

# **They Might Be Characters**

## **Volume 5**

### **Intercrime**

**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.

# Intercrime

- Organization Background
- Organization Goals and Methods
- Agents
- Weapons
- Vehicles
- Supervillains

## Agents

### Technicians

Technicians is a broad term meaning anyone whose primary function does not involve combat. This includes leaders, financial wizards, computer geeks, vehicle mechanics, etc. Many of these people have some college education and were recruited because they are amoral or could otherwise be lured by the money and power of Intercrime.

### Ground Agent

These are the Normal Thugs of Intercrime. They make up the bulk of the operatives. Few come to Intercrime with useful skills, so they receive basic weapons and combat training in addition to job training in other skills such as mechanic, electrician or janitor. Agents who show promise may be promoted.

Typical characteristics are 9 to 11, except Strength which is 12 to 14. Typical level 1 to 4.  
Typical Equipment: Bulletproof vest, knife, energy rifle or submachine gun

### Close Combat Specialist

These are Agents who either arrive at Intercrime with martial arts training or who distinguish themselves somehow. They are sent to a special school where they receive extensive training in close combat, both armed and unarmed. This group comprises the most honorable and most depraved of Intercrime agents.

Typical characteristics are 12 to 14. Typical level 1 to 6. Special training grants +2 “to hit” with all HTH (not ranged) attacks, +1d6 damage with unarmed combat.

Typical Equipment: Bulletproof vest, HTH weapon of choice, energy pistol or energy rifle

### Agent Commander

Agent Commanders have distinguished themselves in service to Intercrime and have real leadership skills. Their leadership need not be combat oriented. They receive operations training and additional combat training. In theory, Agent Commanders have authority over all other agent types, including Powered and Assault Infantry, except Assassins.

Typical characteristics are 12 to 14. Typical level 3 to 8.

Typical Equipment: Light body armor, energy rifle, knife or baton

## Assassins

Those grunts who show a lot of promise may be promoted to Assassins. Assassins receive extensive training in martial arts and stealth. They are taught to use subtlety and infiltration to achieve their goals. Combat is to be avoided. In combat Assassins use cover extensively. Assassins may dress in “typical” ninja garb when on a mission.

Typical characteristics are 12 to 14. Typical level 3 to 8. Martial Arts training grants +2 “to hit” and +1d6 damage with all HTH combat (armed or unarmed), and -2 to be hit by any attack while conscious and mobile.

Typical Equipment: Bulletproof vest, HTH weapon of choice, throwing stars, energy pistol.

## Elite Assassins

Assassins who consistently prove themselves over the course of several missions may receive additional training and a promotion to Elite Assassin. They are proficient in all forms of combat, and any object becomes lethal in their hands. Unlike normal Assassins who have a “uniform”, Elite Assassins may design a unique costume. When encountered, Elite Assassins usually lead groups of Assassins. Elite Assassins are very rare and are more like supervillains than mere agents and should be treated as such.

Typical characteristics are 15 to 17. Typical level 6 and higher. Martial Arts training grants +2 “to hit” and +1d6 damage with all HTH combat (armed or unarmed), and -2 to be hit by any attack while conscious and mobile. They also have Heightened Expertise (all attacks), Heightened Attack (all attacks) and Heightened Senses (2× normal Detection rolls). Typical Equipment: Bulletproof vest, HTH weapon of choice, throwing stars, energy pistol.



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# Powered Infantry



Where the Assassins are stealthy, the Powered Infantry are aggressive. They know they have top of the line equipment and they won't shirk from any fight. Powered Infantry rarely use cover, although they are well trained in group tactics and will keep a short distance between themselves and create distractions to ambush or flank targets.

Intercrime has always had Power Infantry agents for those times when they expect to encounter powered opposition. Over the years, the armor has dramatically improved and today the typical Power Infantry armor quadruples the wearer's effective strength, renders him virtually immune to small arms fire, enables him to fly at 50mph for one hour, has a computer connected to HUD and targeting system, self-contained breathing for one hour, low-light and polarized vision, and a blaster unit mounted in each arm. The armor is phenomenally expensive, so only a few hundred units are use world-wide. Power Infantry are usually deployed in squad units of three. Large bases will have more than one squad, while small bases will have to borrow squads from larger bases. The powered villain Kammer has been permanently assigned two squads (six agents) as his strike team.

Three distinct generations of the armor have been developed.

Powered Infantry First Generation (1982 - 1992) armor is nicknamed "Piecworks" because it was assembled from interlocking pieces of equipment rather than a single unit of armor. This armor has been refined and is still in use today because it is relatively inexpensive and extremely useful. The helmet includes a radio with three mile range and polarized visor. Metal and Kevlar body armor forms the basis of this unit. Attached then is a power pack and back mounted jet thruster. The trooper always carries a weapon or two. Energy Rifles are common with Piecworks units because they have little recoil and unlimited ammunition (when connected to the power pack).

