They Might Be Characters
Volume 3
R/Evolution

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.

R/Evolution

The supervillain group known as R/Evolution has one goal: mutant supremacy through power. They seek to gain material wealth first by acting as mercenaries and thieves, then they will buy their way into power and achieve material wealth through more conventional (and technically legal if unethical) means. They will always revel in their superiority over common humans.

Leader: Scanner

Members: four core members who know Symphony's secret, and dozens of low-power super mutants who flock to the R/Evolution and Scanner's personality cult, but are excluded from the groups inner secrets.

Scanner

S 33, E 15, I 32, A 13, C 21, 110 lbs., level 8

Basic Hits 3, Carry Cap. 2059, Basic HTH 1d12, Hit Modifiers (2.6)(1.8)(1.7)(1.3) = 10.3428, Hit Points 31, Power 186, Move 61" ground, Healing Rate 1.2, Damage Modifier +4, Accuracy +1

Body Power (Boosted Power): Final Power score is doubled.

Force Manipulation (Force Field/Illusions B): Scanner can manipulate pure force to form various shapes, fields, force beams and animated creatures and constructs. The energy is transparent and the same rose pink as the markings on her face. PR = 8 and one action to create an animate object, it attacks at 4th level as Force Field doing damage as per Brawling Weapons (V&V rulebook page 25), using Scanner's actions to attack; PR = 2 to create an inanimate object; objects weigh 50 lbs. per creation point, density may vary; maximum creation points is 372; maximum range of objects is 26". As force screen range is 30", PR = 1 per 2 points damage repulsed; force beam does 1d12, PR = 1 to 30" range.

Heightened Strength B: +18

Heightened Intelligence B: +18

Willpower: Type A. She has an immense sense of self-identity, combined with her intense mental prowess and obsessive focus give her tremendous mental fortitude enabling her to push herself beyond normal limits. PR = 1 per turn or as a defense.

Phobia/Psychosis: Scanner cannot directly harm a child, nor permit a child to come directly to harm. When planning her schemes, she will always consider the possibility that children will be present or harmed. If children are ever in danger during an operation, she will generate force fields and solid illusions around them to protect them.

Stacy Tarkington is a mutant who determined at an early age that *homo sapiens superior* are the new gods. Therefore, it is their natural right to rule. Her goal is to have as much personal power as possible, and she has formed the supervillain group R/Evolution to help her.

Scanner was born into wealth and studied psychology and biology at first Harvard and later Yale and Princeton. She enjoyed her academics and was an excellent student.

In combat, Scanner will try to keep her opponents at range and protect herself with stationary force screens (inanimate solid illusions). These defensive constructs act as solid barricades, and defend as the Force Field power. If the construct is still "hit", it takes damage normally. Generally, her defensive constructs will have between 30 and 50 hit points (15 to 25 points from her Illusion Pool) depending on how tough she thinks her attackers are and how aggressively they are attacking her. If she is under heavy attack, she will switch to pure force field defense and evade. On offense, she will use her force field attack to hammer foes into tiny little pieces (5 to 16 points per attack!). If hard pressed, or if she wants to show off, she will create two or three animated illusions (4th level,

defend as force field power, 30 to 50 hit points each). One of her favorite attacks is to form a several hundred pound chain of force to snare the victim and hold him in place. Because the links are very large, the target can be attacked fairly easily (make a Special Attack), but cannot defend himself well or move.

Symphony

S 50, E 30, I 16, A 17, C 18, 160 lbs., level 7

Basic Hits 4, Carry Cap. 10,240, Basic HTH 2d10, Hit Modifiers (3.6)(3.8)(1.2)(1.6) = 26.2656, Hit Points 105, Power 113, Move 97" ground, 6600" flying, Healing Rate 3.6, Damage Modifier +2, Accuracy +2

Adaptation: She is immune to hostile environments and disease. PR = 1 per hour or per use as a defense.
Flight: 1500mph, PR = 1 per hour.
Heightened Strength B (×2): +37
Heightened Endurance B: +15
Invisibility: She can become invisible to visible light, infrared, ultraviolet and conventional radar. PR = 1 per hour.
Training: +3 "to hit" unarmed HTH
Invention: Her costume is made of a special space-age synthetic material which grants her Force Field defense (on the Combat Table) while still retaining skin tight flexibility and appearance. PR = 0.

