

Jewel

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Background & Origin: Jewel Mansfield looks friendly and harmless, but she is really a cold and calculating villain. She aspires to be at the head of power, using others to do her bidding. Jewel's mutant powers manifested in her senior year of high school; her friends thought it was cool (especially the boys), but her step-father despised and resented it. Her mother had died when she was a baby. She has an older brother by the same mother, and both were adopted by their step-mother when their mother died. She has never known her biological father.

Jewel has a poor relationship with her step-father, and this has defined her goals. His pride and joy is having been the two-term mayor of the campaign city. Therefore, Jewel wants to be a three-term mayor; if she succeeds, she will run the most corrupt city government historians can imagine. Her good looks and incredible charm help her in these goals. As her career progresses, she forms a natural association with the city's organized crime as they use each other to make her mayor (and exploit the position for power once she is there). She is an opportunist with no sense of loyalty.

Combat Tactics: Focus groups have shown that the public likes it best when she let's her bodyguards do their jobs. Since they believe she is bulletproof, it looks best if the aspiring politician keeps her hands clean. If she must intercede,

she transforms her foes into puppies, which are cute, harmless, and easily detained until the effect wears off, usually within a few minutes.

She enjoys using her alteration powers to subdue and humiliate targets and has no qualms about transforming victims into frogs, statues or even just changing their clothing (most macho men run and hide when they suddenly find themselves in a pink and polka-dot string bikini).

Personality and Physical Traits: As indicated, Jewel is quite friendly to those she thinks might be useful to her. She is aloof, or even callous, to those with no perceived value. She is interested in power and influence over others, and although cunning about covering her tracks is not very creative¹ and will be quite surprised to find



¹ Mayor? Really? How about Senator or CEO of a mercenary corporation like Blackwater (aka Xe)?

herself a cats-paw to power-mongers more sophisticated than her.

Jewel is 5'9" tall with an athlete's body. Her body is the pure result of her mutant metabolism, and she never worries about what she eats or how little she exercises. Her body is permanently transformed to a crystalline substance the rich color and flawless smooth texture of fine emerald gemstone. Her skin is warm to the touch.

Living Legends² - Jewel

PHYS 24, REFL 11, DEFT 11, INTL 11, COOL 16, VITL 16, Mass 191 kgs (d6 Mass effect), Fame 11

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

Profession: (INTL/S), politician, d6 effect

Scholar: (INTL/S), political science, d6 effect

Weapon: (DEFT/G), transmutation, d8 effect

Languages: English (native) [0 CP]

Literacy: English (native) [0 CP]

Contacts: Various political movers and shakers at City Hall and organized crime [4 CP]

Wealth: +2 levels (4), d8 effect [4 CP]

Flight: Acceleration 29", top speed 384" (22), Miscellaneous Restriction [costs 1 NRG per hour of use] (-2)

Transmutation: She can change anything into anything else, although she cannot animate objects.
d8 Mutagenic [molecular disruption] (5)

(+3), Range [12"] (+0), Legal Targets [unlimited] (+0), Change Appearance [major appearance change] (+4), Alteration [major alteration] (+8), Immunity (+1), NRG Cost [2 per use] (-4) [25 CP]

Gemstone Body

Adaptation: All Physical and Temporal damage types (3) (+9) [10 CP]

Armor: 7 vs. all Physical and Mystical damage types (55) [55 CP]

Defense: +1 level (6). She has a great deal of energy to dodge and weave, and the angles of her body partially deflect attack. [6 CP]

Density Increase: Weight x3, SR 3, protection 2 (2), Stays Active (+2), Can't Hold Back [always on] (-2) [2 CP]

Willpower (Multi-Power)

(a) Recharge: 1 per turn of rest (8), Multi-Power (-3) [5 CP]

(b) Recovery: 1 per turn of rest (8), Multi-Power (-3) [5 CP]

Villains & Vigilantes - Jewel

S 18, E 14, I 13, A 14, C 18, 420 lbs., Level 4

Basic Hits 9, Carrying Capacity 1519 lbs., Basic HTH 1d10, Hit Modifiers (1.9) (1.4) (1.1) (1.2) = 3.5112, Hit Points 32, Power 98, Move 45" ground, Healing Rate 2.7, Damage Modifier +1, Accuracy +1, Detect Hidden 10%, Detect Danger 14%

Chemical Power: Her weight is tripled, she gains Chemical Power defense against all attacks. She gains the equivalent of the Adaptation power (no PR cost), except it cannot be used as a combat defense. She must still eat and breathe normally.

