

Maple Leaf Titan

Background & Origin: Dave Parker was a top notch professional soccer player in Canada when a chemical accident gave him the power to become a giant. He studied social work in college, but got side-tracked when his professional sports career took off. He enjoyed being in the spotlight, and for the past decade he has been the leader of a prominent Canadian vigilante team. He was previously known as "Giant," but changed it to something more colorful after a youthful fan remarked at what a dull name that was.

Combat Tactics: He considers his primary duty to be team leader, and his secondary duty is stalwart hero and brick.

Living Legends¹ – Maple Leaf Titan [132 CP]

PHYS 19 (STR 25), REFL 7, DEFT 11, INTL 7, COOL 11, VITL 11, Mass 64 kg (d4 Mass effect), Fame 17

Skills: 4 @ +2 levels (5) (+7) [13 CP]

Leadership: (COOL/G), d10 effect

Sport: (INTL/G), soccer, +3 levels (4), d8 effect

Unarmed: (DEFT/G), grapple, d10+2 effect

Unarmed: (DEFT/G), punch, d10+2 effect

Legal Powers: Passport (1), Vigilant License (1) [2 CP]

Skill Bonus: +2 levels (7), Unarmed [grapple, punch] (+3), Miscellaneous Restriction [only when in giant form] (-1) [9 CP]

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

Gigantism: +7 levels (35), x5 profile, x128 mass, PHYS 85 (STR 98), Can't Hold Back [all-or-

nothing] (-2) [27 CP]

Speed Bonus: Ground move top speed x4 (6), Miscellaneous Restriction [only when in giant form] (-1) [5 CP]

Weakness (Dark Past): As part of his very long vigilante career, he has been involved with some secret missions that he hopes will remain secret. [+10 CP]

Weakness (Persecuted): He has been a vigilante so long he has made a lot of enemies (Common, Major) [+15 CP]

Villains & Vigilantes – Maple Leaf Titan

S 27, E 17, I 11, A 12, C 13, 140 lbs., level 12

Basic Hits 3; Carrying Capacity 1,497 lbs.; Basic HTH 1d10; Hit Modifiers (2.8) (1.8) (1.0) (1.2) = 6.0480; Hit Points 18; Power 67; Move 56" ground; Healing Rate 1.2; Damage Modifier +1; Accuracy +1; Detect Hidden 8%; Detect Danger 12%

Heightened Endurance A: +6

Heightened Expertise: Years of athletic training and ROTC have given him a +4 "to hit" with unarmed HTH.

Heightened Strength A: +15

Size Change (Larger): He can expand from his normal height of 5'6" to 28' at will, an increase of five times his normal height. PR = 1 per hour. If rendered unconscious while in giant form, he reverts to his normal height.

Invention (Training Program): He has developed a combat technique usable only in giant form and emulated by giant-size supers the world over. It gives him a +4 "to hit" when he is giant-size.

¹ This document uses rules from the *Unofficial Living Legends Companion* by Patric L. Rogers.

| | | Basic | | Carrying | Hit Point | Hit | | | Basic | Damage | Ground | |
|--------|--------|-------|---------|----------|-----------|--------|-------|------|----------|----------|--------|--|
| Height | Weight | Hits | Agility | Capacity | Modifier | Points | Power | HTH | Modifier | Accuracy | Move | |
| 5'6" | 140 | 3 | 12 | 1,497 | 5.148 | 15 | 67 | 1d10 | +1 | +1 | 56 | |
| 28' | 17,500 | 350 | -2 | 187,125 | 0.396 | 139 | 53 | 6d10 | -3 | -8 | 210 | |

Designer's Notes: Maple Leaf Titan originally appeared in *They Might Be Characters Volume 1* by Patric L. Rogers.

The character was originally named "Giant," but as

noted in his background, I decided it was a dumb name so I gave him a different name.

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