Symphony and Scanner were childhood friends who separated for many years before teaming up again to found R/Evolution. Together, they determined that Symphony should work and act like a superheroine, cultivating the public trust and ingratiating herself to other heroes. She carries the act well, but her mutant supremacist attitudes occasionally boil over. She sends regular reports to Scanner detailing the information she collects about the superhero community.

Though she's technically a villain and a member of R/Evolution, Symphony has spent an enormous amount of time and energy to convince the public that she is a heroine and protector of the people. As such, heroes respond positively to her, and villains respond negatively. She keeps her contacts with R/Evolution very limited, and only the other four "core" members know of her true affiliation and movtivation.

Hero System
STR 43, DEX 21, CON 38, BODY 10, INT 16, EGO 18, PRE 23, COM 18, PD 25, ED 20, SPD 5, REC 17, END 76, STUN 75

Flight: 40", ×16 NCM, 0E; **Invisibility:** Invisibility to Normal, IR and UV sight, 0E; **Toughness:** Damage Reduction, 3/4 rPD, 3/4 rED; **Costume:** Damage Resistance + 18 rPD, +18 rED; +2 level HTH; +3 levels Combat; Oratory 14-; Persuasion 14-; PS: Style, 12-; AK: Campaign City 12-

Timestone

S 18, E 19, I 15, A 10, C 17, 250 lbs., level 6

Basic Hits 5, Carry Cap. 2900, Basic HTH 1d12, Hit Modifiers (1.6)(2.2)(1.2)(1.0) = 4.224, Hit Points 21, Power 62, Move 47" ground, Healing Rate 2.5, Damage Modifier +1, Accuracy 0

Body Power: Timestone is very large, powerfully built, and has flesh the color of stone. He gains +4 Endurance, +4 Strength, and his weight is increased by 80 lbs. This power also triples his calculated Carrying Capacity.

Death Touch: Limited manipulation of time lets him instantly age his victim's vital organs to the point of failure, causing his victim to die instantly (PR = 20). The victim's body naturally resists this attack, and some victims recover within seconds (PR = 0). If the victim is not killed, but is merely incapacitated (PR = 10), his organs will recover naturally over time (healing).

Force Field: He can manipulate time in discrete ways to form protective bubbles and screens. He can also project beams of pure force from his hands, which are not related to his time manipulation ability. 38", 1d12, PR = 1.

Invulnerability: +16. The stone-like structure of his body lets him resist injury.

Willpower: Type A. His years of imprisonment have hardened him. PR = 1 per turn or as a defense.

Training: +1 "to hit" HTH, +1 "to hit" with Force Field

Invention: His power armor helps him focus his time manipulation powers giving him more time to react to events around him. +10 initiative, +1 "to hit" on all attacks, and -1 to be hit by all attacks when conscious and mobile.

Timestone really has no understanding of how his powers work, but he really would like to know. He was born and raised in the U.S. where his powers emerged when he was in high school and he spent the next several years being prodded and probed by government doctors and scientists who wanted to duplicate and control his power rather than help him learn to deal with it. It was during this time that he came to believe that mutants and humans cannot live in harmony and accept the fact that mutants are the next evolutionary step intended to replace humans. He managed to contact Scanner and she freed him from the facility.

