# The Unofficial Living Legends Companion

Previously known as *Living Legends 'Unofficial Errata'*

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This document began as an extension of the errata as published by Jeff on his website and grew extensively – and frequently – after that. I changed the name with revision 2.0 to better reflect the change in scope and intention of the product. I make no apologies for being pedantic.

The bulk of it this doc is opinions and suggestions and discussions of clarifications collected from different sources, including the official *V&V to Living Legends Conversion* document, and the *Living Legends* Yahoo group. It includes material by Jeff Dee, Patric Rogers and Johnathan Woolley.[2]

## 2.2.1 Basic Characteristics

Intellect (INTL) breaks down into Reason (REAS) and Perception (PERC). PERC is defined in the core rules.

REAS measures analytical ability, processing power and memory. A classic scientist might be able to think through any problem (high REAS), once someone points it out to him (low PERC).

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[1] Due credit and blame – I wrote most of it.
[2] Speak up if I have forgotten you!

## 2.2.2 Place of Origin

| d100 Roll | Place of Origin (heavily paraphrased) | Jump to section… |
|---|---|---|
| 01-80 | "Earth" | 2.2.2.1 |
| 81-85 | "Lost or hidden region of Earth" | 2.2.2.2 |
| 86-90 | "A different part of Earth history" | 2.2.2.3 |
| 91-95 | "A different planet" | 2.2.2.4 |
| 96-00 | "A different dimension" | 2.2.2.5 |

After rolling on the "Place of Origin" (aka "Countries of Modern Earth") table, then roll on the next table "Modern Earth Species," then jump to section 2.2.3.

## 2.2.2.2 Lost Regions of the Earth

### Atlantean racial features

The cost of Swim move is 6 CP.

### Silicoid racial features

The cost of Density Increase is 13 CP.

### Troglodyte racial features

Replace "Stealth" with "Skill Bonus: +1 (4), both Hide skill and Sneak skill (+3) [6 CP]"

## 2.2.2.4 Other Worlds

In the table, change the description of "81-90 Darkworld" to read "Darkworld.

An entire planet of 'dark matter' which orbits our solar system beyond Neptune. Species: Darkling. Culture: Mixed."

## Peratonian racial features

Replace "Heightened Senses" with "Telescopic Senses (V): Telescopic Vision, 2 levels (2) [2 CP]"

## Darkling racial features

Replace "Adaptation" with "Adaptation (C): (Spaceworthy) Blunt Kinetic, High Radiation, plus Asphyxiation (3) (+5) [6 CP]"

### 2.2.3.5.1 Selecting Random Skills

Change the "Journalism / Broadcasting Skill" table to "Journalism / Communications"

On the Medical skill table, Teach is (INTL/G).

Page 22, the Travel Powers table; replace "Dimension Travel" with "Dimensional Travel."

### 2.2.7.2 Carry

See universal table, page 125.

### 3.0 Skills

For skill costs, see either section 2.2.3.5.1 or the Alternate Skill Cost rules in Appendix C of this document.

The Skill Effect table which appears in section 2.2.3.5.1 really should be moved to section 3.0.

### 3.1 Using Skills

Remember to pay special attention to that little note directing you to section 7.3.3 for skill challenge difficulty levels.

### 3.2 Skill List

For the Unarmed and Weapon skills, it is an official rule that the Variable Enhancement (page 96) applies.



By extension, the Variable Enhancement can also apply to skills like Mechanic, Performer, Profession, Scholar, Science, and several other "broad group" skills, so take advantage of the CP savings if you want more than one of these skills.

### Awareness (PERC/G)

Skills that increase the PERC effect value. Choose a specialty. One specialty for each sense a character has. For example, a rescue specialist trained to fly an airplane and see people lost on the vast ocean surface might have levels in Sight, but not Hearing.

## Language

American Sign Language and Braille are both Language skills that also require Literacy since they technically only have a "written" form.

## Literacy

Remember this is only free for the character's first (native) language and costs CP for every additional language. See Appendix C for details on using the Variable enhancement to keep costs reasonable.

## Scholar

**Scholar (Superhuman Lore) (INTL/S)** is the knowledge of superhuman current events and history. The scholar can recognize superhumans by sight or description. This skill includes knowledge of *modus operandi* and common associates. At higher difficulties, the scholar may know possible types of hangouts or even last known whereabouts.

## Science

**Science (Superhuman Power Systems) (INTL/S)** The character can quickly and efficiently analyze an opponent and spot the source of power – device, innate, spell, etc. Also helps detect possible weakness or limitations based on observed events (does not replace the Weakness Detection power).

## 4.3 Power List

### Adaptation

"Spaceworthy" is "**Adaptation:** Blunt Kinetic, High Radiation, plus Asphyxiation (3) (+5) [6 CP]"

### Amplified Sense

Use the Variable Enhancement to add this power to more than one sense. All five human senses is a (+8) modifier.

### Astral Projection

In the first and fourth paragraphs, delete the words "spirit" and "spirit-form." Whether the character's Astral body is "spirit" or not depends on the character's concept.

The Astral Projection power does not automatically grant special movement abilities such as flight. However, the character can buy these with the (-3) Miscellaneous Restriction "only when Astrally Projecting."

### Combat Maneuvers

As written, Combat Maneuvers are overpriced. Here is a new model that uses the Variable Enhancement.

Base cost of one maneuver, added to one combat skill is:
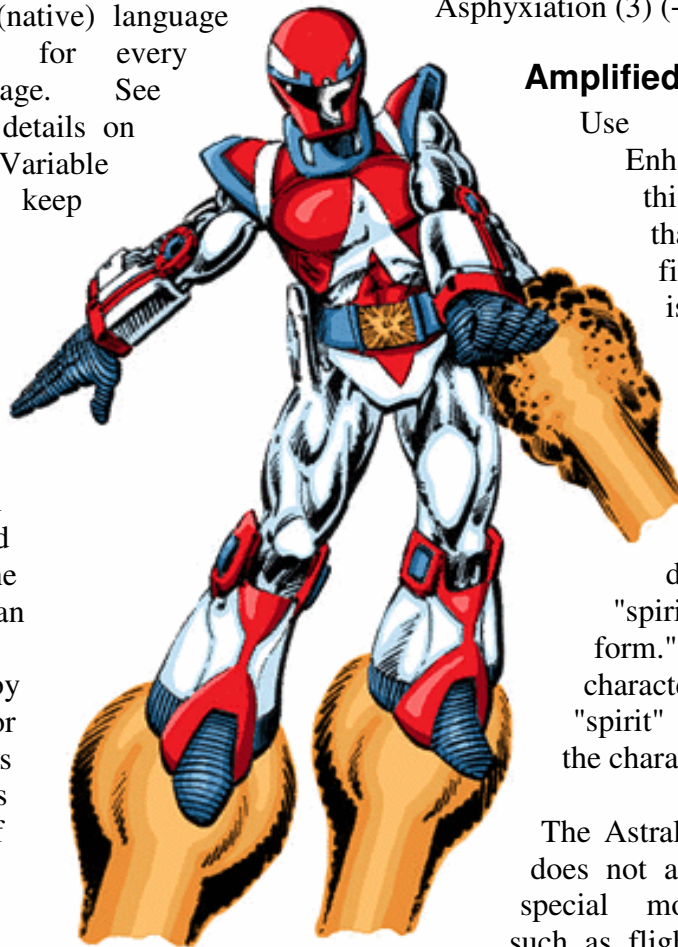
| Level | CP cost |
|-------|---------|
| 1 | 3 |
| 2 | 7 |
| 3 | 12 |

**Modifiers:** Having the Parry maneuver is a (+1) Miscellaneous Enhancement, having the Disarm maneuver is a (+2), and Escape is a (-2). These modifiers are in addition to the Variable modifier for the total number of maneuvers.

Buying maneuvers for additional combat skills increases the Variable modifier normally.



**Example 1:** +1 level with Choke Hold and Throw, with Unarmed [punch]. This is one level (3), two maneuvers (+3), one combat skill (+0), total [4 CP] (compare to 6 using the original method).

