Subject: What an exemplar and shifter is capible of Posted by curious reader on Wed, 15 Jun 2011 06:25:21 GMT View Forum Message <> Reply to Message

Have a Look:

http://www.youtube.com/watch?v=RahEtkVxAPA

Ok this is an older video but I was thinking of what this guy could do. Is this capable of an Exemplar 4 or 3 like Ayla? Or would they have to be someone like Hippy a 6 to pull something like this off. By this I mean the first Minute of the video not the later parts. I was trying to see a visual of what a Exemplar could pull off.

I'm not talking about the claws and such per say but that leads to the second part of the question.

Would that be possible (Easy) for jimmy T to pull of if he were so inclined? or at least a Shiter 4 P,C,W,E

I'm thinking of a dark fan fic were its the not so distant future and the world went to hell in a hand basket, the mutant/human war escalated to wipe out most of the people. Jimmy plays the bad guy hunting down the ones that orcastrated the war in the first place.

Let me know if anyone is interested in writing one like this. You can use it if you like, I'm not going to write it but I wouldn't mind if someone did.

Subject: Re: What an exemplar and shifter is capible of Posted by khade on Wed, 15 Jun 2011 06:52:07 GMT View Forum Message <> Reply to Message

I think when that game came out, Dr. Bender mentioned it in relation to Sara, as things she could do, though somewhat limited in scope. With work, Jimmy T. could totally do what is done in that game, from running up walls(spikes from his feet) to body slamming tanks, to eating people(he's attempted it before).

Subject: Re: What an exemplar and shifter is capible of Posted by Avatard on Wed, 15 Jun 2011 11:25:39 GMT View Forum Message <> Reply to Message

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T. could totally do what is done in that game, from running up walls(spikes from his feet) to body slamming tanks, to eating people(he's attempted it before).

Jimmy makes Mercer look like a pansy. He could do all that and more considering the "Godzilla" episodes.

Still, I would say that what happened in the video is a mix of EX-3 or 4 to EX-6 (jumping off that roof is EX-6 alone, if not 7).

Subject: Re: What an exemplar and shifter is capible of Posted by Kazorh on Wed, 15 Jun 2011 12:04:44 GMT View Forum Message <> Reply to Message

EX-3 is barely superhuman. There's no way Ayla could do that without messing with his density. I'd say more than EX-5 for those leaps. I'd have to reread Parkour Jam Hooligans, but I don't think Breaker can jump two stories high. That jumping-down-a-building thing at the beginning was also pretty impressive, it would take some serious super-toughness.

According to the Darwin Rager's Night, cutting down groups of armed men is about right for that power level. He might be a bit slow, though.

As for the claws... that seems pretty trivial for Jimmy T. We're talking about the guy whose MID reads "omni-shifter, deadly force pre-authorized". He can turn into Godzilla. I think he can grow some spikes just fine.

Subject: Re: What an exemplar and shifter is capible of Posted by Kristin Darken on Thu, 16 Jun 2011 00:21:52 GMT View Forum Message <> Reply to Message

Some of the more extreme stuff shown in the video (the higher jumps, armor plate shifting, etc) is beyond the normal Whateley power scale without pretty elaborate power set combinations. Jumps that high/far for example, would require PK not Exemplar ability because even at extremes, they sort of break the physics of how a bipedal mammal can function.

Of course, with Ex-5, Pk-5, Sh-6+, and maybe a little Temporal Warper (and/or Energizer speedster) mixed in; you can probably reproduce everything you need... the power set would be extremely rare, definitely A-list... probably 1 in 2 or 3 billion (top ten mutants in the world, easily). Maybe. Based purely on the trailor, that is.

Subject: Re: What an exemplar and shifter is capible of Posted by Odin on Thu, 16 Jun 2011 00:31:40 GMT View Forum Message <> Reply to Message

On a related but less extreme note. What about leaping out of a window and landing without significant damage?

I ask because I have written my character doing this and want to be realistic about it. I know some of us humans have done it from the third floor and not been injured but IIRC they were fairly lucky. So given an Ex-4 would third or fourth story window be reasonable?

Subject: Re: What an exemplar and shifter is capible of Posted by Avatard on Thu, 16 Jun 2011 00:54:49 GMT View Forum Message <> Reply to Message

Odin wrote on Wed, 15 June 2011 17:31Ona related but less extreme note. What about leaping out of a window and landing without significant damage?

I ask because I have written my character doing this and want to be realistic about it. I know some of us humans have done it from the third floor and not been injured but IIRC they were fairly lucky. So given an Ex-4 would third or fourth story window be reasonable?

I would think with the proper training that would be reasonable. Think about parkour or free-running, runners train on how to fall correctly. Any kind of fall can kill someone. You also would have to factor in how far OUT they are jumping. Is it straight down or is the person also going horizontal 30 feet or more?

Subject: Re: What an exemplar and shifter is capible of Posted by curious reader on Thu, 16 Jun 2011 00:55:19 GMT View Forum Message <> Reply to Message

Ok the reason that I think an exemplar could pull this off is because of the story with Erik "Parkour Hooligans." When he was in the sims against sgt. Wilson EX-6 he took a apartment building to the ground floor in a single leap and took a motorcycle from a guy in motion.

Later on in the story they show Zenith and breaker taking the side on a building straight up the side to get to the roof. I think their both an ex-5 and he's got TK 4 as a bonus.

At the least I think Aquerna could do it, only the side of the building thing, and the leap over the wall, not the openning drop.

Subject: Re: What an exemplar and shifter is capible of Posted by trollo on Thu, 16 Jun 2011 02:24:01 GMT View Forum Message <> Reply to Message

I'd say shifter 4 exemplar 4 warper?

His warper ability is obviously density manipulation, which explains why he is able to jump high but crushes the ground after only a 3 foot fall when landing on that bridge, not to mention the car crunch beneath his feet. It's not as good as Aylas density manipulation because he never went "light".

Subject: Re: What an exemplar and shifter is capible of Posted by Odin on Thu, 16 Jun 2011 03:00:57 GMT View Forum Message <> Reply to Message

Avatard wrote on Wed, 15 June 2011 20:54Odin wrote on Wed, 15 June 2011 17:31Ona related but less extreme note. What about leaping out of a window and landing without significant damage?

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I would think with the proper training that would be reasonable. Think about parkour or free-running, runners train on how to fall correctly. Any kind of fall can kill someone. You also would have to factor in how far OUT they are jumping. Is it straight down or is the person also going horizontal 30 feet or more?

It was straight down. Onto grass if that helps.

Subject: Re: What an exemplar and shifter is capible of Posted by khade on Thu, 16 Jun 2011 04:07:39 GMT View Forum Message <> Reply to Message

Mercer actually has the mass and material of everyone he's eaten, so his density is very high, in the game, anywhere he stands cracks, or maybe it's that if he even hops, the ground crumbles under him. His gliding comes from being able to shift his body into a more aerodynamic shape, as does his ground speed. All of that could probably be mimicked by Jimmy, but without major training, he'd be unable to effectively do the disguise abilities, and he wouldn't actually gain the memories of those he killed, but he might be able to communicate with them after they died, though I doubt they would want to talk to him.

Subject: Re: What an exemplar and shifter is capible of Posted by Kazorh on Thu, 16 Jun 2011 05:28:42 GMT View Forum Message <> Reply to Message

Man, I started out just trying to check some things in Parkour Hooligans, and I ended up getting distracted and reading a bunch of other stuff. How did I even end up reading the Great Shoulder Angel Conspiracy?

Anyway, an EX-5 can apparently get close to Aquerna's magically assisted leaps. She's been shown leaping fifty feet horizontally during her combat final. I don't think we have a number vertically.

We also have Zenith jumping down ten stories (and not even rolling with it, just falling straight down and landing on her feet) but, frankly, I think J.G. might be a bit too generous there.

Quote:Later on in the story they show Zenith and breaker taking the side on a building straight up the side to get to the roof.

At the least I think Aquerna could do it, only the side of the building thing... I'm not sure what you mean. The only time I remember them wall-running is there:

Quote:As they passed Shuster Hall, both of them jumped up and ran along the wall for a short distance before dropping back to the ground

and they obviously don't reach the roof. Running on walls for long just... isn't possible. Every step you take, you have to push against the wall and get farther from it. Meanwhile, your feet get traction and either go up the wall or stay at the height they are (depending if you're going up or just going horizontally), but the rest of your body is going down because of gravity. You're going to fall pretty soon. Chaka can do it, but ever since she got her Chaka Chaka Bang Bang, I've just accepted that she can do whatever she wants.

Subject: Re: What an exemplar and shifter is capible of Posted by Avatard on Thu, 16 Jun 2011 05:31:41 GMT View Forum Message <> Reply to Message

Kazorh wrote on Wed, 15 June 2011 22:28Chaka can do it, but ever since she got her Chaka Chaka Bang Bang, I've just accepted that she can do whatever she wants.

THAT'S IT! Chaka isn't a Ki mage or energizer! She is a WA-7:rb (maybe vb or xb?)! It all makes sense now!

Subject: Re: What an exemplar and shifter is capible of Posted by Diane Castle on Thu, 16 Jun 2011 06:20:15 GMT View Forum Message <> Reply to Message

trollo wrote on Wed, 15 June 2011 19:24I'd say shifter 4 exemplar 4 warper?

His warper ability is obviously density manipulation, which explains why he is able to jump high but crushes the ground after only a 3 foot fall when landing on that bridge, not to mention the car crunch beneath his feet. It's not as good as Aylas density manipulation because he never went "light".

Ooh. Good point on the damage underfoot.

So let's call it Warper-4:di / Shifter-6 / Exemplar-6.

Why such high levels? In part, because we know Alex Mercer can do more than the trailer shows. Part of that includes shifts with far more mass than he starts from, so I'm giving him a much higher SH rating. Also, he has speed and quickness that are way outside that of the forces he fights, and he has strength well beyond what he shows in that trailer. As for the WA-4:di rating, yes Ayla can do the 'drop off the side of the building with resulting impact crater' trick. He did it when dropping from Hank's grasp in Boston Brawl 2.

Thanks for spotting that, Diane

Subject: Re: What an exemplar and shifter is capible of Posted by Odin on Thu, 16 Jun 2011 13:35:26 GMT View Forum Message <> Reply to Message

Well I'm no expert on Mercer or Warpers so I'll not comment but if an EX-5 can get even close to a ten story jump without a roll I guess my EX-4 can manage 4 stories. Thank you.

Subject: Re: What an exemplar and shifter is capible of Posted by Avatard on Thu, 16 Jun 2011 19:11:44 GMT View Forum Message <> Reply to Message

Odin wrote on Thu, 16 June 2011 06:35Well I'm no expert on Mercer or Warpers so I'll not comment but if an EX-5 can get even close to a ten story jump without a roll I guess my EX-4 can manage 4 stories. Thank you.

Remember that you can't trust everything in Parkour Hooligans though. We know the timeline is off for that story, but we don't know if the power scale/math is off too.

Subject: Re: What an exemplar and shifter is capible of Posted by the Brain on Mon, 27 Jun 2011 07:07:50 GMT View Forum Message <> Reply to Message

Also, don't forget that being an exemplar boosts reaction time as well. And, while it was not mentioned, I'm going to assume that Zenith didn't land with knees locked; she didn't have to roll, but I'll give her benefit of the doubt that she could react fast enough, and is strong enough, to absorb that landing by going into a crouch as she lands and taking right off.

Besides, the story is about how proper training whoops raw power any day, right? Also, rule of cool?

Subject: Re: What an exemplar and shifter is capible of Posted by curious reader on Tue, 02 Aug 2011 00:05:06 GMT View Forum Message <> Reply to Message

So what do you think of this:

http://www.youtube.com/watch?v=ISOhGcVPcLw&feature=relat ed

Maybe this is what they mean by Ex-2 best of an olympic athelete.

And speaking of which I came across this a little while ago and thought of the reactions that people would have if Zenith or Anna heck even chaka (ex-3)happen to be in this competion:

http://www.youtube.com/watch?v=azjs0NXNEoQ

Zenith could do it in half the time and still not break a sweat. :evil:

How about this example of what an Ex-3 could accomplish?

Subject: Re: What an exemplar and shifter is capible of

# Posted by Diane Castle on Tue, 02 Aug 2011 01:39:57 GMT View Forum Message <> Reply to Message

curiousreader wrote on Mon, 01 August 2011 17:05So what do you think of this:

http://www.youtube.com/watch?v=ISOhGcVPcLw&feature=relat ed

Maybe this is what they mean by Ex-2 best of an olympic athelete.

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http://www.youtube.com/watch?v=azjs0NXNEoQ

Zenith could do it in half the time and still not break a sweat.

How about this example of what an Ex-3 could accomplish?

First, Chaka is an EX-2 (not counting what she can do to her strength using her Ki). Anna has the strength of an EX-2. But Zenith is (IIRC) an EX-5. For Zenith, you don't flip truck tires down a course; you flip the whole truck.

And Toni would align her Ki with the tire so the tire flipped itself over.

But yes, an EX-3 (like Ayla) would crush these guys like bugs. "So little girl, are you admiring me as I lift this huge stone ball?" <Ayla picks up man while he holds ball and carries both off> Their egos would never recover.

Diane

Subject: Re: What an exemplar and shifter is capible of Posted by Avatard on Tue, 02 Aug 2011 05:27:33 GMT View Forum Message <> Reply to Message

The people in the Olympics would be a mixture of EX-2 (the highest point a standard baseline can get with training) and EX-3 (the highest point a baseline plus good genetics, health plan, and training). This also doesn't bring into account that these people have really only trained for just the compitions they are in. An EX has strength relative to that, plus all of the other muscle groups as their natural baseline. Essentially an EX can do the strength, sprint, swimming, etc competitions and still come out on top.

Note: this is all infered and guess until WoG says otherwise. All my best guess based on what the power was described doing.

Subject: Re: What an exemplar and shifter is capible of Posted by khade on Tue, 02 Aug 2011 05:36:30 GMT View Forum Message <> Reply to Message

An exemplar would be closer to a soldier then an Olympian, a well trained soldier, physically, but they wouldn't have the instincts unless they trained those.