Hero System
STR 34, DEX 15, CON 21, BODY 11, INT 15, EGO 16, PRE 18, COM 10, PD 16, ED 16, SPD 4, REC 9, END 42, STUN 45

Body of Stone: Damage Resistance +16 rPD, +16 rED; **Force Field:** Force Wall +10 rPD, +10 rED, Feedback, 0E; Force Field +10 rPD, +10 rED; 7d6 EB; **Death Touch:** Drain, 4d6 BODY, recover 1/day; Resistance +3; +2 levels Combat; +1 OCV punch; +1 OCV EB

Solarian

S 13, E 9, I 34, A 35, C 13, 200 lbs., level 6

Basic Hits 4, Carry Cap. 310, Basic HTH 1d6, Hit Modifiers (1.2)(1.0)(1.8)(3.4) = 7.344, Hit Points 29, Power 91, Move 57" ground, Healing Rate 1.0, Damage Modifier +8, Accuracy +6

Darkness Control: He can generate an area of scintillating multi-colored glare that is impossible to see through without some form of enhanced sense. Except for the special effect, this power is unchanged. Maximum radius 23" sphere, 105" range, PR = 2 and one action to create or reshape, one action per turn to maintain.
Heightened Agility B: +22
Heightened Intelligence B: +15
Invulnerability: He is immune to light-based attacks, and has 13 points of Invulnerability to other energy attacks. This power provides no special resistance to non-energy attacks.
Light Control: Laser beam to 70", 1d12, PR = 1, +2 "to hit"; blinding flash is 70" radius, PR = 1; defense requires one action and is PR = 1 per turn; mundane uses are movement only.
Power Blast: He can generate intense, wide-beam photon bursts which look distinctly different than his laser and have substantially shorter range. The trade-off is that they do more damage. 11" range, PR = 1, 1d20. One action per turn to set up defense.

Solarian was a lawyer who had dedicated his life to trying to help the downtrodden and oppressed fight against the social injustices of big business and lethargic government. In his work, he saw a lot of misery, spite and bitterness and though he tried to not absorb these ideals, they slowly eroded his enthusiasm and hope.

One day, he was pushed too far when a housing project was to be demolished for a new military-funded high technology research facility was to be installed. In near apoplexy, he stormed the facility and discovered it was a front for Dr. Apocalypse. The guards tried to kill him, but their laser weapons activated his latent powers and he fled, barely escaping with his life. His last shred of faith in the system finally destroyed, he snapped and became a founding member of R/Evolution

He has a great deal of respect for Scanner's leadership style and is content to follow her.

Miscellaneous R/Evolutionaries

R/Evolution has a number of bit personalities who can appear at any time, but most often play a supporting role to the main villains. All these characters carry commercially available small personal radio communicators.

Acetone

S 13, E 13, I 11, A 13, C 8, 110 lbs., level 3

Basic Hits 3, Carry Cap. 192, Basic HTH 1d4, Hit Modifiers (1.2)(1.4)(1.0)(1.3) = 2.184, Hit Points 7, Power 50, Move 39" ground, Healing Rate 0.9, Damage Modifier +1, Accuracy +1

Chemical Power (Acid Sweat): Acetone's body constantly emits a strong acid. Normally, the volume is low, but it does damage his clothing over time. With concentration, he can generate large volumes on his hands for use as an attack. This is a Chemical Power carrier attack (HTH) at PR = 6, or a normal ranged Chemical Power attack at PR = 8. This power does 2d8 damage.

Acetone didn't get along with his parents, and ran away from home when he was 14. His powers manifested only a few years later and R/Evolution has been the first group he's found that makes him feel welcome. He considers it his duty to help and protect mutants, and he is protective of his friends as well. *Influenced by the Marvel Comics character Scuzz.*

Bazooka

S 17, E 11, I 9, A 14, C 13, 200 lbs., level 1

Basic Hits 4, Carry Cap. 601, Basic HTH 1d8, Hit Modifiers (1.4)(1.0)(1.0)(1.3) = 1.82, Hit Points 7, Power 51, Move 42" ground, Healing Rate 1.0, Damage Modifier +1, Accuracy +1

Body Power (Bazooka Power): Attacks as Power Blast, 28", 1d8 (PR = 1) or 2d8 (PR = 2), with blast radius 0" (PR = +0), 1" (PR = +1), 2" (PR = +2) or 3" (PR = +3). One action per turn to set up Power Blast defense.