**Example 2:** +2 levels, with Disarm, Hold, Escape and Throw, with Unarmed [grapple] and Weapon [flail]. This is two levels (7), four maneuvers (+7), Disarm (+2), Escape (-2) and two combat skills (+3), total [27 CP] (compared to 46).

**Example 3:** +3 levels, with Disarm, Parry, and Strike, with Unarmed Combat [punch, kick, grapple] and Weapon [dagger, flail, 1-handed sword]. This is 3 levels (12), three maneuvers (+5), Disarm (+2), Parry (+1), with six combat skills (+8), total [102 CP] (compared to 270).

## Cosmic Awareness

Insert "Cosmic Awareness Fumbles:" as a header after the sentence "The GM should always make Cosmic Awareness rolls secretly."

## Darkness

Second paragraph, first sentence: remove "and no range." from the end of the sentence as it is redundant.

## Emotion Control

By default, the character has the power to induce any one emotional state in the target per use of the power. This makes it very versatile.

**Miscellaneous Restriction:** Single emotion, defined when the power is purchased (-5).

**Miscellaneous Restriction:** Small, related group of emotions, defined when the power is purchased (-2).

## Flight: Light Speed

Top light speed equals top speed, not acceleration. For example, a character with a top flight speed of 384 and light speed capability can fly at 384 times the speed of light, or slightly over 1 light year per day.

## Gigantism

In contrast to Shrinking, the profile change of Gigantism does not affect movement rates. Buy Speed Bonus with a (-1) restriction if linked to Gigantism, and an extra (-1) if the Speed Bonus is pro-rated to scale as the profile scales.

For example, "only when in giant form" is (-1), but "speed multiplier is the same as profile multiplier (i.e. x1, x1.3, x1.6)" is (-2).

## Heightened INTL

Heightened INTL [REAS only] is a (-1) restriction. Unless otherwise noted, all INTL skills are based on REAS, so there are no freebies here.

## Heightened Senses

It is reasonable to assume that any Equipment that can receive radio frequencies also receives cellular and GPS data, and has the ability to interpret said signals unless the power is defined as being unable to do so.

## Intangibility

Except in rare instances, Intangibility should automatically make insubstantial any Equipment the character paid CP for, except Vehicles and Installations.

## Invisibility

Use Heightened Senses for a list of senses the character can be invisible to. See also Sensory Shock for another model of defining groups of senses.

Use the Variable Enhancement to determine how much the character must pay for invisibility.

Invisibility to an entire Sense (e.g. Sight, Smell) is (+8).

Invisibility to All Five Human Senses (including Heightened versions) is (+9).

Invisibility to Everything is a (+11) enhancement.



## Lightning Calculator [Talent] [New]

For 9 CP the character can crunch numbers and process mathematical formulae faster than a computer and do it all in her head. Two practical benefits include a +1 bonus to all mathematics-related skills, such as Profession (accountant) and most Science skills, and also characters with the ability to receive raw GPS data (e.g. Radio Hearing) can convert that into map coordinates and know exactly where they are.

*Analysis*: Skill Bonus +1 (3), related group (math skills) (+8) [9 CP]

## Luck

See Chapter 13 for details on Luck.

## Machine Control

"Computers" can be chosen as a valid target which gives the character broad ability to impact a wide variety of modern day machines. For example, many cars today have computer controlled fuel systems or braking systems. The Machine Controller could not steer the car, but he could force it to accelerate or stall out, for example. By selectively controlling the computerized brakes, he could cause the vehicle to slew in a particular direction, affecting something similar to "steering." Future vehicles might have entirely computerized steering systems. If "computer control" gives a character TOO MUCH breadth (say, the Star Trek universe), then this becomes a (+2) Enhancement to control "computers."

## Mimicry

Global restrictions that only apply when the mimicry occurs are worth half normal value (round down). Global restrictions that apply whenever a mimicked power is used are worth full value.

### Mimicry Option: Multiple Sources

A character can have multiple sources by applying the Variable Enhancement, thus allowing mimicry of more than one source simultaneously.

## Omni Power

Omni Power is the ultimate extension of the Variable Enhancement. The character simultaneously has *all* skills or powers at the purchased base CP value and can use them *all at the same time*, within the limits of the characters number of turns per round.

Omni Power can have Restrictions, but these are global and automatically apply to any power or skill represented (q.v. magic in 2.2.4.2). Thus, Charges or NRG Cost are probably best avoided.



With GM permission, individual powers can be defined as having Enhancements or Restrictions, but these are permanent and cannot be changed.

*Example 1:* a "d6 Mental Attack (11), No Range (-3), Psychic Damage (+3)" has net cost 11 CP and can fit into an 11-point Omni Power but will always be exactly as defined here.

*Example 2:* Omega Lass has a 7 CP Omni Power, All Powers. Among the other benefits, this gives her +7 to each PHYS, REFL, DEFT, INTL, COOL and VITL. It also gives her 7 CP of Armor

[2 vs. All Physical], 7 CP of Armor Generation [3 vs. All Physical], and 7 CP of Shield [4 vs. All Physical, Innate (+3)].

## Perfect Memory

See Appendix C of this document for additional ideas on combining Perfect Memory with skills.
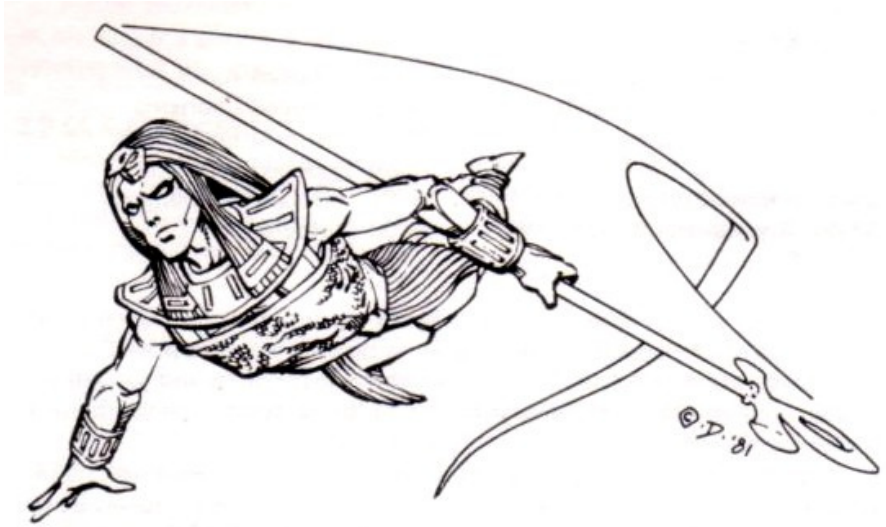
## Quick Draw

Use the Variable Enhancement to apply to more than one weapon.

## Shape Changing

The base power allows the character to assume only one other form. Use the Variable Enhancement to add forms and define the scope of forms.

"Any Humanoid Form" or "Any Animal Form" are both (+8) modifiers.

"Anything" is (+11).

Use Gigantism or Shrinking to change size.

## Shield

The table accompanying the Shield power is misnamed, "Restraint Damage Types"; it should say, "Shield Damage Types".

## Sidekick

For a gang of sidekicks, use the Duplicates modifier under Equipment in section 4.5.

## Summoning

### Summoning Option: Multiple Summoning

For the Multiple Summoning Option, replace the text in the rulebook with the text below:

You may summon more than one creature at a time; this is a (+3) enhancement. Additionally, add the Duplicates modifier under Equipment in section 4.5 to determine how many creatures you can summon; this determines the total number of creatures you can summon per "scene." You can choose to have all creatures appear simultaneously with one use of the power, or spread the summoning across multiple Actions (this works nicely from a thematic perspective when combined with Variable).

All of the creatures you summon must be identical unless you've also taken the Variable enhancement. Different creatures have the same Base Points, but may have different value of Weakness Points as long as the Total Points of any one creature do not exceed the level of the Summoning power you purchased.

The final cost of each creature still may not exceed the number of CPs you have left after paying for this power.

## Telescopic Sense

Use the Variable Enhancement to affect more than one sense. A normal human has five senses, which is a (+8) modifier.

