

Living Legends “Unofficial ERRATA”

Based on Jeff’s original errata dated 02/12/2006

<http://www.io.com/unigames/ll/errata.html>

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Artwork by Jeff Dee. Used with permission.

Calling it “errata” is a bit of a misnomer, but it makes a lovely descriptive term, so I am using it for now. I make no apologies for being pedantic.

The bulk of it this doc is opinions and suggestions and discussions of clarifications collected from different sources, including the official *V&V to Living Legends Conversion* document, and the *Living Legends* Yahoo group. It includes material by Jeff Dee, Patric Rogers and Johnathan Woolley.²

2.2.2 Place of Origin

d100 Roll	Place of Origin (heavily paraphrased)	Jump to section...
01-80	“Earth”	2.2.2.1
81-85	“Lost or hidden region of Earth”	2.2.2.2
86-90	“A different part of Earth history”	2.2.2.3
91-95	“A different planet”	2.2.2.4
96-00	“A different dimension”	2.2.2.5

After rolling on the “Place of Origin” (aka “Countries of Modern Earth”) table, then roll on the next table “Modern

Earth Species,” then jump to section 2.2.3.

2.2.2.2 Lost Regions of the Earth

Atlantean racial features

The cost of Swim move is 6 CP.

Silicoid racial features

The cost of Density Increase is 13 CP.

Troglodyte racial features

Replace “Stealth” with “Skill Bonus: +1 (4), both Hide skill and Sneak skill (+3) [6 CP]”

2.2.2.4 Other Worlds

In the table, change the description of “81-90 Darkworld” to read “Darkworld. An entire planet of 'dark matter' which orbits our solar system beyond Neptune. Species: Darkling. Culture: Mixed.”

Peratonian racial features

Replace “Heightened Senses” with “Telescopic Senses (V): Telescopic Vision, 2 levels (2) [2 CP]”

Darkling racial features

Replace “Adaptation” with “Adaptation (C): (Spaceworthy) Blunt Kinetic, High Radiation, plus Asphyxiation (3) (+5) [6 CP]”

¹ Due credit and blame – I wrote most of it.

² Speak up if I have forgotten you!

2.2.3.5.1 Selecting Random Skills

Change the “Journalism / Broadcasting Skill” table to “Journalism / Communications”

On the Medical skill table, Teach is (INTL/G).

Page 22, the Travel Powers table; replace “Dimension Travel” with “Dimensional Travel.”

2.2.7.2 Carry

See universal table, page 125.

3.0 Skills

For skill costs, see either section 2.2.3.5.1 or the Alternate Skill Cost rules in Appendix C of this document.

The Skill Effect table which appears in section 2.2.3.5.1 really should be moved to section 3.0.

3.1 Using Skills

Remember to pay special attention to that little note directing you to section 7.3.3 for skill challenge difficulty levels.

3.2 Skill List

For the Unarmed and Weapon skills, it is an official rule that the Variable Enhancement (page 96) applies.

By extension, the Variable Enhancement can also apply to skills like Mechanic, Performer, Profession, Scholar, Science, and several other “broad group” skills, so take advantage of the CP savings if you want more than one of these skills.

Literacy

Remember this is only free for the character’s first (native) language and

costs CP for every additional language. See Appendix C for details on using the Variable enhancement to keep costs reasonable.



4.3 Power List

Adaptation

“Spaceworthy” is “**Adaptation:** Blunt Kinetic, High Radiation, plus Asphyxiation (3) (+5) [6 CP]”

Amplified Sense

Use the Variable Enhancement to add this power to more than one sense. All five human senses is a (+8) modifier.

Armor

Armor, “only in giant form” is (-1). Armor prorated to scale with giant form

(e.g. Armor 1 per level of Gigantism activated) is (-2).

Astral Projection

In the first and fourth paragraphs, delete the words "spirit" and "spirit-form." Whether the character's Astral body is "spirit" or not depends on the character's concept.

The Astral Projection power does not automatically grant special movement abilities such as flight. However, the character can buy these with the (-3) Miscellaneous Restriction "only when Astrally Projecting."

Cosmic Awareness

Insert "Cosmic Awareness Fumbles:" as a header after the sentence "The GM should always make Cosmic Awareness rolls secretly."



Darkness

Second paragraph, first sentence: remove "and no range." from the end of the sentence as it is redundant.

Emotion Control

By default, the character has the power to induce any one emotional state in the target per use of the power. This makes it very versatile.

Miscellaneous Restriction: Single emotion, defined when the power is purchased (-5).

Miscellaneous Restriction: Small, related group of emotions, defined when the power is purchased (-2).

Flight: Light Speed

Top light speed equals top speed, not acceleration. For example, a character with a top flight speed of 384 and light speed capability can fly at 384 times the speed of light, or slightly over 1 light year per day.

Gigantism

In contrast to Shrinking, the profile change of Gigantism does not affect movement rates. Buy Speed Bonus with a (-1) restriction if linked to Gigantism, and an extra (-1) if the Speed Bonus is pro-rated to scale as the profile scales.

