

Legs

Former Aliases: None
 Secret Identity: Leo "Legs" Armstrong
 Occupation: Mechanic
 Age: Early 30s
 Gender: Male
 Height & Weight: 2 meters, 100k
 Eyes: Brown Hair: Black

Dice Roll	Result	Critical
2-5	100%	200%
6-10	75%	175%
11-16	50%	150%
17-20	25%	125%

	2-5	6-10	11-16	17-20
Kick (ACV 18, Base 100)	113	88	63	38
Punch (ACV 18, Base 0)	13	13	13	13

Team's SUV	
Speed: 170kph	Size: 2
People: 6	
Notes: 200kg cargo area	
Armor: 17	Health: 70
Minor:	
Police-Band Radio	
GPS system	
Consumer Electronics	
Puncture-Resistant Tires	
Improved Armour (+5, 2 minors)	
Burglar Alarm	
Improved Brakes (+2 CV when relevant)	
Engine Rebuild	
Major:	
Rocket Engine: Boosts speed by 100kph, but -2 on driving rolls during that time.	

Body	17	ACV	13
Mind	10	DCV	19
Soul	12	HP	145
Lvl	Pts	Characteristics	
10	10	Highly Skilled	
5	5	Combat Technique (Blind Fighting, Judge Opponent, Lightning Reflexes x 2, Leap Attack)	
8	16	Defense Combat Mastery	
3	3	Divine Favor: 3 rerolls	
1	8	Extra Attacks	
2	6	Extra Defenses	
2	2	Extra Arms (2 -- actually, it's his legs)	
3	6	Gadgeteer (8x normal speed)	
2	4	Gadgets (1 major, 9 minor)	
6	12	Massive Damage (Kicks, +60)	
Lvl	Pts	Powers	
3	4	Elasticity (2 limbs, 5x regular dimensions)	
	-3	Reduction: Can only be used to stretch legs, lengthening segments, cannot deform, no grapple bonus!	
3	3	Jumping (50x Normal)	
1	4	Special Attack "Power Kick" (40 damage, Knockback, Melee - Unarmed Combat ACV (Kicks): 18)	
3	3	Special Movement (Balance, Cat-Like, Wall-Bouncing)	
Lvl	Pts	Skills (130 Skill Points)	
4	24	Acrobatics	
2	6	City Knowledge (Baltimore)	
5	10	Climbing	
3	6	Driving (Cars)	
2	8	Electronics (Security)	
3	9	Intimidation (Street)	
1	1	Languages (English, Spanish)	
5	20	Mechanics (Automotive)	
1	2	Piloting (Helicopter)	
3	6	Street Sense (Gang Activity)	
2	6	Urban Tracking (Underworld)	
4	32	Unarmed Attack (Strikes)	
Lvl	Pts	Defects	
1	-1	Famous (Regional: Baltimore -- doesn't conceal his identity, and has been spotlighted on local news broadcasts)	
2	-1	Ism: Known Metahuman, Ex-Gang Member, Ex-Con	
3	-1	Less Capable: Strength (-3, effective 14 stat)	
1	-1	Marked: Large, apelike hands and feet. Hands can be explained away, feet can be put in shoes.	
2	-2	Nemesis: The Trick	
2	-2	Nemesis: Admiral Ironsides	
1	-1	Nemesis: Street Gangs of Charm City	

Initiative	2d10 + 23
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Unspent AP		Total AP	155
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Player: _____

Background

"Legs" came into his power around the age of sixteen, while in the thick of his life in the street gangs of the Charm City ghetto. His amplified physiology gave him reflexes faster than anyone else on the street, and his powers, while minor, made any fights he got into rather short.

Legs quickly parlayed his advantage into a small ghetto kingdom, taking over gangs and generally living a life high on crime and steeped in his personal sense of invulnerability. And while he wasn't invulnerable, he was close enough -- so his rivals went after his family.

They enlisted the help of The Trick, a mask with a talent for placing super-powered "bombs" in the right places, undetectable, and for hire. The "bomb" in question left Legs unconscious and his kid brother Rudy dead.

The police had been looking for Legs, and when they found him at the scene of the crime, he was arrested. Crushed by grief, Legs took the punishment society had for him, and became a model prisoner -- despite the fact that he could have kicked his way out of his cell at any time, he used his prison experience for genuine rehabilitation, and swore to himself he'd make amends once back on the outside.

He got out some ten years later, on parole for the next few.

He began, first, by cleaning up the gang situation in the ghetto; he never looked to become a hero, to be sure, but he soon became one in the eyes of the poor and the frightened. And he never put on a mask or a costume: he would face the world as he was.

Legs came fully into the media spotlight when he tracked down The Trick the next time he showed up in Charm City with a contract to blow up some key ships in the harbour. While the Trick ultimately escaped from police, Legs' victory over him earned both The Trick's enmity and the city's gratitude -- the rest of his parole was lifted, and he became one of the first known, established "local heroes" of the burg.

It was really only a matter of time before the others started to show up.

Enter The Trick

The Trick is a villain more about subtlety and planning than flash and dash. What all of his powers are, and how he got them, have yet to be determined; to date, he has been reported to be able to perform minor shapeshifting, turn invisible, hypnotize, fly, astrally project, and more. The only confirmed power he has is the ability to place small, largely undetectable, "bombs" with a variety of triggers (usually based on proximity of a specific person -- how this is detected is unknown). Legs is personally familiar with this application -- he was the trigger in what killed his brother. The Trick (real name unknown) appears as a fairly nondescript man, mouse-brown hair, brown eyes, fair complexion, average height -- at least, that was the case the time Legs got face to face with him.

Description

Look at the front of the group portrait: this is the guy crouching in front of the others, a bit off center, his far knee touching to the ground next to his hand, the near supporting his other forearm. Despite this relaxed posture, you can tell he's ready to move those powerful muscles in his legs at a moment's notice.

He wears no shoes, for his feet are shaped more like an ape's than a man's, and big. His hands, similarly, are slightly oversized -- he's the sort of guy who could palm a basketball with one hand, no problem.

He wears a mechanic's overalls, short-sleeved. Random small tools hang from it, completing the "greasemonkey" look. His exposed arms and neck show signs of extensive body tattoo work of a tribal style, thick black lines that suggest the pelts of jungle predators. He's swarthy, his complexion and bone structure hinting at his hispanic heritage.

During the daytime, he wears sleek sunglasses, and he's always got on his baseball cap -- backwards, of course. He has a mature face, placing him, perhaps, in his mid-thirties; the expression he wears on it is ironic and unimpressed.

Player: _____