See §11.3 Perception for rules on using Telescopic Sense and PERC.
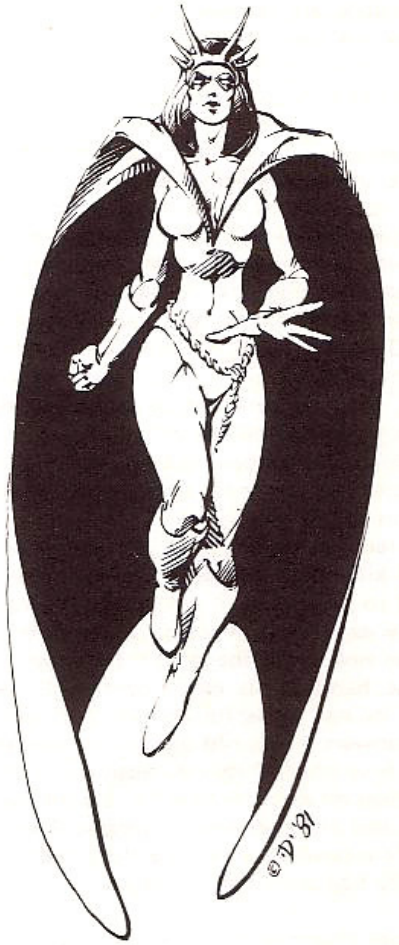
## Transformation

Transformation is listed as a Continual power. It should be listed as a Persistent power.

For characters with more than one form, use the Variable Enhancement to increase the number of forms. Each form can be different.

## Weakness Detection

For a character that can detect a flaw in both protection OR detect a personal weakness, but must choose which one each time the power is used, this is a (+3) modifier.

For a character that can detect a flaw in protection AND a personal weakness at the same time, this is a (+4) enhancement (q.v. Multiple SFX enhancement). Roll the effect die only once and apply it to both Protection and COOL to determine the results of the power use that turn.

## Wealth

In the United States, a d4 Wealth effect is slightly better than minimum wage. Buy at least one level of Wealth so your hero can move out of his mother's basement.

## 4.4 Power Enhancements

### Area Effect

Area effect protection does not impede movement is a (-1).

### Drain

Drain is really more of a "transfer," since points flow from the target to your character. Drain is best combined with Suppression to simulate "stealing a foes Strength," or "stealing flame powers," etc.

**Drain Option: Increased Duration**
The interval of point loss can be moved one step down the time chart for an additional (+3). For example, 1 round becomes 6 rounds for (+3), 1 round becomes 3 minutes for (+6), etc.

**Drain Option: Increased Limit**

The maximum stored points can be increased by +6 points as an additional (+1) enhancement.

*Analysis:* The increase in maximum is similar to calculating the maximum as if the original effect level were one higher (i.e. d6 to d8, d8 to d10, etc). At very low die sizes the +6 is more, and at very high die sizes it is less, but at the range most drains will appear, +6 is appropriate.

## Penetrating

Penetrating, but only vs. Equipment is only (+2).

## *4.5 Power Restrictions*

### Can't Hold Back

Can't Hold Back makes no mechanical distinction between "always on" and "all-or-nothing." At the GM's discretion, a power with an "always on" SFX can be defined as natural parts of the character and cannot be negated. There is no cost change, as there are inherent advantages and disadvantages to each state.

**Example 1:** a robot made of steel has Density Increase to reflect that it is made of heavy metal, in this case the Density Increase with Can't Hold Back also cannot be negated or drained, but neither can it ever be turned off.

**Example 2:** Turn-to-Steel Guy has Density Increase, Can't Hold Back, with an SFX defined as "he turns himself into living steel." He has "Density Increase +10 levels (SR 11), Can't Hold Back" and in this case it means it is all or nothing. It can still be negated or drained, but it can also be turned off so he has the option to sit on normal chairs or operate in normal vehicles.

### Equipment: Duplicates

Note that "1" is literally the one and only copy of the item, i.e. the original. Thus the modifier is +0, because you do not have any extras. You need to have a total of 2 or more "duplicates" to actually have more than one. The left hand column indicates the total number of copies, including the original.

### Equipment: Vehicles

Vehicles are best designed in two parts.

**First,** is the vehicle, which is best thought of as Area Effect movement device combined with Area Effect powers (such as AM/FM radio – which can be heard by everyone in the car or van – see the sample vehicles in chapter 5). The only modifier for the vehicle and any of its perimeter powers is the size of the deck. Use Offset to simulate powers that can affect either the inside or the outside of the vehicle (e.g. a car or van has Light Generation, plus Offset, to represent the interior lights and the headlights).

**Second,** any equipment attached to the vehicle that does not affect the entire thing or the people inside it, such as head-light lasers, a computer room, a sick bay, an engineering room, a gun cupola, etc., are best designed as separate equipment that has the Equipment [installation] (-6) restriction since they behave separately from the vehicle itself, even though they are mounted on the vehicle and controlled from a position within (or on) the vehicle.

On the Hull Table, the Effect Roll for a Size 531 Hull should be 4d10-1, not 4d12-2.

Replace the sentence under the Deck Table that reads "Vehicles are treated as External, Visible equipment" with "For purposes such as detecting or attacking them, vehicles are treated as [external, visible] equipment; however, they do not receive the normal (-2) cost modifier this entails."

For a fleet of Vehicles, use the Duplicates modifier.

## Linked Power

Rules for using Linked Powers appear in section 10.5.2.2.

## Miscellaneous Restrictions

**Costs 1 NRG per hour of use** (-2). This is similar to Costs NRG plus Time Limit, but operates reactively rather than proactively, making it more appropriate for Constant powers than NRG Cost in many cases.

**Costs 1 NRG per day of use** (-1). This is similar to Costs NRG without a Time Limit, but operates reactively rather than proactively, making it more appropriate for Constant powers than NRG Cost in many cases.

**Delayed Weakness:** Keep track of the number of times you have used this power. At the beginning of each session, if your total is 10 or more, you gain a weakness selected by the GM that lasts for this session. You cannot use this power during such a session, but subtract 10 from your running total. Recommended choices are: Bad Reputation, Distinctive, Persecuted, Poverty, Responsibilities, Unlucky, or Unimpressive.

## Multi Power

The Multi Power effectively "turns off" any power that is not in the active slot when the active slot changes. Lingering effects such as Restraint or any Intensity power remain, but all other Voluntary, Constant and Persistent powers end, unless they have the Duration enhancement to give them a life span beyond the power being "turned off."

## NRG Cost: Cost to Use

This modifier applies to almost all attack powers, but also those with bounded

scope of duration like Telekinesis where "use" means "control an object" – maintenance is free, but new objects, or stopping and restarting the same object is a new "use" (see the *V&V to LL* conversions doc from UniGames for more examples).

## Time Limit

Incremental can also be applied to powers that have the NRG Cost restriction.

Time Limit is not the same as Duration. It does not grant duration to powers such as Power Blast. Time Limit cannot be combined with Duration for powers lacking an intensity effect.[3]

There are two ways in which Time Limit might be used to help define a power as well as reduce the overall cost by restricting it. A character can take both forms, and they can have different values, but the final restriction value is the average of the two forms of Time Limit (round down), with an additional (-1) for having both forms.

### Time Limit [Bounded Duration]

Any Voluntary power with lingering effects, such as Restraint, or all Intensity attacks can take Time Limit to put a boundary on the maximum duration.

*For example, a famous arachnid-themed hero's web-themed Restraint famously dissolves after 1 hour (so the police can apprehend the captured bank robbers).*

The cost modifier is as indicated in the core rules and this form of Time Limit may be taken without having to also have NRG Cost or Charges.

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[3] Because Duration, by definition, is the time limit. There are no freebies here.

### Time Limit [Bounded Expenditure]

Any power with Components, Charges or NRG Cost can take this form of Time Limit. It reflects the maximum amount of time (total) the power can be used after a Charge or NRG is expended to "activate" the power.

Time Limit [bounded expenditure] can be applied to Voluntary, Continual and Persistent powers. It must be combined with Charges or NRG Cost.