For example, "only when in giant form" is (-1), but "speed multiplier is the same as profile multiplier (i.e. x1, x1.3, x1.6)" is (-2).

Miscellaneous Restriction: Character suffers -1 level of REFL and DEFT per 3 levels of Gigantism activated (-2).

Heightened Senses

It is reasonable to assume that any Equipment that can receive radio frequencies also receives cellular and GPS data, and has the ability to interpret said signals unless the power is defined as being unable to do so.

Invisibility

Use Heightened Senses for a list of senses the character can be invisible to. See also Sensory Shock for another model of defining groups of senses.

Use the Variable Enhancement to determine how much the character must pay for invisibility.

Invisibility to an entire Sense (e.g. Sight, Smell) is (+8).

Invisibility to All Five Human Senses (including Heightened versions) is (+9).

Invisibility to Everything is a (+11) enhancement.

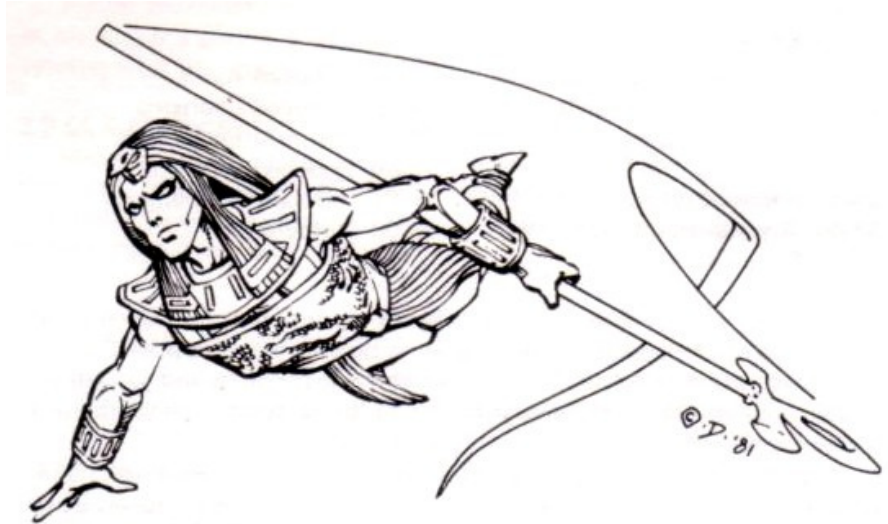
Lightning Calculator [Talent] [New]

For 9 CP the character can crunch numbers and process mathematical formulae faster than a computer and do it all in her head. Two practical benefits include a +1 bonus to all mathematics-related skills, such as Profession (accountant) and most Science skills, and also character with the ability to receive raw GPS data (e.g. Radio Hearing) can convert that into map coordinates and know exactly where she is.

Analysis: Skill Bonus +1 (3), related group (math skills) (+8) [9 CP]

Luck

See Chapter 13 for details on Luck.



Machine Control

“Computers” can be chosen as a valid target which gives the character broad ability to impact a wide variety of modern day machines. For example, many cars today have computer controlled fuel systems or braking systems. The Machine Controller could not steer the car, but he could force it to accelerate or stall out, for example. By selectively controlling the computerized brakes, he could cause the vehicle to slew in a particular direction, affecting something similar to “steering.” Future vehicles might have entirely computerized steering systems. If “computer control” gives a character TOO MUCH breadth (say, the Star Trek universe), then this becomes a (+2) Enhancement to control “computers.”

Mimicry

Global restrictions that only apply when the mimicry occurs are worth half normal value (round down). Global restrictions that apply whenever a mimicked power is used are worth full value.

Mimicry Option: Multiple Sources

A character can have multiple sources by applying the Variable Enhancement, thus allowing mimicry of more than one source simultaneously.

Omni Power

Omni Power can have Restrictions, but these are global and automatically apply to any power or skill represented (q.v. magic in 2.2.4.2). Thus, Charges or NRG Cost are probably best avoided.

With GM permission, individual powers can be defined as having Enhancements or Restrictions, but these are permanent and cannot be changed.

For example, a “d6 Mental Attack (11), No Range (-3), Psychic Damage (+3)” has net cost 11 CP and can fit into an 11-point Omni Power but will always be exactly that.

Perfect Memory

See Appendix C of this document for additional ideas on combining Perfect Memory with skills.

Quick Draw

Use the Variable Enhancement to apply to more than one weapon.

Shape Changing

The base power allows the character to assume only one other form. Use the Variable Enhancement to add forms and define the scope of forms.

“Any Humanoid Form” or “Any Animal Form” are both (+8) modifiers.

“Anything” is (+11).

Use Gigantism or Shrinking to change size.

Shield

The table accompanying the Shield power is misnamed, “Restraint Damage Types”; it should say, “Shield Damage Types”.

Sidekick

For a gang of sidekicks, use the Duplicates modifier under Equipment in section 4.5.



