

They Might Be Characters

Volume 4

Nothing But 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**

Table of Contents

Table of Contents	2
Credits and Legal Notes	4
Independent Supervillains	5
Taboo	6
The Urill	7
Jewel	8
Deathtoll	9
Danger Girl	10
Primajor	11
Feint	12
Toaster	13
Julie Everest	14
Thumper	15
Kar	16
Aura	17
Aura's Sales Team	17
The Be'nine	18
Mace	19
Morningstar	20
The Exclamation	21
Booster	22
Shattersonic	23
Smash	24
Steel Rogue	25
Superconductor	26
Titan	27
Impact	28
Candra	29
Typhoon	29
Tornado	31
Appendix A: Champions Conversions	32
Danger Girl	32
Feint	32
Toaster	32
Thumper	32

Morningstar	33
Booster	33
Titan	33
Impact	33
Julie Everest	34

Credits and Legal Notes

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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.

Taboo

S 16, E 23, I 16, A 16, C 16, 120 lbs., Level 10

Basic Hits 3, Carry Cap. 384, Basic HTH 1d6, Hit Modifiers (1.4)(2.6)(1.2)(1.6) = 6.9888, Hit Points 21, Power 71, Move 55" ground, Healing Rate 1.8, Damage Modifier +2, Accuracy +2

Chemical Power (Vapors): She can generate vapors from her body with no range, a radius of (E/5)" (round up) and a variety of effects. She can develop new chemical effects with Inventing Points or training. She is immune to the effects of her own vapors. Unless otherwise noted, the vapors remain in the air until the end of the following turn, affecting all who enter them. Victims will not be "attacked" more than once per turn by any single vapor cloud no matter how many times the victim moves through it. PR = 8. Unless otherwise noted, all vapors attack as Chemical Power.

- **Acidic:** These vapors cause terrible chemical burns for 2d8 damage. Normal clothing will be ruined and body armor will be pitted and weakened.
- **Love:** These vapors induce trust and affection for Taboo. Victims are highly suggestive to her instructions (but not mindless followers), and will defend her with their lives. The effect lasts 2d6 minutes.
- **Metal Solvent:** This vapor breaks down the atomic bonds of metals such as steel, iron, nickel, copper, etc. The most common result is that items of high technology are destroyed 46% of the time. Robots, Androids and Armor B suffer 2d10 damage, which cannot be rolled with, but Invulnerability protects normally.
- **Opaque Shroud:** These vapors block sight exactly like the Darkness Control power. These vapors remain in the area of effect for 3d6 minutes unless dispersed first by conventional methods.

Dimension Travel: She can travel to any dimension. She is particularly adept at moving between her home dimension and the Earth dimension, and is able to do so flawlessly.

Heightened Endurance B: +14

Invulnerability: Her alien body is far more resistant to injury than normal humans. She can ignore 10 points of damage per turn.

Training: +2 "to hit" with unarmed HTH, +1 "to hit" with Chemical Power

Equipment: Taboo has form-fit body armor that is as flexible as cloth, but provides ADR 40 and allows her to roll with twice as much damage as normal. She brought to Earth with her a robotic kit that can repair damage to the armor. The body armor is immune to the effects of her vapors. Any ADR is applied before her natural Invulnerability.

Taboo is from another dimension and she has come here as a conqueror. She is a princess in her home dimension and will occasionally return there to acquire particular items of technology or servants to assist her in her goals of conquering Earth.

Taboo has an enormous amount of wealth available to her. Her royal training includes combat

training. She is a capable, experienced leader and will likely collect other super criminals to help her accomplish her goals.

The Urill

All members of the Urill race have strong pheromone ability, but Taboo's vapor powers are an unusual extension of this natural ability. The Urill people are very human-like with metallic skin and long, thin limbs. They have superior metabolisms which improve their overall health. They have fewer diseases and physical ailments than humans. To determine their Endurance roll 4d4+2. Members of the royal House, like Taboo, roll 1d12+6 for Intelligence and Charisma.

Jewel

S 18, E 14, I 13, A 14, C 18, 420 lbs., Level 4

Basic Hits 9, Carry Cap. 1519, Basic HTH 1d10, Hit Modifiers (1.6)(1.4)(1.1)(1.3) = 3.2032, Hit Points 29, Power 98, Move 45" ground, Healing Rate 2.7, Damage Modifier +1, Accuracy +1

Chemical Power: Her body is permanently transformed to a crystalline substance the color and texture of emerald gemstone. Her weight is tripled, she gains Chemical Power defense against all attacks. She also gains the equivalent of the Adaptation power, except it cannot be used as a combat defense. She must still eat and breathe normally.

Flight: 238mph, PR = 1 per hour.

Invulnerability: Her gemstone hard body is superhumanly durable and lets her resist 19 points of damage per turn.

Transmutation: Transform anything to anything else by altering its chemical structure. Living objects remain alive, and are allowed wake-up rolls each minute to change back. Non-living objects remain transformed until changed back. The attack can also be used to partially transform an object, disrupting it and causing 2d8 damage. 26" range, PR = 8.

Willpower: Permanent +40 Power.

She looks friendly and harmless, but she is really a cold and calculating villain. She aspires to have power while maintaining others as the figureheads.

Jewel has a poor relationship with her father, and this has defined her goals. His pride and joy is having been the two-term mayor of the campaign city. Therefore, Jewel wants to be a three-term mayor. Her good looks and incredible charm will help her in these goals. She will form a natural association with the city's organized crime as they use each other to make her mayor (and exploit the position for power once she is there). She is an opportunist with no sense of loyalty.

Jewel's mutant powers manifested in her senior year of high school. Her friends thought it was cool (especially the boys), but her father did not like it. Her mother had died when she was very young. She has an older brother. Both her brother and herself had been adopted as babies.

