and also her powers. Mary Hellen had always been somewhat ethically ambivalent, and was easily twisted to the side of villain by promises of money and more power.

She can use her powers at any time, and

cover herself in "shade stuff" at either size, which makes a great way to disguise her identity. As her powers are linked to the "dimension of shadow" she cannot regenerate light damage.

Tactics & M.O.: Penumbra's primary combat role is battle field control. She creates her inky darkness at the first hint of danger to divide and disrupt her foes. She knows that Borg and Infra-Red are able to operate without trouble in the shade field, so she coordinates with them for opportunity targets.

Her secondary role is damage sponge. Especially in giant form, she can soak a lot of damage.

Living Legends – Penumbra

Human Size (5' 4" tall)

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

Giant Size (37' 4" tall)

PHYS 92, REFL 2, DEFT 2, INTL 11, COOL 11, VITL 11



Armor: 3 vs All Physical (15), linked to Gigantism (only in Giant Form) (-2) (12 CP)

Darkness: Affects normal sight (visible light) (7), 13" radius (+4), 48" range (+5), Concentration (required to maintain) (-3) (16 CP)

Gigantism: +9 levels (45), Can't Hold Back (-2), PHYS 92, Misc: -3 levels REFL and DEFT in giant form (-5). As an SFX, her giant form is always coated in "shadow stuff" and is very distinctive. (18 CP)

Regeneration: 1 HIT per turn of rest (8), Misc: cannot regenerate Light damage type (-1). (7 CP)

Skill (Art): (DEFT/S) Graphic design and drawing, +2 levels (5), d8/d3 effect (5 CP)

Skill (Scholar): (INTL/S) Art History, +2 levels (5), d8 effect (5 CP)

Skill (Scholar): (INTL/S) Law, +1 level (2), d6 effect (2 CP)

Skill (Teach): (INTL/G) +2 levels (5), d10 effect (5 CP)

Skill (Unarmed): (DEFT/G) Strike, +1 level (2), d8/d3 effect (2 CP)

Weakness (Attracts Attack): Light damage category (+15 CP), Other damage category (+15 CP)

Weakness (Compulsion): Gets all "moody & broody" in giant form and feels the need to act spooky and creepy and "do the monster mash" thing and cause lots of property damage (+5 CP)

Weakness (Distinctive): Giant form is always coated in "shadow stuff", appearing black, spooky and creepy (+5 CP)

XP: (+12 CP)

Villains & Vigilantes – Penumbra

Human Size (5' 4" tall)

Str 12, End 27, Int 12, Agl 15, Cha 12, 115 lbs., level 4

Basic Hits 3; Hit Modifier (1.3) (3.4) (1.1) (1.4) = 6.8068; Hit Points 20; Power 66; Damage Modifier +1; Accuracy +2; Heal Rate 2.4; Carrying Capacity 255 lbs.; Basic HTH 1d4; Move 54" ground; Detect Hidden 10%; Detect Danger 14%

Giant Size (37' 4" tall)

Str 12, End 27, Int 12, Agl 1, Cha 12, 39,445 lbs., level 4

Basic Hits 789; Hit Modifier (1.3) (3.4) (1.1) (0.4) = 1.9448; Hit Points 1534; Power 57; Damage Modifier -2; Accuracy -6; Heal Rate 631.2; Carrying Capacity 87,331 lbs.; Basic HTH 5d10; Move 315" ground; Detect Hidden 10%; Detect Danger 14%

Darkness Control: Maximum area of effect is 17"/100", maximum range is 45"/63". PR = 2 to create/reshape, takes an Action per turn to maintain, takes movement to reshape.

Regeneration: takes an Action, 1 user per turn, cannot regenerate Light Control damage.

Size Change (Larger): 7x height, 343x weight, PR = 2 to grow, no cost to maintain. Special: Agility cannot all below 1 due to additional weight of giant form.

Designer's Notes: I added the Armor to better reflect the insane damage

soaking capacity of her V&V giant form. The background and tactics is entirely my creation, so don't blame Jeff if they suck.

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Jeff Dee's V&V pages –

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