Summoning

Summoning Option: Multiple Summoning

For the Multiple Summoning Option, replace the text in the rulebook with the text below:

You may summon more than one creature at a time; this is a (+3) enhancement. Additionally, add the Duplicates modifier under Equipment in section 4.5 to determine how many creatures you can summon; this determines the total number of creatures you can summon per “scene.” You can

choose to have all creatures appear simultaneously with one use of the power, or spread the summoning across multiple Actions (this works nicely from a thematic perspective when combined with Variable).

All of the creatures you summon must be identical unless you've also taken the Variable enhancement. Different creatures have the same Base Points, but may have different value of Weakness Points as long as the Total Points of any one creature do not exceed the level of the Summoning power you purchased.

The final cost of each creature still may not exceed the number of CPs you have left after paying for this power.

Telescopic Sense

Use the Variable Enhancement to affect more than one sense. A normal human has five senses, which is a (+8) modifier.

Transformation

Transformation is listed as a Continual power. It should be listed as a Persistent power.

For characters with more than one form, use the Variable Enhancement to increase the number of forms. Each form can be different.

Weakness Detection

For a character that can detect a flaw in both protection OR detect a personal weakness, but must choose one each time the power is used, this is a (+3) modifier.

For a character that can detect a flaw in protection AND a personal weakness at the same time, this is a (+6) enhancement. Roll the effect die only

once and apply it to both Protection and COOL to determine the results of the power use that turn.

Wealth

In the United States, a d4 Wealth effect is slightly better than minimum wage. Buy at least one level of Wealth so your hero can move out of his mother's basement.



4.4 Power Enhancements

Drain

Drain is really more of a “transfer,” since points flow from the target to your character. For “classic” drains, apply the Miscellaneous Restriction [drained points do not transfer] (-3).

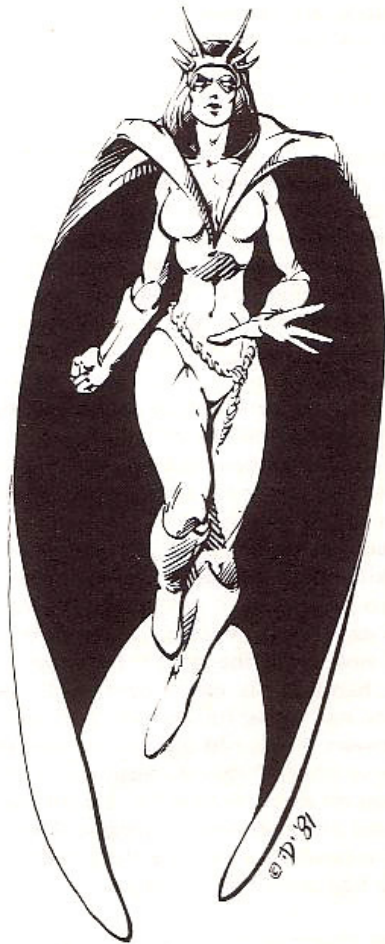
Drain Option: Increased Duration

The interval of point loss can be moved one step down the time chart for an

additional (+3). For example, 1 round becomes 6 rounds for (+3), 1 round becomes 3 minutes for (+6), etc.

Drain Option: Increased Limit

The maximum stored points can be increased by +6 points as an additional (+1) enhancement.



Analysis: The increase in maximum is similar to calculating the maximum as if the original effect level were one higher (i.e. d6 to d8, d8 to d10, etc). At very low die sizes the +6 is more, and at very high die sizes it is less, but at the range most drains will appear, +6 is appropriate.

Penetrating

Penetrating, but only vs. Equipment is only (+2).

4.5 Power Restrictions

Can't Hold Back

Can't Hold Back makes no mechanical distinction between "always on" and "all-or-nothing." At the GM's discretion, a power with an "always on" SFX can be defined as natural parts of the character and cannot be negated. There is no cost change, as there are inherent advantages and disadvantages to each state.

Example 1: a robot made of steel has Density Increase to reflect that it is made of heavy metal, in this case the Density Increase with Can't Hold Back also cannot be negated or drained, but neither can it ever be turned off.

Example 2: Turn-to-Steel Guy has Density Increase, Can't Hold Back, with an SFX defined as "he turns himself into living steel." He has "Density Increase +10 levels (SR 11), Can't Hold Back" and in this case it means it is all or nothing. It can still be negated or drained, but it can also be turned off so he has the option to sit on normal chairs or operate in normal vehicles.

