

They Might Be Characters

Volume 2

Richter 13 and Other Villains

This document represents a collection of characters for the Villains & Vigilantes RPG. Few, if any, of these characters have complete write-ups which is where the *Might* comes from in the title.

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I've played V&V off and on since about 1983. I've adapted the V&V adventure books to various other games, including Champions, Superworld and GURPS. The smooth and organized writing style of the various authors, and the simple (but not simplistic) game mechanics, have made V&V a pleasure to enjoy over the years.

**Patric Rogers
Morpheus Unbound**

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I can't possibly thank all of my gaming buddies over the years, but you know who you are and this document is partly your fault. Thanks!

If I've forgotten anyone, somebody please let me know.

Independent Supervillains

Many supers operate independently. Some prefer this, and others are forced into it by circumstances. Solo supervillains can be found committing crimes on their own, but often they will form temporary teams and can be found in the employ of more powerful supervillains and organizations.

Malachi

S 17, E 11, I 13, A 11, C 10, 180 lbs., level 4

Basic Hits 4, Carry Cap. 511, Basic HTH 1d8, Hit Modifier $(1.4)(1.0)(1.1)(1.0) = 1.54$, Hit Points 6, Power 52, Move 39" ground, 429" flying, Healing Rate 1.0, Damage Modifier 0, Accuracy 0

Death Touch: PR = 10 each time the power is used, regardless whether or not the victim makes his saves.

Heightened Defense: Mystical spirit shields and a thick tough hide absorb damage, reflected by opponents having a -4 "to hit" him at all times (even when he is not conscious and mobile).

Weather Control: See page 19 of the V&V rulebook. Note that he won't use either Snow or Blizzard. All of the related PR costs are reduced by 2, to a minimum of 1.

Wings: 97.5mph, PR = 1 per hour.

Malachi claims to be a demon summoned by a black coven to do their bidding, bound to serve them on Earth until the last one had died. Today, the

last two are hospitalized and on life support, and with no one to command him otherwise, Malachi has gone rogue, setting forth to inflict his demonic will on the innocent souls of Earth.

In combat, he is especially fond of thunder and lightning and despises cold and cold weather. He will sometimes alter the local weather just to make it warmer because he does not like cold.

Hero System

STR 22, DEX 15, CON 17, BODY 10, INT 13, EGO 10, PRE 18, COM 10, PD 12, ED 12, SPD 4, REC 7, END 34, STUN 30



Death Touch: Drain, 6d6 BODY, recover 1/day, only usable on living beings; **Heightened Defense:** +2 DCV; **Weather Control:** 80 point weather control variable power pool; **Wings:** Flight 13", ×8 NCM, 0E, OAF; Weather Control 23-; KS: Occult 14-

Targeter

S 16, E 15, I 14, A 20, C 15, 170 lbs., level 7

Basic Hits 4, Carry Cap. 476, Basic HTH 1d6, Hit Modifiers (1.4)(1.8)(1.1)(1.9) = 5.2668, Hit Points 21, Power 65, Move 51" ground, Healing Rate 1.6, Damage Modifier +2, Accuracy +3

Heightened Agility A: +9

Heightened Expertise: +4 "to hit" with any bow or crossbow.

Special Weapon (Arrowheads): Targeter uses a variety of speciality arrowheads in combination with expensive, commercially available archery equipment. His normal quiver carries 32 arrows, but he also has a larger one (capacity 48) if he expects a lot of trouble or has a complex mission plan. Targeter has the following special arrows available to him:

- **Normal arrowhead:** HTH +4 "to hit", HTH +1 damage, 60" range
- **Flare arrowhead:** HTH +4 "to hit", HTH -1 damage, 60", illuminates a 40" radius as Light Control for eight turns,
- **Tank-buster arrowhead:** HTH + 7 "to hit", HTH + 1d12 damage, 40", this arrowhead carries a super-concentrated explosive charge equivalent to a small bomb resulting in a HTH attack at HTH + 3 "to hit", 1d12 damage to everyone in a 3" blast radius (excluding the original target of the arrow, as the damage is already included above),
- **Electric Shock arrowhead:** HTH + 4 "to hit", HTH + 1 damage, 60", this arrowhead has a Lightning Control carrier attack for 2d8 damage or 30% chance to short electrical systems,
- **Stunning arrowhead:** HTH + 5 "to hit", HTH - 1 damage, a specially designed blunt arrowhead that has three times the normal chance of knocking the victim unconscious, see V&V rulebook §3.6.

Targeter is from Canada and has a background in archery equipment design. He is a member of the Quebec Separatist movement and turned to crime in the mid-1990's when he finally became fed-up with slow pace at which Quebec independence was coming. He fights and steals for the cause. His passionate beliefs and obsessive exercise programs have given him an



extraordinary physique.

He rarely evades, preferring to stand in the open and pester his targets with arrows. He can fire up to three arrows with one action, and each can have a different arrowhead. Typically, he uses his stunning arrowheads, only using lethal force to meet lethal force. He will use his normal arrowheads for trick shots and to pin opponents to walls or doors using their loose clothing. Against groups, he will use his tankbuster arrows, targeting the team's toughest member and letting the blast scatter the others.

Hero System

STR 21, DEX 24, CON 22, BODY 10, INT 14, EGO 15, PRE 15, COM 12, PD 8, ED 8, SPD 5, REC 8, END 44, STUN 35

Arrows: Multipower; u) **normal arrowhead** 1d6 + 1 RKA; u) **flare arrowhead** 1d6 + 1 RKA, linked to CE: Light, 16" r., continuous for two minutes; u) **tank-buster arrowhead:** 1d6 + 1 RKA, linked to 2d6 RKA, explosion; u) **electric shock arrowhead:** 1d6 + 1 RKA, linked to 10d6 Stun only EB; **stunning arrowhead:** 7d6 physical EB

+2 OCV with all bows and crossbows; WF: bows; +3 levels combat; KS: archery, 11-; PS: archer, 14-; SC: archery engineering, 12-; Inventor, 12-

Sublime

S 15, E 15, I 15, A 30, C 16, 160 lbs., level 5

Basic Hits 4, Carry Cap. 390, Basic HTH 1d6, Hit Modifiers (1.4)(1.8)(1.2)(3.1) = 9.3744, Hit Points 37, Power 75, Move 60" ground, Healing Rate 1.6, Damage Modifier +5, Accuracy +5

Heightened Agility B: +20

Psionics: Immune to Mind Control and Emotion Control attacks.

Non-corporeality/Body Power: Sublime's control over this power lets her partially solidify her body parts inside other living beings without harm to herself. Unfortunately for the target, it is not immune to damage. This does damage equal to a normal unarmed HTH attack +2 and ignores all Armor and Invulnerability powers. It requires a normal HTH "to hit" roll. PR = 4 per hour or per use as an attack.

Equipment: While Sublime is a master of all forms of HTH weaponry, her favorite weapon is the three-section staff, +3 "to hit", +1d6 damage.

She is a mutant terrorist from the future returned to accomplish several specific goals. It is up to the GM how these goals shape the future and if Sublime is trying to prevent or cause a specific future. She is ruthless and fanatic about her goals. She is skilled not only in the arts of stealth and combat, but also the arts of intimidation, seduction, and other subtle psychological warfare techniques.

Hero System

STR 20, DEX 30, CON 25,
BODY 10, INT 15, EGO
16, PRE 18, COM 16, PD
10, ED 10, SPD 6, REC 8,
END 50, STUN 35

Non-Corporeality:

Desolidification, not v.
psionic or magic, 0 END;
affects solid on 12d6 normal
damage (STR, MA, HA);

Psionics: Mental Defense
+30, only v. Mind Control;
+4 DECV, only v. Mind
Control

Martial Arts (Comic Book);

WE: staff, sword, knife;



WF: small arms group, common melee weapons, staff, bow; +2 levels overall; Stealth 15-; Breakfall, 15-; Security Systems, 12-; Computer Programming, 12-; Electronics, 11-; TF: ground vehicles, helicopters; Combat Driving, 15-; Combat Piloting, 15-; Paramedic, 12-; PS: Terrorist, 12-



Phobia

S 15, E 14, I 10, A 16, C 12, 160 lbs., level 3

Basic Hits 4, Carry Cap. 382, Basic HTH 1d6, Hit Modifiers (1.4)(1.4)(1.0)(1.6) = 3.136, Hit Points 13, Power 55, Move 45" ground, Healing Rate 1.2, Damage Modifier +1, Accuracy +2

Emotion Control (Fear): Single target attack, 10" range, PR = 8 or area effect attack, 10" radius, PR = 8.
Power Blast: Hellish bolts of flame spurt from her hands and cause painful wounds. 15", 1d20, PR = 1.