Deathtoll

(from the pages of *War Machine*, copyright Marvel Comics Group)

S 19, E 11, I 16, A 16, C 16, 170 lbs., Level 12

Basic Hits 4, Carry Cap. 677, Basic HTH 1d8, Hit Modifiers (1.6)(1.0)(1.2)(1.6) = 2.816, Hit Points 11, Power 62, Move 46" ground, Healing Rate 1.0, Damage Modifier +2, Accuracy +2

Mutant Power (Gift of Kali): This is a mystical gift from the death goddess Kali. For each life he takes (sending the soul to Kali), he gains an extra life for himself. The kill must be personal and direct (e.g. no explosives). His "extra lives" are limited to 10 per level of experience. He returns to life at a dramatically appropriate time, surrounded for a few seconds by a corona of supernatural flame.

Heightened Attack: His natural bloodthirsty tendencies and paramilitary training were enhanced by the death goddess Kali. +1 point of damage to all attacks per level.

Heightened Expertise: His natural bloodthirsty tendencies and paramilitary training were enhanced by the death goddess Kali. +4 "to hit" with all attacks.

Invention: Extra life monitor. He wears this on his arm and it tells him exactly how many lives he has left. It is unknown how this works.

Deathtoll is an assassin. Evil, selfish and a dye-in-the-wool killer. Formerly, he was a mercenary. When he was hired to help take out a Thuggee cult, he was the only survivor. Kali was so impressed with him, that she gave him her Gift: for each life he takes for her, she grants him one extra life.

He's an American who spent many years in Africa and all over Asia. Deathtoll is a psychopath and while he does know how to be stealthy, he always preferred the direct "guns-blazing" approach even before receiving the Gift of Kali.

Danger Girl

S 15, E 22, I 15, A 27, C 17, 130 lbs., Level 7

Basic Hits 3, Carry Cap. 362, Basic HTH 1d6, Hit Modifiers (1.4)(2.6)(1.2)(2.8) = 12.2304, Hit Points 37, Power 79, Move 64" ground, Healing Rate 1.8, Damage Modifier +4, Accuracy +5

Heightened Agility A: +16

Heightened Attack: Trained to be a killer, all her attacks gain +7 points of damage.

Heightened Defense: Her incredible agility, honed combat reflexes and natural danger sense make her -4 to be hit while conscious and mobile.

Heightened Endurance A: +9

Heightened Expertise: Natural talent and years of combat training give her +4 "to hit" with all attacks.

Natural Weaponry: Exhaustive martial arts combat training in several styles gives her +3 "to hit" and +6 damage in armed or unarmed HTH.

Training: +1 "to hit" with pistols and energy pistols.

Formerly a top MI5 covert operative, Abbey Chase is now a mercenary, hiring her extraordinary weapon and combat talents on the open market. This will occasionally put her in opposition with the heroes. She can be stealthy when she wants to be, but generally prefers a more open and confrontational style.

Primajor

S 48, E 18, I 13, A 15, C 18, 220 lbs., Level 6

Basic Hits 5, Carry Cap. 24,726, Basic HTH 3d10, Hit Modifiers (3.6)(2.2)(1.1)(1.6) = 13.9392, Hit Points 70, Power 94, Move 81" ground, 3802" flying, Healing Rate 2.5, Damage Modifier +1, Accuracy +2

Adaptation: He is just plain tough. In addition to the normal benefits of this power, he is completely immune to disease and radiation. Primajor is so tough, this power has no PR cost.

Body Power (Supervision): He has telescopic sight enabling him to see approximately 1280 times farther than normal humans. He can also emit laser-like beams of energy from his eyes. These attack as Light Control, +2 "to hit", do 2d8 damage to a range of 30", PR = 1. He can develop other vision powers through Inventing Points or Training.

Flight: By manipulating gravitons, he can fly at 864mph, PR = 1 per hour.

Heightened Strength B: +30. His strength is so vast that his final Carrying Capacity is doubled.

Invulnerability: +30. His fortitude and durability are so great that he suffers no knockback from any attacks, even if they exceed his Invulnerability and cause him damage.

Mutant Power (Space Superiority): Adapted from Water Breathing B, this power permits Primajor to survive indefinitely in outer space. While in space, the range of his Supervision is measured in miles, not inches (his telescopic vision is measure in light-years). His Power automatically recovers to his normal maximum and he does not expend Power for anything. His Healing Rate is increased $\times 5$ and he does not sleep, breath, eat nor excrete.

Training: +2 "to hit" unarmed HTH, +1 "to hit" with Supervision.

Primajor is stoic and considers himself charged with keeping law and order in his adopted country. He is very public, and has a great sense of marketing and public speaking. He does not maintain a secret identity. He is popular, even though he often takes the attitude of judge, jury and executioner. He rarely uses excessive force, but is very fascist in his attitudes toward "law and order."

Primajor is one of those "morally gray" characters. He is popular, but ruthless. He sees himself as above the law. He has a great PR firm and extensive merchandising. He is very careful not to get caught doing anything illegal or immoral (think of Captain Amazing from the *Mystery Men* movie).

Feint

S 14, E 12, I 17, A 14, C 16, 140 lbs., Level 4

Basic Hits 3, Carry Cap. 276, Basic HTH 1d6, Hit Modifiers (1.2)(1.4)(1.2)(1.3) = 2.6208, Hit Points 8, Power 57, Move 190" ground, Healing Rate 1.2, Damage Modifier +2, Accuracy +1

Heightened Speed: +150" ground move, +6 initiative.

Power Blast: Blue bolts of plasma-like energy from his hands. 13", 1d20, PR = 1, one action per turn to set up defense.

Regeneration: He cannot regenerate Power Blast damage.

Training: +1 "to hit" with unarmed HTH.