Bazooka is extremely aggressive, feeling that any problem can be solved with the proper application of brute force. If that doesn't solve the problem, apply more brute force. *Inspired by the Marvel Comics character Bazooka.*

Block and Tackle

Block

S 13, E 15, I 10, A 15, C 12, 150 lbs., level 2

Basic Hits 4, Carry Cap. 277, Basic HTH 1d6, Hit Modifiers $(1.2)(1.8)(1.0)(1.6) = 3.456$, Hit Points 10, Power 53, Move 43" ground, Healing Rate 1.2, Damage Modifier +1, Accuracy +2

Invulnerability: +13

Tackle

S 29, E 10, I 9, A 9, C 8, 190 lbs., level 2

Basic Hits 4, Carry Cap. 2412, Basic HTH 1d12, Hit Modifiers $(2.2)(1.0)(1.0)(1.0) = 2.2$, Hit Points 9, Power 57, Move 48" ground, Healing Rate 1.0, Damage Modifier 0, Accuracy 0

Heightened Strength B: +17

These two bitter brothers wanted nothing more than to play football ever since they were old enough to handle the ball. However, their dreams of professional fame were shattered when their mutant powers manifested and they were turned away from the game forever and ostracized by the football community that they loved so much. Block is invulnerable to conventional harm and Tackle has superhuman strength. They are both slightly unattractive due to their mutations; Block has brick red skin and Tackle's grossly over-developed muscles actually restrict his range of movement.

Boom Tube

S 14, E 9, I 12, A 11, C 16, 190 lbs., level 3

Basic Hits 4, Carry Cap. 346, Basic HTH 1d6, Hit Modifiers $(1.2)(1.0)(1.1)(1.0) = 1.32$, Hit Points 5, Power 46, Move 34" ground, Healing Rate 1.0, Damage Modifier 0, Accuracy 0

Teleportation: PR = 3, maximum range is Power $\times$ 100".
Power Blast: 1d20, 12", PR=1.

Boom Tube can instantly open small warps in space-time to an alternate dimension. By opening this warp near his hands, he can release a powerful discharge of energy into our dimension in a focused beam that can cause massive damage through concussive force. By wrapping this warp around his body, he can move instantly from any point in our dimension to any other point within approximately

3 miles. Boom Tube is a social misfit who enjoys using his powers and does not want to be constrained by "social etiquette" (his powers are very loud). His goal is to take all wealth and material property away from normal humans and redistribute it to mutants.

Charley Horse

S 18, E 15, I 9, A 13, C 12, 200 lbs., level 2

Basic Hits 4, Carry Cap. 733, Basic HTH 1d8, Hit Modifiers $(1.6)(1.8)(1.0)(1.3) = 3.744$, Hit Points 15, Power 55, Move 78" ground, Healing Rate 1.6, Damage Modifier +1, Accuracy +1

Body Power (Equine Features): Charley Horse has the head and hooves of a horse, and enhanced musculature and endurance. The hooves act as natural weapons (+1 "to hit", +2 damage HTH). Other benefits include +30" ground movement, +4 Strength and +3 Endurance.

Charley was born with unusual looks, and they got worse as he got older. His parents genuinely cared about him, but they didn't know how to care for him. R/Evolution is the first time he has actually felt like he has a family that understands him. He has a number of horse-like habits. Charley hides his insecurities behind a wise-cracking demeanor. He seems to find humor in everything.

Dark Shadow

S 10, E 9, I 9, A 9, C 10, 190 lbs., level 2

Basic Hits 4, Carry Cap. 181, Basic HTH 1d4, Hit Modifiers $(1.0)(1.0)(1.0)(1.0) = 1.0$, Hit Points 4, Power 37, Move 28" ground, Healing Rate 1.0, Damage Modifier 0, Accuracy 0

Darkness Control: Maximum radius 9" sphere, 27" range, PR = 2 and one action to create or reshape, one action per turn to maintain.
Invention: A special visor that lets him see in low light levels or through his own darkness. Except in his own darkness, he needs at least a little light for the visor to amplify.
Equipment: Dark Shadow will sometimes carry an energy pistol or silenced automatic pistol.