Phobia feels her life was ruined when the US government cut off her welfare checks. Despondent, bitter and feeling sorry for herself, she wandered the streets of Atlanta. Somehow she gained superpowers and now she wants to take revenge on all government officials, regardless of what level of government – from city to federal – they work for. She feels they should beg and grovel at her feet and give her all the money in their wallets.

She may occasionally team up with other supervillains, but generally works alone. While she is interested in having money and material possessions, her primary

motivation is revenge. Her attacks are not particularly creative, but are often very public. She has gained a small following of supporters for her anti-government stance.

Her M.O. is to blend into a large crowd that has gathered to hear a politician speak, then she lets loose with the fear power. Even if it only affects a few people, the “mob mentality” usually takes over and a full spread panic usually ensues. Once the crowd (and typically any security guards) are demoralized, she launches into her tirade against the public official. She wants to frighten them, not hurt them, and while she causes a lot of property damage she has never caused any serious injury.

Hero System

STR 20, DEX 21, CON 18, BODY 10, INT 10, EGO 12, PRE 14, COM 14, PD 8, ED 8, SPD 5, REC 8, END 40, STUN 30

Emotion Control: Multipower; u) 10d6 Mind Control, only to instill fear; u) 8d6 Mind Control,

AE 4" radius, only to install fear; **Power Blast:** 11d6 EB, ½ END

+1 level Combat; KS: Politics, 11-; KS: Politicians, 11-

Richter 13

As a general rule, most of the world does not understand why these eight supervillains call themselves Richter 13. There are, after all, only eight of them.

The sinister truth is that Richter 13 consists of twelve supervillains, plus the European political figure Glorion as the leader (making 13). The supervillains are divided into three groups: Glorion's personal bodyguard (4), the team which provides the funding by committing espionage and robbing banks (4) and the violent terrorist group known as the "Hand of Glory" (4). The Hand of Glory is the most well-known group of Richter 13 (while, obviously, the bodyguards have no publicly known connection to Richter 13) because of the attention grabbing nature of their activities.

Richter 13 has a long history as European based mercenaries and terrorists, conducting a variety of criminal activities designed to further the goals of European unity, preferably under the benevolent rule of Glorion himself.

The members of Richter 13 generally get along with each other, viewing the team as a business organization or professional relationship. In some way, all are trapped by Glorion's sheer personal magnetism and share his goals of a united Europe under his rule (with them as the governors).

The Hand of Glory are pure combat monsters, tearing through anyone or anything unfortunate (or foolish) enough to be in their path.

The Resource Acquisition Team is much more subtle, usually developing elaborate schemes by which to garner the most wealth using the methods most likely to improve their reputation for efficiency and ruthlessness.

The bodyguard group serves as both bodyguard and most-trusted assistant. When not actively guarding Glorion, the members of this team will be carrying out other legitimate business which further the goals of Richter 13.

Leader: Glorion

Members: The Hand of Glory is lead by Kali and includes Palisade, Scorn and Savage Claw. The funding team is lead by Raider and includes Bruiser, Citadel and Chain Lightning. The bodyguard group is lead by Blue Rose and includes Elegance, Devil and Novastar.

Glorion

S 12, E 18, I 32, A 13, C 25, 150 lbs., level 12

Basic Hits 3, Carry Cap. 265, Basic HTH 1d6, Hit Modifiers (1.2)(2.2)(1.7)(1.3) = 5.8344, Hit Points 18, Power 75, Move 43" ground, Healing Rate 1.5, Damage Modifier +1, Accuracy +1

Magnetic Powers: 7200 lb. capacity normally that does 2d8 damage or 21,600 lbs. and 3d10 damage when wearing his booster vest. 12" range, PR = 5 per attack. Defense requires one action, PR = 1, PR = 1 per attack repulsed. PR = 5 to take control of metal objects for 18 turns, maximum speed to move a one pound object is 720"/turn (3d10 + 1 damage) or 2160"/turn (5d10 + 1 damage). See pages 25 and 26 of the V&V rulebook.

Heightened Charisma B: +13

Heightened Intelligence A: +13

Mutant Power (Charisma): He is incredibly likeable and charming. For purposes of Reaction Modifiers, treat him as being on the same side as whomever he is trying to influence.

Invention: A special power vest concealed under his normal clothing triples his Magnetic Powers capacity. The vest is Structural Rating 5 and can take 5 points before becoming disabled, 15 points before being destroyed.

Training: +3 "to hit" with Magnetic Powers

Since the mid-1950's there has existed a European political figure known as Glorion. Glorion's distinguishing features include extensive knowledge of politics and haute couture. He also has magnetic powers and only three fingers (and a thumb) on each hand. His personal bodyguard consists of four supers. He is well-liked and is an aggressive proponent of European unity and making Europe a world power. He claims he is a German Jew who, as a child, survived the concentration camps during World War II.



Known only to high level officials in the world intelligence community is that Glorion is also the mastermind behind the forty year old supervillain group Richter 13. Because of his political prestige, wealth and careful strategic planning, these officials have never been able to take any direct action against Glorion. Richter 13 has a long history as European based mercenaries and terrorists, conducting a variety of criminal activities designed to further the goals of European unity, preferably under the benevolent rule of Glorion himself.

Hero System

STR 17, DEX 18, CON 25, BODY 9, INT 32, EGO 25, PRE 30, COM 20, PD 10, ED 10, SPD 4, REC 10, END 50, STUN 40

Magnetic Powers: EC – Magnetic Powers; a) Telekinesis, STR 41 [49], only v. metal or ferrous objects, fine manipulation, ½ END; b) Force Field +10 rPD, +15 rED, 0 END; c) **Magnetic Blast:** 9d6 [16d6] EB; **Magnetic Vest:** Boosts Magnetic Powers to values in [brackets], IIF; **Charisma:** +4 all PRE-based skills

+6 levels Combat; +3 OCV Magnetic Blast; Persuasion 15-; Oratory, 15-; Seduction, 15-; Acting, 15-; KS: European Politics, 15-; KS: United Nations, 15-; KS: History of Europe and Russia, 15-; KS: World Politics, 15-; PS: Politician, 17-; Bureaucratics, 15-; AK: Europe, 15-; AK: Geneva, Switzerland, 11-; High Society, 15-; KS: Haute Couture, 11-; KS: Fine Wines, 11-; KS: Great Hotels and Restaurants of the World, 11-

Citadel

S 32, E 18, I 14, A 14, C 12, 170 lbs., level 8

Basic Hits 4, Carry Cap. 2938, Basic HTH 1d12, Hit Modifiers (2.4)(2.2)(1.1)(1.3) = 7.5504, Hit Points 30, Power 78, Move 64" ground, Healing Rate 2.0, Damage Modifier +1, Accuracy +1



! Size Change (Larger): ×2 height, ×8 weight, PR = 2 per hour.

! Invisibility: PR = 1 per hour.

! Teleport: Range = Power × 1", PR = 1.

! Absorption: Energy attacks to Power on a point-for-point basis. Takes ½ damage from the attack.

Flight: 576mph, PR = 1 per hour.

Invulnerability: +15

Adaptation: PR = 1 per hour or as defense.

Heightened Strength B: +19

Natural Weaponry: +2/+4. Extensive martial arts training.

