# Converting V&V Characters To Living Legends
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## INTRODUCTION

This document is a work in progress that explains how to convert Villains and VigilantesTM 2.1 characters to the Living LegendsTM game system. It can also be used to convert LL characters to V&V, of course, by applying these guidelines in reverse.

## EXPERIENCE

V&V characters converted to LL should be built on 100 base CPs, + 4 EPs per V&V Level over 1, plus 50 points in Weaknesses.

This is just a general guideline. Not all characters will fit neatly into this many points. If you wind up with points left over, go back to optimize the character and pick up interesting new peripheral skills and powers. If you have a LOT of points left over, you might consider re-classifying the character to a lower power level. If you don't have enough points, do the best you can with what you have.

## BASIC CHARACTERISTICS

This section shows how to convert from V&V Basic Characteristics to LL Basic Characteristics.

After converting the BC Scores, I highly recommend rounding to the nearest optimal LL BC Score (1, 2, 4, 7, 11, 16, 22, etc.). This results in a more optimal expenditure of CPs. It's is especially important for DEFT and INTL, because "in between" Scores in those BCs are completely useless.

### Physique

**STR:** Divide the character's Carrying Capacity by 22 to find the character's STR Value. Consult the Universal Table to find the closest STR Score.

For example, Mammoth has a carrying capacity of 7667 lbs. 7667 / 22 = a STR Value of 348.6, which yields a STR score of 46.

**CON:** Multiply the character's Hit Points by 2 to find the character's CON Value. Consult the Universal Table to find the closest CON Score.

For example, Mammoth has 98 hit points. 98 x 2 = 196, which yields a CON Score of 37.

To simplify matters, feel free to average a character's STR and CON scores into a single PHYS Score.

### Reflex

**REAC:** Multiply the character's Agility score by .81 (rounding up on ½) to find the character's REAC Score.

For example, Mammoth has an Agility score of 9: 9 x .81 = 7.29, which rounds to a REAC Score of 7.

**DODG:** Multiply the character's Agility score by .81 (rounding up on ½) to find the character's DODG Score. If the character has any powers that function like Heightened Defense, you may either add 3 to the character's Agility per -1 to be hit before calculating DODG, or give the character an equivalent LL version of the power in question.

For example, Ultra-Fist has an Agility score of 21, and Heightened Defense: -8 to be hit. Because of his Heightened Defense, Ultra-Fist's Agility is treated as (21 + [8 x 3]) = 45: 45 x .81 = 36.45, which rounds to a DODG Score of 36.

To simplify matters, feel free to average a character's REAC and DODG scores into a single REFL Score

### Deftness

Multiply the character's Agility score by .81 (rounding up on ½) to find the character's DEFT Score.

For example, Mammoth has an Agility score of 9: 9 x .81 = 7.29, which rounds to a DEFT Score of 7.

### Intellect

Multiply the character's Intelligence score by .81 (rounding up on ½) to find the character's INTL score.

For example, Mammoth has an Intelligence score of 15: 15 x .81 = 12.15, which rounds to an INTL Score of 12.

If the character has any powers which give him improved Detection rolls, you may need to come up with a separate PERC Score.

To simplify matters, feel free to average the character's INTL and PERC scores into a single INTL Score.

### Cool

Multiply the character's Charisma score by .81 (rounding up on ½) to find the character's COOL Score.

For example, Mammoth has a Charisma score of 12: 12 x .81 = 9.72, which rounds to a COOL Score of 10.

If the character has any powers which give him improved willpower or attractiveness, you may need to come up with separate WILL or APP Scores. To simplify matters, feel free to average the character's COOL, WILL and APP scores into a single COOL Score.

### Vitality

Multiply the character's Power by .19 to find the character's VITL Score.

For example, Mammoth has a Power of 81. 81 x .19 = 15.39, which rounds to a VITL Score of 15.

## MASS

Divide the character's weight in lbs. by 2.2 to find the character's Mass in kilograms. Round off to the nearest.

For example, Mammoth weighs 400 lbs.: 400 / 2.2 = 181.81, which rounds to 182 kg.

Any mass over 233 kg. (or under 17) requires a super power, such as Density Increase, Gigantism, etc.

## MOVEMENT

V&V characters who lack any special movement abilities get a Move of 8 in LL. Otherwise, divide V&V inches per turn by 2.7 to find LL Move.

If a character has a movement ability expressed in miles per hour, multiply it by 1.68 to convert it to inches per turn in LL.

## FAME

Assign the character a Fame score that seems appropriate. 1 Fame means totally unknown, 7 Fame means no more famous than any other average person on the street, and 16 Fame means they're starting to get some serious attention. At 22 or higher, aliens on other planets may have heard of them! Consult the table on page 132 to get a sense of what Fame effect rolls signify.

# POWERS

## Adaptation

ADAPTATION (C): All physical damage types, plus Asphyxiation (3) (+9), Misc. [costs 1 NRG per day of use] (-1) = 9 CPs

ARMOR (C): 2 vs. All physical (7), Misc. [costs 1 NRG per hour of use] (-2) = 5 CPs

Total Cost: 14 CPs

## Armor

subtract 30 from the character's V&V ADR, divide the remainder by 7, and round up to find the LL Armor equivalent. In general, V&V Armor converted to LL Armor should be Ablative and provide Medium Coverage.