Equipment: Duplicates

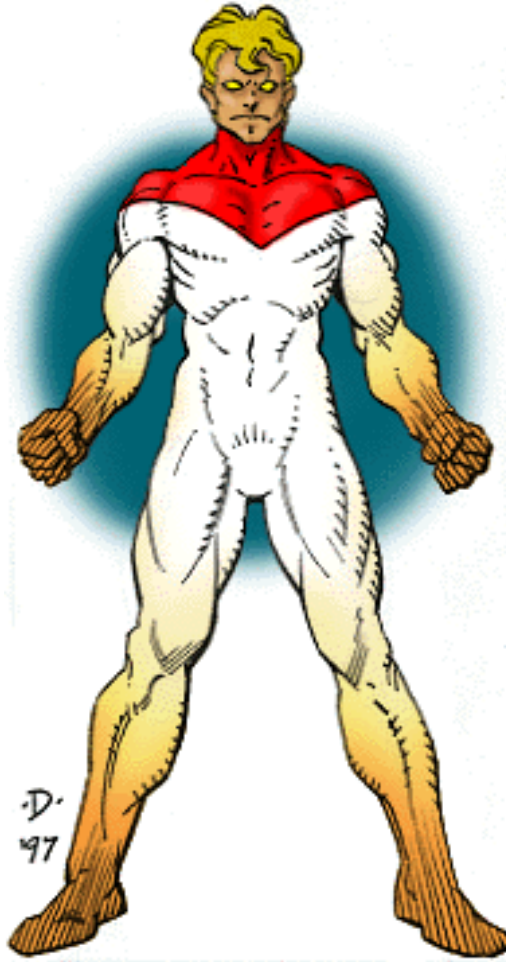
Note that "1" is literally the one and only copy of the item, i.e. the original. Thus the modifier is +0, because you do not have any extras. You need to have a total of 2 or more "duplicates" to actually have more than one. The left hand column indicates the total number of copies, including the original.

Equipment: Vehicles

Vehicles are best designed in two parts.

First, is the vehicle, which is best thought of as Area Effect (Perimeter) movement device combined with Area Effect (Perimeter) powers (such as AM/FM radio – which can be heard by everyone in the car or van – see the sample vehicles in chapter 5). The only modifier for the vehicle and any of its perimeter powers is the size of the deck. Use Offset to simulate powers that can affect either the inside or the outside of the vehicle (e.g. a car or van has Light Generation, plus Offset, to represent the interior lights and the headlights).

Second, any equipment attached to the vehicle that does not affect the entire thing or the people inside it, such as head-light lasers, a computer room, a sick bay, an engineering room, a gun cupola, etc., are best designed as separate equipment that has the Equipment [Installation] (-6) restriction since they behave separately from the vehicle itself, even though they are mounted on the vehicle and controlled from a position within (or on) the vehicle.



On the Hull Table, the Effect Roll for a Size 531 Hull should be 4d10-1, not 4d12-2.

Replace the sentence under the Deck Table that reads “Vehicles are treated as External, Visible equipment” with “For purposes such as detecting or attacking them, vehicles are treated as External, Visible equipment; however, they do not receive the normal (-2) cost modifier this entails.”

For a fleet of Vehicles, use the Duplicates modifier.

Linked Power

Rules for using Linked Powers appear in section 10.5.2.2.

Miscellaneous

Costs 1 NRG per hour of use (-2). This is similar to Costs NRG plus Time Limit, but operates reactively rather than proactively, making it more appropriate for Constant powers than NRG Cost in many cases.

Costs 1 NRG per day of use (-1). This is similar to Costs NRG without a Time Limit, but operates reactively rather than proactively, making it more appropriate for Constant powers than NRG Cost in many cases.

Delayed Weakness: Keep track of the number of times you have used this

power. At the beginning of each session, if your total is 10 or more, you gain a weakness selected by the GM that lasts for this session. You cannot use this power during such a session, but subtract 10 from your running total. Recommended choices are: Bad Reputation, Distinctive, Persecuted, Poverty, Responsibilities, Unlucky, or Unimpressive.

NRG Cost: Cost to Use

This modifier applies to almost all attack powers, but also those with bounded scope of duration like Telekinesis where “use” means “control an object” – maintenance is free, but new objects, or stopping and restarting the same object is a new “use” (see the *V&V to LL* conversions doc from UniGames for more examples).

Time Limit

Incremental can also be applied to powers that have the NRG Cost restriction.

5.6 Transportation

The CP cost of a van is 13.

6.0 Character Weaknesses

The introduction to the section has a great comment on “Frequency” and using the Luck rules to determine if a particular character’s particular weaknesses will be challenged in a particular session. These are especially fun with weaknesses like Persecuted. However, they make a bit less sense with weaknesses like Susceptibility and Vulnerability which are as much a matter of environment as bad luck. This means that guns (Sharp Kinetic) exist even if the hero is really lucky.

Here is an alternate model for determine “frequency” of different attack types.

Sharp Kinetic and Blunt Kinetic are both Common.

All other Physical Damage Types are Uncommon.

Any two Physical Damage Types combined constitutes Common.

Any five or more Physical Damage Types is Very Common.

Mental and Magical Damage Types are both Rare. Together they constitute an Uncommon frequency.





Each of the Other Damage Types is Rare. Two or more Other Damage Types are still Rare.

Attract Attacks

Where the text refers to "damage subtypes", it should say "damage forms", as shown on the Damage Type Table on page 23.

Persecuted

Also includes intrusive monitoring by a sponsoring agency, such as the police department, CHES or Intercrime. This can overlap with responsibility, and the two can be taken separately to represent different aspects of the same relationship with the sponsor.

Susceptibility

On the second table, the column labeled "Damaged Every" should be labeled "Damage Frequency."

This refers to how often a character with this Weakness takes

damage while he is exposed to the thing he is Susceptible to.