Subject: Re: What an exemplar and shifter is capible of Posted by Kristin Darken on Tue, 02 Aug 2011 06:44:10 GMT View Forum Message <> Reply to Message

Avatard wrote on Mon, 01 August 2011 22:27people in the Olympics would be a mixture of EX-2 (the highest point a standard baseline can get with training) and EX-3 (the highest point a baseline plus good genetics, health plan, and training)

No Avatard, you're off a bit there. EX-2 is the peak of exceptional baselines. The literal 'best in the world' might come out on top but only in one focused area while the EX-2 would be at that performance level in every area - speed, agility, strength, endurance, and so on. EX-3 is the next step above. The lowest EX-3's can outperform any baseline, even in that baseline's best attribute.

An high end EX-1, with training in addition to natural ability from their mutation, could potentially make a world class team or compete at levels qualifying them for the Olympics, though it is unlikely that they would be a medal contender.

Subject: Re: What an exemplar and shifter is capible of Posted by Avatard on Tue, 02 Aug 2011 07:14:39 GMT View Forum Message <> Reply to Message

Kristin Darken wrote on Mon, 01 August 2011 23:44Avatard wrote on Mon, 01 August 2011 22:27people in the Olympics would be a mixture of EX-2 (the highest point a standard baseline can get with training) and EX-3 (the highest point a baseline plus good genetics, health plan, and training)

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An high end EX-1, with training in addition to natural ability from their mutation, could potentially make a world class team or compete at levels qualifying them for the Olympics, though it is unlikely that they would be a medal contender.

Yeah, I just went back and reread what I wrote and I was going to fix it when I saw your reply. I got the EX-3 thing wrong because of how Mahren programmed the Dragonslayer drones for Diamondback's CF. For some reason that was just stuck in my head.

I did bring up the natural baseline for an EX would be in every muscle group though. It was nice to see I was right about that at least.

Thanks a bunch Kristin :d

Subject: Re: What an exemplar and shifter is capible of Posted by Gore17 on Tue, 02 Aug 2011 10:20:09 GMT View Forum Message <> Reply to Message

On the subject of Alex Mercer, I think that he is actually a EX-5, Regen-5 and Shifter-7:ircwl, as he adjust he's physical abilities widely. Also, I don't think he's changing he's Mass more than required for the change. All the mass for the abilities he shows comes from him. He probably weighs around 500kg's to 1.5 tons, by my guess. Oh, and I suspect he can run along and up walls by shooting tentacles out of his feet into the structure. :twisted:

Subject: Re: What an exemplar and shifter is capible of Posted by Sir Lee on Tue, 02 Aug 2011 11:54:52 GMT View Forum Message <> Reply to Message

Hmmm... I tended to think of Exemplars in comparison to decathlon/heptathlon competitors. Those have to strike a good balance in several different areas (strength, speed, endurance...), as opposed to specializing in just one area. So, I used to think an EX-2 would be at the level of the top Olympic decathlon/heptathlon. Shows how much I know...

So... perhaps an EX-1 is about equivalent to a good (but probably not top) decathlete, while an EX-2 would raise it to the level of winning against the best specialist athletes.

Subject: Re: What an exemplar and shifter is capible of Posted by XaltatunOfAcheron on Tue, 02 Aug 2011 14:25:24 GMT View Forum Message <> Reply to Message

Sir Lee wrote on Tue, 02 August 2011 05:54Hmmm... I tended to think of Exemplars in comparison to decathlon/heptathlon competitors. Those have to strike a good balance in several different areas (strength, speed, endurance...), as opposed to specializing in just one area. So, I used to think an EX-2 would be at the level of the top Olympic decathlon/heptathlon. Shows how much I know...

So... perhaps an EX-1 is about equivalent to a good (but probably not top) decathlete, while an EX-2 would raise it to the level of winning against the best specialist athletes.

There's still training to consider. The top of the EX-2 range would be physically equivalent to the top Olympic athlete, but the baseline would probably still win for events that required a lot of skill. Also, the EX-2 would be unlikely to train to that level in an Olympic sport - why bother? He wouldn't be allowed to compete.

Xaltatun

Subject: Re: What an exemplar and shifter is capible of Posted by Kristin Darken on Tue, 02 Aug 2011 16:26:39 GMT View Forum Message <> Reply to Message

Maybe, but the EX-2 would take a whole lot less training to accomplish the same thing. They wouldn't need to build their body up to performing at its peak... just learn the techniques for optimizing the body's use.

Subject: Re: What an exemplar and shifter is capible of Posted by Diane Castle on Tue, 02 Aug 2011 17:56:54 GMT View Forum Message <> Reply to Message

Kristin Darken wrote on Tue, 02 August 2011 09:26Maybe, but the EX-2 would take a whole lot less training to accomplish the same thing. They wouldn't need to build their body up to performing at its peak... just learn the techniques for optimizing the body's use.

The Exemplar can also have Exemplar kinesthetics, and so can learn physical techniques faster than a baseline. Exemplar is really a very cool power.

Subject: Re: What an exemplar and shifter is capible of Posted by Gore17 on Tue, 02 Aug 2011 22:11:15 GMT View Forum Message <> Reply to Message

Hm, if a Exemplar-2 is at top of peak human condition as it's base state, if they did serious training and muscle building, would they be able to surpass human limits? Or is that solely for Exemplar-3's?

Hmm, perhaps this would be a better question: If baselines and Exemplar-1's can train to rival Exemplar-2's in at least one area, can Exemplar-2's do the same to Exemplar-3's? And if so, can all the Examplar levels train so that they can rival the base status of the level above them?

Subject: Re: What an exemplar and shifter is capible of Posted by curiousreader on Tue, 02 Aug 2011 22:20:04 GMT View Forum Message <> Reply to Message

So let me see if I get your question.

Say a ex-2 trains as hard as they can in weightlifting can they beat an normal ex-3 in the same event?

or something like that?

If so maybe for the lower levels but the higher ones like a 4 for 5 differ more (maybe exponentally) than just strength.

Subject: Re: What an exemplar and shifter is capible of Posted by Stereo on Wed, 03 Aug 2011 00:57:19 GMT View Forum Message <> Reply to Message

Sir Lee wrote on Tue, 02 August 2011 07:54So... perhaps an EX-1 is about equivalent to a good (but probably not top) decathlete, while an EX-2 would raise it to the level of winning against the best specialist athletes.

They're not discrete classes, anyway - a weaker EX-2 could be above what most humans are capable of, but still not as strong as the 1 in a billion peak baseline athletes in their specific fields, while a stronger EX-2 was just barely edging the same baseline out, and of course dominating in

Subject: Re: What an exemplar and shifter is capible of Posted by Avatard on Wed, 03 Aug 2011 07:00:22 GMT View Forum Message <> Reply to Message

Gore17 wrote on Tue, 02 August 2011 03:20On the subject of Alex Mercer, I think that he is actually a EX-5, Regen-5 and Shifter-7:ircwl, as he adjust he's physical abilities widely. Also, I don't think he's changing he's Mass more than required for the change. All the mass for the abilities he shows comes from him. He probably weighs around 500kg's to 1.5 tons, by my guess. Oh, and I suspect he can run along and up walls by shooting tentacles out of his feet into the structure. :twisted:

I haven't gotten to play the Prototype games so I don't know if I am wrong, but while I can't comment on the EX-5 and Regen-5 I can say that he wouldn't be a SH-7:ircwl.

The 'I' means that he would be absorbing mass from outside himself to power his transformations. If the videos are right then his clothes are probably part of him now (similar to Jimmy T's 'clothes') which means they are already part of his mass. My understanding would also be that he eats people for their DNA which allows him to turn into them while their actual biomass is used as food for his body (which makes him a cannibal depending on if he is still human or not).

To be a SH-7 he would have to be able to turn into inorganic substances/objects not to mention be able to control his mass to the point of a 'g' rating which is needed for a level 6 rating (actually the wiki mearly says that a 'g' rating automatically gives a level 6 rating, but we have no real idea beyond getting the requirements for a minimal rating on how to get a higher rating with lower requirements). Mercer is probably a SH-6:ircwe.

Subject: Re: What an exemplar and shifter is capible of Posted by Gore17 on Wed, 03 Aug 2011 08:35:02 GMT View Forum Message <> Reply to Message

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Actually, according to the wiki, if a shifter can replicate the powers of other classifications, they automatically get that rating as a minimum. Mercer in the game shows the ability to increase his strength and regeneration, up to levels I associate with Exemp and Regen 7, hence the seven.

Also, everything he 'eats' becomes part of him, mass and all. So humans aren't so much as food for him, but fuel and resource's for him. Also, I have to revise my earlier statement: he weighs, at least, over 2 tons.

Subject: Re: What an exemplar and shifter is capible of Posted by Avatard on Wed, 03 Aug 2011 08:57:37 GMT View Forum Message <> Reply to Message

An EX-7 would be able to lift something in the excess of 9 tons (An H3 Hummer only weights about 2.5 tons so if he wastes anytime lifting stuff like that then he isn't that close to EX-7) or so. And he can do Tennyo level Regen? Wow, this game sounds fun.

I can see him taking in the DNA for transformations/knowledge and the biomass he needs for fuel, but if he always takes in all of someone and doesn't burn it off quickly (with more badassery, spikes of death, and healing from sniper rounds) then he would quickly weight enough that the street would break and he would fall into the sewer system. Not to mention that anytime he tried to wall-crawl or jump from roof to roof he would break the building.

For some thought: when crawling up the side of a building he would be using handholds, probably made from were he jammed his hands in that wouldn't be able to support that kind of weight. For instance, if he kills and eats roughly 50 people in a short time frame (I would guess that isn't to much in game terms if this is anything like GTA sandboxes) at approx 165 lbs average weight

then you have 8,250 lbs (about 4.1 tons). Most commercially designed passenger elevators only lift about 2.5 tons and I doubt concrete finger holds that are punched into a wall can hold even that much.

Note: The 9 tons ~ EX-7 fact is a WAG. The buffed out EX-6 Hippolyta can only bench 8 tons and we have no idea about most of her other stats. The only canon EX-7 we know about is Stormwolf and we really have no idea what he can do strength wise.

Subject: Re: What an exemplar and shifter is capible of Posted by Gore17 on Wed, 03 Aug 2011 09:35:01 GMT View Forum Message <> Reply to Message

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Hm, probably Exemplar-6 then. And yes, he can do Tennyo level's of regeneration, as he can recover from becoming a smear on the pavement from Toggle Spoilera nuke, as long as he can get enough mass.

Actually, he actually does break the sidewalk unless he's moving slowly. Besides, he's always burning Mass to move, and even more to use he's powers, so that's a non-issue. Besides, who

says he crawls? He runs up them, and when he does you can see the animation on he's legs and feet indicating he's using his powers, and he leavings craters being him when he does so, so it's not hard to figure out.

Oh, and Magma, Phoenixfire's mum and part of STAR League, is also a Exemplar-7.

Subject: Re: What an exemplar and shifter is capible of Posted by curious reader on Wed, 03 Aug 2011 10:07:36 GMT View Forum Message <> Reply to Message

If your really interested in the game, I would recommend it.(not that that means much)

I would rate it a 7.8 out of 10 for games at year along with infamous and uncharted. Game play is solid and pretty easy to figure, but the specials like memory recall and some of the abilities take more time to master.

Over all give it a shot good rental, a buy if it's on sale.

Subject: Re: What an exemplar and shifter is capible of Posted by Avatard on Wed, 03 Aug 2011 16:55:03 GMT View Forum Message <> Reply to Message

Gore17 wrote on Wed, 03 August 2011 02:35Oh, and Magma, Phoenixfire's mum and part of STAR League, is also a Exemplar-7.

When did they mention this? I remember her being an Alpha, exemplar, and fire manifestor, but not specifically an EX-7. After reading SLPB I am suprised she was able to have kids with a baseline bank manager then (you know, without breaking him like a stick, now that is some control).

Subject: Re: What an exemplar and shifter is capible of Posted by Laudator on Wed, 03 Aug 2011 17:09:18 GMT View Forum Message <> Reply to Message

Avatard wrote on Wed, 03 August 2011 17:55Gore17 wrote on Wed, 03 August 2011 02:35Oh, and Magma, Phoenixfire's mum and part of STAR League, is also a Exemplar-7.

When did they mention this? I remember her being an Alpha, exemplar, and fire manifestor, but

not specifically an EX-7. After reading SLPB I am suprised she was able to have kids with a baseline bank manager then (you know, without breaking him like a stick, now that is some control). I looked at the wiki page, and the history has it added in last year 'from the old wiki' http://crystalhall.wikia.com/index.php?title=Magma&actio n=history

Subject: Re: What an exemplar and shifter is capible of Posted by XaltatunOfAcheron on Wed, 03 Aug 2011 19:52:51 GMT View Forum Message <> Reply to Message

Laudator wrote on Wed, 03 August 2011 11:09Avatard wrote on Wed, 03 August 2011 17:55Gore17 wrote on Wed, 03 August 2011 02:35Oh, and Magma, Phoenixfire's mum and part of STAR League, is also a Exemplar-7.

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Oljak's backup of the old wiki shows Magma as an EX-?. I suppose you could read the ? as a 7 if you're sleepy and going too fast...

That entry's mostly a placeholder. It got put there by an industrious fan who thought that putting placeholder entries for all the characters would be helpful.

Xaltatun

Subject: Re: What an exemplar and shifter is capible of Posted by kd7mvs on Thu, 04 Aug 2011 02:01:09 GMT View Forum Message <> Reply to Message

XaltatunOfAcheron wrote on Wed, 03 August 2011 12:52Laudator wrote on Wed, 03 August 2011 11:09Avatard wrote on Wed, 03 August 2011 17:55Gore17 wrote on Wed, 03 August 2011 02:35Oh, and Magma, Phoenixfire's mum and part of STAR League, is also a Exemplar-7.

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#### Xaltatun

I've changed the listed level back to a question mark, from the seven. When we determine there are errors we fix them.

Subject: Re: What an exemplar and shifter is capible of Posted by oljak.eru on Sat, 06 Aug 2011 19:28:25 GMT View Forum Message <> Reply to Message

XaltatunOfAcheron wrote on Wed, 03 August 2011 21:52That entry's mostly a placeholder. It got put there by an industrious fan who thought that putting placeholder entries for all the characters would be helpful. In all likelyhood, me, since I went through pretty much every character page. I did a lot of things on the old wiki that in retrospect were not that well thought out...