Before gaining his powers, Feint lived and worked aboard a cargo ship moving produce and livestock from other nations to his native South Africa. He prefers subtly and subterfuge. He fancies himself a deep planner, but unless he has a strong leader to channel his energy, his own plans are often mundane and uninspired. The speed is used mostly in bursts, for quick surprises and combat advantage; he does not consider it one of his major powers.

Toaster

S 12, E 15, I 9, A 15, C 13, 160 lbs., Level 7

Basic Hits 4, Carry Cap. 258, Basic HTH 1d6, Hit Modifiers (1.2)(1.4)(1.0)(1.6) = 2.688, Hit Points 11, Power 51, Move 42" ground, 185" flight, Healing Rate 1.2, Damage Modifier +1, Accuracy +2

Flame Power (Type B): 27" range, 1d12, PR = 3. Flight at 42mph, PR = 3 per hour. Flame Power defense requires one action and PR = 3 to activate, but no cost in time or Power thereafter.

Power Blast: A powerful blast of white-hot flame. More powerful than his normal flame blast, but with much less range. 14", 1d20, PR = 3.

Training: +1 "to hit" with Flame Power

Toaster is a mutant pyromaniac. He is the classic comic book "psychopath" in that he is short-tempered, a loner, and slightly unbalanced mentally. He was a university Chemistry professor doing research in his native land of Egypt before he became a super-criminal.

Julie Everest

S 14, E 22, I 22, A 25, C 14, 150 lbs., Level 6

Basic Hits 3, Carry Cap. 371, Basic HTH 1d6, Hit Modifiers (1.2)(2.6)(1.4)(2.5) = 10.92, Hit Points 33, Power 83, Move 61" ground, Healing Rate 1.8, Damage Modifier +5, Accuracy +4

Heightened Agility A: +18

Heightened Endurance A: +9

Heightened Expertise: Extensive combat training gives her a +4 “to hit” with all attacks, including unarmed HTH.

Heightened Intelligence A: +8

Natural Weaponry: Martial arts training gives her a +2 “to hit” and +4 damage in unarmed combat.

Training: +1 “to hit” in unarmed HTH, +1 “to hit” with pistols

Julie Everest was a normal middle class kid growing up in Alberta, Canada, until the age of five when her parents were killed by criminals. Unable to simply watch the criminal justice system fail, the police detective on the case arranged to adopt Julie and then secretly trained her to become a ruthless vigilante and assassin. Today, she conceals herself as yet another intelligent and bubbly college student majoring in Communications. (PCs in college may encounter her as a fellow student, never suspecting her true capabilities.) Julie is not necessarily evil, but she is amoral, and seeks justice with a ruthless intensity. She has a wide array of pistols and rifles, two safe houses, and lots of cash and valuables hidden around the campaign city.

Thumper

S 11, E 23, I 10, A 14, C 13, 170 lbs., Level 2

Basic Hits 4, Carry Cap. 309, Basic HTH 1d6, Hit Modifiers (1.0)(2.6)(1.0)(1.3) = 3.38, Hit Points 14, Power 58, Move 48" ground, Healing Rate 2.4, Damage Modifier +1, Accuracy +1

Heightened Endurance A: +12. Years of hardship and stubbornness have taught him to push himself to extraordinary limits.

Power Blast (Thumper): By pointing his index and middle fingers at a target he can cause a localized explosion at the side of the target facing him. The exact mechanism is unknown, as no energy appears to traverse the distance between, and nothing beyond clothing, body armor or a personal force field seems to interfere with the attack (e.g. he can “shoot” through walls, glass and force fields). Except for the special “indirect” properties of the attack, it is treated exactly like a Power Blast. Range 17", 1d20, PR = 1.

Willpower (Type A): Years of hardship and stubbornness have taught him to push himself to extraordinary limits.

Training and daily exercise have given Thumper extraordinary stamina and a very high strength. Natural ability and training have given him extraordinary willpower. The source of his “thumper” power is unknown, but Thumper has alluded to a lost civilization in the outback of Australia. He seems bent on “protecting the rights of native peoples”, but this may just be a justification for his criminal actions against industrial corporations and government.

Thumper is a “gangsta” from Los Angeles. He is well placed in the local gang structure, but he is not really a leader. The top leaders view him as a weapon, and as such he sometimes gets loaned out to friendly gangs in other cities. He is a braggart, and about half of everything he says is probably a lie.

Kar

S 17, E 15, I 9, A 14, C 13, 90 lbs., Level 3

Basic Hits 2, Carry Cap. 289, Basic HTH 1d6, Hit Modifiers (1.4)(1.8)(1.0)(1.3) = 3.726, Hit Points 7, Power 55, Move 46" ground, Healing Rate 0.8, Damage Modifier +1, Accuracy +1

Bionics: Both arms have been completely replaced with “living metal” and her upper body skeleton has been reinforced with bonded titanium. Overall, this adds +5 to Strength and +2 to Endurance. She can “roll” with +1 point on each attack hitting her. The bionic arms are SR 8 (ignoring any attacks which cause less than 9 points damage) and damage to the arms affects her Hit Points normally (rather than destroying the arms outright). The living metal nature of the arms allows them to stretch up to 1" and change shape to provide improved weaponry and HTH combat bonuses of +2 “to hit” and +4 damage (q.v. Natural Weaponry). If damaged, the arms will repair themselves, including regrowing if lost; the repair takes 2d6 hours and requires constant exposure to solar energy. Changing the shape of the limbs costs movement only.

Heightened Defense: -4 to be hit by all attacks when conscious and mobile.

Heightened Expertise: +4 “to hit” with all attacks.

Kar was an average member of the Russian Army when she mustered out. Being a malcontent, she was recruited by the Russian mob. At their request, she voluntarily underwent modification by Cybergrunt, Inc. The modifications she received were far beyond what anyone (especially herself) expected. She is now a trusted mob enforcer, and the mob hires and loans her out to friendly agencies.