Weakness (Exclusive Powers): He cannot use all of his powers simultaneously. Of the following four, he can only use one at a time: Size Change, Invisibility, Teleport, Absorption. He can only change which power he is using on his own phase.

Weakness (Prejudice/Psychosis): He is a "fallen" superhero and it seems like everyone remembers it and treats him badly for it (Prejudice). He is likely to lose his temper and go berserk if reminded of it. This also leads him to despise superheroes, particularly those who espouse honorable ideals.

Weakness (Vulnerability): Magical attacks are +2 "to hit" him, and he takes +1 point per die of damage.

Training: +1 "to hit" with unarmed HTH

Citadel tried to be a superhero, but he just didn't have the personality for it. When his domineering father denounced him on television, something snapped and he became a murderous supervillain. His first victim was his hated father.

Height	Weight	Basic Hits	Agility	Carrying Capacity	Hit Point Modifier	Hit Points	Power	Basic HTH	Damage Modifier	Accuracy	Ground Move
6'3"	170	4	14	2938	7.5504	30	78	1d12	+1	+1	64
12'6"	1360	28	8	25,504	4.0656	114	72	3d10	0	-2	116

Scorn

S 20, E 18, I 11, A 16, C 14, 130 lbs., level 7

Basic Hits 3, Carry Cap. 637, Basic HTH 1d8, Hit Modifiers (1.6)(2.2)(1.0)(1.6) = 5.632, Hit Points 17, Power 65, Move 54" ground, 1584" flying, Healing Rate 1.5, Damage Modifier +1, Accuracy +2

Flight: 360mph, PR = 1 per hour.

Heightened Strength B: +9

Heightened Attack (×2): +14 damage to all attacks

Regeneration: Scorn cannot regenerate from chemical damage, including poison/venom.

Invulnerability (Type B): +8. Scorn suffers eight points less damage from each and every attack that affects her. This Invulnerability does not ablate over the turn. Against falling and collision damage, treat this as 24 points of Invulnerability.

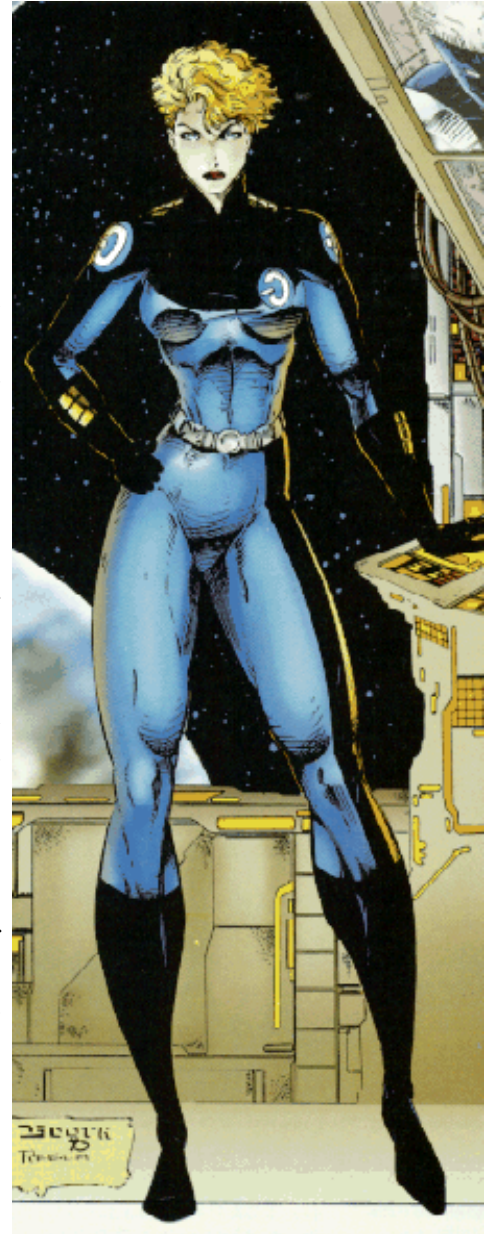
Invention: A miniaturized radio that is easy to wear and does not suffer from distortion when she is flying at high speed.

Invention: A wrist blaster that attacks as Light Control for 2d8 damage with a range of 24". It has 12 shots and she wears it on her right arm.

Scorn is from Belgrade and has become bitter and angry from her experiences during the war. Like her name implies, Scorn has little respect for anyone. Her favorite form of attack is a flying tackle or flying clothesline. She never worries about taking damage from her flying attacks. She only uses her wrist blaster if her target seems resistant to her physical attacks or if the opponent has a powerful close-range attack like Death Touch or Poison.

A full speed flying body block ("move-through") does 1d8 + 1d4 + 4d10 + 15 (22 - 67 points) damage. If she hits an object of Structural Rating 3 or less, or a victim with 3 or fewer Basic Hits, she takes no damage. If the object has Structural Rating 4 or more, or more than 4 Basic Hits, she takes half damage rolled on the dice (i.e. before adding Heightened Attack and Damage Modifier), divided by her 24 points of Invulnerability. See also the V&V rulebook §3.3 "weapon weight" and "velocity", and §8.2 "falling" for more information.

A full speed flying clothesline ("move-by") will do 1d4 + 2d10 + 15 (18 - 49 points) damage. If the



target is sufficiently durable (see above), she would take 1d6 damage (except her Invulnerability makes this moot).

Hero System

STR 23, DEX 21, CON 22, BODY 9, INT 11, EGO 14, PRE 18, COM 16, PD 24, ED 24, SPD 5, REC 9, END 44, STUN 40

Flight: 24", ×32 NCM, 0E; **Heightened Attack:** +14d6 Hand Attack, 0E; **Regeneration:** Regeneration 1 body/turn, not v. chemical/poisons; **Invulnerability:** Damage Resistance +24 rPD, +24 rED; **Radio:** Radio listen and transmit; **Blaster:** 23d6 EB, reduced by range, [16c]

+3 levels Combat; +4 levels Flight; KS: Anatomy and Physiology, 13-

Palisade

S 116, E 18, I 13, A 14, C 9, 299 lbs., level 5

Basic Hits 6, Carry Cap. 233,623, Basic HTH 6d10, Hit Modifiers (8.0)(2.2)(1.1)(1.3) = 25.168, Hit Points 151, Power 161, Move 148" ground, Healing Rate 3.0, Damage Modifier +1, Accuracy +1

Heightened Strength B: +20

Heightened Strength B: +20

Invulnerability: He can ignore 20 points of damage per turn. Attacks which cause less than 5 points of damage are ignored completely. He is immune to Paralysis Ray. Under normal circumstances, he cannot be knocked unconscious by damage from an attack. Special Attacks can knock him out and have their normal effects, but are at one-half the normal percentages. If he is Fatigued, none of these special resistances apply.

Mutant Power (Boosted Strength): His final Strength score is doubled. Additional increases, such as through training, are not doubled.

Training: +3 "to hit" with unarmed HTH



Palisade is a recent recruit, but he has already demonstrated the necessary bloodlust and ruthlessness required to be a member of the Hand of Glory. He is arrogant and willful, but he follows orders because he knows failing to do so will get him hurt. If he doesn't like the orders, he follows them to the letter.

Palisade is a French supervillain who gained his powers as the result of torture and sensory deprivation. He was always a bully, getting in to fights and causing trouble. His favorite activity is to leap into a crowd of normals, grab the nearest large object and smash everyone he can reach.

Hero System

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STR 66, DEX 18, CON 54, BODY 12, INT 13, EGO 14, PRE 18, COM 10, PD 30, ED 24, SPD 5, REC 24, END 108, STUN 85

Invulnerability: Damage Resistance +20 rPD, +20 rED; Damage Reduction 3/4 rPD, 3/4 rED; Power Defense +10; **Running:** +4", ×4 NCM

+2 levels HTH; +2 levels Combat; KS: Football, 14-; AK: France, 11-; Fam.: Tactics 8-

Chain Lightning

S 14, E 30, I 14, A 15, C 15, 110 lbs., level 6

Basic Hits 3, Carry Cap. 316, Basic HTH 1d6, Hit Modifiers (1.2)(3.8)(1.1)(1.6) = 8.0256, Hit Points 24, Power 73, Move 59" ground, Healing Rate 2.7, Damage Modifier +2, Accuracy +2

Heightened Endurance B: +13

Lightning Control: 60" range, 2d8, PR = 4; one action to activate defense, PR = 0; PR = 4, save v. INT on 1d20 to take control of electrical devices, AGI save on 1d20 each time tries to make the controlled device do something; PR = 4 and 60% chance short-circuit electrical devices.