Subject: Re: What an exemplar and shifter is capible of Posted by XaltatunOfAcheron on Sat, 06 Aug 2011 21:23:21 GMT View Forum Message <> Reply to Message

oljak.eru wrote on Sat, 06 August 2011 13:28XaltatunOfAcheron wrote on Wed, 03 August 2011 21:52That entry's mostly a placeholder. It got put there by an industrious fan who thought that putting placeholder entries for all the characters would be helpful. In all likelyhood, me, since I went through pretty much every character page. I did a lot of things on the old wiki that in retrospect were not that well thought out...

One of the advantages of having an old wiki. Or an old anything.

There's a comment from the old Bell Labs team that gave us C and Unix: the best programs are

the result of an office fire. On the other hand, considering that they're the ones that gave us C and Unix...

Xaltatun

Subject: Re: What an exemplar and shifter is capible of Posted by oljak.eru on Sun, 07 Aug 2011 19:14:40 GMT View Forum Message <> Reply to Message

I always wish I'd been able to see the future where Xerox and Smalltalk --- --- NeXT were the path which won, and C and Unix lost out. Not sure if it would have been better, just interesting in a programmer's sense.

Subject: Re: What an exemplar and shifter is capible of Posted by curious reader on Tue, 18 Oct 2011 21:41:19 GMT View Forum Message <> Reply to Message

Ok can someone please explain what the capabilities of and ex-7 are?

Someone above mentioned they can lift 9 tons at the lowest, but can they lift more?

I remember that Stormwolf is a 7 but that also he is one of the only ones they found are their more. Like only 10 in the entire planet kind of thing.

If a 6 is bulletproof to low calibre bullets what about 7's is the differences between them exponential? Say a 6 is like a ex-3 double or is it more like cubed? Then a 7 compared to a 6 only a few degrees in power above them or more strength, speed and power wise compared to the two?

Subject: Re: What an exemplar and shifter is capible of Posted by awjs on Tue, 18 Oct 2011 22:54:32 GMT View Forum Message <> Reply to Message

curious reader wrote on Tue, 18 October 2011 16:41Ok can someone please explain what the capabilities of and ex-7 are?

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In all Categories, I am pretty sure that Level 7 is the "we don't know/can't measure your limits". Therefore for level 7 there is a min but not max, and 7 in anything is suppose to be extremely rare. I do believe Stormwolf is the only EX 7 mentioned in canon. As far as I can tell the EX 7 is just a stronger (min 9 tons?), faster, tougher version of EX 6. Not sure you can improve on the edict memory and computer fast calculation gain at lower levels.

Subject: Re: What an exemplar and shifter is capible of Posted by awjs on Wed, 19 Oct 2011 00:02:45 GMT View Forum Message <> Reply to Message

stupid computer, making me double post.

Subject: Re: What an exemplar and shifter is capable of Posted by curious reader on Wed, 19 Oct 2011 00:43:57 GMT View Forum Message <> Reply to Message

Are you even considered a human at this point though?

I mean at regen IvI 5 your blood doesn't register human and your are labeled a bio-hazard, so does being an ex-7 make you something else entirely?

Do you still have to sleep, eat, breath?

Does being a 7 at anything make you very far removed for human?

Subject: Re: What an exemplar and shifter is capible of Posted by Kristin Darken on Wed, 19 Oct 2011 03:38:42 GMT View Forum Message <> Reply to Message

Even being a 3 or 4 makes your world very different from those of normal humans.

Subject: Re: What an exemplar and shifter is capible of Posted by Diane Castle on Wed, 19 Oct 2011 05:41:06 GMT View Forum Message <> Reply to Message

curious reader wrote on Tue, 18 October 2011 14:410k can someone please explain what the capabilities of and ex-7 are?

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An EX-7 can lift somewhere between 10 to 20 tons. No one has said where in that range Stormwolf falls, but who wants to find out? An EX-7 is also quick enough that he can pass himself off as a low-end speedster, usually in the 50-90 mph range, depending on the individual. His skin can probably stop small caliber fire from .22 and .32 handguns, but probably not rifle fire and definitely not something like a bullet from a sniper weapon. (That doesn't mean you can't incapacitate him with a thumb in the eye if you're quick enough.)

An EX-7 usually has regen equivalent to a Regen-5, although that can vary a bit.

An EX-7 mental package is also likely to have eidetic or near-eidetic memory, really fast reading speed, lightning computation skills, a direction sense, possibly a danger sense, and a few things like that. This does not make him smarter, just more able to apply the smarts he already had to scholastic pursuits. (It also makes it easier to be intellectually lazy and get away with it.) Not every EX-7 has the equivalent EX-7 mental package.

Also, Stormwolf has one other power, on top of his EX-7 awesomeness.

Diane

Subject: Re: What an exemplar and shifter is capible of Posted by Cockle on Wed, 19 Oct 2011 15:26:51 GMT View Forum Message <> Reply to Message

Diane Castle wrote on Wed, 19 October 2011 06:41Also, Stormwolf has one other power, on top

of his EX-7 awesomeness.

Just one? The wiki mentions an energizer ability, with some wind powers.

But he also ignored Hekate's spell. Unless he's got a serious protective amulet or something - not impossible, but you'd think Hekate would know about that - that suggests to me that he might be an Avatar, either instead of or in addition to an energiser. It might bump up his strength, like Kodiak, so maybe he isn't really an Ex 7; just a 5 or so.

Or I guess maybe being a Ex-7 does confer some magic resistance.

Subject: Re: What an exemplar and shifter is capible of Posted by mn-- on Wed, 19 Oct 2011 16:09:25 GMT View Forum Message <> Reply to Message

Cockle wrote on Wed, 19 October 2011 18:26
Or I guess maybe being a Ex-7 does confer some magic resistance.

Well... I suppose it could. Being somewhat magic-proof in addition to somewhat bulletproof... Hekate not expecting that is somewhat less likely, but still not impossible.

If so, lesser amounts of magic resistance should be expected to be apparent in lesser exemplars anyway. Is there any evidence of this?

Besides, from what we know it may yet be possible that there was an unrelated reason why the spell failed. Such as an interfering third party... well, not so "third" if it's directly related to for example the security-auxiliary thing, but anyway. (Was Stormwolf doing that already at the time?)

But as it is, well, at this point I wouldn't find it all that surprising if he did turn out to be an avatar. These days, you just never know.

Wonder when (if) someone in the bureaucracy notices the need to differentiate between causes/sources and effects in the powers classification, and if they're allowed to do anything about it...

Subject: Re: What an exemplar and shifter is capible of

# Posted by Cockle on Wed, 19 Oct 2011 18:06:23 GMT View Forum Message <> Reply to Message

mn-- wrote on Wed, 19 October 2011 17:09

Besides, from what we know it may yet be possible that there was an unrelated reason why the spell failed. Such as an interfering third party... well, not so "third" if it's directly related to for example the security-auxiliary thing, but anyway. (Was Stormwolf doing that already at the time?)

I was lumping that in with protective amulets, although I don't think either is likely. Hekate's not a high-level Wizard but relies on arcane knowledge and good planning. I'd expect her to research a target and spot protective spells. Some "guardian angel" might be harder to notice, but why protect Stormwolf and no-one else? Hekate's done plenty of nasty stuff to other people which hasn't been interfered with and who/whatever it was would need to be quite powerful, I'd think.

I think I'm going to bet on him being a secret Avatar, for the time being.

Subject: Re: What an exemplar and shifter is capible of Posted by awjs on Thu, 20 Oct 2011 00:16:25 GMT View Forum Message <> Reply to Message

Cockle wrote on Wed, 19 October 2011 10:26
Or I guess maybe being a Ex-7 does confer some magic resistance.

OR seeing as it was a spell to cause unwanted shapechange, Heckate was just not powerful enough to get past an EX7's BIT. A BIT of an EX 7 has to be the most stable BIT possible and there fore Stormwolf may not have magic resistance per say, just shapechange resistance. The spell starts to change him and his BIT steps in and says "NO!"

Subject: Re: What an exemplar and shifter is capable of Posted by curious reader on Thu, 20 Oct 2011 03:45:11 GMT View Forum Message <> Reply to Message

Ok hmmm well some exemplars have a resistance to Psi at a certain point why not for Magic as well?

Subject: Re: What an exemplar and shifter is capible of Posted by Cockle on Thu, 20 Oct 2011 16:44:03 GMT

## View Forum Message <> Reply to Message

awjs wrote on Thu, 20 October 2011 01:16Cockle wrote on Wed, 19 October 2011 10:26 Or I guess maybe being a Ex-7 does confer some magic resistance.

OR seeing as it was a spell to cause unwanted shapechange, Heckate was just not powerful enough to get past an EX7's BIT. A BIT of an EX 7 has to be the most stable BIT possible and there fore Stormwolf may not have magic resistance per say, just shapechange resistance. The spell starts to change him and his BIT steps in and says "NO!"

That's a good thought. Not sure it's right, but it's an interesting idea.

Subject: Re: What an exemplar and shifter is capable of Posted by curious reader on Fri, 21 Oct 2011 02:19:08 GMT View Forum Message <> Reply to Message

Ok so he can take a larger caliber of bullet safely, but how does his toughness handle something like say a shotgun?

A double barrel, double odd buck shot, into the chest at close range? Are you just shrugging if off like a Bebe gun, or are you in serious pain?

Is being a ex-6 or 7 just like wear a Kevlar vest on you all the time?

How does their skin handle knives? Is it just as hard to hurt them with a knife or is it easier to just stab them if you get the chance.

One more question for the road, Whats directional sense?

Subject: Re: What an exemplar and shifter is capable of Posted by Sir Lee on Fri, 21 Oct 2011 02:53:34 GMT View Forum Message <> Reply to Message

curiousreader wrote on Fri, 21 October 2011 00:19One more question for the road, Whats directional sense?

It's an ability to not get lost by always knowing which side is the North, so to speak. Some birds do this by feeling the Earth's magnetic field -- a specialized sense, literally.

Some people seldom get lost due to a knack at keeping track of distances, turns, environmental hints (direction of shadows and such) etc. It's not a true sense of direction, but it can seem like it at times. I have a friend who once remarked he would be a great taxicab driver, because he never needs to check the map after he finds out where he needs to go -- even if he has to change route on the way due to traffic, wrong way streets, blocked streets or whatever (this was before GPS devices became common). Keep in mind that we live in a 10-million-plus inhabitants metro area that isn't exactly an example of urban planning...

Anyway, I suppose one could define directional sense, in Whateley terms, as the ESP ability to tell direction and possibly location without resorting to environmental cues.

Subject: Re: What an exemplar and shifter is capable of Posted by Diane Castle on Fri, 21 Oct 2011 03:25:32 GMT View Forum Message <> Reply to Message

curious reader wrote on Thu, 20 October 2011 19:19Ok so he can take a larger caliber of bullet safely, but how does his toughness handle something like say a shotgun?

A double barrel, double odd buck shot, into the chest at close range? Are you just shrugging if off like a Bebe gun, or are you in serious pain?

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How does their skin handle knives? Is it just as hard to hurt them with a knife or is it easier to just stab them if you get the chance.

One more question for the road, Whats directional sense?

Skin toughness goes up with Exemplar level (or at least it's a fairly high correlation). Ayla is an EX-3 and his skin is only 17% tougher than 'normal'. An EX-7 would be able to take a .25 from a handgun off his hide, maybe with a bruise to show for it. Mimeo, an EX-6 who also has SH-5 powers, gets the skin toughness plus the Shifter ability to absorb impact like some plastics. (Not all Shifters get this. Mudman was famous for it, among other things.) This means Mimeo can take a couple .45 slugs and then just pick them out of his hide like they were pressed into him. That isn't true in general for pure Exemplars. The collision (with the bullet) is less elastic. But for an EX-7 it's a lot like wearing some of that thin soft underarmor, including the bruising afterward. You're still not protected if Nightgaunt fires a Double Eagle into your face, as he tried on Lancer once.

Their skin handles knives more effectively, but usually not perfectly. They're not Luke Cage.

They're just tougher than a baseline. Stabbing or slicing with a really sharp weapon is an effective strategy if you're fast enough and you don't mind getting \*hit\* by a guy who can flip over a pickup truck with one hand.

Sir Lee already handled the directional sense. Thanks to Peter Parker, everyone in the world knows what a danger sense is. Plenty of people who would like a danger sense just don't have it. (See Ayla's powers testing for a painful example.)

It's also important to note that reading really fast, memorizing easily, and calculating basic algebra quickly doesn't make you \*smarter\*. However, it sure can help you on tests. Maybe not too much on a lot of those story problems, which tend to require you to \*understand\* stuff. Ayla already had really high reading speed and excellent memorizations skills, in part due to training in Montessori school and prep school, so this stuff is still sort of like the skillset of some real-life baselines.

Diane

Subject: Re: What an exemplar and shifter is capible of Posted by Laudator on Fri, 21 Oct 2011 20:55:05 GMT View Forum Message <> Reply to Message

Creatures with a brain the size of a pinhead can do pseudo-direction-sense, so it ought to work GREAT for mutant humans with the ability.

Subject: Re: What an exemplar and shifter is capible of Posted by curious reader on Fri, 21 Oct 2011 23:50:34 GMT View Forum Message <> Reply to Message

I'm still trying to gauge a ex-7, so in a fight with lancer, the strength and speed advantage goes to 7 for strength but it sounds like the durability advantage goes to lancer?

What about Hippy though in a fight with lancer she stacked pretty well, am I missing something?

Subject: Re: What an exemplar and shifter is capible of Posted by khade on Sat, 22 Oct 2011 00:36:50 GMT View Forum Message <> Reply to Message

Hippy and Lancer aren't actually trying to kill each other.

Subject: Re: What an exemplar and shifter is capible of Posted by Diane Castle on Sat, 22 Oct 2011 07:59:51 GMT View Forum Message <> Reply to Message

curiousreader wrote on Fri, 21 October 2011 16:50l'm still trying to gauge a ex-7, so in a fight with lancer, the strength and speed advantage goes to 7 for strength but it sounds like the durability advantage goes to lancer?