Dark Shadow looks like a really creepy normal. He keeps to himself most of the time, preferring books and video games to people. When he does have to be around people, he likes to hang out in dark, loud dance clubs where it is easy to "be alone in a crowd." His best friend is Whisper, and the two of them are forming the core of the R/Evolution "stealth squad". He's a support personality, always using his shadows to confuse the enemies while his companions fight the heroes. He is an artist at heart, expressing himself through computer generated images and works.

Erishkigal

S 16, E 17, I 9, A 14, C 14, 170 lbs., level 1

Basic Hits 4, Carry Cap. 493, Basic HTH 1d8, Hit Modifiers (1.6)(1.8)(1.0)(1.3) = 3.744, Hit Points 15, Power 56, Move 47" ground, 658" flying, Healing Rate 1.0, Damage Modifier +1, Accuracy +1

Bionics: Both of her arms have been replaced with bionic arms (SR9) and her skeleton has been reinforced with molecularly bonded titanium (treat as SR12 when appropriate). +6 Strength, +4 Endurance, roll with twice as much against impact and force attacks (q.v. force field power).
Wings: Large bat-like wings let her fly at about 150mph, PR=1 per hour.
Equipment: Erishkigal will often carry a large, nasty looking sword.

Erishkigal has the mutant power of large bat like wings. Where she got her cybernetic arms and titanium reinforced skeleton from are a mystery. She has naturally dark olive-brown skin, and her wings are a leathery brown slightly lighter than her skin. She tends to dress in black or red loose cotton costumes in a medieval European style and goes for a demonic appearance. She is a romantic, and everything she does is larger than life and melodramatic.

Heatwave

S 15, E 14, I 9, A 15, C 12, 150 lbs., level 1

Basic Hits 3, Carry Cap. 358, Basic HTH 1d6, Hit Modifiers (1.4)(1.4)(1.0)(1.6) = 3.136, Hit Points 9, Power 53, Move 44" ground, Healing Rate 0.9, Damage Modifier +1, Accuracy +2

Disintegration Ray: As the object disintegrates, it gives off a lot of heat (the atomic bonds are converted to heat), so Heatwave mistakenly thinks it is a ray of super-intense heat that vaporizes the target object and therefore he calls it his "Heat Ray" attack. 15", 1d20, PR = 2.

Heatwave is a pretty standard misfit with a really dangerous weapon. He has rarely used his power on living things, preferring to intimidate them by vaporizing nearby objects.

Mothball

S 8, E 14, I 8, A 14, C 9, 150 lbs., level 1

Basic Hits 3, Carry Cap. 143, Basic HTH 1d4, Hit Modifiers (0.8)(1.4)(0.9)(1.3) = 1.3104, Hit Points 4, Power 44, Move 36" ground, Healing Rate 0.9, Damage Modifier +1, Accuracy +1

Flame Power (Type A): By an unknown mechanism, Mothball can spew forth a stream of luminous blue-green flame from his mouth. The flame smells very much like mothballs. 22", 1d12, PR = 2.

Mothball was abandoned at birth and grew up in an orphanage. He is deeply cynical and joined the R/Evolution as much for revenge against society as a sense of belonging among misfits and freaks. The skin around his mouth and throat is thick and leathery, obviously unusual and elicits odd looks from those around him. *Inspired by the Marvel Comics character Spitball.*

Neuro-Tap

S 10, E 14, I 10, A 15, C 11, Weight 120, Level 1

Basic Hits 3, Carry Cap. 144, Basic HTH 1d4, Hit Modifiers (1.0)(1.4)(1.0)(1.3) = 1.82, Hit Points 6, Power 49, Move 35" ground, Healing Rate 0.9, Damage Modifier +1, Accuracy +1

Paralysis Ray: She can emit a wide-beam ray from her eyes that disrupts the neural synapses of anyone struck by it causing a condition similar to unconsciousness. PR = 7, 28" range.