Poison/Venom: Glands in her mouth secrete a chemical that gives her the Mind Control power over anyone who ingests her saliva. Her preferred method of delivery is a kiss. Her body generates five doses (E/6) per day.

Regeneration: She can spend one action per turn to regenerate. Chain Lightning cannot regenerate from Ice Powers or cold attacks as they short-circuit her own bio-electric systems.

Invention: Intensive training program permanently adds +5 to Endurance.

Invention: Hand blades that are +1 "to hit", +1d4 damage, and permit Lightning Control carrier attack on HTH at PR = 1 if her Lightning Control defense has been activated.

Training: +2 "to hit" with Lightning Control

Chain Lightning is the result of deliberate Spanish military experiments to create a superhuman.

She grew up in Madrid, the middle child in a family of seven. She never felt like she got any attention and so she became a very selfish and self-serving person. Her affiliation with Richter 13 is for the money and notoriety. She has become talented at manipulating the news media and whenever there are cameras or reporters around, she is always sure to "put on a good show."



Hero System

STR 18, DEX 21, CON 21, BODY 9, INT 14, EGO 14, PRE 18, COM 14, PD 8, ED 8, SPD 5, REC 8, END 42, STUN 35

Lightning Control: EC - Lightning Control; a) 10d6 EB; b) Force Field +10 rPD, +15 rED, 0E; c) Telekinesis, STR 30, Fine Manipulation, Only vs. Machines; **Poison/Venom:** 10d6 Mind Control, [5c]; **Regeneration:** Regeneration 3 body/turn, not vs. cold/ice attacks; **Blades:** 1d6 HKA, plus separate 10d6 lightning EB, 0E

+2 levels Combat; +1 OCV EB; Oratory 13-; Fam.: Persuasion 8-; Fam.: Seduction 11-; SC: Electrical Engineering 8-; PS: Army Officer 8-; KS: Spanish Army 8-; KS: NATO 8-; Computer Programming 12-

Raider

S 16, E 18, I 38, A 15, C 15, 160 lbs., level 8

Basic Hits 4, Carry Cap. 472, Basic HTH 1d6, Hit Modifiers (1.4)(2.2)(1.9)(1.6) = 9.3632, Hit Points 37, Power 87, Move 49" ground, Healing Rate 2.0, Damage Modifier +5, Accuracy +2

Disintegration Ray: He can emit a beam of mental energy from his forehead that disrupts living tissue and vaporizes non-living matter. 1d20, 16", PR = 2.



Force Field: Range is 36", PR = ½ damage repulsed, or PR = 1 as attack doing 1d6 damage.

Mutant Power (Boosted Intelligence): His final Intelligence score is doubled. All subsequent gains to Intelligence, such as through training, are also doubled.

Non-Corporeality: His control over his body-mind is so great that he can become insubstantial and ghost like. PR = 4 per hour.

Telekinesis: Capacity is based on I. Capacity is 3040 lbs., PR = 1 per turn per object controlled. Max range is 120", max speed is 144" per turn. As attack does up to 1d12 damage, PR = 1, 120".

Teleportation: Another psionic power, he can step through space to a distance up to his current Power score × 1000", PR = 4.

Training: +1 "to hit" with Telekinesis.

Raider was a Czech archaeologist working in South America when he stumbled across a secret facility owned by Motivator. He was captured by her Elastimen¹ and had his mental faculties expanded by one of their genetic experiments. Using his newfound intellect and powers, he formulated his escape and earned a powerful enemy.

When Glorion invited him to lead the Resources Acquisition Team, he leapt at the intellectual

¹ See <http://www.patric.net/morpheus/cast/legend> for more information on the Elastimen and the recent activities of Motivator.

challenge (as well as the opportunity to become a member of a powerful team). He respects Glorion's cunning and intelligence and is himself a capable strategist and planner.

Raider uses almost 75% of his brain and has mastered the skills of mind over matter. All of his powers are psionic in origin.

Hero System

STR 21, DEX 21, CON 29, BODY 10, INT 38, EGO 15, PRE 23, COM 12, PD 8, ED 8, SPD 5, REC 10, END 60, STUN 40

Telekinesis: EC – Telekinesis; a) Telekinesis, Fine Manipulation, STR 28, ½ END; b) Force Field +15 rPD, +10 rED, ½ END; c) **Telekinetic Punch:** 10d6 physical EB, ½ END; **Force Control:** EC – Force Control; a) Force Field +15 rPD, +15 rED, ½ END, Feedback; b) 8d6 EB; **Disintegration Ray:** 3d6 Penetrating RKA; **Non-Corporeality:** Desolidification, not v. psionic or magic, 0 END; **Teleportation:** 30" Teleport, ×4096 NCM, ×4 Mass; **Boosted Intelligence:** +4 levels Overall; Resistance +4; **Toughness:** Damage Reduction 1/4 rPD, 1/4 rED

+4 levels Combat; many KS, AK and a couple of PS and SC; Tactics 17-; PS: Chess 17-; KS: Military History 17-

Kali

S 14, E 18, I 34, A 17, C 29, 100 lbs., level 7

Basic Hits 2, Carry Cap. 227, Basic HTH 1d4, Hit Modifiers (1.2)(2.2)(1.8)(1.6) = 7.6032, Hit Points 15, Power 83, Move 49" ground, 801" flying, Healing Rate 1.0, Damage Modifier +5, Accuracy +2

Astral Projection: All of her magical powers will affect the physical world normally while she is traveling astrally.

Heightened Charisma B: +28

Heightened Intelligence B: +11

Willpower: In addition to being able to use this power for a variety of feats of will, she is immune to telepathic probes, regardless of the telepath's power level. PR = 1 per use as defense.

Magical Spells (×2): Years of mystic training and studying have given her formidable magical potential. Naturally, she has corrupted everything to meet her own evil and selfish ends. She began with two spells and can develop two new spells with one Inventing Point.

- **Wings of the Dragon:** Flight 182mph, PR = 1 per hour.
- **Eldritch Bolt:** Same as Devitalization Ray doing 3d10 to Power, 26" range, PR = 3.
- **Foreboding Mists:** She can generate a foreboding mist that causes fear in all enveloped by it. Treat as an area effect Emotion Control attack with selective radius of up to 29 inches, and PR = 8. She is immune to the effects of her own mist. The mists are effective for only one phase, but they are visible until the end of the following turn. The mists do not block sight in any way and are not affected in any way by prevailing climatic conditions, natural or otherwise.
- **Steal Soul:** As Death Touch. Using both hands, she pulls the victim's astral self out of his physical body.
- **Flame Cloud:** Cloud of billowing smoke 4" in diameter. At the end of the second turn, the cloud erupts into flames causing a Flame Power attack for 1d6 damage to anyone who enters it. Victims take damage only once per turn regardless of how many times they enter or leave the cloud. If a victim remains in the cloud for more than one turn, he suffers the damage during the between-turns phase. The flames last for eight turns then burn out leaving a cloud of thick smoke for four more turns. The cloud is unaffected by natural or technological



methods of suppression or dispersion, but mutant and magic powers work normally. Range is 18", PR = 6.

- **Lightning Bolt:** Just what it says; a Lightning Control attack for 2d8 damage, 36" range, PR = 4. It cannot be used for defense, but can short electrical systems 36% of the time.
- **Darkstar's Defensive Disks:** This spell creates from 2 to 12 glowing blue disks that orbit her body deflecting attacks. While the disks are active, they interpose themselves between her and her attackers. Attackers are at -4 "to hit" her with all physical, energy and magical attacks. Conjuring the disks requires an action and PR = 1. Maintaining the disks costs PR = 1 per turn, paid during the between-turns phase, but does not require an action. The number of disks does not affect their effectiveness; it is a special effect.
- **Thought Control:** Exactly the same as the Mind Control Power. Range is 7" and PR = 20.