*Example 1: FIST's rocket boots use fuel, so he has the Charges [1ch/day] restriction to represent a fuel supply, and the Time Limit [1 hour, incremental, bounded expenditure] to bound it as one hour worth of fuel, but he can turn them on and off, thus giving him 480 rounds worth of flight time per day.*

*Example 2: Mania has a "hellfire spell." It is a Power Blast with the NRG Cost [1 to activate] restriction and the Time Limit [6 rounds, bounded expenditure] restriction. She spends 1 NRG, and during the next 6 rounds she can use it as often or as little as she wants. After 6 rounds, the spell (and time limit) end and she must pay another 1 NRG before she can use the power blast again.*

### 5.2.4 Miscellaneous Ranged Weapons

### Shuriken

**Natural Weaponry:** +1 Sharp Kinetic [piercing] (4), Equipment [carried, size 0.1m, thrown, fatigue] [range: 30"] (+2), Duplicates [7 total] (+10), Charges [1ch] (-12) [4 CP]

### 5.6 Transportation

The CP cost of a van is 13.

### 5.10 More Weapons[4]

### 5.10.1 Grenades

Grenades use the Throw skill (§3.2, §10.5.3.4) and area effect rules (§10.5.3.6).

### Flash Grenade

**Sensory Shock:** d6+2 Visible Light Overload (17), Equipment [carried, size 0.1m, thrown, fatigue] (-3)(+4)(-1)(-1), Area Effect [5" dia.] (+4), Charges [1ch] (-12), Can't Hold Back (-1) [5 CP]

### Flash Grenade Belt

3 Flash Grenades:  3 Duplicates (+4) [7 CP]

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[4] The sub-sections to §5.10 do not exist in the core rules but were introduced here for organizational purposes.

5 Flash Grenades:  5 Duplicates (+8) [13 CP]
11 Flash Grenades:  11 Duplicates (+12) [22 CP]

### Glue Grenade [New]

**Restraint:** 3 protection vs. All Physical (12), d4+1 Hit Points (4), Equipment [carried, size 0.1m, thrown] (-3)(+4)(-1), Area Effect [3" dia.] (+3), Charges [1ch] (-12), Can't Hold Back (-1), Time Limit [15 minutes] (-2) [3 CP]

### Glue Grenade Belt

3 Hand Grenades:  3 Duplicates (+4) [5 CP]
5 Hand Grenades:  5 Duplicates (+8) [10 CP]
11 Hand Grenades:  11 Duplicates (+12) [16 CP]

### Hand Grenade

**Power Blast:** d6+2 Blunt Kinetic [Crushing] (22), Equipment [carried, size 0.1m, thrown] (-3)(+4)(-1), Area Effect [5" dia.] (+4), Charges [1ch] (-12), Can't Hold Back (-1), Fatigue (-1) [6 CP]

### Hand Grenade Belt

3 Hand Grenades:  3 Duplicates (+4) [10 CP]
5 Hand Grenades:  5 Duplicates (+8) [17 CP]
11 Hand Grenades:  11 Duplicates (+12) [29 CP]

### Knockout Gas Grenade [New]

**Paralysis:** d6+2 Biochemical [Poison] (22), Equipment [carried, size 0.1m, thrown] (-3)(+4)(-1), Area Effect [5" dia., vaporous] (+4), Charges [1ch] (-12), Can't Hold Back (-1), Fatigue (-1) [6 CP]

### Knockout Gas Grenade Belt

3 Knockout Grenades: 3 Duplicates (+4) [10 CP]
5 Knockout Grenades: 5 Duplicates (+8) [17 CP]
11 Knockout Grenades: 11 Duplicates (+12) [29 CP]

## Psionic Static Grenades [New]

These create an invisible gas that lingers briefly and interferes with all mental powers.

**Armor Generation:** 4 vs. Mental (3), Equipment [carried, size 0.2m, thrown] (-3)(+3)(+2), Area Effect [5" dia., vaporous] (+1), Charges [1ch] (-12), Fatigue (-1), Miscellaneous [area protection does not restrict movement] (-1), Untraceable [throwing the grenade and watching it detonate can be traced, but the gas is undetectable] (+3)(-1) [1 CP]

### Psionic Static Grenade Belt

3 Psionic Static Grenades: 3 Duplicates (+4) [2 CP]
5 Psionic Static Grenades: 5 Duplicates (+8) [3 CP]
11 Psionic Static Grenades: 11 Duplicates (+12) [4 CP]

## Smoke Grenades

**Darkness:** Full Darkness vs. Normal Sight (7), Equipment [carried, size 0.2m, thrown] (-3)(+3)(+2), Area Effect [5" dia., vaporous] (+1), Charges [1ch] (-12), Can't Hold Back (-1), Fatigue (-1) [2 CP]

### Smoke Grenade

## Belt

3 Flash Grenades: 3 Duplicates (+4) [3 CP]
5 Smoke Grenades: 5 Duplicates (+8) [5 CP]
11 Flash Grenades: 11 Duplicates (+12) [8 CP]

## 5.10.2 Weapon Accessories

### Laser Sight

**Skill Bonus:** +1 to hit (3), Variable [any projectile weapon] (+8), Miscellaneous Restriction [only the weapon it is attached to] (-2), Equipment [carried, size 0.3m] (-3)(+2), Fatigue (-1), Slow Activation [3 minutes to attach] (-2) [4 CP]

**Telescopic Sense:** Visible Light, +5 levels (5), Equipment [carried, size 0.3m] (-3)(+2), Fatigue (-1) [4 CP]

### Telescopic Sight

**Telescopic Sense:** Visible Light, +5 levels (5), Equipment [carried, size 0.3m] (-3)(+2), Fatigue (-1) [4 CP]
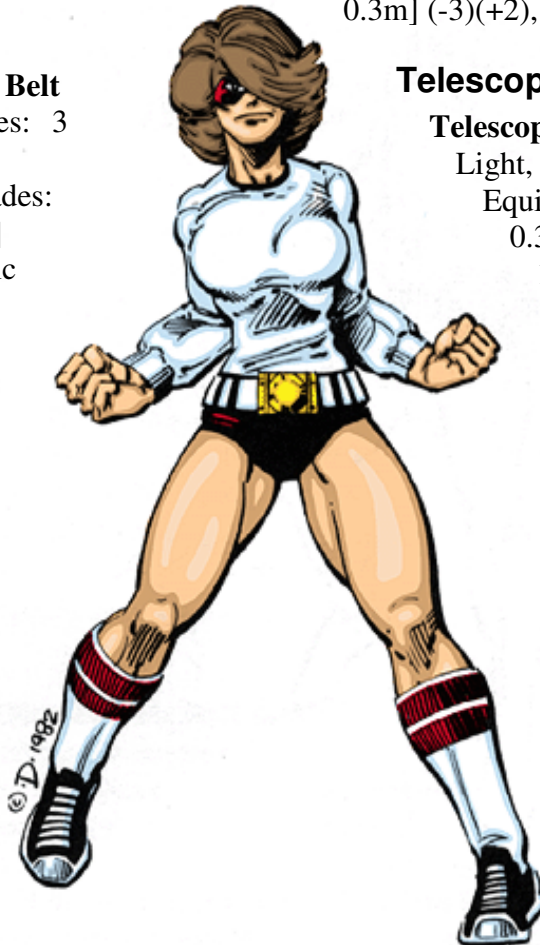
### *5.10.3 Non-Lethal Weapons*

#### Enervator Gun [New]

The enervator gun uses the Weapon (rifles) skill.

**Suppress:** d4+1 PHYS (16) Mutagenic [transmutational] (+3), Range 12" (0), Charges [1ch, field reloadable as single Action] (-

6), Equipment [carried] (-3), Fatigue (-1) [9 CP]

**Equipment Extra Hit Points:** 4 total hit points [1 CP]

## Tangler Gun

The tangler gun uses the Weapon (rifles) skill.