Neuro-Tap's power emerged in her late teens and she had no way to control it. She joined R/Evolution and they helped her learn to manage her power. *Inspired by the Marvel Comics character of the same name.*

Phytoplankton

S 10, E 13, I 10, A 9, C 10, Weight 773, Level 3

Basic Hits 16, Carry Cap. 889, Basic HTH 1d8, Hit Modifiers (1.0)(1.4)(1.0)(1.0) = 1.4, Hit Points 22, Power 42, Move 32" ground, Healing Rate 4.8, Damage Modifier 0, Accuracy 0

Armor A: ADR 112, Weight ×3.36. Phytoplankton's mutant power is to form a symbiotic relationship with a number of plant organisms. Among other things, this has resulted in a thick carapace of articulated cellulose, enhanced strength, and the ability to photosynthesize. As long as he receives water and sunlight daily, most of his nutritional needs are met, supplemented only by occasional intake of animal matter.

Phytoplankton joined R/Evolution because they have many resources and because Scanner espouses a genuine interest in helping mutants understand and cope with their powers. It frustrates him that R/Evolution never seems to accomplish that goal, but as long as he feels hope, he follows his leaders and takes his orders. (He likes his power, but he'd like it more if the armor were less bulky and heavy.) He's not a creative fighter, but he does have some experience. He rarely worries about

taking damage and will use himself as a human shield for his teammates with more useful offensive powers.

Playtoy

S 11, E 9, I 15, A 10, C 18, 120 lbs., level 2

Basic Hits 3, Carry Cap. 134, Basic HTH 1d4, Hit Modifiers $(1.0)(1.0)(1.2)(1.0) = 1.2$, Hit Points 4, Power 45, Move 30" ground, Healing Rate 0.75, Damage Modifier +1, Accuracy 0

Mind Control: 4" range, PR = 20.

Playtoy loves to meddle with the minds of others. She is never so happy as when she has a handsome hero in her thrall. She is a skilled manipulator, even without her powers.

Router

S 12, E 12, I 16, A 6, C 13, 200 lbs., level 2

Basic Hits 4, Carry Cap. 293, Basic HTH 1d6, Hit Modifiers $(1.2)(1.4)(1.2)(0.7) = 1.4112$, Hit Points 6, Power 46, Move 30" ground, Healing Rate 1.2, Damage Modifier +1, Accuracy -2

Telepathy: Thought scan has range of 160 miles, PR = 1 and requires one action; mental switchboard for 4 minds, one action to activate, PR = 1 per turn, range of 40"; can contact one single mind to a range of 160 miles, PR = 1 per turn, one action to activate; telepathic tracking is PR = 1 per hour per person tracked to a range of 160 miles; maximum probe strength is 105.

Scanner keeps Router close by at all times, and she works masterfully to enslave his mind to obey her every wish (because she knows he could cause significant harm by revealing R/Evolution's secrets). He is telepathic, with an astounding range for search and single-mind communication. Scanner rarely permits Router to go into the field, instead using him to maintain contact with various other team members.

Sister Vivisecter

S 15, E 13, I 12, A 15, C 12, 160 lbs., level 3

Basic Hits 4, Carry Cap. 374, Basic HTH 1d6, Hit Modifiers $(1.4)(1.4)(1.1)(1.6) = 3.4496$, Hit Points

14, Power 54, Move 43" ground, Healing Rate 1.2, Damage Modifier +1, Accuracy +2

Natural Weaponry: +3/+6. Sister Vivisecter can transform her hands into an unidentified supermetal, and her fingers transform into long blades. The blades are non-articulated, so she loses fine manipulation. She can transform one or both hands instantly. The metal is non-ferrous, non-crystalline, and non-electrically conductive. Her hands are SR14 when transformed to the supermetal.