Kali is a rational planner and thinker. She detaches emotionally from the task at hand. She feels this makes her a more efficient leader of the Hand of Glory.

She is descended from the Gypsies of Eastern Europe and studied their ancient traditions. When she was in her early twenties, she came into some money and traveled Southeast Asia studying from other mystic masters. She returned home and joined Richter 13.

Hero System

STR 16, DEX 21, CON 28, BODY 8, INT 34, EGO 29, PRE 28, COM 16, PD 6, ED 12, SPD 5, REC 11, END 70, STUN 40

Astral Projection: [see *Mystic Masters* sourcebook]; **Willpower:** Mental Defense +30, only to reduce Telepathy to EGO level or lower; **Flight:** 20", ×8 NCM, 0 END; Multipower; u **Eldritch Bolt** 5d6 END Drain, range; u **Steal Soul** 4d6 Drain v. Body, recover 1 point per day; u **Lightning Bolt** 13d6 EB; **Flame Cloud:** 1d6-1 RKA, AE radius, extended radius +2, 4" r., uncontrolled, continuous, 0 END, lasts exactly four turns, linked to Darkness v. normal and IR sight, 4" r., uncontrolled, continuous, 0 END, lasts exactly twelve turns; **Foreboding Mists:** Mind Control, 10d6 AE radius, selective, extended radius +2, 20" radius, ½ END, only to induce fear. **Thought Control:** Mind Control, 10d6; **Darkstar's Defensive Disks:** +2 DCV against all attacks, +2 DECV against magic

Resistance +3; KS: Magic and Occult Lore, 14-; AK: Eastern Europe, 11-; Linguist; Language (German); Language (Thai); Language (Hindi); Language (Mandarin); +3 levels all combat

Blue Rose

S 16, E 13, I 29, A 23, C 14, 160 lbs., level 7

Basic Hits 4, Carry Cap. 432, Basic HTH 1d6, Hit Modifiers (1.4)(1.4)(1.6)(2.2) = 6.8992, Hit Points 28, Power 81, Move 52" ground, Healing Rate 1.2, Damage Modifier +5, Accuracy +4

Body Power (Dual-Encephalon): The character has two brains. Each has the same INT and CHA scores and each can take full control over the body if the other becomes disabled, incapacitated or loses control. Thus, for a Mind Control or Emotion Control attack to work, it must succeed against each brain separately. Each brain can act normally on the character's phases. Essentially, this gives the character one free action each phase. The brains normally act in perfect harmony, except when one is incapacitated. Dual-encephalony has the additional benefit of adding +7 INT, +1 CHA and +11% to Detection rolls. If one brain is permanently slain, these bonuses are lost.

Heightened Agility A: +15

Heightened Intelligence A: +8

Heightened Senses: Independently focusable eyes let her target two separate foes simultaneously, extraordinary peripheral vision (treat side facing like front, and rear like side) and night vision; +15% visual Detection rolls when appropriate.

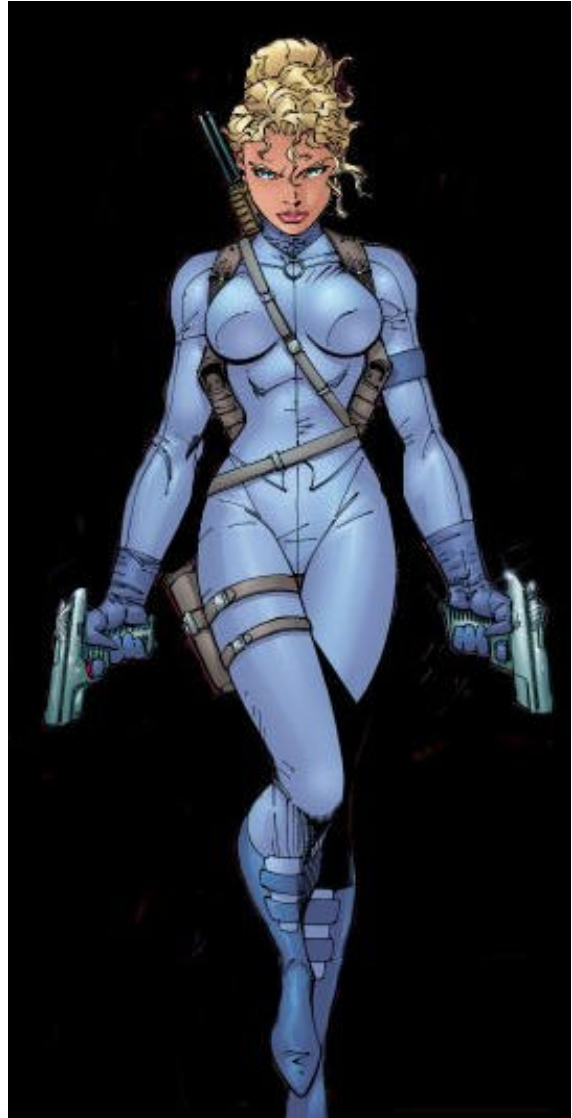
Natural Weaponry: Her extensive training in unarmed combat gives her +3 "to hit" and +6 to damage with unarmed HTH.

Telekinesis: This mental power has a capacity of 960 lbs., 138" range, 78" maximum speed, PR = 1 per object per turn. PR = 1 per attack deflected when used as defense.

Telepathy: 290" radius; thought scan is PR = 1 and requires one action; mental switchboard for 29 minds, one action to activate, PR = 1 per turn; telepathic tracking is PR = 1 per hour per person tracked; maximum probe strength is 176.

Equipment: She always has at least one pistol on her, typically two, each with two extra clips. She is also fond of throwing stars and shotguns.

Training: +1 "to hit" with pistols



One of Glorion's bodyguards is a Danish woman who is a dual-encephalon. When she signed on, it was originally just another bodyguard job as far as she was concerned. However, she was quickly overcome by Glorion's charm and has become a loyal follower and member of Richter 13.

She gained her power as an experiment for the Danish secret service, and left the agency shortly afterwards to work for Glorion. She is a talented soldier and agent, versed in stealth, espionage and combat. Her extensive training gives her increased physical agility, intelligence and martial arts training. As a side effect of becoming a Dual-Encephalon she also gained Telekinesis, Telepathy and Heightened Senses. Typically one brain will handle the physical actions (moving, shooting, evasion), and the other will handle the mental actions (telepathic switchboard, telekinesis).

Hero System

STR 21, DEX 27, CON 27, BODY 10, INT 29, EGO 23, PRE 23, COM 16, PD 8, ED 10, SPD 6, REC 10, END 60, STUN 40

Telepathy: 10d6; **Telekinesis:** EC - Telekinesis; a) Telekinesis, STR 20, fine manipulation, ½ END; b) Force Field +15 rPD, +10 rED;

Martial Arts (Karate); +3 levels HTH; +3 levels all combat

Savage Claw

S 29, E 23, I 9, A 40, C 16, 160 lbs., level 8

Basic Hits 4, Carry Cap. 2135, Basic HTH 1d12, Hit Modifiers (2.2)(2.6)(1.0)(4.0) = 22.88, Hit Points 92, Power 101, Move 152" ground, Healing Rate 2.4, Damage Modifier +5, Accuracy +6

Animal/Plant Powers (Mammal) (×2):

- **Heightened Strength A:** +14
- **Heightened Agility A (×2):** +24
- **Heightened Endurance A:** +8
- **Reduced Intelligence:** -6, has already been improved.
- **Heightened Senses:** She has superhuman balance and nightvision. Her sense of smell is so acute that she can track 2" upwind, 6" normally, and up to 20" downwind. +5% all detection rolls when appropriate.
- **Natural Weaponry (×2):** Sharp teeth, powerful jaws, and long nasty retractable claws instead of fingernails give her +5 "to hit" and +3d6 damage in unarmed HTH.