In combat, Kar morphs her limbs constantly to keep her opponents mentally off-balance while she tears them apart. Depending on the mission requirements, she may carry conventional weaponry like a pistol, assault rifle or smoke grenades.

Aura

S 33, E 11, I 20, A 18, C 14, 150 lbs., Level 1

Basic Hits 3, Carry Cap. 2778, Basic HTH 1d12, Hit Modifiers (1.0)(2.6)(1.0)(1.3) = 3.38, Hit Points 14, Power 58, Move 48" ground, Healing Rate 2.4, Damage Modifier +1, Accuracy +1

Animal/Plant Powers (Reptile):

- **Heightened Agility A:** +10
- **Heightened Intelligence A:** +9
- **Heightened Senses:** By smell, she can tell the general health and emotional state of those around her. Her sense of smell is about equal to that of an Earth bloodhound.
- **Heightened Strength A (×2):** +22

Devitalization Ray: She can fire a beam from her hands that drains the energy from her victims. 22" range, 3d10 damage to Power score, PR = 3 per attack.

Flame Power A: She can project streams of intense green flame from any part of her body. Most frequently she will emit the flame from her mouth. 44" range, 1d12 damage, PR = 2 per attack.

Weakness Detection: Just as she can analyze the weaknesses and flaws in an adversaries business plan or bargaining strategy, she can analyze his physical weaknesses and flaws in combat technique. By spending one action within 1" of her target, she gains +7 on all "to hit" rolls against that target for the rest of the fight scene. She also learns one Weakness (if any).

Willpower A: Aura has superhuman mental fortitude and sense of self-identity. She can push herself beyond even her prodigious limits. PR = 1 per turn or as defense.

Aura is an alien of the Be'nine race. Her race is led by an elected matriarchy, although men are treated equally. Aura has unusual powers even among her own race. Her powers were granted as part of a military experiment to create superhuman beings. Aura is the first in a thousand volunteers to survive the experience. To date, the results cannot be reproduced.

Aura received her training in the equivalent of an MBA. She has a solid head for business and sales, and has come to Earth primarily to establish new markets for her peoples' goods and services. She discovered the "super powered" sub-culture and has decided to participate on the side most likely to purchase from her people (i.e. the bad guys).

Through natural talent and family connections, Aura made three big deals internally. She pitched the idea of a new market on Earth and was granted permission on her pet project. Her sales team has a spaceship in orbit beyond the moon, and a shuttle to get them to it.

Aura's Sales Team

Aura leads an expeditionary sales force of other Be'nine. Her team has six members, three female,

three male. Because they so closely resemble humans, they have blended right in, taking up residence in New York City. They have communications equipment which lets them communicate with their home planet and they can summon a rescue ship or a small military strike team within 3d6 days.

Their specialties are sales (two), engineering (two), and security (two). They are an elite team, with characteristics ranging from 13 to 18 (1d6 + 12), and experience level 3 to 6 (1d4 + 1). They all have military training and unlike Aura, they have real combat experience. They have a variety of energy pistols and rifles available to them. They have two heavy Disintegration Ray cannons (1d20, 20", 8 shots per recharge, 3" blast radius, weighs 25 lbs.). They have virtually unlimited financial resources to acquire any technology available on earth. Some of them do have minor cybernetic implants. It is up to the GM to decide exactly what they are selling.

The Be'nine

The Be'nine race is naturally strong and intelligent (roll S and I using 2d6 + 6 instead of the normal 3d6), and strong willed (Willpower A). Otherwise treat them as normal humans.

The Be'nine have mastered space travel, and control trade and financial services on dozens of worlds. They do have a strong military, but prefer to use mercenaries from other races when extreme shows of force are required.

The Be'nine empire is a collection of feudal corporations nominally paying allegiance to an elected body and empress. The empress controls the Imperial military and thus stays in control. The corporations continually run raids against each other using their own "security forces".

Mace

Mace is a group of powered criminals led by Morningstar. She formed the group after she gained her own powers because she wanted to have an excuse to use those powers. Morningstar uses Mace as a saboteur strike force and to conduct corporate espionage.

Morningstar is the undisputed leader, if only because she pays all the bills. Shattersonic is a combination bodyguard for Long and the team transport specialist. Booster is the combat monster and team brick. The Exclamation fills a general role as team stealth specialist.

Morningstar

S 12, E 38, I 18, A 14, C 15, 110 lbs., level 5

Basic Hits 3, Carry Cap. 304, Basic HTH 1d6, Hit Modifiers (1.2)(4.6)(1.3)(1.3) = 9.3288, Hit Points 28, Power 82, Move 64" ground, Healing Rate 3.3, Damage Modifier +3, Accuracy +1

Heightened Endurance B: +25

Psionics: Telepathic bolt, attacks as Mind Control +2 “to hit”, does 1d12 damage, PR = 2. She can attack any target that she can achieve line-of-sight to. Optically augmented LOS is acceptable, but not electronically altered LOS.

Regeneration: She can spend one action per turn to heal 3.3 Hit Points. She cannot regenerate acid damage.

Until recently, Amanda Long had no superhuman powers. She was, however, an effective and driven business woman who leveraged her great beauty into a modeling career. Using that wealth and prestige she gained as a model, Long bought into several large financial and service industries across the globe and became a powerful corporate operator. It was this very wealth that lead the Hand of Glory of Richter 13¹ to kidnap her and attempt to hold her for ransom. She was rescued by the New Conquerors. During the rescue, she was rendered unconscious and her exposure to unknown psychic and mystic energies apparently caused some sort of mutation.

Today, Long calls herself Morningstar. She has superhuman endurance, regenerates and can project a painful telepathic bolt.

