

Shroud

Origin & Background: Shroud gained his powers as the result of a medical radiation accident. He was receiving radiation treatment for prostate cancer when a programming glitch caused the machine to bombard him with a million times the proper dosage. The result was a mutation in the cancer causing it to produce a virus which altered his entire body resulting in superhuman abilities.

His abilities all relate to control over shadow and shadowstuff. He can plunge an area into inky darkness, transform himself into shadow to become insubstantial or instantly traverse distances. Finally, he can also meld into shadows and become invisible to the naked eye.

Combat Tactics: Shroud often leads Intercrime assassin teams when they are conducting illegal entry operations or assassination attempts. He has assembled a team of four assassins who are especially loyal to him. These assassins all have experience working in and around Shroud's shadow stuff.

If his team encounters vigilantes, he typically sends half on ahead while keeping half behind with himself to distract and confuse the heroes. He uses shadow stuff to conceal their movements and himself becomes invisible and insubstantial to further harry and confuse. He works to lead the heroes away from his team while they accomplish the mission.

Personality Traits: Like most super-powered villains working for Intercrime, Shroud is motivated by money and influence. He is shrewd and watches his back and covers his tracks. He gets results by staying focused on the goal. He is very hard to catch and keep hold of.



Living Legends – Shroud

PHYS 13, REFL 11, DEFT 11, INTL 11, COOL 11, VITL 11, Mass 64 kg (d4 Mass effect)

Skills¹: 6 @ +1 level (2) (+7), 2 @ +2 levels (3) (+3) [9 CP]

Convince: (COOL/G), d8 effect

Leadership: (COOL/G), d8 effect

Scholar: (INTL/S), criminal underworld, +2 levels, d8 effect

Sneak: (DEFT/G), +2 levels, d10 effect

Unarmed: (DEFT/G), grapple, d8 effect

Unarmed: (DEFT/G), punch, , d8 effect

Combat Maneuvers²: +1 level (3) Strike, Disarm (+2) (+3), Unarmed [grapple, punch]

1 *Unofficial Living Legends Companion* by P. Rogers

2 *Unofficial Living Legends Companion* by P. Rogers

(+3) [9 CP]

Skill Bonus: +1 level (3), Unarmed [grapple, punch] (+3) [4 CP]

Darkness: Blocks visible light (7), Range [24"] (+4), Area Effect [5" d.] (+1), Immunity (+1) [16 CP]

Intangibility ("become shadowstuff"): completely negated in areas too bright to have any shadows (16), Miscellaneous Restriction [costs 1 NRG per hours of use] (-2) [13 CP]

Invisibility: Visible light (13), Miscellaneous Restriction [costs 1 NRG per hour of use] (-2) [11 CP]

Teleportation ("step through shadows"): 512" range (16) [16 CP]

Equipment: Medium Handgun

Power Blast: d8 Sharp Kinetic [piercing] (16), Range [12"] (+0), Equipment [carried, size 0.3m] (-3) (+1), Charges [7ch, clip, reload as single action] (-1) [11 CP]

Weakness (Persecuted): Hunted by law enforcement (Uncommon, Major) [+10 CP]

Weakness (Persecuted): Monitored by Intercrime (Common, Major) [+15 CP]

Weakness (Quirk): Avoids areas with too much light [+5 CP]

Villains & Vigilantes – Shroud

S 15, E 14, I 13, A 15, C 14, 140 lbs., level 7

Basic Hits 3, Carry Cap. 334 lbs., Basic HTH 1d6, Hit Modifiers (1.6) (1.4) (1.1) (1.4) = 3.4496, Hit Points 10, Power 57, Move 44" ground, Healing Rate 0.9, Damage Modifier +1, Accuracy +2

Darkness Control: See *V&V* rulebook

Invisibility: PR = 1 per hour.

Natural Weaponry: Martial arts training gives him +1 "to hit" and +2 damage in unarmed HTH.

Non-Corporealness: PR = 4 per hour.

Teleportation: PR = 2. Maximum distance is 10× Power or 570".

Equipment: Shroud usually carries a 9mm automatic pistol, with integral laser sight, and one extra clip of ammo.

Designer's Notes: Shroud originally appeared in *They Might Be Characters Volume 5* by P. Rogers.

Artwork copyright others. Artist unknown. Character depicted in the artwork is "Shroud" from Marvel Comics. This character is loosely inspired by the Marvel Comics character of the same name.