**Restraint:** d4+3 hits (8), 5 protection vs. Blunt Kinetic, Sharp Kinetic (7), Range 12" (0), Charges [1ch, field reloadable as single Action] (-6), Equipment [carried] (-3), Fatigue (-1) [4 CP]

**Equipment Extra Hit Points:** 4 total hit points [1 CP]

## Taser Pistol

The taser gun uses the Weapon (pistols) skill. It fires dart-like projectiles that have very large capacitors.

**Paralysis:** d4+3 Electromagnetic [electrical] (22), Range 3" (-2), Charges [1ch, field reloadable as full Move and Action] (-8), Miscellaneous Restriction [1/2 intensity vs. protection, completely negated by Hardened protection] (-2), Equipment [carried, size 0.1m] (-3)(+4), Fatigue (-1) [4 CP]

## Taser Rifle [New]

The taser rifle uses the Weapon (rifles) skill. It fires dart-like projectiles that have very large capacitors.

**Paralysis:** d6+3 Electromagnetic [electrical] (29), Range 12" (-0), Charges [1ch, field reloadable as full Move and Action] (-8), Miscellaneous Restriction [1/2 intensity vs. protection, completely negated by Hardened protection] (-2), Equipment [carried, size 0.6m, fatigue] (-3)(+1)(-1) [6 CP]

## 5.10.4 Emplacement Weapons

### Glue Mine [New]

**Restraint:** 4 protection vs. All Physical (12), d6+2 Hit Points (8), No Range (-3), Area Effect [5" dia.] (+4), Equipment [carried, size 0.6m] (-3)(+1), Charges [1ch] (-12), Can't Hold Back (-1), Time Limit [1 hour] (-1), Slow Activation [takes 1 full round to activate] (-1), Preset [pinned to any solid surface, the mine goes off the next time it is touched] (+10) [9 CP]



### Land Mine

**Power Blast:** d6+2 Blunt Kinetic [crushing] (22), No Range (-3), Area Effect [5" dia.] (+4), Equipment [carried, size 0.6m] (-3)(+1), Charges

[1ch] (-12), Can't Hold Back (-1), Slow Activation [takes 1 full round to activate] (-1), Preset [pinned to any solid surface, the mine goes off the next time it is touched] (+10)  [11 CP]

## 6.0 Character Weaknesses

The introduction to the section has a great comment on "Frequency" and using the Luck rules to determine if a particular character's particular weaknesses will be challenged in a particular session.  These are especially fun with weaknesses like Persecuted. However, they make a bit less sense with weaknesses like Susceptibility and Vulnerability which are as much a matter of environment as bad luck.  This means that guns (Sharp Kinetic) exist even if the hero is really lucky.

Here is an alternate model for determine "frequency" of different attack types.

Sharp Kinetic and Blunt Kinetic are both Common.

All other Physical Damage Types are Uncommon.

Any two Physical Damage Types combined constitutes Common.

Any five or more Physical Damage Types is Very Common.

Mental and Magical Damage Types are both Rare.  Together they constitute an Uncommon frequency.

Each of the Other Damage Types is Rare.  Two or more Other Damage Types are still Rare.

### Attract Attacks

Where the text refers to "damage subtypes", it should say "damage forms", as shown on the Damage Type Table on page 23.

### Persecuted

Also includes intrusive monitoring by a sponsoring agency, such as the police department, CHESS or Intercrime.  This can overlap with responsibility, and the
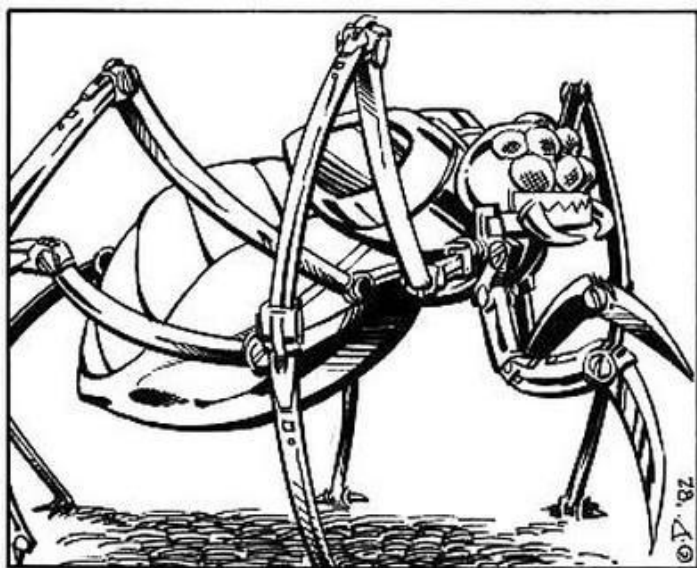
two can be taken separately to represent different aspects of the same relationship with the sponsor.

## Susceptibility

On the second table, the column labeled "Damaged Every" should be labeled "Damage Frequency."

This refers to how often a character with this Weakness takes damage while he is exposed to the thing he is Susceptible to.

Under the "Susceptibility Per Exposure" option, where it refers to "Frequency", it should say "Damage Frequency."

## *7.0 Core Game Mechanics*

### The Universal Table

The Effect Rolls listed for Level 14 and Level 15 are incorrect. The Effect Roll for Level 14 should be 4d10-1, and the Effect Roll for Level 15 should be 4d12-1. These errors are corrected on the Extended Universal Table, which you can download from the UniGames website.

## *11.3 Perception*

Replace the entire section with:

There are two uses of Perception: detection and identification. Use of an Analytical Sense means always passing the identification check.

Detection checks are usually passive checks made whenever a character is presented with a situation in which he might notice something. This use of Perception is a non-action and takes no time. If the character notices something, he gets a free check to see if he identifies it.

Detection can also be done as an active event, meaning the character spends an action to actively try to detect something. Identification can also be done as an active event, reflecting the character giving extra attention to the analysis and recognition process.

*Example:*
*A character is walking through a crowded mall. He sees a face somewhere in the crowd that seems familiar (succeed on passive detection as non-action), but does not recognized it (fail passive identification check as non-action). The crowd shifts slightly so he tries to find the person again (active detection check as single Action). He finds the person, but rolls a 1 for his identification check (active identification, single Action) and decides that despite the uncanny resemblance, that could not possibly have been who he thought it was, because Elvis is dead.*

Perception base difficulty is set based on range. Game inches as Value determines the Level (q.v. Universal

Table). The Level is the base target number for the Perception check.[5]

## Perception and Range

The Range Enhancement provides classic comic-book "Telescopic Sight" or "Parabolic Hearing."

The Range Enhancement is combined with Heightened Senses to increase the range of a sense. In effect, divide the distance by the multiplier on the range table, look up that value, and this determines the level of difficulty. Or, to phrase it a different way, one level of Range Enhancement reduces Perception difficulty by one level.

The Range Enhancement improves Perception for all passive and active detection and identification checks. It does not change target difficulties in combat.

Confusingly, the Telescopic Sense power overlaps with the Range Enhancement when used with Heightened Senses, as it can also reduce effective range, thus reducing the targeting difficulty for detection and identification checks. However, unlike Range, Telescopic Sense can only be used in active mode, requiring the character to spend an Action trying to detect things and another Action trying to identify what she detected. Telescopic Sense also affects combat as indicated in its description.

See also

## *Appendix A: After the Rules*

### Multiple Use Types

Some powers can be "used" in more than one way (for example, Energy Fields can be used both to attack and to defend). You may apply different Power Modifiers on each different type of use, but the difference between total Cost Modifiers on each different type of use may not be greater than 3.

---

[5] This is about right, since most humans can easily identify others on sight within 15 to 30 feet and beyond that certainty generally requires an Action worth of effort.

## LL uses both English and Metric measurements. How can I keep it straight?

English measurements are only directly referenced by the Living Legends game mechanics when measuring distances on the tabletop. All other mentions of English measurements in the game are there to show how to convert real-life English measurements to Metrics.

## *Appendix B: Miscellaneous Enhancements and Miscellaneous Restrictions*

*Based on material previously published by Jonathan Woolley*

These are cost modifiers to the following applications of Miscellaneous Power Restriction and Miscellaneous Power Enhancement.

