

Lexington Cargill

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Background & Origin: Lexington Cargill comes from old money and wears the arrogance of the wealthy like a badge of honor. His powers are the result of alien experimentation on human beings. He has only vague memories of being kidnapped while driving alone on an old country road. He does remember being found the next morning trapped in his car that had wrapped around a tree. He knew he hadn't been drinking and it angered him that the sheriff's deputies openly accused him of such. It angered him so much, he tore apart his car to escape, then disintegrated one of the deputies' cars before they fled in the other.

Because of his perceived attack on the police and his deadly powers, the media branded him an instant criminal and dangerous threat to society. Cargill embraced his new life (even it had been forced on him) and became a villain. Cargill aspires to lead a crime ring. He has aligned himself with certain criminal elements in the city acting in the dual capacity as adviser and enforcer. He uses the enforcement aspect to spread fear and he tries to learn everything he can when acting as an adviser. Whether working for someone else, or out on his own, Cargill always makes sure he has three underlings to carry out his personal tasks (use Cheap Thugs or Normal Thugs depending on his income level at the time).

Combat Tactics: He prefers to use impact beams for their sheer flash and intimidation factor, especially since they are less draining to his personal reserves.

Living Legends' – Lexington Cargill [160 CP]

PHYS 23 (STR 35), REFL 7, DEFT 7, INTL 11, COOL 7 (CHA 11), VITL 16, Mass 73 kg (d4 Mass effect), Fame 7

1 Uses optional rules from the *Unofficial Living Legends Companion* by Patric L. Rogers.



Skills: 6 @ +1 level (2) (+8), 3 @ +2 levels (3) (+5) [12 CP]

Assess Value: (INTL/G), d8 effect

Charm: (CHA/G), d8 effect

Etiquette: (INTL/S), +2 levels, d8 effect

Gaming: (INTL/G), card games, +2 levels, d10 effect

Shield: (DEFT/G), d6 effect

Weapon: (DEFT/G), power blast, +2 levels, d8 effect

Languages: English (native), Italian (basic), Spanish (basic) (1) (+3) [1 CP]

Literacy: English (native) [0 CP]

Contacts: Low-life criminals and ultra-wealth² types [4 CP]

Wealth: +3 levels (6), d10 effect [6 CP]

Shield: 5 vs. Biochemical, Blunt Kinetic, Energy, High Temperature, Low Temperature, and Sharp Kinetic (1), Innate (+3). He uses either of his energy emission powers to block incoming attacks. [1 CP]

2 Oh, go ahead and call them "white-collar criminals." It will make you feel better.

“Energy Emission Powers” (Multi-Power)

a) Disintegration: 1d10 untyped (43), Range [12"] (+0), NRG Cost [1 per use] (-2), Multi-Power (-3) [23 CP]

b) Power Blast: 2d8-1 Energy [pure energy] (37), Range [24"] (+1), Multi-Power (-3) [28 CP]

“Deflector Screen Bow-Tie”

Defense: +1 level (6), Charges [3 activations per day] (-3), Equipment [secret accessory, size 0.3m] (+0), Gesture Trigger [must press studs on both sides of bow-tie to activate] (-1), Time Limit [bounded expenditure, 24 rounds] (-3) [2 CP]

Weakness (Bad Reputation): While he does have a bad temper and loves a flashy display of his own power, he also has an undeserved reputation for *excessive* violence. [+5 CP]

Weakness (Compulsion): Gambling. While he doesn't look for them, he never passes up a card game where money, wealth or prestige is at stake (Rare, Resist/Recover 6+) [+10 CP]

Weakness (Persecuted): Wanted by police (Rare, Major) [+5 CP]

Weakness (Persecuted): One of the downsides to aligning himself to organized crime is that they also keep an eye on him to make sure he serves their interests and does not betray them. (Rare, Major) [+5 CP]

Weakness (Physical Disability): His guts are stuffed with alien organs. While he can heal normally, anyone attempting to use Medicine skill to help him suffers +3 DC modifier, and conventional Earthly drugs have very little beneficial impact. [+10 CP]

Weakness (Quirk): Loves to play golf, even though he is terrible at it (no skill levels). [+5 CP]

Villains & Vigilantes – Lexington Cargill

S 35, E 16, I 14, A 9, C 10, 160 lbs., level 6

Basic Hits 4, Carrying Capacity 3,558 lbs., Basic HTH 1d12, Hit Modifiers (3.4) (1.8) (1.1) (1.0) = 6.7320, Hit Points 27, Power 74, Move 60" ground, Healing

Rate 1.6, Damage Modifier 0, Accuracy 0, Detect Hidden 10%, Detect Danger 12%

Disintegration Ray: Angry red death rays stream from his eyes. 15", 1d20, PR=3.

Heightened Strength B: His superhuman physique gives him +22 Strength.

Power Blast: Sapphire blue impact bolts erupt from his hands. 25", 1d20, PR=1.

Invention: It looks like a bow-tie, but it can generate a deflector screen providing him protection. He activates the screen by pressing studs on the backside – the activation process typically looks like he is simply adjusting his tie. Opponents take a penalty of -2 to attack rolls to hit him while the deflector screen is active. It can be activated 3 times per day, with each use lasting 3 minutes (he can turn it off earlier, but the charge is still expended). The screen manifests as a field of bright yellow energy and is obvious when it is turned on.

Designer's Notes: This character originally appeared in *They Might Be Characters Volume 1* by Patric L. Rogers, and published on www.patric.net.

I don't even remember what the original inspiration was. I think I was just staring at the artwork and something came into my mind. The invention was added in 2010, because I had a note in the original doc that there was a invention, and I felt there needed to be *something*. I stared at the image for a bit, and felt he needed some added level of defense since he rarely has two actions per turn in order to activate his Power Blast or Disintegration Ray defenses. Note that in *LL* this is less of a problem because the Shield mechanic is always active, and the roll to successfully defend against an attack replaces the *V&V* mechanic of expending an action to activate a defense which then automatically reduces an attacker's chances of successfully inflicting damage.