What about Hippy though in a fight with lancer she stacked pretty well, am I missing something?

Hip is an EX-6. She can bench over EIGHT tons. Hank's PK field can only take 5 tons (so he's on the border between PK-5 and PK-6 - call it PK-6 since he's now a bit over five tons). Hip and Hank both have martial arts training, of very different kinds. Hip is faster than Hank. Hank has that PK field so he can apply 5 tons of force with a fingertip. (Or a fingernail, but he never did that in one of their rasslin' matches.) Hank is tough, but Hip took a punch from Chaka off her abs and pretty much ignored it. So there are a lot of trade-offs, but over all they come out roughly even. PK-6 and EX-6 are in the same ballpark.

On the other hand, they've never really tried to kill each other. In a combat final, things might happen.

But an EX-7 would be even faster, even stronger, and even more durable. Hank probably couldn't take an EX-7 in a fair fight.

As a general rule of thumb, assume that power levels are designed to match up across power categories. An EX-6 brick and a PK-6 superboy and a PDP ?/?/6 superboy and an EN-6 superboy and a MAN-6 superboy (due to manifested armor) and an AV-6 superboy (due to spirit powers) ought to all be in the same ballpark, powers-wise when it comes to a simple bit of fisticuffs. Holdouts, auxiliary powers, martial arts training, teammates, sneakiness, and out-and-out cheating are likely to make the difference. (Lancer didn't beat Lady Darke using his PK field. He beat her by using his brain.) Also, getting Ayla to come up with secret intel on the opponent should not be underestimated, as was demonstrated when Lancer played Red Team against the Omegas in Ayla 8.

Diane

Subject: Re: What an exemplar and shifter is capible of Posted by curiousreader on Sun, 23 Oct 2011 14:55:23 GMT View Forum Message <> Reply to Message

Ok so let me see if I got the Ex-7 class ball parked; please correct me and tweak as you see fit. If

its decent maybe someone can put it in the wikimaybe?
Example Only:
Code Name: Optimus
Rating: Ex-7
Powers and Techniques:
Super-Strength:
Upper Limit Push: 20 tons Carry Strength: 18.4 Tons Casual Strength: 9.6 Tons
Advanced healing factor:
Rating Level 5
Super-Speed:
Top Speed: 92 mph Cruising Speed: 60 mph
Super-Jump:
Standing Distance: 84 ft. Running Jump: 320 ft. Direct Horizontal: 36 ft.
Durability Rating:
Up to a .45 Caliber before significant damage
How do these stats sound?
Subject: Re: What an exemplar and shifter is capible of

# Posted by pedestrian on Sun, 23 Oct 2011 18:55:24 GMT View Forum Message <> Reply to Message

Eldridge said Exemplar speed doesn't scale correctly past about Ex-3 due to the tendency to moon jump.

Subject: Re: What an exemplar and shifter is capible of Posted by Diane Castle on Sun, 23 Oct 2011 18:59:07 GMT View Forum Message <> Reply to Message

curiousreader wrote on Sun, 23 October 2011 07:55Ok so let me see if I got the Ex-7 class ball parked; please correct me and tweak as you see fit. If its decent maybe someone can put it in the wiki...maybe?

Example Only:

Code Name: Optimus

Rating: Ex-7

Powers and Techniques:

Super-Strength:

Upper Limit Push: 20 tons Carry Strength: 18.4 Tons Casual Strength: 9.6 Tons

Advanced healing factor:

Rating Level 5

Super-Speed:

Top Speed: 92 mph Cruising Speed: 60 mph

Super-Jump:

Standing Distance: 84 ft. Running Jump: 320 ft. Direct Horizontal: 36 ft.

**Durability Rating:** 

Up to a .45 Caliber before significant damage

How do these stats sound?

Maybe a bit over the top. Not a lot, but some. Anyway, most mutants don't hit the very top of their power level's stats. So a 'typical' EX-7 might have a max lift of, say, 14.7 tons. Or 17.4 tons. Whatever. But an EX-7 is pretty unlikely to hit the max on this.

Regen-5 is most likely for an EX-7. Top sprint speed is probably a little under 90 mph, while a cruising speed of 60 mph is entirely reasonable.

I have not done the physics to compute running and standing broad jumps for someone who can do a short sprint at 90 mph and can push off with, say, a force of 15 tons (yes, I also know tons are not measures of force, they're measures of weight - work with me here).

The .45 would be damaging, but the cartridge is important. .38 snubnose? Probably not serious damage. Similar sized bullet from a rifle providing a much higher muzzle velocity? Probably \*serious\* damage. Up to and including fatality.

Also, the Exemplar has faster reflexes than a baseline, so an EX-7 could have reflexes several times faster than Segata Sanchiro. :d

Diane

Subject: Re: What an exemplar and shifter is capible of Posted by Diane Castle on Sun, 23 Oct 2011 19:11:22 GMT View Forum Message <> Reply to Message

pedestrian wrote on Sun, 23 October 2011 11:55Eldridge said Exemplar speed doesn't scale correctly past about Ex-3 due to the tendency to moon jump.

Right. Otherwise, EX-7's would be running past Speed Queen. While Exemplar strength (say, max lift) scales exponentially, Exemplar running speed scales closer to logarithmically.

What do I mean? I'm glad you asked, young man, we've never met before have we? Think of it

this way: the maximum lift for a level is roughly twice that for the previous level.

On the other hand, Energizer speedsters have 'auxiliary abilities' involved in their running style, including an Energizer attraction to the surface below them to keep them grounded, instead of accidentally bounding 80 feet into the air and becoming skeet. And some people \*cough\*Toni\*cough\* have been able to use their Ki or their Energizer powers (or other powers) to increase their speed and/or quickness. [Note: none of these are related to what Stopwatch does that's a Warper power, and inside his local frame of reference he's still running at maybe 10 mph. Or less. He's not an athlete.]

Wally West never had to worry about this, because his writers just waved their hands and said "the Speed Force did it!" :d

Diane

Subject: Re: What an exemplar and shifter is capible of Posted by mn-- on Sun, 23 Oct 2011 19:55:57 GMT View Forum Message <> Reply to Message

Diane Castle wrote on Sun, 23 October 2011 22:11pedestrian wrote on Sun, 23 October 2011 11:55Eldridge said Exemplar speed doesn't scale correctly past about Ex-3 due to the tendency to moon jump.

Right. Otherwise, EX-7's would be running past Speed Queen. While Exemplar strength (say, max lift) scales exponentially, Exemplar running speed scales closer to logarithmically.

... does this possibly involve muscle speed? I mean, rate of movement as opposed to torque, or how do you put that...

(We just had that thing about sprinters vs distance runners recently, didn't we?)

And given that a leg-type movement mechanism only has so much movement range per step to do all the accelerating in, and then decelerate and reverse the momentum in their legs and feet... I'd expect a high-end Exemplar to be limited by leg joints' angular velocity, mostly?

(Now, an Ex-7 on a bicycle, with a suitable multi-speed transmission... \*that\* is scary. Race car style wings for downforce, anyone? Oh, and do birdsuits finally work for these guys, too?)

Subject: Re: What an exemplar and shifter is capible of Posted by Nicky82 on Sun, 23 Oct 2011 21:33:58 GMT View Forum Message <> Reply to Message

Diane Castle wrote on Sat, 22 October 2011 09:59As a general rule of thumb, assume that power levels are designed to match up across power categories. An EX-6 brick and a PK-6 superboy and a PDP ?/?/6 superboy and an EN-6 superboy and a MAN-6 superboy (due to manifested armor) and an AV-6 superboy (due to spirit powers) ought to all be in the same ballpark, powers-wise when it comes to a simple bit of fisticuffs. Holdouts, auxiliary powers, martial arts training, teammates, sneakiness, and out-and-out cheating are likely to make the difference. (Lancer didn't beat Lady Darke using his PK field. He beat her by using his brain.) Also, getting Ayla to come up with secret intel on the opponent should not be underestimated, as was demonstrated when Lancer played Red Team against the Omegas in Ayla 8.

### Diane

This does require to rectify canon, how comes that Aquerna is an Av-1 when she has Ex-2 strenght and thoughness, Ex-3 agility and Ex-5 jumping abilities?

Diane Castle wrote on Sun, 23 October 2011 20:59I have not done the physics to compute running and standing broad jumps for someone who can do a short sprint at 90 mph and can push off with, say, a force of 15 tons (yes, I also know tons are not measures of force, they're measures of weight - work with me here).

#### Diane

Weight IS a force, it's the product of the mass of the object and the gravitational field; however, while we are speaking of misures, shouldn't power testing use the international unit system? If I got it right the MID template and the rating scale are set at international level, why should the whole world adopt USA's unit system? (even the NASA uses the international unit system)

Subject: Re: What an exemplar and shifter is capible of Posted by pedestrian on Sun, 23 Oct 2011 21:47:28 GMT View Forum Message <> Reply to Message

I can think of a few reasons.

Perhaps the MCO, despite not being officially part of the government in the US of A, may have gotten its start here, and just kept using those figures.

Perhaps the MID uses one (set of) value(s) internally, but the card is printed in the vernacular of

wherever the MID assignee lives, including using local common measurements.

Perhaps the authors didn't want to break people out of the story by having them constantly digging out calculators to turn a flavortext number into a meaningful value.

P.S. It's imperial measure. We inherited it.

Subject: Re: What an exemplar and shifter is capible of Posted by Sir Lee on Sun, 23 Oct 2011 22:22:29 GMT View Forum Message <> Reply to Message

OK, let's dismiss it a little bit at a time.

First, I don't remember the MID having ANY sort of objective measurements printed on it. Not even height and weight. What it DOES have is \*classifications\*.

Now, those classifications: we have been talking informally here about what they mean, but we don't have their formal definitions available. Perhaps (probably) the "tons" measurement is just a rough approximation. IF, and that's a big if, the category is defined strictly in terms of strength, that strength would be described in Newtons.

Third, sorry to burst your bubble, Pedestrian, but the U.S. do NOT use Imperial units. They use "U.S. Customary Units," which are related but not identical. But even in the U.S., SI units are common in several areas -- 2-liter soda bottles, drug measurements, the military... and science. To portray a serious scientist doing work in obsolete, unwieldy customary units is the "viewers are Morons" trope.

Subject: Re: What an exemplar and shifter is capible of Posted by Isodecan on Sun, 23 Oct 2011 22:40:56 GMT View Forum Message <> Reply to Message

Nicky82 wrote on Sun, 23 October 2011 17:33Diane Castle wrote on Sat, 22 October 2011 09:59As a general rule of thumb, assume that power levels are designed to match up across power categories. An EX-6 brick and a PK-6 superboy and a PDP ?/?/6 superboy and an EN-6 superboy and a MAN-6 superboy (due to manifested armor) and an AV-6 superboy (due to spirit powers) ought to all be in the same ballpark, powers-wise when it comes to a simple bit of fisticuffs. Holdouts, auxiliary powers, martial arts training, teammates, sneakiness, and out-and-out cheating are likely to make the difference. (Lancer didn't beat Lady Darke using his

PK field. He beat her by using his brain.) Also, getting Ayla to come up with secret intel on the opponent should not be underestimated, as was demonstrated when Lancer played Red Team against the Omegas in Ayla 8.

#### Diane

This does require to rectify canon, how comes that Aquerna is an Av-1 when she has Ex-2 strenght and thoughness, Ex-3 agility and Ex-5 jumping abilities?

I suspect that part of the problem here is also that both in Universe, and in the Canon Cabal, they are currently revising the ratings. It may be that the ideal system they are going towards that there are going to be ratings for various types of mutant power sets, which will be roughly comparable between a given number regardless of type, at least for the same type of action.

This may also mean that some of the ratings no longer go up all the way to 7, at least in terms of actual examples occurring in Universe. In some of the earlier rating systems, there is no attempt at congruency between classes, and some ratings, those for Avatar and Esper abilities in particular bear very little relationship to how other powers are treated.

Subject: Re: What an exemplar and shifter is capible of Posted by Sir Lee on Sun, 23 Oct 2011 23:26:34 GMT View Forum Message <> Reply to Message

Nicky82 wrote on Sun, 23 October 2011 19:33

This does require to rectify canon, how comes that Aquerna is an Av-1 when she has Ex-2 strenght and thoughness, Ex-3 agility and Ex-5 jumping abilities?

Well, that's very simple to explain...

The strength of an Avatar is a measure of how strong a SPIRIT the Avatar can capture/host. Anna is able only to get a pretty wimpy spirit, that is, the Spirit of the Squirrel.

Now, the Squirrel is pretty wimpy as spirits go. It does not give her any big magical powers (only "talking to squirrels" and "detecting magic"), no big flashy powers, no manifested claws, no magical resistance (that we know of), no throwing lightning...

Still, the spirit does give her some physical enhancements, enough to be comparable to a EX-2 in general -- and in the areas more related to squirrel-ness (agility and jumping) even higher.

Still, an AV-1 is in the general ballpark of the "2" guys in terms of strength, perhaps a high 2 at that. Could it be that Anna has a secondary power? Perhaps she's also an EX-1, which was boosted to EX-2 by the Squirrel power. The EX-1 might help explain her quick weight loss after

manifesting... and an EX-1 could have been "masked" by the Squirrel power. I understand that it's kinda hard to test low Exemplar powers, especially if there are other powers interfering.

Subject: Re: What an exemplar and shifter is capible of Posted by kd7mvs on Mon, 24 Oct 2011 00:05:35 GMT View Forum Message <> Reply to Message

Nicky82 wrote on Sun, 23 October 2011 14:33This does require to rectify canon, how comes that Aquerna is an Av-1 when she has Ex-2 strength and toughness, Ex-3 agility and Ex-5 jumping abilities?

The avatar trait levels refers to the type of spirit that the avatar can host, which only incidentally relates to the abilities granted by the hosted spirit.

As an Av-1, Anna hosts the spirit of a squirrel; a squirrel, not The Squirrel. This squirrel spirit grants her a bunch of abilities, which are generally described as their mutant ability equivalents, such as Ex-3 quickness and speed, Ex-2 strength, Ex-5 leaping and jumping, but she doesn't actually have any Exemplar traits, she's an avatar.