### Armor

Only protects against the powers Emotion Control, Mind Control, or Possession:

- (-2) if Mental damage type
- (-4) if Biochemical, High Radiation, Mystical, or Mutagenic damage types
- (-8) any other damage type

Only in giant form: (-1). Armor prorated to scale with giant form (e.g. Armor 1 per level of Gigantism activated) is (-2).

### Armor Generation

Only protects against ferrous metallic attacks: (-3)
Only protects against Poison & Disease: (-2)

Will not reduce damage below half damage: (-3)

### Defense

Only against one attack per round: (-4)



### Dimensional Travel

(with single-dimension form of power): Group of related arrival/departure locations (example: a character whose body can enter the Internet can enter/leave by way of any computer the character can reach): (+6)

### Flight

Only through air: (-1)
Maximum Height: 1": (-5)
Maximum Height: 2": (-4)
Maximum Height: 3": (-3)
Maximum Height: 6": (-2)
Maximum Height: 12": (-1)

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## Gigantism
Does not increase PHYS: (-8)
(with Usable On Others): Only affects plants: (-6)
Character suffers -1 level of REFL and DEFT per 3 levels of Gigantism activated: (-2)

## Hallucinations
Only affects currently dreaming targets: (-8)

## Healing
Heals objects instead of creatures: (-0)
Heals objects as well as creatures: (+3)
Self Only: (-3)
Others Only: (-1)

## Heightened PHYS
Only when berserk: (-1) per 5 points in appropriate Compulsion
Only on held attack made when target's attack missed: (-5)
Only if character's most recent action was a successful attack against target: (-3)

## Heightened Sense
(with Indirect): Must originate from living being: (-3)
(with Indirect): Must originate from animal: (-4)
(with Indirect): Must originate from familiar object: (-3)

## Heightened Speed
Only for reading: (-8)
Only for extra attacks: (-3)

## Intangibility
Only in darkness: (-3)
Only through earth: (-5)

## Invisibility
Only to creatures with minds: (-1)

Not to creatures with minds: (-3)
Only when viewed from side: (-3)

## Mimicry
Only abilities character has witnessed use of: (-1)

## Mind Control
Only affects currently dreaming targets: (-5)
Only affects humans: (-1)
No hypnotic suggestions: (-1)
Only hypnotic suggestions: (-2)
Only one target can be controlled at a time and old target immediately released if takes control of a new target: (-3)

## Omni Power
Only 1 power at a time: (-6)
Only 2 powers at a time: (-5)
Only 3 powers at a time: (-4)
Only 4 powers at a time: (-3)

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Only 5-6 powers at a time: (-2)
Only 7 to 10 powers at a time: (-1)
No Basic Characteristics: (-1)
Only Basic Characteristics: (-2)

**Possession**
Body Switch: (-2)

**Power Blast**
Formerly living objects/matter only: (-5)

**Probability Control**
Only to cancel penalties for being underwater: (-5)

**Recharge**
Only if at 0 hit points: (-3)

**Restraint**
Only restrains breathing (requires called shot): (-5)

**Sensory Shock**
Not usable with multiple attacks: (-1)

**Skill Bonus**
Only in specific area (must specify area): (-3)
Only on held attack made when target's attack missed: (-2)
Only if character's most recent action was a successful attack against target: (-2)

**Summoning**
(with Variable): only if image of summoned being present. Image disappears for duration of effect: (-2)

**Telekinesis**
Movement only: (-2)
    Restricted Direction: single direction: (-3)
    Restricted Direction: two directions: (-2)
    Earth/stone only: (-3)
    Ice only: (-3)
    Metal only: (-1)
    Ferrous metal only: (-2)

**Transmutation**
(with Variable) Random variation: Reduce cost of Variable to 0, and additional (-1)

**Wall Crawling**
Only in own webs: (-3)

## *Appendix C: Alternate Skill Cost Method*

*Based on material previously published by Patric L. Rogers*

## Definitions

Skills are categorized into three groups. The distinction is that they do not overlap for purposes of Enhancements and Restrictions. Omni Power that applies to Language Skills does not buy Literacy, for example.

**Language Skills:** The ability to speak languages.

**Literacy Skills:** The ability to read languages. Typically the character must first be able to speak a language before becoming literate, but exceptions can be made, particularly for ancient or foreign languages which might exist only in a written form and the spoken for can only be postulated.

**Trained Skills:** This is the category for all skills not explicitly moved to another

specialized category such as Language or Literacy.

## Proficiency

To be considered professional caliber in a skill, you need an Effect of at least a d8. An Effect of 2d8-1 or more makes you a 'master' of a skill. (LL §2.2.2.5.2)

## Premise

Every skill or sub-skill is really a separate skill by itself, and "sub-skills" is an organizational construct that makes the chapter more reasonable in size and much easier to read. Therefore added levels can be applied to multiple skills as per the Variable advantage and Omni Power becomes a special extension of Variable.

See LL rulebook §2.2.2.5.2 "Buying Skills."
See the Variable Enhancement, LL rulebook §4.4 "Power Enhancements."

This is based on a number of models, including feedback from Jeff Dee himself that sub-skills such as Unarmed can use Variable, e.g.:

- Unarmed (Punch) - +1 level (2) [2 CP]
- Unarmed (punch and kick) - +1 level (2), two skills (+3) [3 CP]
- Unarmed (punch, kick and grapple) - +1 level (2), three skills (+5) [4 CP]

## Reading skills under the new model

For organizational purposes, this can also be written something like this:

**Skill:** +1 level (2), applies to Unarmed (punch) (DEFT/G), Unarmed (kick) (DEFT/G), Unarmed (grapple) (DEFT/G), three skills (+5) [4 CP]

Or

**Skill:** +1 level (2), applies to three skills (+5) [4 CP]
- Unarmed (punch) (DEFT/G)
- Unarmed (kick) (DEFT/G)
- Unarmed (grapple) (DEFT/G)

Obviously, this can then be extended infinitely:

**Skill:** +1 level (2), applies to five skills (+8) [6 CP]
- Unarmed (punch) (DEFT/G)
- Weapon (sword) (DEFT/G)
- Science (criminology) (INTL/S)
- Research (INTL/G)
- Convince (COOL/G)

## Building the bridge to Omni Power

Note that these rules supersede the "All" category under the Variable enhancement.

| Scope | Modifier |
|---|---|
| **Skills** – All with the same logical subcategory such as Science, Profession, Mechanic, Unarmed, Weapon, etc | (+8) |
| **Skills** – All Unarmed and all Weapon skills | (+9)[6] |
| **Skills –** All based on the same BC and of same complexity. To clarify, this can cover all DEFT/G skills, or all DEFT/S skills but not both at the same time. | (+11) |

| Scope | Modifier |
|---|---|
| **Skills –** All based on the same BC regardless of complexity. For example, all DEFT/G *and* DEFT/S skills. | (+14) |
| **Skills –** All Skills (this is Omni Power) | (+16) |

## Languages

Languages are still a special case, but the Variable advantage can also be used with languages, making it much easier to become a polyglot.

## Literacy

Literacy is still a special, but the Variable advantage can also be used with literacy, making the cost more reasonable.

## Different skill levels

Different skill levels can still be purchased using this method. Just as different levels of Armor or Shield stack, so do levels of skills.

**Example:** The Des Moines Pugilist is a character with DEFT 11. He has purchased his unarmed skills like this (he has spent a total of 7 CP for these skills):

**Skills:** +1 level (2) with 3 skills (+5) [4 CP]
- Unarmed Strike (see below)
- Unarmed Kick, d8 effect
- Unarmed Grapple, d8 effect

---

[6] "All combat skills" is too many skills for the (+8) modifier, and too few for the (+11) modifier.

**Skills:** +2 levels (3) with 1 skill (+0) [3 CP]

- Unarmed Strike, d10 effect

(The base cost is 3, instead of 5, because that is the cost difference between +1 level and +2 levels – the second level stacks on the cost already paid for the first level.)

## Perfect Memory

Perfect Memory can be combined with the alternate skill cost method in several ways. The GM should choose one method for the campaign:

**Method One:** Perfect Memory is required to be able to purchase skills using the alternate skill cost method. This does not apply to Omni Power.