Amanda Long owns a majority share in Morningstar Financial Ltd. (which she inherited from her parents, and which inspired her own criminal identity). She also owns the largest block of stock in her own company A.L. Modelling Ltd. These two companies form the top of her corporate empire.

¹ See *They Might Be Characters* volume 2 for stats and information about Richter 13.

The Exclamation

S 42, E 14, I 11, A 18, C 13, 150 lbs., level 1

Basic Hits 3, Carry Cap. 5662, Basic HTH 2d8, Hit Modifiers (3.6)(1.4)(1.0)(1.9) = 9.576, Hit Points 29, Power 85, Move 74" ground, Healing Rate 0.9, Damage Modifier +2, Accuracy +3

Body Power (Performance Boost): All his senses are now slightly better than normal (+2% Detection rolls), and a general improvement in all physical and mental endeavors (+1 S, +4 E, +2 I, +3 A, +1 C). The Exclamation's boosted reflexes also give him a +1 "to hit" with HTH attacks.

Body Power (Perfect Hair): The Exclamation has an altered metabolism and enhanced karma that makes him extremely handsome, but more importantly it permits him to always be attractive and well groomed. His hair only moves when dramatically appropriate. He never breaks a nail or has body odor or bad breath. He never has anything stuck in his teeth. Tar doesn't stick to him.

Heightened Strength B: +24

Psionics: As Magical Spells, but starts the game with no powers.

Stretching: Max stretch is 168" in one direction, a square 84" on each side, or a cube 42" on each side. Can increase max ground movement +84". Normal use of stretching is movement only. Stretching defense is automatic and PR = 1 per use.

Transformation (Shapeshift): Any humanoid form of mass ranging from one-half to twice his normal mass. His actual weight does not change. He cannot mimic additional limbs, but can do simple protrusions like horns, spines or similar. One action to change, PR = 1 per hour.

The Exclamation is a mutant who naturally fell into sales and marketing. He was working for A.L. Modeling when Morningstar found him.

Booster

S 33, E 23, I 13, A 10, C 14, 220 lbs., Level 3

Basic Hits 5, Carry Cap. 4206, Basic HTH 2d8, Hit Modifiers (2.6)(2.6)(1.1)(1.0) = 7.436, Hit Points 37, Power 79, Move 66" ground, Healing Rate 3.0, Damage Modifier 0, Accuracy 0

Heightened Endurance B: +14

Heightened Strength B: +22

Natural Weaponry (Energy Touch): He can energize his hands and feet, giving him +2 "to hit" and +4 damage. He must consciously activate the power (movement only), and it is very obvious when activated. When his energy touch power is activated, his hands and feet become SR5.

Flame Power A: When his energy touch power has been activated, he can expel flame-like jets of energy from his hands. 8" range, 2d8 damage, PR = 5 per attack.

Training: +2 "to hit" with unarmed HTH

Booster is a bully. Hired muscle for the best employer. He has a sense of loyalty, though, and will stick with a good employer for a long time. He will not betray an employer who does not betray him. He rarely uses his flame jet power, much preferring to beat his foes with his bare hands.

He is not a mutant, but the source of his powers is unknown. They emerged some time after his release from prison. He was working as a security guard for Morningstar Financial Ltd. He tried to prevent Richter 13² from kidnaping Amanda Long. While he was completely useless, Long remembered him and recruited him later for her special villain strike team.

² See *The Might Be Characters Volume 2*

Shattersonic

S 15, E 16, I 15, A 10, C 17, 160 lbs., Level 7

Basic Hits 4, Carry Cap. 398, Basic HTH 1d6, Hit Modifiers (1.4)(1.8)(1.2)(1.0) = 3.024, Hit Points 12, Power 56, Move 41" ground, 1056" flying, Healing Rate 1.6, Damage Modifier +1, Accuracy 0

Flight: 240mph, PR = 1 per hour. Her flight has a distinctive sound much like a jet turbine.

Vibratory Powers: Attack does 2d8 to 20" at PR = 5. Special Attack has 30% chance to destroy devices and equipment. Defense requires one action to set-up, with no PR or action cost thereafter. PR = 2 to move through solid matter. Her powers have a distinctive sound much like a jet turbine.

Body Power (Altered Body Parts): The damage from each attack that hits her is reduced by 3 points. Any remaining damage is applied normally. She requires only two hours of sleep each night, and her food and oxygen requirements are 1/10 those of a normal human. The special effects of special attacks are reduced by ½.

Training: +1 damage with Vibratory Powers

Nicole Traylor, aka Shattersonic was a military aircraft mechanic until a freak accident with an experimental turbine altered her body and she absorbed some of the power of the jet turbine.

While she was recovering from the injuries suffered in the accident, she was secretly approached by an agent of Amanda Long. Long was looking for a bodyguard and felt Traylor would be perfect. Uncertain if the Air Force would retain her commission or treat her like a guinea pig, she went AWOL and now works for Long. When Long gained powers and started a powered villain group, Shattersonic fell in naturally as her second-in-command.

Shattersonic uses her mobility and vibratory powers to keep her distance from foes and avoid harm. She flies low, using cover and occasionally moving through things for cover. She blasts away, sniping from behind cover. Because her powers are so loud and distinctive, stealth is not an option; she is a slugger.

Smash

Smash is a loosely organized group of criminals that pool their resources for mutual gain. Resources include money, equipment and whatever else. They will often form temporary alliances and teams. They can usually be relied upon to break each other out of jail when they are captured.

Members include: Steel Rogue, Superconductor, Impact, Titan, Tornado, Candra and Typhoon.