Speed Bonus: +60" leaping movement

Regeneration: She cannot regenerate from radiation damage.

Training: +2 "to hit" unarmed HTH (claws)

Savage Claw is the result of unscrupulous pre-natal genetic manipulation by her insane, but talented scientist father. In his efforts to create a superhuman, he manipulated a string of innocent women into conceiving his children. He then performed pre-natal experiments. Savage Claw looked normal when she was born, but within a few years her fur started to grow in and her feral side emerged. She lived in a lab most of her life, but finally rebelled and escaped when she was a teenager. It was shortly after that when Glorion encountered her and recruited her into Richter 13.

In combat, her first action will be to evade, after that she will close with her opponents and rip them to shreds. When she remembers, she will concentrate on one foe at a time. Because of her temper, she will usually attack the last person to hurt her (switching targets frequently to do so). If two or more targets are close together, she will perform a multiple attack.

Hero System

STR 32, DEX 33, CON 34, BODY 10, INT 9, EGO 16, PRE 20, COM 12, PD 15, ED 15, SPD 7, REC 15, END 70, STUN 60

Mammal Powers: UV Sight; Targeting Smell; Discriminatory Smell; Tracking Scent; 3d6 HKA; Running +5"; Superleap +10", ×4 NCM; **Regeneration:** 3 Body/turn, cannot regenerate damage from radiation

+1 levels HTH; +3 OCV HKA; +4 levels Combat

Elegance

S 38, E 39, I 17, A 18, C 13, 110 lbs., level 6

Basic Hits 3, Carry Cap. 3232, Basic HTH 1d12, Hit Modifiers (2.8)(5.0)(1.2)(1.9) = 31.92, Hit Points 96, Power 112, Move 95" ground, Healing Rate 3.6, Damage Modifier +3, Accuracy +3

Heightened Endurance B: +24

Heightened Strength B: +25

Invulnerability: +22

Mind Control: 4", PR = 20.

Weakness Detection: spend one action to learn one Weakness and gain +6 "to hit"

She has served Glorion for almost ten years, first as an enthralled personal secretary and later – after gaining her powers in an experiment at his request – a bodyguard. Today, she is an indispensable part of his political machine. As a member of Richter 13, she is the least entrapped in his personality cult, but she is still his most loyal supporter.

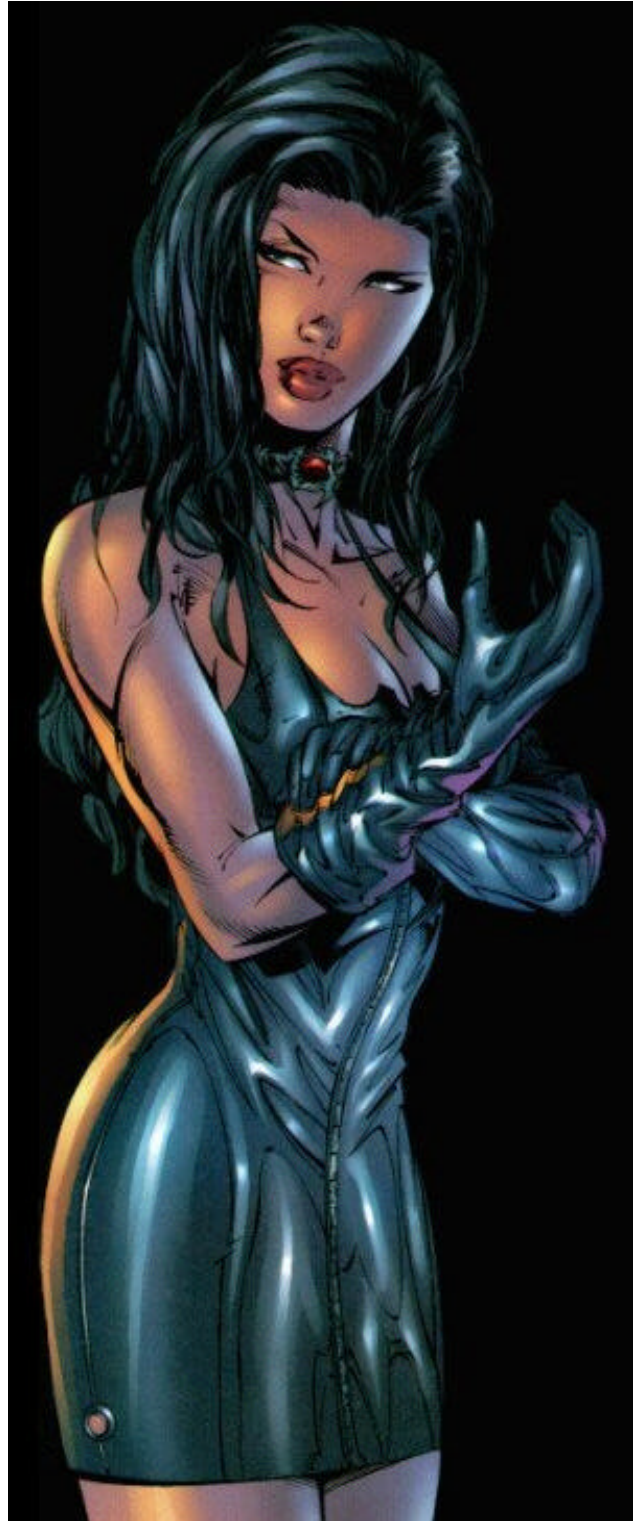
She has a taste for easy living and extreme thrills. Over the years, she has demonstrated her strength and durability many times, but kept her other powers secret from the general public.

Hero System

STR 35, DEX 24, CON 37, BODY 9, INT 17, EGO 13, PRE 16, COM 16, PD 22, ED 22, SPD 5, REC 14, END 80, STUN 60

Invulnerability: Damage Resistance +22 rPD, +22 rED; Damage Reduction 3/4 rPD, 3/4 rED; **Mind Control:** 10d6 Mind Control; **Running** :+4"

Find Weakness, all attacks, 13-; +3 levels combat; PS: Bodyguard and Personal Assistant, 13-; Bureaucrats, 14-



Novastar

S 17, E 25, I 16, A 17, C 20, 170 lbs., level 10

Basic Hits 4, Carry Cap. 630, Basic HTH 1d8, Hit Modifiers (1.4)(3.0)(1.2)(1.6) = 8.064, Hit Points 32, Power 75, Move 59" ground, 260" flying, Healing Rate 2.8, Damage Modifier +2, Accuracy +2

Flame Power (×2): Type B. Flame attack has range 59", does 2d12, and is PR = 3. Flame defense is one action to activate, PR = 2. Flight is 59mph, PR = 3 per hour.

Heightened Endurance A: +15

Heightened Expertise: +4 "to hit" with Flame Power and Light Control

Light Control: 34" range or radius, PR = 1, 2d8 damage.



Novastar is a mutant who was attracted to the power that Glorion offers. He is a loyal bodyguard and provides the sheer intimidation factor to the bodyguard. While he is well educated and level-headed (Glorion does not tolerate fools), he is a thug at heart and does not get along with most of his teammates.