Under the "Susceptibility Per Exposure" option, where it refers to "Frequency", it should say "Damage Frequency."

7.0 Core Game Mechanics

The Universal Table

The Effect Rolls listed for Level 14 and Level 15 are incorrect. The Effect Roll for Level 14 should be 4d10-1, and the Effect Roll for Level 15 should be 4d12-1. These errors are corrected on the Extended Universal Table, which you can download from the UniGames website.

Appendix A: After the Rules

Multiple Use Types

Some powers can be "used" in more than one way (for example, Energy Fields can be used both to attack and to defend). You may apply different Power

Modifiers on each different type of use, but the difference between total Cost Modifiers on each different type of use may not be greater than 3.

LL uses both English and Metric measurements. How can I keep it straight?

English measurements are only directly referenced by the Living Legends game mechanics when measuring distances on the tabletop. All other mentions of English measurements in the game are there to show how to convert real-life English measurements to Metrics.

Appendix B:

Miscellaneous Enhancements and Miscellaneous Restrictions

Based on material by Jonathan Woolley

These are cost modifiers to the following applications of Miscellaneous Power Restriction and Miscellaneous Power Enhancement.

Armor

Only protects against the powers Emotion Control, Mind Control, or Possession:

(-2) if Mental damage type

(-4) if Biochemical, High Radiation, Mystical, or Mutagenic damage types

(-8) any other damage type

Armor Generation

Only protects against ferrous metallic attacks: (-3)

Only protects against Poison & Disease: (-2)

Will not reduce damage below half damage: (-3)

Defense

Only against one attack per round: (-4)

Dimensional Travel

(with single-dimension form of power): Group of related arrival/departure locations (example: a character whose body can enter the Internet can enter/leave by way of any computer the character can reach): (+6)

Flight

Only through air: (-1)

Maximum Height: 1": (-5)

Maximum Height: 2": (-4)

Maximum Height: 3": (-3)

Maximum Height: 6": (-2)

Maximum Height: 12": (-1)



Gigantism

Does not increase PHYS: (-8)
(with Usable On Others): Only affects plants: (-6)

Hallucinations

Only affects currently dreaming targets: (-8)

Healing

Heals objects instead of creatures: (-0)
Heals objects as well as creatures: (+3)
Self Only: (-3)

Heightened PHYS

Only when berserk: (-1) per 5 points in appropriate Compulsion
Only on held attack made when target's attack missed: (-5)
Only if character's most recent action was a successful attack against target: (-3)

Heightened Sense

(with Indirect): Must originate from living being: (-3)
(with Indirect): Must originate from animal: (-4)
(with Indirect): Must originate from familiar object: (-3)

Heightened Speed

Only for reading: (-8)
Only for extra attacks: (-3)

Intangibility

Only in darkness: (-3)
Only through earth: (-5)

Invisibility

Only to creatures with minds: (-1)
Not to creatures with minds: (-3)
Only when viewed from side: (-3)

Mimicry

Only abilities character has witnessed use of: (-1)

Mind Control

Only affects currently dreaming targets: (-5)

Omni Power

Only 1 power at a time: (-6)
Only 2 powers at a time: (-5)
Only 3 powers at a time: (-4)
Only 4 powers at a time: (-3)
Only 5-6 powers at a time: (-2)
Only 7 to 10 powers at a time: (-1)

Possession

Body Switch: (-2)

Power Blast

Formerly living objects/matter only: (-5)

Probability Control

Only to cancel penalties for being underwater: (-5)

Recharge

Only if at 0 hit points: (-3)

Restraint

Only restrains breathing (requires called shot): (-5)

Sensory Shock

Not usable with multiple attacks: (-1)

Skill Bonus

Only in specific area (must specify area): (-3)
Only on held attack made when target's attack missed: (-2)
Only if character's most recent action was a successful attack against target: (-2)

Summoning

(with Variable): only if image of

summoned being present. Image disappears for duration of effect: (-2)

Telekinesis

Movement only: (-2)

Restricted Direction: single direction: (-3)

Restricted Direction: two directions: (-2)

Earth/stone only: (-3)

Ice only: (-3)

Metal only: (-1)

Ferrous metal only: (-2)

Transmutation

(with Variable) Random variation:
Reduce cost of Variable to 0, and additional (-1)

Wall Crawling

Only in own webs: (-3)

Appendix C: Alternate Skill Cost Method

Based on material by Patric L. Rogers

To be considered professional caliber in a skill, you need an Effect of at least a d8. An Effect of 2d8-1 or more makes you a 'master' of a skill. (LL §2.2.2.5.2)

Premise

Every skill or sub-skill is really a separate skill by itself, and “sub-skills” is an organizational construct that makes the chapter more reasonable in size and much easier to read. Therefore added levels can be applied to multiple skills as per the Variable advantage and Omni Power becomes a special extension of Variable.

See LL rulebook §2.2.2.5.2 “Buying Skills.”

See the Variable Enhancement, LL rulebook §4.4 “Power Enhancements.”