Steel Rogue

S 12, E 16, I 9, A 14, C 14, 160 lbs., Level 5

Basic Hits 4, Carry Cap. 266, Basic HTH 1d6, Hit Modifiers (1.2)(1.8)(1.0)(1.3) = 2.808, Hit Points 11, Power 51, Move 42" ground, Healing Rate 2.0, Damage Modifier +1, Accuracy +1

Body Power (Shock Treatment): By touch, she can deliver an electrical shock to others. The shock does 1d12 damage, PR = 3, and has a 32% chance to short electrical and mechanical systems. It is considered a Lightning Control carrier attack on her normal HTH attack. Because it is an electrical attack, it can be conducted through some substances like steel or water which increases the effective "range" of her touch.

Flight: 192mph, PR = 1 per hour.

Invulnerability (Type B): She has steel hard skin and superhuman resistance that lets her ignore 6 points of damage from each physical or energy attack. This does not ablate over the turn. Against fall damage, treat her as having 18 points of Invulnerability.

Transformation (Shapeshifter): Steel Rogue can assume the form and likeness of any humanoid approximately the same size. This can include new appendages, and is useful for disguise. If she tries to impersonate a specific person, those who meet her are allowed a save v. Intelligence on percentile dice whenever she does something that might give her away. It takes one action to change, but no Power cost.

Training: +1 "to hit" with unarmed HTH.

Steel Rogue is a mutant who discovered her powers in her late teens. She immediately saw the criminal potential available to her. She is 5'9" tall, with brown hair and brown eyes. She is from Texas and very proud of that fact. She speaks with a definite Texas twang and is a bit prejudicial feeling that Texas is big and important enough to be a country by itself. She has a strong Catholic faith despite her criminal and vandalistic antics.

She won't kill. Steel Rogue is a thrill seeker. In her opinion, what greater thrill is there than committing crimes which risk a super battle or capture. She has not yet been captured, but has assisted in three rescues of other Smash members.

Superconductor

S 15, E 38, I 32, A 9, C 17, 200 lbs., Level 5

Basic Hits 4, Carry Cap. , Basic HTH 1d10, Hit Modifiers (1.4)(4.6)(1.7)(1.0) = 10.948, Hit Points 44, Power 94, Move 92" ground, Healing Rate 4.4, Damage Modifier +3, Accuracy +0

Heightened Endurance B: +23

Heightened Expertise: Natural talent and countless hours of practice have granted him +4 "to hit" with his Lightning Control and Ice Powers.

Heightened Intelligence A: +18

Ice Powers: Ice ram and ice generation powers only, plus defense is automatic (and unobvious) but only applies to Flame Power attacks. 11", 1d12, PR = 4 per attack, or 1" movement to create 1 cubic foot of ice. PR = 1 per turn to maintain existing ice objects within range.

Lightning Control: Lightning bolt only, plus defense is automatic (and unobvious) but only applies to Lightning Control and Magnetic Powers. 76" range, 2d8, PR = 4.

Speed Bonus: +30" ground movement

Water Breathing A: He can breath water as well as air, PR = 1 per hour underwater.

Weakness (Physical Handicap): Lightning Control and Ice Powers are limited as noted above.

Jack Dutton was a criminal even in college. He did drug dealing, money lending, stolen goods and grade fixing. He did it for the kicks. Then he brokered an object which had been stolen from a villain. Needless to say, the villain sought revenge and beat the tar out of Jack after recovering his equipment. During the process, Jack was subjected to a strange combination of drugs and weird energy. He was in the hospital for weeks, but when he recovered, he discovered superhuman powers and became a villain. Just for kicks.

Superconductor can generate ice or throw lightning bolts. He is resistant to certain forms of energy, notably fire, electricity and magnetism. He is a thinker and schemer, but lacks ambition, instead preferring to hire or ally himself with other villains.

Titan

S 30, E 24, I 10, A 12, C 15, 220 lbs., Level 1

Basic Hits 5, Carry Cap. 3234, Basic HTH 1d12, Hit Modifiers (2.4)(3.0)(1.0)(1.3) = 9.36, Hit Points 47, Power 76, Move 66" ground, Healing Rate 3.5, Damage Modifier +1, Accuracy +1

Heightened Endurance B: +13

Heightened Strength B: +18

Light Control: Photon burst to 24", 2d8, PR = 1; blinding flash is 24" radius, PR = 1; defense requires one action and is PR = 1 per turn; mundane uses are movement only.

He was a talented amateur boxer and basketball player before he gained his superhuman powers (and he raced motocross for years as a hobby). He is married and wanted to have children before he gained his powers, but now he fears how his powers might affect them. His wife knows he has his powers, and supports his drive to use them to make himself and his family rich. He lacks imagination and unless recruited as part of a team, he will likely be caught quickly and spend a long time in jail.

Impact

S 15, E 11, I 14, A 18, C 12, 180 lbs., Level 3

Basic Hits 4, Carry Cap. 403, Basic HTH 1d6, Hit Modifiers (1.4)(1.0)(1.1)(1.9) = 2.926, Hit Points 12, Power 57, Move 43" ground, Healing Rate 1.0, Damage Modifier +2, Accuracy +3

Power Blast (×2): He can emit a sapphire blue beam from his eyes to 26" range which does 3d10 damage at PR = 1. One action per turn to set up defense.

Regeneration: He cannot regenerate damage caused by manipulation of his life force energy. This includes Death Touch, Devitalization Ray and possibly other powers.

Training: +1 "to hit" with unarmed HTH.

Training: Though countless hours of practice, he has learned to bounce his eye beams off of sturdy, relatively smooth objects. It requires a special attack to do so, but this method lets him attack by surprise, around corners, and perform other trick shots.

Impact is Canadian. He gained his powers in a chemical accident. He used to work for an unscrupulous local politician before a visit to the local college chemistry lab changed his life forever. He is fluent in French and English, and supports the Quebec Separatist movement.