Hero System

STR 23, DEX 21, CON 25, BODY 10, INT 16, EGO 17, PRE 20, COM 14, PD 10, ED 10, SPD 5, REC 10, END 50, STUN 40

Toughness: 1/4 rPD, 1/4 rED
Damage Reduction; **Flame Power:** EC – Flame Power; a) Force Field +15 rPD, +15 rED, 0 END; b) Flight, 26", 0 END; c) Damage Shield 7d6 EB, 0 END; d) 14d6 EB;
Light Control: a) Change

Environment, 32" r. variable light; b) 10d6 EB, ½ END; c) Flash v. Normal Sight, AE r., Extended Radius +3, ½ END; **Glare Defense:** +2 DCV, costs END

+2 OCV all offensive powers; +4 levels all Combat; KS: European History, 11-; High Society, 13-; Fam.: Bureaucratics, 8-; Fam.: Seduction, 11-; KS: Melting and boiling points of substances, 11-; Fam.: Aerobatics, 11-

Devil

S 23, E 18, I 11, A 32, C 14, 180 lbs., level 8

Basic Hits 4, Carry Cap. 1257, Basic HTH 1d10, Hit Modifiers (1.8)(2.2)(1.0)(3.1) = 12.276, Hit Points 49, Power 84, Move 593" ground, Healing Rate 2.0, Damage Modifier +4, Accuracy +5

Heightened Agility B: +18

Heightened Defense: His superhuman speed and reflexes make him almost impossible to hit by enabling him to avoid and dodge attacks that he is aware of while he is conscious and mobile.

Heightened Speed: +520", +17 initiative

Heightened Strength B: +11

Mutant Power (Weapons): By sheer force of will, Devil can create any mundane weapon of modern technology level or lower with a thought. The weapon remains in existence for [1 minute × level] and can be used by other people. When the duration expires, the weapon simply vanishes without a trace. Devil can create any number of weapons at one time. It requires one action and PR = 1 to create a HTH or muscle-powered weapon, PR = 2 for a ranged weapon. Weapons such as guns can be fully reloaded as movement only, but Devil must be in physical contact with the weapon. As an inventing roll, he can develop the ability to create Special Weapons. One Special Weapon per successful Inventing Point spent (that Special Weapon can be recreated at any later time at PR = 3). Every weapon must weigh less than E pounds and cannot do more than 1d20 base damage in any case.



Devil is from Moldavia. He despises the weak and rarely admits weakness in himself. He joined Glorion's bodyguard because he sees Glorion and Richter 13 as the strongest of all. Over the years, he has received combat training and substantial business and legal education. He fancies himself as dangerous in a battle of words and wits as he is with more conventional weapons. His favorite weapon is a pair of single edged swords modeled after ancient Moldavian custom. His prized personal possession is a sword once owned by a Hungarian prince in the late 17th century.

Bruiser

S 54, E 18, I 17, A 10, C 14, 190 lbs., level 7

Basic Hits 4, Carry Cap. 15,130, Basic HTH 2d10, Hit Modifiers (4.0)(2.2)(1.2)(1.0) = 10.56, Hit Points 42, Power 99, Move 82" ground, Healing Rate 2.0, Damage Modifier +1, Accuracy 0

Heightened Strength B (×2): +39

Vibratory Powers (×2): He can produce powerful vibrations from his hands to 20" for 2d8 damage, PR = 2. He can also make a special attack against a device which results in it instantly shattering (108% chance). By spending one action, he can set up a powerful vibration in his body making attacks pass harmless through him. The vibratory defense does not require any actions or Power to maintain. This same ability lets him pass through solid objects, require PR = 2, costing Structural Rating inches of movement per game inch of matter passed through.

Training: +1 "to hit" with unarmed HTH

Bruiser is from Luxembourg. He was included in the Resource Acquisition Team because of his strength and ability to pass through solid objects. Bruiser is a team player and always has suggestions and recommendations to improve any plan. He gets along well with all members of Richter 13.

In combat, his first action is always to activate his Vibratory Powers defense. After that he will use Vibratory Blasts until his Power falls below 40. Once his Power is below 40, he changes tactics and goes HTH. He will switch to HTH any time someone closes with him, as he enjoys a good slugfest almost as much as Palisade. If his Power or Hit Points drops below 10, he will immediately retreat from battle.



An Adventure With Richter 13

This adventure is meant to demonstrate how extraordinarily challenging an encounter with Richter 13 can be. Because the probability of failure is high (and the penalty for failure so extreme) it is recommended that the GM carefully consider this adventure and his or her players before using it as written. Remember also that the members of Richter 13 are all very powerful by “conventional” V&V standards. (Your mileage will vary.) The thinly veiled reference to “the world’s richest man” is meant humorously, and in that same vein, it should be noted that not all players will want to help this man :-)

Richter 13's funding group kidnaps the wife and daughter of the richest man in the world. (William Portals, Jr., lives in Seattle, Washington, USA). For safe return, they demand a total of US\$5 billion (3 billion in uncut gemstones, 2 billion in cash deposited to a Swiss bank account) and the complete source code to Portals 2000 - the world's most ambitious software project. Portals has 15 days to accomplish this or Richter 13 will kill his family. Raider assures Mr. Portals that the villain will kill the family if any legal agency is brought in - while the villains would enjoy the money, they do not require it, and they are neither reckless nor overly greedy.

Raider left a digital tape for Portals, including a Polaroid (or other “instant photograph” which is “impossible to fake”) of Citadel holding the Portals family and a newspaper dated the day of the kidnaping. The tape included instructions that three days before the ransom was due, Portals would be contacted and informed where the drop for the gemstones and software disks would take place.

William Portals sincerely believes Richter 13 will kill his family if law enforcement or the media find out (he's right), so he contacts the PCs because he wants absolute secrecy. He is trying desperately to collect the ransom, but is not sure he can do so without attracting unwanted attention. He has no way to contact the villains except the ransom drop. He appeals to the PCs sense of duty, but is willing to trade money or services for their assistance. If they are polite, efficient and rescue the Portals family, they could gain a powerful sponsor when the adventure is over. It is also possible that a PC with Cosmic Awareness or a similar power could learn of the kidnaping and contact Portals. If the PCs botch the rescue and the Portals family is killed, the wrath of William Portals could be a terrible thing indeed.

The only family bodyguard to survive the kidnaping (they were kidnaped from home) is under secret medical care at the Portals' estate. When the PCs visit him, he awakens for a few moments and with his gasping breath reveals he heard Chain Lightning say something about a safe house in Denver, Colorado (GM's discretion if the bodyguard dies for dramatic effect). A check of the recent flight records indicate that Maria Wilson (a known alias for Chain Lightning) recently flew into the US from Europe. She also traveled by plane from Denver to Seattle four days ago. There is no record of her flying out (they rented a windowless van and drove overnight to the safe house in Denver).

The National Babbler (grocery store trash journal that it is) reports sightings of the failed hero Citadel

in Denver, Colorado two days ago. Calls to the reporter can pin down the neighborhood as an upper class suburb and a high security, walled, community. It is left to the individual GM to determine what security measures this neighborhood has, based on the “paranoia factor” and available technology level of his or her local campaign.

The ransom pick-up will involve an airport runway (or other large open space) where Raider will arrive by chartered helicopter. Raider will take the ransom and teleport away, leaving a very confused (and innocent) helicopter pilot to explain himself to the police. Raider will rendez-vous with a group of local hired thugs and their rented truck. He will take half the gemstones (the half without the tracking device planted by the heroes) and the software and teleport several more times before he returns to the airport terminal to catch a plane to Denver. The thugs get to keep the remaining gemstones and do anything they want with them (probably get caught by the heroes). The thugs will be equipped with light body armor and auto rifles.

If everything goes as planned, Richter 13 will release the Portals family 30 minutes after the ransom pickup. They will be released unceremoniously in downtown Denver where they will immediately make contact with the police.

Special Rules

This document makes use of material presented by Craig Griswold for weapons, Brian Rogers for team member archetypes and myself for body armor. Body armor rules hashed out with the assistance of the WebRPG V&V forum.

Body Armor

Bulletproof vest: Allows the character to roll with twice as much damage as normal, taking more to Power rather than Hit Points.

Light body armor: Includes the benefits of the BP vest, and also provides 4 points of invulnerability, but reduces Accuracy by -1.

Medium body armor: Includes the benefits of the BP vest, and also provides 6 points of invulnerability, but reduces Accuracy by -2.

Heavy body armor: Includes the benefits of the BP vest, and also provides 8 points of invulnerability, but reduces Accuracy by -3.

If your group interprets the combat rules to have the Combat Table automatically negate Accuracy (i.e. Accuracy applied before consulting the table), then apply the penalty to the Damage Modifier for all attacks. These penalties apply regardless of the character's Agility score.