Sister Vivisecter has always been a bully, and she developed into quite a brawler due to the many fights she was in. She only got worse when her powers emerged. She assumes all negative treatment of her is because she is a mutant, oblivious to the subtle distinction that often she is being ostracized simply because she is a bully and a jerk.

Sluggernaught

S 14, E 10, I 11, A 9, C 12, 1520 lbs., level 2

Basic Hits 31, Carry Cap. 2845, Basic HTH 1d12, Hit Modifiers (1.2)(1.0)(1.0)(1.0) = 1.2, Hit Points 37, Power 44, Move 606" ground, Healing Rate 7.75, Damage Modifier 0, Accuracy 0

Heightened Speed: +270" ground move, +9 initiative
Size Change (Larger): ×2 height, ×8 weight, permanent

Sluggernaught never talks about his past, so very little is known about him. He is a follower, content to let others lead. He has a crush on Scanner and works hard to get her to like him. He is often paired with Speed Queen because their powers are similar.

Speed Queen

S 13, E 15, I 11, A 18, C 9, 160 lbs., level 1

Basic Hits 3, Carry Cap. 296, Basic HTH 1d6, Hit Modifiers (1.2)(1.8)(1.0)(1.9) = 4.104, Hit Points 12, Power 57, Move 576" ground, Healing Rate 1.2, Damage Modifier +2, Accuracy +3

Heightened Speed: +530" ground move, +18 initiative
Equipment: Speed Queen wears protective goggles, and her costume is lightly armored (she can roll with up to +2 points more damage or twice normal, whichever is lower).

Speed Queen grew up in an environment filled with bigotry and hatred. Though a good person at heart, she concluded there was no way that mutants and humans would ever get along with each other, so she joined R/Evolution. She secretly idolizes Symphony and hopes that some day, someone

will figure out how to make humans and mutants co-exist peacefully. She prefers to run rather than fight, but she will fight fiercely to protect her friends. She is often paired with Sluggernaught, because their powers are similar. She thinks he's nice enough, but wishes he'd display more personality.

Teravolt

S 9, E 14, I 17, A 13, C 11, 140 lbs., level 2

Basic Hits 3, Carry Cap. 149, Basic HTH 1d4, Hit Modifiers $(1.0)(1.4)(1.3)(1.3) = 2.366$, Hit Points 7, Power 53, Move 36" ground, Healing Rate 0.9, Damage Modifier +1, Accuracy +1

Lightning Control: 28" range, 2d8, PR = 4; one action to activate defense, PR = 0; PR = 4, save v. INT on 1d20 to take control of electrical devices, AGL save on 1d20 each time tries to make the controlled device do something; PR = 4 and 28% chance short-circuit electrical devices.

Except that all the hair on her body is electric blue, Teravolt looks like a normal woman in her early 20s. Her mutant powers over electricity were activated by an accident involving experimental battery operated automobile technology. She has studied electrical engineering, and is talented at mathematics.

Whisper

S 9, E 10, I 13, A 8, C 11, 190 lbs., level 1

Basic Hits 3, Carry Cap. 164, Basic HTH 1d4, Hit Modifiers $(1.0)(1.0)(1.1)(0.7) = 0.77$, Hit Points 3, Power 40, Move 27" ground, Healing Rate 1.0, Damage Modifier 0, Accuracy -2

Body Power (Silence Field): At will, Whisper can create an invisible field of energy around his body (one game inch diameter) that dampens and absorbs all vibrations in the air. In addition to making his personal actions completely silent, this provides 30 points of Invulnerability against Sonic and Vibratory attacks.
Equipment: Whisper is proficient with throwing stars, clubs and conventional pistols. Depending on the assignment, he may carry one or more of these weapons. When packing, he likes to carry eight stars and prefers automatic pistols with large ammo capacity and a spare clip.