Kodiak is an Av-2, and hosts the spirit of The Kodiak; not just a bear spirit, but the embodiment of a species. He's granted immunity to cold, ruggedness, strength, etc., as a benefit of this, but can also call upon the spirit and transform into the physical ideal of The Kodiak, fur, claws, slavering jaws, and everything. Kodiak happens to be an Ex-5 on top of this, and it hasn't been made clear which strength, etc., abilities are Ex based, and which spirit granted, but there is a difference.

Mongoose is an Av-3, and has a mongoose spirit; it's not clear if this is a mongoose, or The Mongoose. Given the description of what Av-3s can host, he's got a weaker spirit than he could hold. But it's a very happy spirit, with lots of the stuff that spirits look for in hosts; it's lucked out, and it knows it.

Subject: Re: What an exemplar and shifter is capible of Posted by curious reader on Mon, 24 Oct 2011 05:52:47 GMT View Forum Message <> Reply to Message

Ok everyone how about this as a tweaked version:

Example Only:

Code Name: Optimus

Rating: Ex-7

Powers and Techniques:

Super-Strength:

Upper Limit Push: 18.6 tons Carry Strength: 15.4 Tons Casual Strength: 9.6 Tons

Advanced healing factor:

Rating Level 5

Super-Speed:

Top Speed: 82 mph Cruising Speed: 60 mph

Super-Jump:

Standing Distance: 84 ft. Running Jump: 320 ft. Direct Horizontal: 36 ft.

**Durability Rating:** 

Up to a type 2a armor rating before significant damage

Note: That type 2a protects against 8 g (124 gr) 9x19mm Parabellum Full Metal Jacketed Round Nose (FMJ RN) bullets at a velocity of 373 m/s  $\hat{A}\pm$  9.1 m/s (1225 ft/s  $\hat{A}\pm$  30 ft/s); 11.7 g (180 gr) .40 S&W Full Metal Jacketed (FMJ) bullets at a velocity of 352 m/s  $\hat{A}\pm$  9.1 m/s (1155 ft/s  $\hat{A}\pm$  30 ft/s) and 14.9 g (230 gr) .45 ACP Full Metal Jacketed (FMJ) bullets at a velocity of 275 m/s  $\hat{A}\pm$  9.1 m/s (900 ft/s  $\hat{A}\pm$  30 ft/s). Conditioned armor protects against 8 g (124 gr) 9 mm FMJ RN bullets at a velocity of 355 m/s  $\hat{A}\pm$  9.1 m/s (1165 ft/s  $\hat{A}\pm$  30 ft/s); 11.7 g (180 gr) .40 S&W FMJ bullets at a velocity of 325 m/s  $\hat{A}\pm$  9.1 m/s (1065 ft/s  $\hat{A}\pm$  30 ft/s) and 14.9 g (230 gr) .45 ACP Full Metal Jacketed (FMJ) bullets at a velocity of 259 m/s  $\hat{A}\pm$  9.1 m/s (850 ft/s  $\hat{A}\pm$  30 ft/s). It also provides protection against the threats mentioned in [Type I].

The rating systems comes from:

Subject: Re: What an exemplar and shifter is capible of Posted by Valar\_Morghulis on Sat, 29 Oct 2011 06:52:13 GMT View Forum Message <> Reply to Message

What I'm really getting here is that, compared to PK or Warper Bricks (or even Energizer bricks of the Kinetic type), an Exemplar brick is going to be as strong, probably faster in terms of reactions and possibly with additional mental bennies...but way, WAY less bulletproof. I mean, look at Hank and Hippy again. Hank can take some tank rounds off his hide without his hair getting ruffled. If Hippy caught a tank round in the chest, she'd probably be GROUND round. Not to mention that Hank can take low-caliber rifle fire without getting hurt, and apparently can take HIGH caliber rifle fire (the kind that disabled Sara for a not insignificant period of time) with only a broken collarbone to show for it.

Short Version: Exemplars are more vulnerable to high energy impacts than other kinds of bricks (to the point where a PK 3-4 is probably more bulletproof than a Ex-6), and are thus more likely to avoid and evade than to pull, say the Superman "I am immune to bullets" thing.

Sound right?

Subject: Re: What an exemplar and shifter is capible of Posted by kd7mvs on Sat, 29 Oct 2011 12:46:24 GMT View Forum Message <> Reply to Message

Valar\_Morghulis wrote on Fri, 28 October 2011 23:52Sound right? Sounds right.

Subject: Re: What an exemplar and shifter is capible of Posted by Diane Castle on Sat, 29 Oct 2011 19:46:04 GMT View Forum Message <> Reply to Message

Valar\_Morghulis wrote on Fri, 28 October 2011 23:52What I'm really getting here is that, compared to PK or Warper Bricks (or even Energizer bricks of the Kinetic type), an Exemplar brick is going to be as strong, probably faster in terms of reactions and possibly with additional mental bennies...but way, WAY less bulletproof. I mean, look at Hank and Hippy again. Hank can take some tank rounds off his hide without his hair getting ruffled. If Hippy caught a tank round in the

chest, she'd probably be GROUND round. Not to mention that Hank can take low-caliber rifle fire without getting hurt, and apparently can take HIGH caliber rifle fire (the kind that disabled Sara for a not insignificant period of time) with only a broken collarbone to show for it.

Short Version: Exemplars are more vulnerable to high energy impacts than other kinds of bricks (to the point where a PK 3-4 is probably more bulletproof than a Ex-6), and are thus more likely to avoid and evade than to pull, say the Superman "I am immune to bullets" thing.

# Sound right?

Roughly. Hank can take that round off his eyeball, because it never touches him. His PK field generates 5 tons of force (yes, I know 'ton' is not a unit of force, just bear with me), so it provides the protection at a single point of contact. Hip's skin works like real skin, only tougher, but she's not Wonder Woman. (No one in the Whateley Universe is - DC Comics massively outpower Whateley.) A Warper or Energizer with a forcefield may or may not get the 'PK field' effect and be able to stop that round without penetration. (Remember: Phase threw one of his cannonballs through Golden Girl's force screen and put GG in the hospital.) An Energizer without a forcefield (but of high enough power level and able to toughen his or her skin using the Energizer trait, as Sledge or Sparkler can do) would take damage like Hip would. It's the peculiar nature of the forcefield that makes Hank's power what it is.

But yes, the Exemplar also gets faster reflexes (major win!) and possible mental gains out of the deal. As we've seen, the mental gains may or may not be of any use, for example: Solange, Fantastico, Imperious... Being able to read faster and compute algebra problems in your head doesn't really help you much outside of schoolwork, unless you \*apply\* your talents cleverly: e.g. Pendragon, Silver Serpent, Phase, Zenith...

Diane

Subject: Re: What an exemplar and shifter is capible of Posted by khade on Sat, 29 Oct 2011 21:49:40 GMT View Forum Message <> Reply to Message

An exemplar might have the perceptions and reaction time to actually dodge a bullet.

Subject: Re: What an exemplar and shifter is capible of Posted by pedestrian on Sat, 29 Oct 2011 22:19:11 GMT View Forum Message <> Reply to Message

Subject: Re: What an exemplar and shifter is capible of Posted by Sir Lee on Sat, 29 Oct 2011 22:47:23 GMT View Forum Message <> Reply to Message

khade wrote on Sat, 29 October 2011 19:49An exemplar might have the perceptions and reaction time to actually dodge a bullet.

Well, I doubt a Whateley exemplar is quick enough to dodge a bullet after it has been fired, unless it's a long-distance shot and he has seen the muzzle flash. The Flash they ain't.

(\*) Physics time here. Even a relatively slow bullet, like one from a .38 Special revolver, will fly at the 200-300 m/s range. This means that, with this slow flying bullet, from 50 m away (quite a respectable distance for a handgun), our Exemplar will have only about 1/5 of a second to dodge the bullet.

However, it's far more likely that they will be facing an enemy either (a) closer, (b) using a gun that fires faster bullets, or (c) both.

For instance, if the enemy is using the ever-popular Glock 9mm (speed ~350 m/s) from about 10m away, that gives our Exemplar just 1/35s to dodge.

A sniper bullet might be comparatively easier to dodge, as long as the shooter was working on the upper half of his gun's effective range; a 7.62 rifle from 300m away would give our exemplar almost a half second to dodge, putting it into the realm of well-trained soldiers and Secret Service men who act by reflex. Rifle bullets are faster, but snipers are more likely to attempt long shots than handgun users, so it adds up to more time to react (or even move out of the bullseye by chance, like in the climax of "Day of the Jackal").

Samantha Everheart's M650, for instance, has an effective range (before devisor modifications) of about 1800m, but a muzzle speed of about 900 m/s, meaning that when working on really long shots the target can have about two whole seconds to dodge. Even fat politicians can duck in that time, assuming that they recognize the muzzle flash for what it is.

So, snipers by necessity try to take their targets by surprise, and choose a moment when the target is unlikely to move by chance (for instance, a sitting target is better than one standing up).

Which all adds up to this: an exemplar MIGHT be able to dodge a bullet, but the circumstances have to be just right -- a relatively long shot (for the weapon used, that is), the exemplar looking in

the right direction and recognizing the muzzle flash for what it is. Shots from the back are unlikely to be dodged.

And, by the way, reacting to the \*sound\* of the shot just gives the exemplar \*less\* time to react -- even slow bullets travel at an appreciable fraction of the speed of sound (1/4 or more), so you would have at best 3/4 of the time you would have if you spotted the muzzle flash. For rifle bullets, which can be supersonic, hearing the shot is essentially useless.

But, a exemplar with quick reflexes and enhanced senses might be able to dodge after noticing someone is going to shoot in the next half-second or so, which is a different matter. Subtle cues like muscle tension in the shooting hand might allow one to dodge at just the right time.

Subject: Re: What an exemplar and shifter is capible of Posted by khade on Sat, 29 Oct 2011 23:21:57 GMT View Forum Message <> Reply to Message

I understand that some sniper bullets are subsonic, but that's mostly so that the people around the target won't hear the shot.

Subject: Re: What an exemplar and shifter is capible of Posted by Diane Castle on Sun, 30 Oct 2011 06:24:39 GMT View Forum Message <> Reply to Message

pedestrian wrote on Sat, 29 October 2011 15:19That's nothing. You dodge before the bullet is actually fired.

Can an exemplars danger sense help him or her dodge a blind date?

Depends. Is the blind date with someone or something likely to ritually disembowel him before sacrificing him to a Dark God? If so, Xander Harris could use that kind of danger sense. If not, it's pretty unlikely that any kind of Exemplar danger sense could pick that up.

And if you have Esper abilities like that, you shouldn't need to go on blind dates.

Anyway, who at Whateley would be dumb enough to go on a blind date? What if you got stuck with Harpy? Or Psydoe? Or Plasmoid? Or Jobe?

Blind dates at Whateley are FAR worse than blind dates at normal schools. And far riskier.

Subject: Re: What an exemplar and shifter is capible of Posted by Mildweasel on Sun, 30 Oct 2011 19:34:54 GMT View Forum Message <> Reply to Message

I read through this thread again and just wanted to point something out that probably comes under "duh we know that, go away", butyou dont measure jumping ability by how high they can reach, but by how far the center of mass goes up. For a normal baseline 2 feet is not bad at all and can allow you to touch the ceiling say. Jumping 10 times as much doesnt get you 100 feet, it gets you 20 feet plus your height and reach. Given that jumping is a square function 10 times normal requires 100 times the "power (accel)".

Lacking any hard and fast guide on powers somebody who can jump to the top of even a one story building without reaching up and pulling is demonstrating a respectable power level. Id expect a Ex-2 to manage 4 feet or so.

Subject: Re: What an exemplar and shifter is capible of Posted by Nicky82 on Sun, 30 Oct 2011 22:25:11 GMT View Forum Message <> Reply to Message

Diane Castle wrote on Sun, 30 October 2011 07:24Anyway, who at Whateley would be dumb enough to go on a blind date? What if you got stuck with Harpy? Or Psydoe? Or Plasmoid? Or Jobe?

Blind dates at Whateley are FAR worse than blind dates at normal schools. And far riskier.

#### Diane

Jobe? Before or after becoming a Drow? (I would prefere Belphoebe, but without the Omnisqueal, I prefere the girls in their natural shape)

However I think that you are forgetting about Rule 36: "If you've thought of it, then there's somebody out there with a fetish for it."

That, and you forgot of including Nephandus in you list of undesiderable partners.

Subject: Re: What an exemplar and shifter is capible of Posted by khade on Sun, 30 Oct 2011 23:20:05 GMT View Forum Message <> Reply to Message

What about Tansy?

Subject: Re: What an exemplar and shifter is capible of Posted by Valar\_Morghulis on Mon, 31 Oct 2011 05:06:56 GMT View Forum Message <> Reply to Message

RE Ayla's cannonball, one should be fair: The kinetic energy he was pumping out (29,000+ joules, IIRC) when he was testing the 1-2 lb ball bearings in the lab EXCEEDED the muzzle energy of a .50 BMG round. By almost half again. Sure, it might not have the ballistic characteristics of a rifle round that let it hit a target a mile away (or two miles, if your name is Deadeye), but Ayla going heavy and throwing something heavy at you is going to kill a normal person just as dead as Hive shooting them with her Barret. Especially at a range of 20-30 feet. (Yet more evidence, as though we needed any, for Phase being one of the strongest fighters on Team Kimba)

And Golden Girl lived, thanks to her field. Sure, she needed immediate medical attention, but a normal human gets hit by that and they...

Well, they look like they had a cannonball go through them, is what.

Edit: Yes, I know the force of impact is going to be significantly different between the two projectiles due to the distribution of force for the larger one, which means that its going to be easier for armor or a PK field or increased materiel durability to contain the energy from the cannonball compared to the bullet assuming the increase in impact area allows for a consequently higher distribution of energy (IE, it doesn't rip right through without allowing the materiel/field/whatever to deform.) It'd still rip a normal human in half. Ayla already knows this, but he NEEDS a lot more Physics.