This is based on a number of models, including feedback from Jeff that sub-skills such as Unarmed can use Variable, e.g.:

- Unarmed (Strike) - +1 level (2) [2 CP]
- Unarmed (Strike and Kick) - +1 level (2), two skills (+3) [3 CP]
- Unarmed (Strike, Kick and Grapple) - +1 level (2), three skills (+5) [4 CP]

Reading skills under the new model

For organizational purposes, this can also be written something like this:

Skill: +1 level (2), applies to Unarmed Strike (DEFT/G), Unarmed Kick (DEFT/G), Unarmed Grapple (DEFT/G), [covers three skills] (+5) [4 CP]





Or

Skill: +1 level (2), applies to three skills (+5) [4 CP]

- Unarmed Strike (DEFT/G)
- Unarmed Kick (DEFT/G)
- Unarmed Grapple (DEFT/G)

Obviously, this can then be extended infinitely:

Skill: +1 level (2), applies to five skills (+8) [6 CP]

- Unarmed Strike (DEFT/G)
- Weapon (sword) (DEFT/G)
- Science (criminology) (INTL/S)
- Research (INTL/G)
- Convince (COOL/G)

Building the bridge to Omni Power

Note that these rules supersede the “All” category under the Variable enhancement.

Scope	Modifier
Skills – All with the same logical subcategory such as Science, Profession, Mechanic, Unarmed, Weapon, etc	(+8)
Skills – All based on the same BC and of same complexity. To clarify, this can cover all DEFT/G skills, or all DEFT/S skills but not both at the same time.	(+11)
Skills – All based on the same BC regardless of complexity. For example, all DEFT/G <i>and</i> DEFT/S skills.	(+14)
Skills – All Skills (this is Omni Power)	(+16)

Languages

Languages are still a special case, but the Variable advantage can also be used with languages, making it much easier to become a polyglot.

Literacy

Literacy is still a special, but the Variable advantage can also be used with literacy, making the cost more reasonable.

Different skill levels

Different skill levels can still be purchased using this method. Just as different levels of Armor or Shield stack, so do levels of skills.

Example: The Des Moines Pugilist is a character with DEFT 11. He has purchased his unarmed skills like this (he has spent a total of 7 CP for these skills):

Skills: +1 level (2) with 3 skills (+5) [4 CP]

- Unarmed Strike (see below)
- Unarmed Kick, d8 effect
- Unarmed Grapple, d8 effect

Skills: +2 levels (3) with 1 skill (+0) [3 CP]

- Unarmed Strike, d10 effect

(The base cost is 3, instead of 5, because that is the cost difference between +1 level and +2 levels – the second level stacks on the cost already paid for the first level.)

Perfect Memory

Perfect Memory can be combined with the alternate skill cost method in several ways. The GM should choose one method for the campaign:

Method One: Perfect Memory is required to be able to purchase skills using the alternate skill cost method. This does not apply to Omni Power. A character can take a (-3) restriction on Perfect Memory “only to allow purchase of skills using the alternate buy method.”

Method Two: If all characters in the campaign are allowed to use this alternate buy method, then having Perfect Memory applies a Miscellaneous modifier of (-1) to skill cost, thus reducing the overall cost of buying skills

even more. This also applies if the character buys Omni Power that includes skills.

Appendix D: Conversion Templates Villains & Vigilantes to Living Legends



Android Body

Adaptation: Does not breathe, immunity to disease, immortality (temporal), immunity to poison, immunity to cold (3) (+7) [8 CP]

Bloodless: [3 CP]

Hungerless: [3 CP]

Pain Resistance: [8 CP]

Perfect Memory: [9 CP]

Sleepless: [6 CP]

Weakness (Attracts Attack): +2 to be hit by Electromagnetic attacks [+15 CP] and Energy attacks [+15 CP]

Weakness (Distinctive): Limited degree of human features and overall appearance [variable]

Weakness (Physical Handicap): Limited capacity for self-repair [variable]

Devitalization Ray

Power Blast 1d8 Mutagenic [molecular disruption] (16) (+3), range 12", causes damage to NRG instead of HITS (+0) [24 CP]

Obviously, it can use any damage type, but this models the source very nicely. For organic (specifically animal) creatures, it disrupts ATP molecules which are the energy source for muscle tissue. For inorganic targets (e.g. Androids) it disrupts electron storage (i.e. batteries).

Light Control

Light: Visible and ultraviolet light (4) (+3), area affect [7" diameter] (+2), no range (-0) [8 CP]

Multi Power: (3 powers) (-4)

1) Power Blast: 1d6+1 Light [laser] (16), range 12", penetrating +3 levels (+3), multipower (-4) [14 CP]

2) Sensory Shock (individual, ranged): d8 Sensory Overload [visible light, ultraviolet light] (12) (+3), range 12", multipower (-4) [11 CP]

3) Sensory Shock (burst): d8 Overload [visible light, ultraviolet light] (12) (+3), no range (-3), area effect [7" diameter] (+5), multipower (-4) [13 CP]

Robotic Body

Adaptation: Does not breath, immunity to disease, immortality (temporal), immunity to poison, immunity to cold (3) (+7) [8 CP]