² Uses optional rules from the *Unofficial Living Legends Companion* by Patric L. Rogers.

Flight: 238mph, PR = 1 per hour.

Invulnerability: Her gemstone hard body is superhumanly durable and lets her resist 19 points of damage per turn.

Transmutation: Transform anything to anything else by altering its chemical structure. Living objects remain alive, and are allowed wake-up rolls each minute to change back (targets can voluntarily fail the roll if they wish to retain the feature, such as gills). Non-living objects remain transformed until changed back. She cannot use this power on herself. The attack can also be used to partially transform an object, disrupting it and causing 2d8 damage. 26" range, PR = 8.

Willpower: Permanent +40 Power.

Designer's Notes: She can make an interesting recurring villain. Her initial introduction into the game can even make her appear to be a vigilante as she builds her contacts with the police and organized crime by taking out problematic gangs or other crime families.

She makes a good local-scale mastermind, contrasting nicely with large-scale organizations like Intercrime.

Jewel originally appeared in *They Might Be Characters Volume 4: Nothing But Villains* by Patric L. Rogers and published at www.patric.net.

Optional Revised *Living Legends* Rules - Transmutation Option: Alteration

This option enables Transmutation to affect the target's abilities in serious ways. Alternation does not modify the basic appearance of something. You **MUST** choose either an Appearance Change option or an Alteration option, or both.

Minor Alteration: For a cost modifier of (+5), the target can lose (or gain) minor statistical advantages and powers. As a general rule, the total CP increase cannot exceed the maximum

effect roll for this power.

Example (living target): the target could be made to sprout gills, or gain or lose one PHYS Level, and so on.

Example (inanimate target): the target could be made heavier (+1 level Density Increase), or lighter (-1 level Density Decrease), harder (+1 Protection), or softer (-1 Protection)

Incapacitation: For a cost modifier of (+7), the target can be immobilized and rendered ineffective in combat. Any statistical or power changes that follow naturally from this transmutation would also apply.

Example (living target): the target could be turned into a tree (if combined with Major Appearance Change), with a tree's size, mass and Structural Rating.

Example (inanimate target): A machine could have all its moving parts fused together, rendering it useless.

Animation: For a cost modifier of (+8), an inanimate target may be brought to life and given a full set of Basic and Secondary Characteristics. The target will also have any innate abilities that go along with the idea of animating it. PHYS is based on Mass, REFL and DEFT are 4 unless the object has reasonable articulation such as a statue or table. INTL, COOL and VITL are all 7 unless the player and GM can agree to a good justification for a higher or lower value. As a general rule, the Animation is treated as a Sidekick and the total CP cost of the new animation cannot exceed one-half of the animator's own total CP cost.

Examples (inanimate target): An animated car can drive itself, open its doors, etc. An animated cast-iron stove has Density Increase equivalent to iron. Trees can smash foes with their branches, and even uproot themselves to walk-around.

Major Alteration: For a cost modifier of (+8), the target can lose (or gain) major statistical advantages and powers. As a general rule, the total CP increase cannot exceed three times the maximum effect roll for this power.

Example (living target): the target could be made to become intangible, double their normal PHYS, lose all of their powers, etc.

Extreme Alteration: For a cost modifier of (+11), the transmuter can change anything about the target, except appearance, including any of the effects mentioned above. While there is little benefit over Major Alternation against living targets, an inanimate target may be brought to life, given a full set of Basic and Secondary Characteristics, and given other major statistical power changes.

Example (inanimate target): In addition to having Density Increase equivalent to iron, an animated cast-iron stove could be given the ability to belch Power Blasts doing Fire damage. An animated car could be given Natural Weaponry in the form of a radiator grill that opens like fanged jaws, it could emit tear gas from its tailpipe, etc.