Weapons

Portions reproduced from work by Craig Griswold. Used without permission.

http://www.pcisys.net/~pandemonium/v&v/v&vu_fire.htm

Type	"To Hit"	Typical Range	Typical Damage	Ammo
Revolver	+4	33"	1d8	6
Auto Pistol	+3	33"	1d8	8
Rifle/Auto Rifle	+4	330"	1d8	12
Sniper Rifle	+6	462"	1d10	6
Sub Machine Gun	+4	132"	1d10	30

Type	“To Hit”	Typical Range	Typical Damage	Ammo
Machine Gun	+5	528"	1d12	40
Baton	+2	—	HTH + 1d4	—
Knife	+1	A	HTH + 1d2	—
Bow	+4	A × 3	HTH + 1	—
Shotgun	+4	27"	2d6	5
Throwing Star	+3	A	HTH + 1	—
Fragmentation Grenade	+2	variable	1d10, 2" blast radius	—
Smoke Grenade	+2	variable	special, smoke obscures 2" radius for upto 40 turns depending on weather conditions	—
Three-section staff	+4	—	HTH + 1d6	—
Sword	+2	—	HTH + 1d6	—
Battle Axe	+1	—	HTH + 1d8	—
Spear	+3	A	HTH + 1d4	—

Personality Archetypes

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<http://home.sprynet.com/~rjstevenson/rpg/rules/archetypes.html>

In super hero comic books characterization is seldom one of the fine points—more favored are fast action and exciting plots. In order to compensate for the relative two dimensionality of its characters, the super hero genre has the concept of "team personalities." Each character in a team book epitomizes one trait common to the human psyche—aggressiveness, discipline, responsibility, serenity, impulsiveness, or one of many others.

In doing so, the characterization and psychological struggles then become externalized rather than internalized, interactive rather than personal. When the team captures a villain and the question of what to do with him arises, the aggressive character presses for killing him, leaving the innocent gasping at the thought of blatant murder. The serene one counsels for the sanctity of all life, while the romantic feels the fool has surely learned his lesson. These conflicts are the basis of the team book, and also make for great role-playing situations.

To bring this into V&V, each player should select an archetype for their character. This is not to say that the character can't have depth, quirks and history; they just have a noticeable bent. The common super-hero archetypes appear below, with a brief description of each. The personality archetypes for the characters in a group should be chosen by the players together, as a team of all serene or aggressive characters becomes remarkably one-dimensional in play.

Personality archetypes can change in play, but the changes have to be believable and gradual. These are just a role playing tool, however—nothing more, nothing less. GMs might dock experience points for playing way out of type, but that's it. They are not integral and can be skipped. I like them just because they mirror the comic book team dynamic, and work well to set up a good group dynamic among the players.

- **Aggressive:** Hey, sometimes violence is the only solution, and usually it's the best one. Think with your fists, have a short fuse, and take yourself too seriously. When it comes time to lay down the guns and think of a better way, aggressive characters will keep fighting out of sheer anger or stubbornness.
- **Arrogant:** You know that your right, and more important, you know that most of the people around you are wrong. Why you suffer these fools is beyond you, but they are useful sometimes. Your arrogance can stem from your powers, your intellect or your upbringing, but it is rooted in your belief of your innate superiority.
- **Artistic:** The urge to create permeates you, and no work is ever finished. The artist need not just be painters and singers—architects building the city or teachers molding their students are artists as well. Strive for beauty and perfection, because it is in striving for the unattainable that we become human.
- **Bitter:** The world's a crock, and you know it. Cynical, nasty and sometimes cruel, someone or something hurt the bitter character once, or maybe several times, and you'll never let that happen again. You have few friends, little trust and no faith in human nature, except in that it will always turn against you.
- **Comedic:** When it doubt, pun. When you're sure, crack a joke. Keep the jokes coming, as no situation is complete without them. Comedic characters aren't insane—they just see the funny side of things. If something has no funny side, feel free to be serious. For a little while.
- **Disciplined:** A place for everything and everything in its place. This isn't a game, and peoples'

lives are at stake. You, and your team, have to be in peak condition and perfect form all the time. Don't let anger get in the way of efficiency, keep the talk to a minimum, and get the job done. When there is no emergency, you can lighten up some. Disciplined is a classic archetype for the team leader.

- **Driven:** Driven characters are very much like disciplined ones who have gone too far over the edge. Pick a goal, hopefully an impossible one—the end to organized crime, for example. That's your life. Sleep? A waste of precious time. Friendships? Too encumbering. Hate? Clouds the mind. Love? Ditto.
- **Follower:** You are someone who prefers taking orders, and doesn't like to take charge. There is nothing that says that you are slow, stupid, or docile—you just like to stay in the background, offering advice perhaps. The spotlight, or, heaven forbid, command, is your worst nightmare.
- **Honorable:** Your word is your bond. A loss of face is equivalent to a loss of life. Respect an honorable foe, despise a dishonorable one. Honorable characters live by a very strict code and will not break it. If you must break it, or do so by mistake, penance must be paid, salvation sought, honor redeemed.
- **Impulsive:** Act first, act second, think third. For an impulsive character, looking before you leap is a cardinal sin. No foe is too tough, no trap too obvious. This doesn't mean that you won't ask for help once you screw up, but sitting around talking is boring! Better to act, and pay the piper later.
- **Innocent:** The world is a great, big, wonderful place, full of exciting things and friendly people. An innocent is never prepared for the many faces of evil. She will revolt against the blatant, but walk right into the subtle. If the character loses her innocence, she will often turn to Bitter, Loner or Responsible as a new archetype, depending on the nature of her fall from grace.
- **Insecure:** The insecure character lacks a feeling of self esteem, or personal worth, and most importantly, of confidence. She will constantly turn to others for support, advice, or instruction, and too often believe the worst about herself before she considers the best. An insecure character will often try to hide that nature behind a facade of another archetype, but always go too far.
- **Loner:** You work best by yourself, and can't figure out why you encumbered yourself with this team. If the opportunity comes up for you to do something on your own, take it (this is not an impulsive act, nor an egotistical one—don't do it if you won't succeed, and don't overestimate your abilities just to try it). If you must be with a group, follow these rules: speak when spoken to; don't offer opinions; look for an opportunity to be alone whenever possible. Pleasant chit-chat is anathema to you—avoid it at all costs.

- **Rational:** Everything in the world makes sense, just as long as you look at it in the right way. Puzzles and problems intrigue you, and you firmly feel that there is not situation a dedicated mind can't work its way around. The character could turn unemotional, relying on cold logic, or could simply use deductive reasoning and cause and effect as all purpose tools.
- **Repentant:** You have some error in your past, which you must atone for. This is usually something fairly large, but you feel guilt easily and see things through the lens of your previous shame. This is similar to responsible, but not identical, as it is much more focused.
- **Responsible:** People need protection, and you're just the person to do it. Make sure no one gets hurt, be it physically, psychologically or emotionally. If someone is hurt, help them however you can—console, commiserate and heal. This can be a martyr complex on the part of the character, or just a love of all humanity.
- **Romantic:** You don't have opponents—you have archenemies. You don't fight in brawls—instead engaging in duels of honor. You never have a crush on someone—you are smitten with love at first sight. Never walk when you can run, never jump when you can fly. Nothing is small—it is huge, grandiose, worthy of memory in story and song. The romantic is a lover of life, perhaps a little innocent, but always fun to be around.
- **Serene:** Serene characters are the wise, religious part of human psyche. All life is sacred and has value. Everyone is important in some way. Calm wisdom and faith will provide a way. Life has meaning and purpose. This is not to say that the character must be a pacifist, or inactive in her meditations, just that she values a cool head and communication over conflict.

Brief Sample Teams

Richter 13

- Glorion (Arrogant)
- Citadel (Bitter)
- Raider (Disciplined)
- Scorn (Follower)
- Chain Lightning (Honorable)
- Savage Claw (Impulsive)
- Kali (Rational)
- Blue Rose (Responsible)