

Emerald Firepower

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Origin & Background: Shiela Laubet was an executive recruiter until a very persuasive scientist she was recruiting convinced her to become the subject of an experiment he was working on. After dozens of secret and uncomfortable surgeries, his team had reinforced her entire skeleton by bonding titanium to it and also implanted neural enhancers along her spine. The combination made it possible for her to wear a special harness that acts as the chassis for four titanium alloy tentacles. These motorized marvels are extremely flexible as they are composed of extensible overlapping plates and pieces. They contain very powerful motors, and each also has a miniature blaster. The entire unit is powered by a micro-fusion reactor with an expected 20-year life on the current fuel cell. While her natural skeleton has been mechanically enhanced, and her muscles enhanced through biological enhancement, the tentacles are stronger than she is, and she needs to use one or more to brace herself (really the harness), if she is going to exert their full strength for anything such as lifting or throwing. The neurological enhancement included micro-computers that translate her mental desires into mechanical motion, so after training, using the tentacles has become as easy as using her natural arms or legs. It is possible for her to remove the harness, although she rarely does so, describing it as similar to removing an arm or leg.

During the entire procedure, the scientist quietly



manipulated her mind, twisting her good nature into a pliant and amoral thug. Now she is the “blaster” for his team of supervillains.

Tactics & M.O.: Emerald Firepower is a mobile weapon platform. There is a well-known phenomena where big guns make people feel invincible, especially the more they are used in the same fight, and she is no different. She starts a fight behind cover and is a good follower (but the conditioning has made her a terrible leader), but as a fight progresses, she is increasingly likely

to break cover and simply stand in the middle of everything, moving as necessary to ensure she has a clear shot at her targets. This includes both melee and ranged shots, since the four tentacles give her many options for multiple attacks.

Note that to use her full STR, she needs to use at least one, sometimes two tentacles to brace with since her human body, although augmented, is still not tough enough to brace her against the lever of trying to lift and throw motorcycles using 30-foot long extensible tentacles.

Living Legends – Emerald Firepower [188 CP]

PHYS 16 (STR 31), REFL 11 (DODG 16), DEFT 7, INTL 11, COOL 7 (APP 16), VITL 11

Cybernetic Tentacles

- **Power Blast:** 1d12 Energy [pure energy], 12" range (29), Equipment (visible, external, large) (-3), very large (2.4m) (-1), unique (-2), duplicates [4 total] (+6) [29 CP]
- **Equipment Hit Points:** +21 Hit Points (7), duplicates [4 total] (+6) [16 CP]
- **Equipment Armor:** Armor 9 vs all physical (59), equipment (-3), unique (-2), equipment only (-5), very large (-1), duplicates [4 total] (+6) [31 CP]
- **Heightened PHYS:** +15 (15), STR only (-3), equipment (-3), very large (-1), unique (-2), duplicates [4 total] (+6) [10 CP]
- **Stretching:** Elongation, 3" (1), total reach of tentacles is 6" (stretching + weapon length), equipment (-3), unique (-2), very large (-1), duplicates [4 total] (+6) [1 CP]
- **Extra Limbs:** +4 limbs, no fine manipulation (8), equipment (-3), unique (-2), very large (-1), duplicates [4 total] (+6) [8 CP]

Ambidexterity: All limbs (3) [3 CP]

Armor: 1 vs All Damage Types (2). Reinforced

skeleton, muscle and implants make her very durable. [2 CP]

Skill Bonus: +1 (3) with Unarmed (strike) and Weapon (power blast) (+3) [4 CP]

Skill (Profession): (INTL/S) Lawyer, +2 levels (5), d8 effect [5 CP]

Skill (Research): (INTL/G) +1 level (2) [2 CP]

Skill (Unarmed): (DEFT/G) +1 level (2), all maneuvers (+5), d8 effect (d8+1 with punch) [4 CP]

Skill (Weapon): (DEFT/G) tentacle blasters, +2 levels (5), d10+1 effect [5 CP]

Weakness (Attracts Attack): The implants make her susceptible to Electromagnetic damage types [+15 CP], and the brain conditioning reduces her resistance to Mental [emotional] attacks [+5 CP]

Weakness (Compulsion): To obey orders from the scientist that "created" her [+10 CP]

Weakness (Distinctive): 4 huge, vicious looking metallic tentacles with glowing crimson tips [+15 CP]

Weakness (Persecuted): Wanted by law enforcement [+10 CP]

Designer's Notes: Pretty straight-forward inspired by the artwork. Emerald Firepower is intended for a higher-point campaign as she is obviously a lot of points. She is very powerful offensively with her ability to make multiple attacks, but only average defensively (even with the enhanced DODG) so a villain group will either need a secondary character to protect her from attack or expect her to be knocked out quickly.

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