A character can take a (-3) restriction on Perfect Memory "only to allow purchase of skills using the alternate buy method."

**Method Two:** If all characters in the campaign are allowed to use this alternate buy method, then having Perfect Memory applies a Miscellaneous modifier of (-1) to skill cost, thus reducing the overall cost of buying skills even more. This also applies if the character buys Omni Power that includes skills.

## *Appendix D: Conversion Templates Villains &*

## *Vigilantes to Living Legends*

### Android Body

**Adaptation:** Does not breath, immunity to disease, immortality (temporal), immunity to poison, immunity to cold (1) (+7) and (3) [6 CP]

**Bloodless:** [3 CP]

**Hungerless:** [3 CP]

**Pain Resistance:** [8 CP]

**Perfect Memory:** [9 CP]

**Sleepless:** [6 CP]

**Weakness (Attracts Attack):** +2 to be hit by Electromagnetic attacks [+15 CP] and Energy attacks [+15 CP]

**Weakness (Distinctive):** Limited degree of human features and overall appearance [variable]

**Weakness (Physical Handicap):** Limited capacity for self-repair [variable]

### Death Touch

*Living Legends* has no "instant death" mechanism. This is a good thing, but makes conversion challenging.

**Power Blast:** 4d10-1 Miscellaneous [other] (92) (+3), no range (-3), NRG Cost [4 per use] (-8), Miscellaneous [cannot use again for one minute] (-1) [28 CP]

**Devitalization:** 2d12-1 Miscellaneous [other] (43) (+3), no range (-3), linked [to Power Blast] (-2), NRG Cost [3 per use] (-6), Miscellaneous [cannot use again for one minute] (-1) [13 CP]
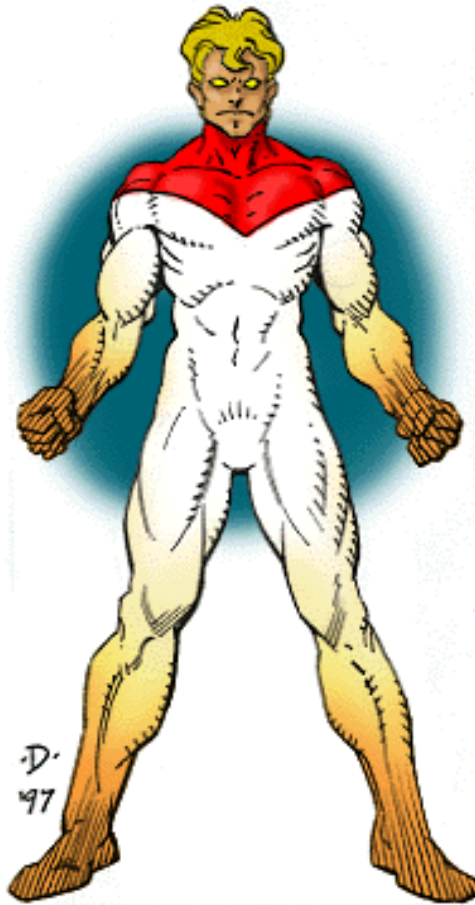
## Devitalization Ray

**Devitalization:** 1d8 Mutagenic [molecular disruption] (13) (+3), range 12" [19 CP]

*Obviously, it can use any damage type, but this models the source very nicely. For organic (specifically animal) creatures, it disrupts ATP molecules which are the energy source for muscle tissue. For inorganic targets (e.g. Androids) it disrupts electron storage (i.e. batteries).*

## Disintegration Ray

**Disintegration:** 1d10 untyped, Range 12" (43), NRG Cost [1 per use] (-2) [33 CP]

**Shield:** 5 vs. Biochemical, Blunt Kinetic, Energy, High Temperature, Low Temperature, and Sharp Kinetic (1), Innate (+3) [1 CP]

## Life Support

**Adaptation:** Asphyxiation, plus All Physical (3) (+9), Equipment [suit] (-3) [7 CP]

**Armor:** 1 vs. All Physical Damage types (2), Equipment [suit] (-3) [1 CP]

**Extra Equipment Hit Points:** 10 total hit points [3 CP]

## Light Control

**Light:** Visible and ultraviolet light (4) (+3), area affect [7" diameter] (+2), no range (-0) [8 CP]

**Multi Power:** (3 powers) (-4)

**1) Power Blast:** 1d6+1 Light [laser] (16), range 12", penetrating +3 levels (+3), multi power (-4) [14 CP]

**2) Sensory Shock (individual, ranged):** d8 Sensory Overload [visible light, ultraviolet light] (12) (+3), range 12", multi power (-4) [11 CP]

**3) Sensory Shock (burst):** d8 Overload [visible light, ultraviolet light] (12) (+3), no range (-3), area effect [7" diameter] (+5), multi power (-4) [13 CP]

## Power Blast

**Power Blast:** 2d8-1 Energy [pure energy] (37), Range 6" (-1) [32 CP]

**Shield:** 6 vs Biochemical, Blunt Kinetic, Energy, High Temperature, Low Temperature, and Sharp Kinetic (7), Innate (+3) [10 CP]



## Robotic Body

**Adaptation:** Does not breath, immunity to disease, immortality (time), immunity to poison, immunity to cold and (1) (+7) and (3) [6 CP]

**Bloodless:** [3 CP]

**Hungerless:** [3 CP]

**Pain Resistance:** [8 CP]

**Perfect Memory:** [9 CP]

**Sleepless:** [6 CP]

**Weakness (Attracts Attack):** +2 to be hit by Electromagnetic attacks [+15 CP] and Energy attacks [+15 CP]

**Weakness (Distinctive):** Limited degree of human features and overall appearance [variable]

**Weakness (Physical Handicap):** Limited capacity for self-repair [variable]

## Size Change

| Larger (V&V) | Gigantism (LL) |
|---|---|
| 1.5x height | +2 levels (10 CP) |
| 2x | +3 levels (15) |
| 3x | +5 levels (25) |
| 4x | +6 levels (30) |
| 5x | +7 levels (35) |
| 6x | +8 levels (40) |
| 7x | +9 levels (45) |

| Smaller (V&V) | Shrinking (LL) |
|---|---|
| 1/2 height | +1 level (5 CP) |
| 1/6 | +3 levels (15) |
| 1/24 | +5 levels (25) |
| 1/72 | +6 levels (30) |
| 1/288 | +8 levels (40) |
| Microscopic | +12 levels (60) |
| Atomic[7], [8] | +24 levels (120) |
| Sub-Atomic | +34 levels (170) |

## Sonic Abilities

**Power Blast:** 1d10 Sharp Kinetic [sonic], 12" range (22), Miscellaneous Enhancement [penetrating, but only against Equipment] (+2) [29 CP]
**Shield:** 6 vs. Biochemical, Blunt Kinetic, Mental and Sharp Kinetic (4), Innate (+3) [6 CP]

## Stretching

**Stretching:** Elongation 24" (8), Flattening (3), Inflation (3) [14 CP]
**Armor:** 1 vs. All Physical damage types (2) [2 CP]

## Telekinesis

**Shield:** 5 vs. Blunt Kinetic, Sharp Kinetic, High Temperature, Low

---

[7] Because of the costs associated with Atomic and Sub-Atomic scales, the GM should consider using Dimensional Travel instead of Shrinking, where the target dimension is "Atomic World" or "Subatomic World," respectively.

[8] See Appendix F

Temperature, Energy, Electromagnetism (1), Innate (+3) [1 CP]
**Telekinesis:** 240 kg capacity, range 12" (21), NRG cost [1 to activate] (-1), Time Limit [24 rounds, incremental] (-2) [14 CP]
*Note:* The character must spend 1 NRG and then can use the TK normally for any 24 rounds before needing to spend more NRG.