Candra

S 13, E 48, I 13, A 15, C 15, 130 lbs., Level 3

Basic Hits 3, Carry Cap. 454, Basic HTH 1d6, Hit Modifiers (1.2)(6.2)(1.1)(1.6) = 13.0944, Hit Points 39, Power 89, Move 76" ground, Healing Rate 4.5, Damage Modifier +1, Accuracy +2

Body Power (Fast Recovery): By spending one action per turn, she can automatically recover 5 points of Power. If she is unconscious or incapacitated, she automatically recovers once per turn.

Force Field: She can mentally project a transparent, luminous crimson energy which she can manipulate to form tangible barriers such as walls, shields and simple geometric shapes. The energy form does not permit gas to pass through. She can also use this energy to batter her foes with punishing force. Maximum range is 96", 1d6 damage, PR = 1 per attack. As defense, requires one action to create a force field object, movement only to reshape or move. See the *V&V 2d ed.* rulebook for additional information.

Heightened Endurance B (×2): +42

Equipment: Her cloak was purchased from Intercrime and is composed of an ultra-tech material. The material is flame resistant (-4 to be hit by Flame Power attacks) and armored to provide 5 points of Invulnerability. It is SR8 and two cubic feet in volume.

Training: +1 damage with Force Field attack

Candra comes from a large, old-money family. Her formative years were spent as a socialite in South Carolina. During college, she traveled the world, visiting Western Europe, Egypt and India. Her mutant powers manifested violently in her late-20s when the passenger plane she was on crashed in India. While her powers protected her from injury, the entire incident strained her mind and she has become extremely selfish and self-serving. She revels in her power, and wants the world to fear her.

She has toyed with the idea of joining R/Evolution, but knows deep down that she would have a violent conflict with Scanner's own aspirations to godhood. Candra effects an arrogant, brooding demeanor to intimidate friend and foe alike.

Typhoon

S 14, E 39, I 20, A 16, C 160, 140 lbs., Level 10

Basic Hits 3, Carry Cap. 472, Basic HTH 1d6, Hit Modifiers (1.2)(5.0)(1.3)(1.6) = 12.48, Hit Points 37, Power 89, Move 69" ground, Healing Rate 3.6, Damage Modifier +2, Accuracy +2

Body Power (Lightning Bolts): She can project lightning bolts from her hands. These attack as Lightning Control, with 78" range, 1d12+2 damage, PR = 2.

Heightened Endurance B: +22

Flight: By commanding the winds to carry her aloft, she can reach astonishing speeds of up to

560mph. PR = 1 per hour.

Weather Control: Target number and PR costs are both reduced by 3 as noted in the rulebook. She can use any weather, but has a preference for tornadoes and thunderstorms. She enjoys summoning fog to blind and confuse ground based targets while she remains in the air and pummels them with lightning bolts.

Training: +1 to damage with her Lightning Bolts (already included in the damage value above).

Training: Her years of experience let her use miniature tornados to snare and transport targets around (like a crude form of Telekinesis). The tornado attacks as Vibratory Powers, requires a special attack "to hit", and does no damage when used to snare. However, the snared victim is spun about violently, and unless he has special defenses, he will become stunned at the beginning of the next turn. It costs PR = 2 to make a snaring attack, and PR = 1 per turn to maintain. The ensnared victim can break free by making a successful attack against Vibratory Powers defense and causing at least three points of damage with any attack. Stunned victims cannot take offensive action until they make an Endurance roll on d% on any action. They risk becoming stunned again on Typhoon's first phase of the following turn.

Typhoon is an avatar of an ancient weather goddess and she has a very bad attitude. She considers herself the ruler of the air and will mercilessly blast away at other flyers to prove the point. She has become adept at using tornadoes to ensnare and spirit away her victims.

Typhoon joined Smash mostly to lord her power over others. She views herself as something of a ruler or mentor to the others, and because of her power and experience many of them do look up to her and tolerate her personality.

Tornado

S 11 / 32, E 15, I 31, A 16, C 8, 140 lbs., Level 1

Basic Hits 3, Carry Cap. 198 / 2399, Basic HTH 1d4 / 1d12, Hit Modifiers (1.0 / 2.4)(1.4)(1.7)(1.6) = 3.808 / 9.1392, Hit Points 11 / 27, Power , Move ground, Healing Rate, Damage Modifier, Accuracy

Heightened Intelligence B: +22

Mutant Power (Hyper-Invention): Tornado has a supernormal ability to conceive, design and build technological inventions. This also includes an enhanced general creativity and problem solving ability. She has triple the normal inventing points and her chances to succeed at an inventing roll are improved to 4× Intelligence.

Armor B: Modified F.I.S.T. battlesuit (see F.I.S.T.), has 100 charges, ADR 80

- **Heightened Strength B:** +21
- **Power Blast:** 16" range, 1d20 damage, uses 1 charge per shot
- **Life Support:** 1 charge per hour or per use as defense. A force shield automatically closes over her face and head in hostile environments.
- **Flight:** 240mph, 1 charge per hour

19-year old Amanda Takegashi grew up in Japan. She is the daughter of a Japanese businessman and American engineer. As a teenager, they moved to Silicon Valley in the USA. She displayed a talent for science and engineering as a child, and was encouraged by her mother. Somewhat jealous, her father encouraged her to study finances and by the time they moved she was investing quite well on the stock market. Today, her personal financial portfolio is quite large, despite spending an enormous amount building her suit. She built the suit, inspired by "robin hood" like criminal F.I.S.T. Because she is wealthy, she feels a responsibility to give to those less fortunate. (She donates 5% to 10% of her annual income to charity.) Her crimes consist of stealing money, jewelry and other tangible assets from the wealthy. She will sometimes simply vandalize or destroy property of the unscrupulously wealthy (many high tech magnates recognize her M.O. from first hand experience). Her goal is property damage and not personal injury. She will avoid conflict. She keeps her personal inventions to herself, convinced others would only use them to further abuse the poor. She loves to fly, and rarely ever lands.