Bloodless: [3 CP]

Hungerless: [3 CP]

Pain Resistance: [8 CP]

Perfect Memory: [9 CP]

Sleepless: [6 CP]

Weakness (Attracts Attack): +2 to be hit by Electromagnetic attacks [+15 CP] and Energy attacks [+15 CP]

Weakness (Distinctive): Limited degree of human features and overall appearance [variable]



Weakness (Physical Handicap): Limited capacity for self-repair [variable]

Size Change

Larger (V&V)	Gigantism (LL)
1.5x height	+2 levels (10 CP)
2x	+3 levels (15)
3x	+5 levels (25)
4x	+6 levels (30)
5x	+7 levels (35)
6x	+8 levels (40)
7x	+9 levels (45)

Smaller (V&V)	Shrinking (LL)
1/2 height	+1 level (5 CP)
1/6	+3 levels (15)
1/24	+5 levels (25)
1/72	+6 levels (30)
1/288	+8 levels (40)

Smaller (V&V)	Shrinking (LL)
Microscopic	+12 levels (60)
Atomic ³ , ⁴	+24 levels (120)
Sub-Atomic	+34 levels (170)

Sonic Abilities

Power Blast: 1d10 Sharp Kinetic [sonic], 12" range (22), Misc: penetrating, but only against Equipment (+2) [29 CP]

Shield: 6 vs. Biochemical, Blunt Kinetic, Mental and Sharp Kinetic (4), Innate (+3) [6 CP]



³ Because of the costs associated with Atomic and Sub-Atomic scales, the GM should consider using Dimensional Travel instead of Shrinking, where the target dimension is "Atomic World" or "Subatomic World," respectively.

⁴ See Appendix F

Telekinesis

Shield: 5 vs. Blunt Kinetic, Sharp Kinetic, High Temperature, Low Temperature, Energy, Electromagnetism (1), Innate (+3) [1 CP]

Telekinesis: 240 kg capacity, range 12" (21), NRG cost [1 to activate] (-1), Time Limit [24 rounds, incremental] (-2) [14 CP]

Note: The character must spend 1 NRG and then can use the TK normally for any 24 rounds before needing to spend more NRG.

Telepathy

"Mind Scan" and "Mind Reading"

Heightened Senses (Detect Mental Energy) – Analytical (8), Range (+3), Verbal plus See Images (+3), Global (+5), Miscellaneous Restriction [1 NRG per hour of use] (-2) [27 CP]

Heightened Senses (Detect Mental Energy) – Mind Probe (8), Verbal plus See Images (+3) (note that the Mind Probe requires physical contact with the subject), NRG Cost [2 per use] (-4), Concentration [required to maintain] (-3) [5 CP]

"Thought-Casting"

Telepathy: Broadcast Verbal and Images (8) (+3), Mutual (+3), Variable [can be used on multiple targets simultaneously, allowing "mental switchboard" so targets can communicate with each other, maximum 10 targets or PERC targets, whichever is lower] (+9), Concentration [to activate] (-1), Miscellaneous Restriction [1 NRG per hour of use] (-2) [40 CP]

Weather Control

Living Legends is different from V&V, in that you just buy base powers and then apply modifiers to customize them. There isn't any pre-built "Weather Control" in LL.

Here are the base powers that you might want to look at:

Armor Generation (for ice armor)
Darkness (for fog)
Energy Field (for surrounding yourself with a hailstorm, for example, that damages enemies that come near you)
Flight, Hovering, Parachute
Negation (for rain, to put out fires)
Paralysis (to freeze people)
Power Blast (for lightning bolts)
Restraint (another way to freeze people - give it the Inflicts Damage option to make it chilly)
Special Effects (for all kinds of miscellaneous weather effects)
Telekinesis (moving things around with wind)

You don't have to have all of these, there just the powers you'll probably want to consider. You'll also probably want to look at these Enhancements:

Area Effect (so the effects cover a larger area)
Duration (so the effects last for a while after you create them)
Indirect (to make the effects come out of the sky, instead of from you)

You might also want to consider getting all of your powers through an Omni-Power (extremely flexible, but expensive), or else putting them into a Multipower (this is a Power Restriction that keeps you from using any two of the powers in it at the same time).

You should also check out the V&V -> LL Conversion guidelines:
<http://www.io.com/unigames/ll/Conversions.pdf>

Hope this helps!

-Jeff Dee

UNIGAMES

Ice Armor

The character coats himself in a thick layer of ice.

ARMOR GENERATION (V): 9 vs. All Physical [1 NRG and 1" move to activate] (28), Time Limit [15 minutes] (-2), Misc. [takes 6 rounds to initially activate] (-1) [18 CPs]

Trap Target in Ice and Snow

RESTRAINT (V): 4 vs. All Physical (12), d12 hits (11), 3" range (-2), Inflicts Damage (+5), NRG Cost [1 per use] (-2), Time Limit [24 rounds] (-3) [17 CP]

Create Large Volumes of Ice and Snow

SHAPING (V): 3840 kg of ice [SR 4] (37), Requires Source [Restraint, d12 x 10 kg created per use] (-3), Time Limit [1 hour] (-1) [22 CP]

Create Fog

It is a very heavy fog, either steamy hot or icy cold.