## Telepathy

"Mind Scan" and "Mind Reading"
**Heightened Senses (Detect Mental Energy)** – Analytical (8), Range (+3), Verbal plus See Images (+3), Global (+5), Miscellaneous Restriction [1 NRG per hour of use] (-2) [27 CP]
**Heightened Senses (Detect Mental Energy)** – Mind Probe (8), Verbal plus See Images (+3) (note that the Mind

Probe requires physical contact with the subject), NRG Cost [2 per use] (-4), Concentration [required to maintain] (-3) [5 CP]

"Thought-Casting"
**Telepathy:** Broadcast Verbal and Images (8) (+3), Mutual (+3), Variable [can be used on multiple targets simultaneously, allowing "mental switchboard" so targets can communicate with each other, maximum 10 targets or PERC targets, whichever is lower] (+9), Concentration [to activate] (-1), Miscellaneous Restriction [1 NRG per hour of use] (-2) [40 CP]

## Weather Control

Living Legends is different from V&V, in that you just buy base powers and then apply modifiers to customize them. There isn't any pre-built "Weather Control" in LL. Here are the base powers that you might want to look at:

Armor Generation (for ice armor)
Darkness (for fog)
Energy Field (for surrounding yourself with a hailstorm, for example, that damages enemies that come near you)
Flight, Hovering, Parachute
Negation (for rain, to put out fires)
Paralysis (to freeze people)
Power Blast (for lightning bolts)
Restraint (another way to freeze people - give it the Inflicts Damage option to make it chilly)
Special Effects (for all kinds of miscellaneous weather effects)
Telekinesis (moving things around with wind)

You don't have to have all of these, there just the powers you'll probably want to consider. You'll also probably want to look at these Enhancements:

Area Effect (so the effects cover a larger area)
Duration (so the effects last for a while after you create them)
Indirect (to make the effects come out of the sky, instead of from you)

You might also want to consider getting all of your powers through an Omni-Power (extremely flexible, but expensive), or else putting them into a Multipower (this is a Power Restriction that keeps you from using any two of the powers in it at the same time).

You should also check out the V&V -> LL Conversion guidelines:
http://www.io.com/unigames/ll/Conversions.pdf

Hope this helps!

-Jeff Dee
UNIgames

*Comment:* Any power in a Multi Power should have Duration as noted above. See Multi Power earlier in this book for additional details.

**Ice Armor**
*The character coats himself in a thick layer of ice.*
ARMOR GENERATION (V): 9 vs. All Physical [1 NRG and 1" move to activate] (28), Time Limit [15 minutes] (-2), Misc. [takes 6 rounds to initially activate] (-1) [18 CPs]

**Trap Target in Ice and Snow**
RESTRAINT (V): 4 vs. All Physical (12), d12 hits (11), 3" range (-2), Inflicts Damage (+5), NRG Cost [1 per use] (-2), Time Limit [24 rounds] (-3) [17 CP]

**Create Large Volumes of Ice and Snow**

SHAPING (V): 3840 kg of ice [SR 4] (37), Requires Source [Restraint, d12 x 10 kg created per use] (-3), Time Limit [1 hour] (-1) [22 CP]

**Create Fog**
*It is a very heavy fog, either steamy hot or icy cold.*
DARKNESS (V): Normal vision (7), add IR vision (+3), Area Effect [31" diameter] (+8), Range 48" (+2), Time Limit [24 rounds] (-3), NRG cost [1 per use] (-2), Misc: can be dispersed by strong winds (-1) [18 CP]

**Hail Storm (one-off)**
*The character creates a cloud that is full of hail. The cloud lasts for three minutes and can be used repeatedly to drop hail on a large area, potentially damaging everything in that space.*
POWER BLAST (V): 1d8 Blunt Kinetic [dull impact] (16), range 48" (+2), Immunity (+1), Indirect (+5), Area Effect [5" diameter] (+4), NRG cost [1 to activate] (-1), Time Limit [24 rounds, incremental] (-2)

**Hail Storm (protective cloud)**
*The character summons a high wind and fusillade of hail that whirls violently around him, offering both offense and defense. It lasts for only a short time, but each turn the character can control the motion choosing whom and what to attack with its battering force.*

POWER BLAST (V): 1d6 Blunt Kinetic [dull impact] (11), Energy Field (+6), No Range (-0), Area Effect [3" diameter, Selective] (+5), NRG cost [1 to activate] (-1), Time Limit [6 rounds] (-4)

**Freezing Ice Storm (protective cloud)**
*The character summons a high wind and fusillade of ice and sleet that whirls*



*violently around him, offering both offense and defense. It lasts for only a short time, but each turn the character can control the motion choosing whom and what to attack, coating targets in heat-draining slush.*
POWER BLAST (V): 1d6 Low Temperature [cold] (11), Energy Field (+6), No Range (0), Area Effect 3", Selective (+5), NRG cost [1 to activate] (-1), Time Limit [6 rounds] (-4)

**Call Lightning**
*The character summons a storm cloud that lasts 6 rounds. It can be used repeatedly to call down lightning bolts.*
POWER BLAST (V): 1d12 Electromagnetic [lightning] (29), Indirect (+5), increase range to 24" (+1), NRG cost [1 to activate], Time Limit [6 rounds] (-4)

## Willpower

**Adaptation:** Cold (1), Heat (+3), Miscellaneous [costs 1 NRG per hour of use] (-2) [1 CP]

**Armor:** 1 vs. Blunt Kinetic, Light, Low Temperature, Mutagenic, and Sharp Kinetic, 3 vs. Mental (5), Miscellaneous [costs 1 NRG per hour of use] (-2) [4 CP]



## *Appendix E: Quantitative vs. Qualitative [Commentary]*

### Quantitative

Mechanically, here are the only BCs that are useful to be anything but the lowest possible value for the level: PHYS (both STR and CON), REAC (REFL), VITL (NRG). From a purely mechanical standpoint, an INTL of 11 and an INTL of 14 are exactly the same because both provide a d6 effect[9].

### Qualitative

In contrast, while there is no mechanical distinction between an INTL of 11 and an INTL of 14, the flavor of both is significantly different. The person with an 11 is really, really smart. The person with a 14 is a member of Mensa and crushes the 11 when playing chess, checkers, or pretty much any game that requires raw brain-power, memory and perception.

The person with DEFT 11 does well as a college athlete. The person with DEFT 14 goes to the Olympics. These are the flavor differences that can make life interesting.

### Skills

This also applies to skills. Two characters with d8 effect are technically "professionals," but the one with 2 levels is going to produce results that are more polished, more skilled, more refined than the character with only 1 level.

## *Appendix F: Bibliography*

**What is the size of an atom?**
http://wiki.answers.com/Q/What_is_the_size_of_the_atom

**What is the size of a proton?**
http://wiki.answers.com/Q/What_are_the_sizes_of_protons_neutrons_and_electrons

**How Big is a Nanometer?**

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[9] In the R0 edition of *Living Legends,* the Universal Table included "intermediate" effect values, but that was dropped from the 2005 R1 publication.

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## Appendix G:  Not enough CP [Commentary]

*Living Legends* is a relatively low-power supers game.  By this, I mean it is very easy to run out of CP and still be left with a comparatively low-power character.  Try converting your favorite *Villains & Vigilantes* character or modeling Black Canary or Spider-Man and see how quickly you exceed 150 CP or even 210 CP.  *Living Legends* **can** model Thor or Supergirl, as long as you suspend your concepts of CP limits.  There is nothing wrong with this model; it is actually a positive part of the flavor of the game.

The use of the Variable enhancement can help tremendously when applied as described in this document, particularly for characters based on skills.  Its use fits within the design intensions of the game, so we are breaking neither the spirit nor the rules.  It would be cost-prohibitive (read: impossible) to build Batman or Animal-Man without using Variable.  Even with the enhancement, they dedicate a large chunk of points to their particular niche.

Similarly, use of the Duplicates modifier under Equipment increases the options available for building hoards of followers or fleets of vehicles.  If a character had to pay for each individually, it would be impossible to do so in a reasonable CP budget.

Lastly, as long as the GM and other players approve, there are no real restrictions on the total CP a character can be built on. The guidelines in the rulebook are excellent guidelines, but a GM could easily decide that the point base is 150, 200, or 300 CP instead of 100 or 140.  The maximum allowed CP from Weaknesses can also be adjusted, or not, depending on how many problems the GM wants to allow PCs to burden themselves with.

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