Appendix A: Champions Conversions

Danger Girl

STR 19, DEX 30, CON 26, BODY 9, INT 15, EGO 17, PRE 17, COM 18, PD 15, ED 15, SPD 6, REC 9, END 52, STUN 40

Chi-Training: 1/4 rPD, 1/4 rED Damage Reduction

Martial Arts Training: Karate, Kung Fu, Boxing, +7 DC; +3 OCV Martial Arts; **Combat Monster:** +5 levels OCV; +1 OCV Pistols; Combat Sense; +2 Levels DCV; Double-Jointed; Eidetic Memory; Cramming; Light Sleep; Resistance +2; KS: Karate, 12-; KS: Kung Fu, 12-; KS: Boxing, 12-; Paramedic, 12-; Stealth, 15-; Fam.: Computer Programming, 8-; Security Systems, 12-; Climbing, 15-; PS: Student, 12-; Acting, 12-; Disguise, 13-; Electronics, 11-; Weaponsmith; WF: Common Melee Weapons, Small Arms; VF: All ground vehicles

Feint

STR 17, DEX 18, CON 19, BODY 9, INT 17, EGO 16, PRE 22, COM 14, PD 12, ED 16, SPD 5, REC 7, END 38, STUN 30

Power Blast: Energy Blast, 12d6, 1/2 END; Missile Deflection, all, +3 OCV, adjacent; **Superspeed:** +13" running; **Regeneration:** 1 Body / turn

+1 OCV HTH; +3 OCV Power Blast; PS: Seaman, 11-

Toaster

STR 16, DEX 18, CON 17, BODY 10, INT 10, EGO 13, PRE 13, COM 12, PD 3, ED 3, SPD 5, REC 6, END 34, STUN 30

Flame Power: EC - Flame Power; a) **Flame Jet** 7d6 EB; b) **Corona of Flame** Force Field +10 rPD, +15 rED; c) **Rocket Flight** 9" flight, 0 END; **Nova Flame Blast** +4d6 EB, reduced by range, 0 END.

Thumper

STR 17, DEX 18, CON 19, BODY 10, INT 10, EGO 13, PRE 14, COM 14, PD 12, ED 16, SPD 4, REC 7, END 40, STUN 30

Thumper: Energy Blast, 11d6, Indirect (+1/2), 1/2 END, Gestures (-1/4), Reduced by Range (-1/4)

Resistance +3

Morningstar

STR 13, DEX 18, CON 27, BODY 9, INT 18, EGO 15, PRE 20, COM 20, PD 15, ED 15, SPD 4, REC 8, END 54, STUN 40

Regeneration: 2 BODY / turn; **Psionic Bolt:** Ego Attack 4d6

PS: Corporate CEO, 14-; KS: Financial Markets, 14-; Conversation, 13-; Seduction 11-; Computer Programming, 8-; VF: Automobiles, Skis; Combat Driving, 13-; WF: Pistols; Deduction, 13-; AK: Paris, 11-; AK: London, 11-; AK: New York City, 11-; AK: Los Angeles, 11-; Traveler; Well-Connected; Contacts (lots); Eidetic Memory; Immunity (Alcohol)

Booster

STR 36, DEX 15, CON 26, BODY 11, INT 13, EGO 14, PRE 18, COM 8, PD 20, ED 12, SPD 4, REC 12, END 52, STUN 42

Flame Touch: +1 OCV HTH, +4d6 Hand Attack, 0 END; **Flame-bolt:** 10d6 EB, 1/2 END; Missile Deflection v. All, +3 OCV, Adjacent

+1 OCV HTH; +1 level all Combat.

Titan

STR 35, DEX 18, CON 25, BODY 11, INT 10, EGO 15, PRE 15, COM 12, PD 20, ED 18, SPD 4, REC 12, END 50, STUN 50

Sheer Durability: 1/4 rPD, 1/4 rED Damage Reduction; **Light Control:** EC – Light Control; a) **Photon Blast:** EB, 9d6, 1/2 END; b) **Photon Burst:** Flash, 3d6 v. normal sight, 3" non-selective radius, 1/2 END; c) **Illumination:** CE, variable light levels, 8" r., 1/2 END; **Halo of Blinding Light:** +2 DCV

PS: Boxing, 11-; Boxing Martial Arts, +1 DC; PS: Motocross Rider, 8-; Combat Driving, 13-; VF: Cars, Motorcycles; PS: Basketball, 12-

Impact

STR 20, DEX 24, CON 19, BODY 10, INT 14, EGO 12, PRE 12, COM 12, PD 15, ED 18, SPD 5, REC 8, END 40, STUN 30

Power Blast: Energy Blast, 17d6, ½ END; Missile Deflection, all, +5 OCV, adjacent;
Regeneration: 1 Body / turn

+1 OCV Power Blast; +1 level all Combat; PS: Terrorist, 8-; SC: Chemistry, 12-; PS: Chemist, 11-

Julie Everest

STR 19, DEX 27, CON 28, BODY 9, INT 22, EGO 14, PRE 18, COM 16, PD 15, ED 15, SPD 6, REC 10, END 60, STUN 40

Force of Conviction: 1/4 rPD, 1/4 rED Damage Reduction

Martial Arts Training: Karate, Boxing, +7 DC; +3 OCV Martial Arts; **Combat Monster:** +5 levels all combat; +1 OCV Pistols; Eidetic Memory; Cramming; Light Sleep; Resistance +2; KS: Karate, 13-; KS: Boxing, 13-; Paramedic, 13-; Stealth, 15-; Fam.: Computer Programming, 11-; Security Systems, 13-; Climbing, 15-; PS: Student, 13-; Acting, 13-; Disguise, 13-; Electronics, 12-; Weaponsmith; WF: Common Melee Weapons, Small Arms; VF: All ground vehicles; Seduction 14-; Conversation 14-