## Flame Power

### Type 1:
POWER BLAST (V): d8 Fire, 12 range (16), Duration 6 rounds [water, lack of oxygen, etc put out the flames] (+3): 24 CPs

SHIELD (V): 7 vs. Low Temperature and All Kinetic (3), Innate Shield (+3): 4 CPs

Total Cost: 28 CPs

### Type 2:
FLIGHT (V): 17 acceleration, 64 top speed (14), NRG Cost [1 to activate] (-1), Time Limit [1 hour, incremental] (0), Linked to Energy Field (-1): 11 CPs

ENERGY FIELD (V) d8 Fire (24), NRG 1 to activate (-1), NRG Cost 1 per attack (-2), 12 Range (+3), Duration 6 rounds [water, lack of oxygen, etc put out the flames] (+3), Time Limit [1 hour, incremental] (0): 36 CPs

Total Cost: 47 CPs

## Force Field

ARMOR GENERATION (V): 6 vs. electromagnetic, all temp, all kinetic, biochemical, & energy (13), Area Effect [13", Shapes, Perimeter] (+9), Brittle (-4), Range [12"](+3): 49 CPs

NATURAL WEAPONRY (V): Strength Surcharge (N), Range [12"](+3): (N @ +3) CPs

Total Cost: 49 + (N @ +3) CPs

## Gravity Control

GRAVITY DECREASE (V): d10 Blunt/Crushing [x-1, see LL page 53], 6" range (33)(-1), NRG Cost [1 per use] (-2), Concentration [to maintain] (-3): 14 points

GRAVITY INCREASE (V): d10 Blunt/Crushing [x16, see LL p. 54] 6" range (28)(-1), NRG Cost [1 per use] (-2), Concentration [to maintain] (-3): 13 points

Total Cost: 27 CPs

## Heightened Speed

[(V&V Agility - 10) + Initiative Bonuses] / 10 (round down) = levels of LL Heightened Speed. Note that V&V characters with very high Agility may wind up with some LL Heightened Speed even if they don't have any V&V Heightened Speed!

## Ice Powers

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

RESTRAINT (V): 4 vs. All Physical (12), d12 hits (11), 3 range (-2), Inflicts Damage (+5), NRG Cost [1 per use] (-2), Time Limit [3 minutes / 24 rounds] (-3): 17 CPs

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 CPs

Total Cost: 57 CPs

## Invulnerability

Divide Invulnerability points by 2.73 to find the LL Armor equivalent. When buying LL Armor to simulate V&V Invulnerability, it should work against Mystic damage and Physical damage types.

## Lightning Control

ENERGY FIELD (V): d8 Electricity (24), 12" Range (+3), NRG Cost [1per attack] (-2), Conductivity (+2), No KB (-1), Reduced at Range (-1): 28 CPs

MACHINE CONTROL (V): d4 Electricity vs. Electronics, 12" Range (7): 7 CPs

Total Cost: 35 CPs

## Magnetic Powers

ARMOR GENERATION (V): 6 vs. All Physical (17): 17 CPs

TELEKINESIS (V): 960 kg., d12 Effect (38), Range: 6" (-1), Misc: can only move ferrous targets (-2), Time Limit: 24 Rounds (-3), NRG Cost: 1per use (-2): 13 CPs

Total Cost: 30 CPs

## Vibratory Powers

POWER BLAST (V): d12 Blunt Kinetic [Vibration] (29), NRG Cost: 2 per use (-2), No Knockback (-1): 19 CPs

MACHINE CONTROL (V): d4 Blunt Kinetic [Vibration], Disable, 12" Range (11), Miscellaneous: Disable Only (-5), Carried by Vibro Blast (+2): 8 CPs

INTANGIBILITY (V): High Vibration [not immune to gas attacks] (16), Misc: can only gain altitude inside solid objects (-2), Misc: movement cost per space travelled through solid objects equals the object's SR (-2), NRG Cost: 1 to Activate (-1), Time Limit: 1 hour, Incremental (0): 8 CPs

Total Cost: 35 CPs

OR

POWER BLAST (V): d12 Blunt Kinetic [Vibration] (29), NRG Cost: 2 per use (-2), No Knockback (-1), Misc: Penetrating, but only vs. devices (+2): 26 CPs

INTANGIBILITY (V): High Vibration [not immune to gas attacks] (16), Misc: can only gain altitude inside solid objects (-2), Misc: movement cost per space travelled through solid objects equals the object's SR (-2), NRG Cost: 1 to Activate (-1), Time Limit: 1 hour, Incremental (0): 8 CPs

Total Cost: 34 CPs

## Weather Control

There isn't any pre-built "Weather Control" in LL. Here are the base powers that you might want to look at:

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

You don't have to have all of these, they're 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 for last a while)
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).

# OTHER NOTES

## Damage

In general, any V&V damage roll can be used as-is when converted to LL: a V&V d12 damage roll is the same as an LL d12 damage roll. However, this is less true the larger the V&V damage roll is: V&V can handle characters with 5d10 damage rolls, but LL cannot. Any V&V damage rolls over 2d10 need to be scaled back a bit, maybe a lot if they're much higher than 2d10-1.

## Defenses

f (thematically) the character parries incoming attacks in V&V, that's a Shield in LL. If the character's body is covered with something that absorbs damage, that's Armor (or Armor Generation if it has to be turned off and on) in LL. If the character's body is covered with something that ought to do damage, then that's an Energy Field in LL.

## Modifiers To Be Hit

Each -1 to be hit in V&V = +2.5 DODG score.

## Modifiers To Hit

Each +1 to hit in V&V = +1 to hit in LL (or +1 skill Level).

## Power / NRG Cost

V&V Power Cost / 5.5 = LL NRG Cost. Round to the nearest whole number.

## Range

V&V inches x .76 = LL inches; round down to the closest match on the LL range table (p. 95).

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