Subject: Re: What an exemplar and shifter is capable of Posted by curious reader on Thu, 29 Dec 2011 03:07:02 GMT View Forum Message <> Reply to Message

You know I don't think that anyone answered that question about the differences between ex levels?

This might just be me beating the proverbial deceased Horse, but still.

To make it easier for everyone lets do the differences in strength, toughness, and speed.

Is it something like exponential, linear, or logarithmic growth in between levels?

Now this is not taking into account training and life experiences into the equation.

On a slightly different but still related not, it was said that bits on an exemplar causes to the body to change in different ways, but how fast does the change happen, and does it go faster for higher rated EX; say a 7 vs. 2?

Subject: Re: What an exemplar and shifter is capable of Posted by Diane Castle on Thu, 29 Dec 2011 07:19:18 GMT View Forum Message <> Reply to Message

curious reader wrote on Wed, 28 December 2011 19:07You know I don't think that anyone answered that question about the differences between ex levels?

This might just be me beating the proverbial deceased Horse, but still.

To make it easier for everyone lets do the differences in strength, toughness, and speed.

Is it something like exponential, linear, or logarithmic growth in between levels?

Now this is not taking into account training and life experiences into the equation.

On a slightly different but still related not, it was said that bits on an exemplar causes to the body to change in different ways, but how fast does the change happen, and does it go faster for higher rated EX; say a 7 vs. 2?

The levels go up roughly exponentially. Think about it this way: the top of each level for sheer strength (usually, dead lift) is about twice that of the top of the previous level.

Toughness of the skin and muscles goes up exponentially too, but not quite as fast as raw dead-lift strength. Think of it as the constant we're raising to these powers is now a number less than 2. (But bigger than 1. That's important.)

Reflexes increase too, but not exponentially.

Sheer running speed is limited by factors other than strength and reflex speed. This is because all that extra strength and quickness rapidly propels the person vertically instead of horizontally, so at some point you would end up bounding along instead of sprinting at superspeed.

[Energizers with superspeed tend to cope with this as part of their trait, because they are not only using electromagnetism to speed up their reflexes but also to help them adhere to the surfaces they're running on.] This means that even EX-7's can't sprint at the speed of someone like Jay Jay or Quickie (that girl has got to get Ayla to help her find a better codename). [Chaka uses her Ki to speed herself up, so her 50 mph is completely absurd for her EX level.] A very rough estimate is that running speed goes up roughly linearly with EX level. But that's ballpark, not exact. And it can be seriously mucked up based on other powers, BIT problems, you name it.

Any other questions?

Diane

Subject: Re: What an exemplar and shifter is capable of Posted by mrudat on Thu, 29 Dec 2011 10:27:33 GMT View Forum Message <> Reply to Message

Diane Castle wrote on Thu, 29 December 2011 18:19Any other questions? Yes... why is the sky blue? =)

On the subject, though. I think that there would be a greater increase in top speed for an exemplar on a bike, than an exemplar running, though for the higher levels of exemplar, they may end up with a ride that looks more like a motorbike than a pushbike, to end up with enough extra mass that they don't instantly pull a wheelie, and to be able to transmit the extra power to the ground...

Hmm... there's an interesting thought... if an exemplar on a bike still goes faster than an exemplar in (really) good running shoes, would a speedster be capable of going even faster still; presuming that they can apply whatever super traction powers they have to the tyres, rather than just the soles of their shoes?

If that's possible, could they also, then, apply their super traction powers to a powered vehicle... perhaps some of the petrol-heads have super traction powers they can use to allow them to pour more power through the same tyres without losing grip.

Subject: Re: What an exemplar and shifter is capable of Posted by Laudator on Thu, 29 Dec 2011 21:24:32 GMT View Forum Message <> Reply to Message

mrudat wrote on Thu, 29 December 2011 10:27... why is the sky blue? =)This.I only glanced at it, but it seems to be as I remember. :)

Subject: Re: What an exemplar and shifter is capable of Posted by Cockle on Thu, 29 Dec 2011 23:37:36 GMT View Forum Message <> Reply to Message

mrudat wrote on Thu, 29 December 2011 10:27

On the subject, though. I think that there would be a greater increase in top speed for an exemplar on a bike, than an exemplar running, though for the higher levels of exemplar, they may end up with a ride that looks more like a motorbike than a pushbike, to end up with enough extra mass that they don't instantly pull a wheelie, and to be able to transmit the extra power to the ground...

I think they'd also need some way to secure themselves to the bike, so that they're not just lifting themselves off the saddle. Otherwise, their own weight becomes a limiting factor.

One of those recumbant machines might work nicely, as it would allow them to brace their back and apply their full muscle power.

Subject: Re: What an exemplar and shifter is capible of Posted by khade on Fri, 30 Dec 2011 02:22:08 GMT View Forum Message <> Reply to Message

And what does any of this have to do with the airspeed of an African Swallow?

Subject: Re: What an exemplar and shifter is capible of Posted by mrudat on Fri, 30 Dec 2011 09:04:08 GMT View Forum Message <> Reply to Message

khade wrote on Fri, 30 December 2011 13:22And what does any of this have to do with the airspeed of an African Swallow?

Well... given that airspeed is a derived number, relating to strength, speed, wingspan, shape of wing, etc. Would the airspeed of an Exemplar African Swallow increase linearly with their strength, or would there be limiting factors, such as the change in geometry required to fly at, or exceed mach 1? Are there different parameters that apply to a light air-craft using flapping wings to provide thrust, as opposed to using some form of propeller, jet or rocket for propulsion? Would the increase exemplar rating come with heat-resistant plumage, a sleeker profile, the knowledge/ability to change wing profile in flight?

Equally, would two shifters with nominally the same rating, but with different degrees of skill be able to shift into an exemplar African Swallow, as opposed to an ordinary one?

Edit:

Also, "I don't know." \*gets thrown off cliff\*. =)

Subject: Re: What an exemplar and shifter is capible of Posted by Kristin Darken on Fri, 30 Dec 2011 13:17:01 GMT View Forum Message <> Reply to Message

The easy answer is the one I've been throwing around for years. The ratings used by the Test Geeks are loosely associated with practical numbers in some instances... and thus can be used to say that JoeSuper can lift so much while JillVillain can only do half that. But really, what they're measuring is the means by which a given mutant does what they do.

An Examplar X streamlines the natural physique. All the parts are the same, they attach the same, and so on... but they're more efficient, more responsive, and that yields a higher than natural result. On the other hand, an Exemplar Y benefits from much higher cell specialization. Organs are different, tissue is more dense, it attaches differently, it feeds fuel and oxygen to each cell differently... and as a result, it performs much more effectively. It's human... sort of.

The ratings don't 'balance' out in the same way that they would if this were an RPG. An Exemplar 4 doesn't have to cost the same pts as a Shifter 4, and the two don't have to be able to go toe to toe because their powers are equal. What they do show is a somewhat useful relative comparison. Put an Exemplar 2 and an Exemplar 4 in a weight lifting content... and most times, the 4 is going to win. Use a 2 and a 3 and it might not be so certain, especially if there is any advantage possible from skill over raw talent/muscle. But that's of limited value... especially once you take it outside the core traits, or try to cross over between them. And its somewhat pointless to try to pigeonhole the exact measure of things based on these ratings. They're simply a reference point... and probably cause more confusion than answer questions.

Subject: Re: What an exemplar and shifter is capible of Posted by Sojiro on Fri, 30 Dec 2011 22:27:10 GMT View Forum Message <> Reply to Message

Kristin Darken wrote on Fri, 30 December 2011 14:17

An Examplar X streamlines the natural physique. All the parts are the same, they attach the same, and so on...Unless they have an unusual BIT, like Igneous for example.

Subject: Re: What an exemplar and shifter is capible of Posted by khade on Fri, 30 Dec 2011 22:33:01 GMT View Forum Message <> Reply to Message

Actually, Sojiro, she just explained that, some exemplars are just streamlined humans, and others... aren't. They have similar results but the means can be very different.

With the current widely known system, the effect is shown, not the cause, with the system they are trying to use, the cause is shown but not the effect, first is more useful as shorthand for what can be done, but the second would be more useful to researchers and such to understand.

Edit

Read the next part of the paragraph you quoted, the one you mentioned was just exemplar 1, the next part is exemplar 2, different people.

Subject: Re: What an exemplar and shifter is capible of Posted by curious reader on Wed, 04 Jan 2012 15:39:00 GMT View Forum Message <> Reply to Message

Hello everyone curious here with a head scratcher for you, one I hope gets your imagination running.

Two questions for the crowd, please give feedback which is always appreciated.

I am developing a scene in my head and I wonder if it is feasible in this reality:

1. An Ex-7 and his friend are traveling to Whateley for the fall semester of 07. Because of a security risk neither of them can travel commercial and are being taken in a military cargo plane heading to upstate New York. On the way the plane is attacked by people wanting him dead before they reach the protection of the school. Long scene short there is only one parachute available and the plane is going down. He is force to take to hard way down sans the chute, can he survive the landing?

He is traveling at terminal velocity for him is 195km/122mph, and is falling from a height of 24,000 feet, when the plane broke apart. I know that an Ex-7 can handle low to medium caliber bullets and get nothing but a bruise but this seems a bit larger in scale. I assume the potential kinetic

energy of him hitting the ground is going to be huge.

He is only an Ex-7 with no added bonus. So his regen level sits at a 5.

2. How much sleep do Ex-? Have to have compared to normal humans?

Can say a 3 has to sleep less than a baseline and not suffer ill side effect. Because the body is more "streamline" than normal and in turn more efficient, then a baseline? In turn does a Ex-7 need to sleep more and an hour or two a night to keep going or does it not matter and people just like to sleep eight hours because that what they did before they got their powers?

Subject: Re: What an exemplar and shifter is capible of Posted by Sojiro on Wed, 04 Jan 2012 15:54:08 GMT View Forum Message <> Reply to Message

Exemplar 7 is huge. Bullets are hard to block because they have a very high penetrating power (by focusing all the energy on one very small point) and their only defense against that is the toughness of their skin, which is limited. Direct skin toughness against penetration is close to the #1 thing generic Exemplars don't do well compared to other bricks.

I'm pretty sure he'd survive without much problem. Actual baselines have survived that sort of thing (although it's extremely rare), so they should be able to avoid instant death. And Regen 5 can fix a LOT, just look at jade.

Subject: Re: What an exemplar and shifter is capible of Posted by Cockle on Wed, 04 Jan 2012 19:10:41 GMT View Forum Message <> Reply to Message

curiousreader wrote on Wed, 04 January 2012 15:39

2. How much sleep do Ex-? Have to have compared to normal humans?

Can say a 3 has to sleep less than a baseline and not suffer ill side effect. Because the body is more "streamline" than normal and in turn more efficient, then a baseline? In turn does a Ex-7 need to sleep more and an hour or two a night to keep going or does it not matter and people just like to sleep eight hours because that what they did before they got their powers?

I'm sure that an Exemplar would recover from physical activity quite quickly. Someone at Ex-7 could probably keep going until they starved!

However, sleep is about more than just physical recovery. It's the mental effects which are more important and why sleep deprivation drives people nuts. So I doubt that an Exemplar would be much different from anyone else; perhaps tending towards the lower normal end, around 4 hours per night.

I suspect they could go without sleep for much longer than a baseline without obvious effects, but by that I just mean a few days, maybe a week. After that they'd start having problems with concentration, mood, halucinations and so on.

Subject: Re: What an exemplar and shifter is capible of Posted by Diane Castle on Wed, 04 Jan 2012 21:33:26 GMT View Forum Message <> Reply to Message

curiousreader wrote on Wed, 04 January 2012 07:39He is traveling at terminal velocity for him is 195km/122mph, and is falling from a height of 24,000 feet, when the plane broke apart. I know that an Ex-7 can handle low to medium caliber bullets and get nothing but a bruise but this seems a bit larger in scale. I assume the potential kinetic energy of him hitting the ground is going to be huge.

How much sleep do Ex-? Have to have compared to normal humans?

[1] Your math is wrong. His terminal velocity is going to be at least 180 mph (288 kph) even if he is in an optimal position. At that speed or higher, if he hits a solid surface, he won't survive. Regen will have no use at that point.

However, he's an EX-7. He could tear one of the plane's escape slides loose with his bare hands, and then have enough strength to hang onto it when it inflates. That should reduce his terminal velocity considerably.

And yes, you can assume his Regen is around Regen-5. Also, his reflexes are a lot faster than a baseline's.

But do you really want to make your character an EX-7? Are you going to be able to work interesting stories around a power set like that? Where's the dramatic tension?

[2] There is no rule about reduced sleep for Exemplars. If you want your character to do fine on three hours of sleep, you can do it. If you want him to like nine hours a night and sleeping in on a lazy Saturday morning, that's fine too.

Diane

Subject: Re: What an exemplar and shifter is capible of Posted by Laudator on Wed, 04 Jan 2012 21:44:41 GMT View Forum Message <> Reply to Message

I suspect that the 195kph figure came from wikipedia, since that's the figure it gives, although it does say you can get up to 320kph if you pull your limbs in, and that the world record is nearly 1000kph!

Subject: Re: What an exemplar and shifter is capible of Posted by Cockle on Wed, 04 Jan 2012 23:08:17 GMT View Forum Message <> Reply to Message

Diane Castle wrote on Wed, 04 January 2012 21:33

[1] Your math is wrong. His terminal velocity is going to be at least 180 mph (288 kph) even if he is in an optimal position.

You sure about that? I've seen figures around 60m/s in several places for a spread-eagled human. 180mph is closer to the figure if the body is kept compact.

Whatever the figure, humans have survived high falls. Typically they land on something relatively soft, like a pine forest. (Toss up between whether it breaks your fall or impales you.) So if a hard, flat surface would kill an Ex 7, they'd presumably still need a lot less than a human to give them good odds of survival. A nice shrubbery, perhaps.

Subject: Re: What an exemplar and shifter is capible of Posted by rubberjohn on Thu, 05 Jan 2012 02:19:24 GMT View Forum Message <> Reply to Message

Yes humans have survived falls from aircraft without a parachute but it takes a rare combination of luck and circumstances. There is a tale from world war two where the rear gunner of a bomber was trapped in his turret when the aircraft broke up at around 30,000ft. By great good fortune the

tail section, including his turret, remained sufficiently intact to act as a crude glider which floated relatively gently to the ground.

