

Hypercore

Artist unknown. Artwork used without permission.

Origin & Background:

Hypercore is an American who gained his powers when he was a research assistant working to simulate artificial gravity projects. He was blackmailed into sabotaging the project in order to create delays. However, his conscience eventually weighed on him, and he tried to reverse the changes he'd made right before the fourth test was to occur. A last minute change in schedule meant the test went off early and he was still in the research area. The device actually worked correctly, but the molecules of his body flew apart then contracted to super small state repeatedly over the next several minutes before finally settling back into their original positions. He has only vague memories of these moments, but recalls they "hurt a lot." In the excitement of the accident, his survival and acquisition of powers, he was able to gloss over why he was in the test area at completely the wrong time and so far no one has discovered his involvement in the ongoing sabotaging.

Combat Tactics: His combat tactics are pretty straight forward: get into HTH range and slug it out. His tactics will mature and become more creative (and effective) as he gets older and gains more experience. His training focuses primarily on increasing his skill with unarmed combat.



He rarely uses more than DF4 when indoors (unless he knows the floor is reinforced and can withstand more). Outdoors, he is comfortable using full power, but generally stays with DF16 due because any heavier and he becomes much too slow to be effective.

Living Legends – Hypercore [113 CP]

PHYS 13 (CON 16), REFL 11, DEFT 11, INTL 11, COOL 11, VITL 11, Mass 100 kg (d4 Mass effect), Fame 11

Skills: 2 @ +1 level (2) (+3) [3 CP]

Research: (INTL/G), d8 effect

Science: (INTL/S), gravitational physics, d6 effect

Legal Powers: Vigilante License (1) [1 CP]

Wealth: +1 level (2), d6 effect [2 CP]

Armor: 6 vs. Biochemical, Blunt Kinetic, Electromagnetic, Energy, High Temperature, Low Temperature, and Sharp Kinetic (44), Miscellaneous Restriction [prorated +1 defense per level of Gigantism activated] (-2) [22 CP]

Gigantism: +6 levels (30), Miscellaneous Restriction [size does not change] (-1), Miscellaneous Restriction [suffers -1 level of REFL and DEFT per 3 levels of Gigantism activated (-2), Miscellaneous Restriction [costs 1 NRG per hour of use] (-2) [15 CP]

Weakness (Attracts Attack): High Pressure (effects like gravity) [+5 CP]

Weakness (Dark Past): The people who had

been blackmailing him disappeared after his accident, but they are still out there and he fears they will emerge and endanger his new life with threat of exposure of his illegal and unethical actions. [+10 CP]

Weakness (Public Identity): He really regrets the foolish decision to go public during the heady days after he gained his powers. [+10 CP]

Villains & Vigilantes – Hypercore

S 13, E 14, I 14, A 14, C 13, 220 lbs., level 1

Basic Hits 5, Carrying Capacity 396 lbs, Basic HTH 1d6, Hit Modifiers (1.3) (1.4) (1.1) (1.2) = 2.4024, Hit Points 12, Power 55, Move 41" ground, Healing Rate 1.5, Damage Modifier +1, Accuracy +1, Heal 1.5, Detect Hidden 10%, Detect Danger

14%

Body Power (Density Increase): Hypercore can accrete mass, presumably from an extra-dimensional source, to radically increase his density in geometric increments up to 64 times. This changes his weight, but not his volume. Each “level” of power increases his density by a factor of 2. Thus, one level is a 2× density factor (DF), two levels is 4×, etc, up to six levels at 64× density. If his density factor exceeds 8, he can roll with twice as much damage as normal. The increased density gives him extra resistance to crushing type attacks. The same attacks repulsed by the Force Field power are -1 “to hit” him per level of density increase he has active. PR = 4 per hour.

Living Legends

Power	Density							Basic
Level	Factor	Weight	STR	CON	REFL	DEFT	Armor	HTH
0	1	100 kg	13	16	11	11	0	1d6
1	2	200	18	22	11	11	1	1d8
2	4	400	25	29	11	11	2	1d10
3	8	800	32	37	7	7	3	1d12
4	16	1600	41	46	7	7	4	2d8-1
5	32	3200	50	56	7	7	5	2d10-1
6	64	6400	60	67	4	4	6	2d12-1

Villains & Vigilantes

Power	Density		Basic		Carrying	Hit Point	Hit		Basic	Damage		Ground
Level	Factor	Weight	Hits	Agility	Capacity	Modifier	Points	Power	HTH	Modifier	Accuracy	Move
0	1	220 lbs.	5	14	396	2.4024	12	55	1d6	+1	+1	41
1	2	440	9	12	792	2.4024	22	53	1d8	+1	+1	39
2	4	880	18	10	1,584	1.8480	33	51	1d10	0	0	37
3	8	1760	36	8	3,168	1.2936	47	49	1d12	0	-2	35
4	16	3520	71	6	6,336	1.2936	92	47	2d8	0	-2	33
5	32	7040	141	4	12,672	0.7392	104	45	2d10	-1	-4	31
6	64	14080	282	2	25,344	0.3696	104	43	3d10	-2	-6	29

Designer's Notes: Hypercore originally appeared in They Might Be Characters Volume 1 which was posted on patric.net in 1999. It had the V&V version, so this is an update to his background and creates the LL conversion. I made a conscious choice to convert his as written and avoid a “ten

years later” update.