Whisper is a little psychotic and aspires to become a great and feared assassin. Physically, he is not very impressive, and his resulting inferiority complex may affect his motivations. He is always skulking about, keeping to the shadows and moving silently.

Adventure

Synopsis: this adventure is intended to introduce the superheroes to the mutant supremacist supervillain group known as R/Evolution. R/Evolution is not a large group, but they are gaining followers as disenfranchised mutants rally around the charismatic leader Scanner.

In this adventure, our heroes will meet the popular superheroine Symphony, rescue a kidnap hostage, thwart a high tech crime, thwart an extortion attempt, and bring the criminals to justice!

Notes:

This adventure works best if the campaign has an element of "mutant angst" in which normal, non-superpowered humans are growing afraid of their genetic offspring who happen to have superpowers. In other words, the "normals are afraid of being replaced by the next generation." This type of thing is not appropriate in all campaigns, and so this adventure will have to be modified accordingly.

Chapter 1:

This works best if the player characters are the primary superhero group in their city. If not, then assume that the primary heroes are out of town for some reason, so the PCs are picking up the slack.

Symphony, the darling mutant superheroine of Atlanta, Georgia (or pick another huge city which isn't also the campaign city) is visiting town to attend the debate between Scanner and Thomas Goodman. See below.

The debate is a sideline component of this chapter, and just an excuse to have Symphony in the city. In this chapter, the PCs meet Symphony when she helps them thwart an attack on the mayor by a group of R/Evolutionaries. This group is really a bunch of minor mutants hoping to get Scanner's attention and earn brownie points with her by hurting the mayor. They don't really want to kill him, just scare him. Unfortunately for the villains, the heroes are on hand and with Symphony's help, they easily defeat and capture the villains. [Use one minor R/Evolutionary for each PC, and add two more for Symphony.]

If the GM wants to use the debate as a medium for role-playing, Goodman is as rabidly anti-mutant as Scanner is rabidly anti-normal. Symphony is an outspoken advocate for "imagine how great the world would be if we just tried being nice to each other for a change" and as such will be the third member of the debate panel. The GM is encouraged to expand the panel (on any side) with local personalities, and this would be a great time for PC role-playing by having a PC on the panel. The scene can be played any way the GM wants, with feelings ranging from mild dislike to rabid hatred,

from humorous to darkly serious. However played, Symphony needs to be portrayed as intelligent and balanced in her views, while Scanner is equally intelligent, but clearly a mutant supremacist.

Chapter 2:

Inspired by the youthful enthusiasm of their fans, a group of R/Evolutionaries really does kidnap the mayor and tries to hold him for ransom. [Duplicate Chapter 1 of FORCE, but use Boom Tube instead of Teleporter.] The drop off point will be in the middle of an airport runway. Boom Tube will arrive in a helicopter, pick up the diamonds and re-enter the helicopter. Seconds later, the helicopter explodes on the pad. (Boom Tube teleported out, and the sound wave activated several explosive charges.) Boom Tube teleports to an area just outside the grounds where the diamonds are immediately stashed in a case that absorbs most electromagnetic energy and all radio frequencies, thus making it very difficult to track by most technological means. Boom Tube will then teleport several more times to increase the distance between him and the airport. A truck will take the diamonds in a different direction away from the airport. If the PCs have a way of tracking the diamonds, they can attack the truck. They will find two minor R/Evolutionaries ready to defend the diamonds.

Chapter 3:

The kidnappers are holed up at the Biltmore Hotel (or some other famous, high security hotel in your campaign city).

Symphony is meeting with the villains. If the PCs arrive by stealth, they may surprise her and catch her in the act of colluding with the villains. If they arrive by force, then she will turn invisible before they know she is there and escape, if possible, or pretend to arrive to help the heroes if escape is not possible.

Chapter 4:

Some time later, R/Evolution threatens to destroy five if the cities largest centers of business if those businesses do not buy them off.

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
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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	–

Personality Archetypes

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

Personality Archetypes

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 councils 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

R/Evolution