Other people have had the luck to land in deep snowdrifts or on relatively soft geography, such as trees which have already been mentioned. One option I have read of, though admittedly in a fictional context, is to use sky-diving techniques to adjust the angle at which you impact the ground.

Landing directly downwards (at 90 degrees) would be almost certainly instantly fatal, however if you can reduce the impact angle dramatically by encouraging forward movement, and especially if you can find a good sloping area, such as a hill or mountain side, in which to touch down, then the finally impact forces can be reduced to the point where survival may be an option. Especially so as your character has high rated regen. Incidentally it helps to have a convenient flock of sheep trapped in a snowdrift to act as a buffer at the end of the slide! ('Modesty Blaise - The Impossible Virgin' by Peter O'Donnell).

Subject: Re: What an exemplar and shifter is capible of Posted by curious reader on Thu, 05 Jan 2012 05:50:43 GMT View Forum Message <> Reply to Message

Diane Castle wrote on Wed, 04 January 2012 16:33curiousreader wrote on Wed, 04 January 2012 07:39He is traveling at terminal velocity for him is 195km/122mph, and is falling from a height of 24,000 feet, when the plane broke apart. I know that an Ex-7 can handle low to medium caliber bullets and get nothing but a bruise but this seems a bit larger in scale. I assume the potential kinetic energy of him hitting the ground is going to be huge.

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## Diane

Well I have an origin story set for him and her that will lead to them going to Whateley and shortly their after. After his story and that of 5 others are going to intertwine into one mash-up series. Although that question does lead to another question I have for everyone.

3. Is it possible in this reality to transfer some of an exemplar's abilities, and strength to another exemplar? Is there a way that you can think of that would allow, say a 7 to give some of his power to his wife or girlfriend to increase her Ex level from a 1 to a 3 or 4 perhaps?

Is there a plot twist so bazaar that it becomes reasonable to consider it? Like perhaps asking Sara for help in transferring power to make him weaker, and her stronger so they can get together.

Subject: Re: What an exemplar and shifter is capible of Posted by Diane Castle on Thu, 05 Jan 2012 07:40:09 GMT View Forum Message <> Reply to Message

curiousreader wrote on Wed, 04 January 2012 21:50Well I have an origin story set for him and her that will lead to them going to Whateley and shortly their after. After his story and that of 5 others are going to intertwine into one mash-up series. Although that question does lead to another question I have for everyone.

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Is there a plot twist so bazaar that it becomes reasonable to consider it? Like perhaps asking Sara for help in transferring power to make him weaker, and her stronger so they can get together.

No. Exemplars can't do that. HOWEVER, other power sets might do the trick.

Is there a plot that would make it reasonable? Of course!

Diane

Subject: Re: What an exemplar and shifter is capible of Posted by curious reader on Sat, 14 Jan 2012 04:24:40 GMT View Forum Message <> Reply to Message

Ok here is a question that I have been considering while writing.

If an ex-7 can reach speeds of up to 90 mph and cruising speeds at around 50 mph, how long can

they maintain that pace?

If he where traveling in a quasi-hurry say from Florida and where trying to reach California, just how far do you think he could get on a day?

Sorry if this sounds like a math question, but the distance is not by road, it is as straight as possible, though the country.

Does a Ex-7 have the stamina and capability to go an entire day without stopping for food or water?

Thank you for the assist.

Cheers

Subject: Re: What an exemplar and shifter is capible of Posted by Diane Castle on Sat, 14 Jan 2012 08:21:25 GMT View Forum Message <> Reply to Message

curiousreader wrote on Fri, 13 January 2012 20:24Ok here is a question that I have been considering while writing.

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Sorry if this sounds like a math question, but the distance is not by road, it is as straight as possible, though the country.

Does a Ex-7 have the stamina and capability to go an entire day without stopping for food or water?

You're not going to want to run that as a straight line through a lot of America. Stick with I-10 or I-20 or I-40. I'd go with I-40 myself, as it's pretty darn straight east-west across the country. Otherwise, your character is going to waste phenomenal amounts of time weaving through town and cities, climbing mountains, swimming rivers, etc.

Yes, an EX-7 could go 50-60 mph for 24 hours straight. But at some point he'll keel over from

lack of food and water. Or he'll need to pee. Why not let him stick to the interstate and hit a rest stop for ten minutes of food/water/pee every six hours? Then he could probably keep going for several days.

If I were an EX-7, I would leap on top of a truck and ride at 70-80 mph instead. If I were an EX-7 female, I would flash some leg, hitch a ride, and ask the guy to drive at 120 mph 'just as a favor for little me'. Or I might just sneak onto a jet. An EX-7 ought to be able to survive 5 hours in a cargo hold.

Or use that EX-7 gorgeousness to sweet-talk someone into buying you a plane ticket. Or use your Whateley connections to borrow a hypersonic dropship or a teleporting courier.

In the Whateley setting, I just don't see \*why\* you'd want to run 24 hours with no stops. Unless you got dumped in Antarctica.

Diane

Subject: Re: What an exemplar and shifter is capible of Posted by Nicky82 on Sat, 14 Jan 2012 10:19:59 GMT View Forum Message <> Reply to Message

Diane Castle wrote on Sat, 14 January 2012 09:21If I were an EX-7, I would leap on top of a truck and ride at 70-80 mph instead. If I were an EX-7 female, I would flash some leg, hitch a ride, and ask the guy to drive at 120 mph 'just as a favor for little me'. Or I might just sneak onto a jet. An EX-7 ought to be able to survive 5 hours in a cargo hold.

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#### Diane

If I were an Ex-7 and got dumped in Antartica I would go for a teleporter or a dropship if I had a chance.

Subject: Re: What an exemplar and shifter is capible of Posted by Sojiro on Sat, 14 Jan 2012 11:35:16 GMT View Forum Message <> Reply to Message

Nicky82 wrote on Sat, 14 January 2012 11:19If I were an Ex-7 and got dumped in Antartica I would go for a teleporter or a dropship if I had a chance. The entire point is that when you're dropped in Antartica you almost certainly don't have a choice in the matter.

Subject: Re: What an exemplar and shifter is capible of Posted by curious reader on Sat, 14 Jan 2012 13:28:44 GMT View Forum Message <> Reply to Message

Ok you got me.

The reason that I asked in the first place is because in the story he tangles with a superhero team on the take from a cartel leader and one of them teleports (dumps)him in the middle of Amazon rain forest in Brazil and he has to make it back to Rio in somewhat of a hurry to make sure that his mate is still safe and hidden.

(Someone will inevitably ask why the warper didn't just teleport him into a mountain, well there on the take but still not evil they needed to get ride of him for a while but she did not want to out right kill him. No blood on her hands that way.)

The distance is a little over 800 miles across the country, through dense forest and hills, he wants to get there before one of two things happen:

One she get captured by the cartel again and sold into slavery.

Two an extraction team by the U.S. Gov can get there in time to help her escape into American and he will most likely lose her completely, and maybe never see her again.

Either way he has at most three day to cover the miles or he risks losing her.

Is it possible to cover that distance in the allotted time frame, or is he fighting a losing battle?

Subject: Re: What an exemplar and shifter is capible of Posted by Sir Lee on Sat, 14 Jan 2012 15:48:29 GMT View Forum Message <> Reply to Message

curiousreader wrote on Sat, 14 January 2012 11:28Ok you got me.

The reason that I asked in the first place is because in the story he tangles with a superhero team on the take from a cartel leader and one of them teleports (dumps)him in the middle of Amazon

rain forest in Brazil and he has to make it back to Rio in somewhat of a hurry to make sure that his mate is still safe and hidden.

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Diane's objections still apply. There are roads, and airports, in several points along the way. Language would be a problem, and so would money, but those are not insurmountable problems. \*Navigation\* would be a problem, too -- if you are teleported somewhere there, you have first to find out which way you should go (and there comes the language thing again).

## Best plan would be to:

- 1. Find out where you are and figure out a route. Depending on where you are, go to either the closest state capital or, if not too far, to Manaus, Belém, BrasÃ-lia or CuiabÃ; (these are larger cities, which will have more flights).
- 2. Hitchhike if possible, run if it's not. But follow the roads -- they be nothing to write home about, but there are too many obstacles (rivers, swamps, mountains, jungle...) outside them, so he's bound to keep better average speed by following the roads. Besides, you don't have to worry as much about getting lost this way.
- 3. Dodge airport security and sneak into the cargo hold of a plane going to Rio. Airport security in Brazil is not top-notch to begin with even in São Paulo, and in those places it should be possible to get around...
- P.S.: And, by the way, besides language, your character should get his units straight. It's not "800 miles": it's about 1300 km. Brazil was the second country in the world to go metric -- 201 years ago, in fact.

Subject: Re: What an exemplar and shifter is capible of Posted by Diane Castle on Sat, 14 Jan 2012 18:25:30 GMT View Forum Message <> Reply to Message

curiousreader wrote on Sat, 14 January 2012 05:28Ok you got me.

The reason that I asked in the first place is because in the story he tangles with a superhero team on the take from a cartel leader and one of them teleports (dumps)him in the middle of Amazon rain forest in Brazil and he has to make it back to Rio in somewhat of a hurry to make sure that his mate is still safe and hidden.

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Is it possible to cover that distance in the allotted time frame, or is he fighting a losing battle?

Deep in the rainforest, you can't run in a straight line because of trees. Lots and lots of trees. However, \*enormous\* tracts of rainforest have been clearcut, leaving fields and/or mud, which would also be awkward to run through. Now there are roads cut deep into the rainforest in many places, and there are other features. So if he can get to a river and find a boat, he can probably paddle it faster than any two baselines. He could even use a slab of wood that no baseline would consider using as a paddle, unless it would cause the boat to sink or tip. If he can paddle down to where he can find a road, he can run on it from there to Rio. At 50 mph he can cover 500 miles of road in only ten hours.

Diane

Subject: Re: What an exemplar and shifter is capible of Posted by Sir Lee on Sun, 15 Jan 2012 00:43:18 GMT View Forum Message <> Reply to Message

By the way, I just checked on Google Earth. Even as-the-crow-flies, 1300km from Rio will only get you to eastern Mato Grosso, which is not Amazon jungle at all, but cerrado, a sort of savanna, and nowadays mostly farmland.

To get deep into the Amazon jungle you have to approximately double the distance. If you can get by with "sorta" in the jungle, but not really deep into it, you are talking of a minimum 1800 km. And that's as-the-crow-flies, not following the roads.

Subject: Re: What an exemplar and shifter is capible of Posted by curious reader on Sun, 15 Jan 2012 01:38:08 GMT View Forum Message <> Reply to Message

Thank you for the help, I really appreciate it.

So its 1800 km to deep jungle do you think that he could still make it back to Rio in three days time without doing something really insane like hiding inside the plane or even crazier like hanging on to the underside of a plane as its flying, so that he can make it back to town on time?

Do you know of any roads of major thoroughfares that runs all the way through Rio leading up the coast?

Thank you for the info to this I started with the scene in my head and then went to see what would it take to make that happen.

Cheers

Subject: Re: What an exemplar and shifter is capible of Posted by mrudat on Sun, 15 Jan 2012 02:02:28 GMT View Forum Message <> Reply to Message

I'd say, as an out, you could have the warper teleport him to the limit of her range, into what she knows (or believes, if she isn't local) to be relatively rough terrain; not many roads/people around... and it just happens that it's close enough for Our Hero to get back just in the nick of time to save the Damsel In Distress. =)

Subject: Re: What an exemplar and shifter is capible of Posted by khade on Sun, 15 Jan 2012 02:05:47 GMT

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Another option is that because of the heavy GSD, he could be ideally suited to moving very very fast, like how the testers think Razorback works.

Subject: Re: What an exemplar and shifter is capible of Posted by curiousreader on Sun, 15 Jan 2012 02:30:13 GMT View Forum Message <> Reply to Message

The guy is a jaguar hybrid. He is described as somewhat short and compact, with a noticeably bulky musculature.

He runs flat out at close to 90 mph but he is not great at corners, so he has this to help. He can run in short sprints on all four for added traction in tight corners. By digging his claws (on both hands and feet) into the ground to help keep him grounded. This tears up the ground something awful, and he still had the slight problem with stopping.

I'm not sure that it would help him to reach his destination any faster?

One other question if an Olympic long jumper can cover up to 8.95 meters (world record) (29.4 ft) at full sprint. How much farther can exemplars get say 3 and above get with enhanced strength to help?

I'm thinking that as a 7 he could get their faster by literally jumping at lot of obstacles in his way, like sink holes, rivers, and busy interstate highway. I don't really know if its possible but that could be one way around to help him.

Subject: Re: What an exemplar and shifter is capible of Posted by khade on Sun, 15 Jan 2012 02:33:25 GMT View Forum Message <> Reply to Message

We've been told that high level exemplars moving very fast move more like someone on the moon, so probably leaping with occasional sprints would be how he'd move, it would look very strange unless he did do the claw thing, I'd guess.

Subject: Re: What an exemplar and shifter is capible of Posted by Sir Lee on Sun, 15 Jan 2012 02:56:40 GMT View Forum Message <> Reply to Message

curiousreader wrote on Sat, 14 January 2012 23:38So its 1800 km to deep jungle do you think that he could still make it back to Rio in three days time without doing something really insane like hiding inside the plane or even crazier like hanging on to the underside of a plane as its flying, so that he can make it back to town on time?

It's 1800 km to the Amazon region, but not really into "deep jungle". There's lots of woods, but there's also lots of farming. For "deep jungle' you have to go farther, like more than 2000 km. Following the roads, it's probably more like 2200-2500 km.

I don't know about "really insane." Any high-Exemplar who could run this far would likely be able to survive quite comfortably in a plane cargo compartment, and perhaps even in the landing gear well. There were a couple cases of kids who hid there, but they died from exposure -- a high Exemplar should be able to survive.

Running 2500 km, with no money for food, in unfamiliar territory, strikes me as quite crazy too.

curious reader wrote on Sat, 14 January 2012 23:38Do you know of any roads of major thorough fares that runs all the way through Rio leading up the coast?