DARKNESS (V): Normal vision (7), add IR vision (+3), Area Effect [31" diameter] (+8), Range 48" (+2), Time Limit [24 rounds] (-3), NRG cost [1 per use] (-2), Misc: can be dispersed by strong winds (-1) [18 CP]

Hail Storm (one-off)

The character creates a cloud that is full of hail. The cloud lasts for three minutes and can be used repeatedly to drop hail on a large area, potentially damaging everything in that space.

POWER BLAST (V): 1d8 Blunt Kinetic [dull impact] (16), range 48" (+2), Immunity (+1), Indirect (+5), Area Effect [5" diameter] (+4), NRG cost [1 to activate] (-1), Time Limit [24 rounds, incremental] (-2)

Hail Storm (protective cloud)

The character summons a high wind and fusillade of hail that whirls violently around him, offering both offense and defense. It lasts for only a short time, but each turn the character can control the motion choosing whom and what to attack with its battering force.

POWER

BLAST (V):
1d6 Blunt
Kinetic [dull
impact] (11),
Energy Field
(+6), No Range
(-0), Area
Effect [3"
diameter,
Selective] (+5),
NRG cost [1 to
activate] (-1),
Time Limit [6
rounds] (-4)

**Freezing Ice Storm (protective cloud)**

The character summons a high wind and fusillade of ice and sleet that whirls violently around him, offering both offense and defense. It lasts for only a short time, but each turn the character can control the motion choosing whom and what to attack, coating targets in heat-draining slush.

POWER BLAST (V): 1d6 Low
Temperature [cold] (11), Energy Field
(+6), No Range (0), Area Effect 3",
Selective (+5), NRG cost [1 to activate]
(-1), Time Limit [6 rounds] (-4)

Call Lightning

The character summons a storm cloud that lasts 6 rounds. It can be used repeatedly to call down lightning bolts.

POWER BLAST (V): 1d12
Electromagnetic [lightning] (29),

Indirect (+5), increase range to 24" (+1),
NRG cost [1 to activate], Time Limit [6
rounds] (-4)

Appendix E: Quantitative vs. Qualitative

Quantitative

Mechanically, here are the only BCs that

are useful to be anything but the lowest possible value for the level: PHYS (both STR and CON), REAC (REFL), VITL (NRG). From a purely mechanical standpoint, an INTL of 11 and an INTL of 14 are exactly the same because both provide a d6 effect⁵.

Qualitative

In contrast, while there is no mechanical distinction between an INTL of 11 and an INTL of 14, the flavor of both is significantly different. The person with an 11 is really, really smart. The person with a 14 is a member of Mensa and crushes the 11 when playing chess, checkers, or pretty much any game that

⁵ In the R0 edition of *Living Legends*, the Universal Table included "intermediate" effect values, but that was dropped from the 2005 R1 publication.

requires raw brain-power, memory and perception.

The person with DEFT 11 does well as a college athlete. The person with DEFT 14 goes to the Olympics. These are the flavor differences that can make life interesting.

Skills

This also applies to skills. Two characters with d8 effect are technically “professionals,” but the one with 2 levels



is going to produce results that are more polished, more skilled, more refined than the character with only 1 level.

Appendix F: Bibliography

What is the size of an atom?

http://wiki.answers.com/Q/What_is_the_size_of_the_atom

What is the size of a proton?

http://wiki.answers.com/Q/What_are_the_sizes_of_protons_neutrons_and_electrons

How Big is a Nanometer?

http://www.nanooze.org/english/articles/article4_howbigisananometer.html

Appendix G: Not enough CP [Commentary]

Living Legends is a relatively low-power supers game. By this, I mean it is very easy to run out of CP and still be left with a comparatively low-power character. Try converting your favorite *Villains & Vigilantes* character or modeling Black Canary or Spider-Man and see how quickly you exceed 150 CP or even 210 CP. *Living Legends* can model Thor or Supergirl, as long as you suspend your concepts of CP limits. There is nothing wrong with this model; it is actually a positive part of the flavor of the game.

The use of the Variable enhancement can help tremendously when applied as described in this document, particularly for characters based on skills. Its use fits within the design intentions of the game, so we are breaking neither the spirit nor the rules. It would be cost-prohibitive (read: impossible) to build Batman or Animal-Man without using Variable. Even with the enhancement, they dedicate a large chunk of points to their particular niche.

Similarly, use of the Duplicates modifier under Equipment increases the options available for building hoards of followers or fleets of vehicles. If a character had to pay for each individually, it would be impossible to do so in a reasonable CP budget.

Lastly, as long as the GM and other players approve, there are no real restrictions on the total CP a character can be built on. The guidelines in the rulebook are excellent guidelines, but a GM could easily decide that the point base is 150, 200, or 300 CP instead of 100 or 140. The maximum allowed CP from Weaknesses can also be adjusted, or not, depending on how many problems the GM wants to allow PCs to burden themselves with.