There are quite a number of them. They tend to become progressively worse the farther North you go, but they are there. Generally speaking, you won't find anything close to an U.S. Interstate outside of the state of São Paulo. Most roads are two-lane, many of them badly maintained. In the less-populated regions, many are dirt roads.

For instance (tracking backwards)...

From Rio you can take BR-040 through Belo Horizonte all the way to BrasÃ-lia. It's about a 1200 km trip (Google estimates 13 hours by car).

BrasÃ-lia is hardly jungle (it's cerrado, a savanna-like ecosystem), but from there you have a number of choices to where you want to dump your character. You can take the BR-010 (aka Belém-BrasÃ-lia Highway)almost straight up north. But Goiás and eastern Pará are not quite deep jungle -- there's lots of farming (and deforestation) there.

Alternately, you could go west (there's several options, Google Maps/Earth can show you some) until you get to BR-163, and take this road north to the west of state of ParÃ<sub>i</sub>. Now we are beginning to talk about real jungle...

Subject: Re: What an exemplar and shifter is capible of Posted by curious reader on Sun, 15 Jan 2012 04:07:47 GMT

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Wow thank you :d for the great info.

I hope that when you read it that you will like it.

Question for you though most of the information that I'm using for the story will come from wiki, youtube, and other websites about Brazil, but do you have any good books or sites in your head that will help with facts about the country (politics, regions, roads, and city experiences?)

Thank you Lee and all the rest for the help. :)

Subject: Re: What an exemplar and shifter is capible of Posted by Cockle on Sun, 15 Jan 2012 13:32:50 GMT View Forum Message <> Reply to Message

curiousreader wrote on Sun, 15 January 2012 04:07other websites about Brazil...

You may well be familiar with it, but for a useful overview of a country, including political stability, rebel groups etc the CIA World Fact Book is pretty good. Here's the entry for Brazil...

https://www.cia.gov/library/publications/the-world-factbook/ geos/br.html

For city experiences in general travel guides and travelogues are good of course. I've also found various photo sites useful, and the photos linked to Google Maps.

Subject: Re: What an exemplar and shifter is capible of Posted by Sir Lee on Sun, 15 Jan 2012 14:01:50 GMT View Forum Message <> Reply to Message

curiousreader wrote on Sun, 15 January 2012 02:07Question for you though most of the information that I'm using for the story will come from wiki, youtube, and other websites about Brazil, but do you have any good books or sites in your head that will help with facts about the country (politics, regions, roads, and city experiences?)

Not really. Since I was born and raised here, I'm not familiar with "Brazil for beginners" kind of sources.

Subject: Re: What an exemplar and shifter is capible of Posted by curious reader on Thu, 12 Apr 2012 03:28:01 GMT View Forum Message <> Reply to Message

Hey guys and gals I had a question that came to mind in the middle of work today and it begged to be asked.

It concerns cancer and mutants.

We talked before in the regen section about the effect of cancer on someone that is already a mutant but what happens if the had it before they emerge?

Can a person, child really, with say stage three single cell cancer(one of the deadliest I'm told)be cured if they where to suddenly come in to their powers, lets say...ex-3 or 4?

Would the BIT of the individual be strong enough to correct the cancer or does the fact that they are have cancer make the odds of them going in to sudden burn out more likely?

Subject: Re: What an exemplar and shifter is capible of Posted by Diane Castle on Thu, 12 Apr 2012 05:13:58 GMT View Forum Message <> Reply to Message

curiousreader wrote on Wed, 11 April 2012 20:28We talked before in the regen section about the effect of cancer on someone that is already a mutant but what happens if the had it before they emerge?

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Would the BIT of the individual be strong enough to correct the cancer or does the fact that they are have cancer make the odds of them going in to sudden burn out more likely?

In theory, someone with EX-3 or EX-4 powers \*could\* be cured of even that. They have a BIT, so their body is likely to move toward that regardless of what the cells were doing before manifestation.

Or not. It depends on how advanced the cancer is, metastasis, etc. Situations like this tend to move 'at the speed of plot'. So if it's YOUR protagonist, he survives, and if it's someone else's they may kick the bucket. :d

Either way, I don't see that it would alter the risk of a later burnout.

And then there's 'mutant cancer' where the regen makes everything a hundred times \*worse\*.

Diane

Subject: Re: What an exemplar and shifter is capible of Posted by Niknokitueu on Thu, 12 Apr 2012 07:49:58 GMT View Forum Message <> Reply to Message

Sorry to be late to the discussion, but I noticed something a few pages ago that I feel to be worth mentioning:

High-EX people are far denser than baselines.

...Which is why Diane said that free-fall speed for EX-7 would be up at around 190mph or higher.

Have Fun! Niknokitueu

Subject: Re: What an exemplar and shifter is capible of Posted by khade on Thu, 12 Apr 2012 08:25:36 GMT View Forum Message <> Reply to Message

It also explains why Tansy is sometimes really really dumb.

Subject: Re: What an exemplar and shifter is capible of Posted by Omegall on Thu, 12 Apr 2012 14:24:34 GMT View Forum Message <> Reply to Message

khade wrote on Thu, 12 April 2012 04:25lt also explains why Tansy is sometimes really really dumb.

\*gives high five\*

But Tansy is only ex-1. So basically so is very less dense than others, practically thin as air comparatively.

Subject: Re: What an exemplar and shifter is capible of Posted by Diane Castle on Thu, 12 Apr 2012 18:46:26 GMT View Forum Message <> Reply to Message

Niknokitueu wrote on Thu, 12 April 2012 00:49Sorry to be late to the discussion, but I noticed something a few pages ago that I feel to be worth mentioning:

High-EX people are far denser than baselines.

...Which is why Diane said that free-fall speed for EX-7 would be up at around 190mph or higher.

Heh.

No, freefall's terminal velocity depends on drag coefficients and other fun stuff, so depending on what you are wearing and how you are positioned, your terminal velocity can be anywhere from 110 mph to 200 mph. The numbers listed for 'belly to earth' orientation for skydivers are usually in the 110-140 mph range. And even those numbers can be changed. A REALLY high altitude skydive can get to a much higher speed (Kittinger topped out at 614 mph, but he started at over 100,000 feet up). Wearing a wingsuit can cut your vertical velocity down even further (record: -25 mph instantaneous velocity - yes, 25 mph GOING UP) and you can even survive a fall if your parachute doesn't open (but you will be injured).

Wearing a skintight superhero suit with no cape is going to put you in the ~140 mph area for the 'belly to earth' position and ~200 mph for the 'headfirst, arms in' position, if you're in normal atmosphere. At least, that's my (rough) calcs on drag coefficient and terminal velocity.

So the argument about the terminal velocity was based on confusion, not on Exemplar density.

Diane

Subject: Re: What an exemplar and shifter is capible of Posted by rubberjohn on Fri, 13 Apr 2012 02:52:49 GMT View Forum Message <> Reply to Message

Yeah! Don't forget the experiment that one of the Apollo crews carried out on the moon - Dropping a hammer and a feather together and they both hit the ground at the same time in an airless environment. It's not the density that matters it's the surface area exposed moving through the air. In the simplest of terms, the smaller the area - the faster you fall! A steel plate will fall much faster on it's edge than on it's flat face.

John.

Subject: Re: What an exemplar and shifter is capible of Posted by Niknokitueu on Fri, 13 Apr 2012 12:23:17 GMT View Forum Message <> Reply to Message

rubberjohn wrote on Fri, 13 April 2012 03:52Yeah! Don't forget the experiment that one of the Apollo crews carried out on the moon - Dropping a hammer and a feather together and they both hit the ground at the same time in an airless environment. It's not the density that matters it's the surface area exposed moving through the air. In the simplest of terms, the smaller the area - the faster you fall! A steel plate will fall much faster on it's edge than on it's flat face.

### John.

Or to be even more precise, the rate of fall is affected by the mass falling, the surface area exposed and the resistance caused by the fluid moved through.

- ...So higher density falls faster.
- ...So smaller surface area falls faster
- ...So reducing atmospheric pressure (or in the case of the moon, removing it almost entirely) falls faster.

Mind you, if we are getting to that point, we also need to include gravity (higher gravity falls faster - duh), environment (wind) etc, etc.

Have Fun! Niknokitueu

Subject: Re: What an exemplar and shifter is capible of Posted by curious reader on Sat, 14 Apr 2012 00:22:08 GMT View Forum Message <> Reply to Message

Here's a question for sports fans in the crowd.

How fast can an Ex pitch?

lets start with ex-3 and end with ex-7, the best baseline pitch recorded was around 105 mph.

If strength and speed is increased expontinally then is it safe to say that their performances in sport would be increased too?

Hows this look:

EX-1: 70mph average human

EX-2: 105mph pro athlete

EX-3: 185mph Ex-4: 245mph EX-5: 350mph EX-6: 500mph EX-7: 700mph

Shooting too high?

Subject: Re: What an exemplar and shifter is capible of Posted by Mikeli Soth on Sat, 14 Apr 2012 00:29:18 GMT View Forum Message <> Reply to Message

to throw a ball 700 mph, your hand would have to be moving that fast.

I seriously doubt a straight ex 7 could move his/her hand that quick.

Subject: Re: What an exemplar and shifter is capible of Posted by khade on Sat, 14 Apr 2012 00:30:55 GMT View Forum Message <> Reply to Message

Fairly quickly, aerodynamics should be involved, a baseball isn't actually designed move through air easily. I also think the increase of speed is get less per level, as there's only so much a human frame can do.

Subject: Re: What an exemplar and shifter is capible of Posted by amratner on Sat, 14 Apr 2012 03:33:09 GMT View Forum Message <> Reply to Message

As a quick approximation, air resistance goes up with the square of the speed.

Subject: Re: What an exemplar and shifter is capible of Posted by Diane Castle on Sat, 14 Apr 2012 06:56:30 GMT View Forum Message <> Reply to Message

curious reader wrote on Fri, 13 April 2012 17:22Here's a question for sports fans in the crowd.

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Shooting too high? Probably. Even with strength going up exponentially with level, running speed doesn't go up like that. In fact, it's sub-linear if I recall my previous calcs.

So I think you should assume that baseball throwing speed goes up sub-linearly as well. [If you want a linear relationship, then you're looking at something like v = 35 + 35\*k. That puts an EX-7 at around 280 mph, which seems too high. So sub-linear.]

If you want to fit something like a log relationship through the known points, you can give it a shot. I don't have time at the mo.

Diane

Subject: Re: What an exemplar and shifter is capible of Posted by Kristin Darken on Sat, 14 Apr 2012 19:41:52 GMT View Forum Message <> Reply to Message

Actually, that may not be unrealistic Diane (280). Keep in mind that a lot of the limiting factor on pitching speeds isn't the aerodynamics of the ball, but the strain on the pitcher's arm (and body) from using it like a whip to maximize acceleration along the fingers where the ball is propelled. Lots of pitchers can hit peak numbers 5-10 mph higher than they usually use... but they can't sustain them without injury. A high level Exemplar would throw faster purely out of having less

strain on tendons, ligaments, and so on. Not to mention coordination/precision... some of the fastest pitchers are wild, simply because control requires limitations that bring down top speed.

Of course... that assumes an Exemplar 'ideal' that includes whiplike flexibility. A bulky, heavy muscled ideal that can't 'whip' an arm may not have any better results than a baseline professional.

As far as the limiting factor on this... I'd guess that the stitching on the baseball would be the first big problem. That's the biggest variation from a standard globe shape for the drag equation. It would also become increasingly difficult as greater force was applied to keeping the ball flying 'straight' on a fast pitch. A fast ball is often still 'rising' when it cross the plate, extra force might result in a spin that puts a faster pitch as an impossible strike (an upward turning curve ball)... might be able to get to a 250 mph pitch, but it can't be below 7 ft. Would have to run the math on that... or use PITCHx maybe.

Subject: Re: What an exemplar and shifter is capible of Posted by Diane Castle on Sat, 14 Apr 2012 20:07:09 GMT View Forum Message <> Reply to Message

Kristin Darken wrote on Sat, 14 April 2012 12:41Actually, that may not be unrealistic Diane (280). Keep in mind that a lot of the limiting factor on pitching speeds isn't the aerodynamics of the ball, but the strain on the pitcher's arm (and body) from using it like a whip to maximize acceleration along the fingers where the ball is propelled. Lots of pitchers can hit peak numbers 5-10 mph higher than they usually use... but they can't sustain them without injury. A high level Exemplar would throw faster purely out of having less strain on tendons, ligaments, and so on. Not to mention coordination/precision... some of the fastest pitchers are wild, simply because control requires limitations that bring down top speed.

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Agreed. That's why I said that a strictly linear relationship would not work. There are too many aspects of the problem that will slow things down, including drag due to windspeed, which IIRC goes up as the square of the speed, making things go even slower.

Diane

Subject: Re: What an exemplar and shifter is capible of Posted by rubberjohn on Sun, 15 Apr 2012 01:01:57 GMT View Forum Message <> Reply to Message

Maybe you could ask Mythbusters to run an experiment to discover the theoretical maximum speed and flight characteristics of the regulation Baseball. I'm sure that they'd love the challenge. :evil:

John.

Subject: Re: What an exemplar and shifter is capible of Posted by Cockle on Sun, 15 Apr 2012 20:20:37 GMT View Forum Message <> Reply to Message

I suspect that a baseball could actually take a much greater velocity without difficulty. Bear in mind they're made tough enough to stand up to being walloped with a baseball bat, which distorts the ball and puts enormous strain on the stitching and general fabric of the ball.

Subject: Re: What an exemplar and shifter is capible of Posted by Kristin Darken on Mon, 16 Apr 2012 02:37:27 GMT View Forum Message <> Reply to Message

That may not matter, actually. Baseballs are made flex with the rapid transfer in shape that occurs on impact with a bat. However, the principle of 'hitting' a ball with a bat doesn't actually work in the same way that billiards do, for instance. Except in some specific cases, like a bunt. You 'catch' the ball, it runs along the length of the bat as you swing forward... the process gradually changing the direction of motion without a major loss in speed. So that deformation isn't as major as you might think. But the very 'soft' materials used to make this possible are inherently susceptible to the sorts of damages produced by high speeds (friction into non thermal-conductive materials).