The Second Generation (1992 - 1997) is nicknamed "Intruder". While it has modular construction, it is essentially a single unit of combat armor. The plating and padding have been boosted as well as the communications equipment. The addition of an integral laser weapon was viewed as a significant improvement because it made the agent harder to disarm. A built in exo-skeleton doubles the wearer's strength. Finally, the armor has a helmet mounted digital radio with 3-mile range and HUD. The HUD includes a targeting system and voice-activated on-body computer with street maps and database of local powered vigilantes. Boot and back mounted micro-fans provide quiet flight, although they are relatively slow at only 40mph.

Nicknamed "Thunder" the Third Generation Powered Infantry armor became available in 1997 and

is the preferred unit today. It also has modular construction and is heavily padded and constructed of advanced metals and ceramics. It has a potent exo-skeleton to quadruple strength. . The armor mounts one blaster in each arm. Finally, the armor has a helmet mounted digital radio with 3-mile range and HUD. The HUD includes a targeting system and voice-activated on-body computer with street maps and database of local powered vigilantes. The helmet also includes an air filter for use against smoke and common gas attacks.

## **Powered Infantry**

Average level 1 to 6, average characteristics 12 to 14.

### **“Pieceworks”**

Invulnerability 8, Communicator, Jet Pack (65mph)

### **“Intruder”**

Invulnerability 11. Communicator. Micro-hover fan system in back and feet are quieter and have less exhaust than the chemical rocket systems but speed is only 50mph. Mounts a laser in the right arm, Light Control + 2 “to hit”, 30" range, 1d8 damage, unlimited shots. Treat filtrations system as Life Support defense against gas attacks (PR = 1 per use as defense, one hour limit). Double carrying capacity, up to 800 pounds.

### **“Thunder”**

Invulnerability 14. Communicator. Chemical rockets allow flight at 100mph. A blaster mounted in each arm is cheaper and more efficient than the laser used by the Intruder, HTH +5 “to hit”, 20" range, 1d12 damage, both can be fired at the same target simultaneously (treat as an Autofire attack). Quadruple carrying capacity, up to 1600 lbs. The computerized systems give +2 to initiative.



# Assault Infantry

Sometimes even the vaunted Power Infantry aren't enough. For those times, Intercrime has developed the Assault Infantry. Intercrime has only a few dozen of these units worldwide, and each has been custom fitted to a proven and accomplished agent. The Assault Infantry armor is a battlesuit standing 8.5' tall and weighing 1200 lbs. The armor will repel anti-tank weaponry. It has a highly advanced communications suite including cellular, PCS, and satellite uplink. The sensor suite includes a HUD, targeting computer, short range radar, infrared, thermograph and low-light imaging. The sensor enables normal audio input, but the four hour full NBC life support system blocks out any olfactory input. The suit contains artificial muscles which enable the wearer to lift/press 2 tons with the mechanical arms.



Built in weapons include a light machine gun in each arm and a micro-missile launcher in the shoulder. Spotlights and blasters in the chest complete the armament. Frequently a hand-held grenade launcher or heavy machine gun will be added. Assault Infantry are big and loud. They are usually deployed one at a time, but always supported by Ground Agents or Powered Infantry.

## Assault Infantry nicknamed “Terminator”

Only proven Powered Infantry agents get promoted to Assault Infantry, thus they are experience level 4 +, with average characteristics 15 to 17.

### “Terminator”

Carrying Capacity is 4000 lbs., Life Support Device, Invulnerability 15 over ADR 100. Communicator. Targeting computer gives +1 “to hit” with all ranged attacks. Exo-skeleton also adds Speed Bonus +100". Mounts a LMG in each arm, HTH + 4 “to hit”, 1d10, 330", single shot or three round burst, 120 rounds each arm. The computerized systems give +5 to initiative. Chest blasters attack as Power Blast, 22" range, 1d12 damage, both can be fired at the same target simultaneously (treat as an Autofire attack). Basic explosive missiles have a range of 400", attack as HTH + 4 “to hit”, and do 2d10 + 1 damage to the impacted target plus another 1d12 damage in a 2" radius (the target can suffer both the impact and explosion damage, but make separate “to hit” rolls). Specialty missiles include smoke (4" radius Darkness Control, lasts 5 minutes), fire retardant foam, and armor piercing high-velocity (1000" range, 4d10 + 1 damage to target [see special rules on Armor Piercing in Appendix A], attack as HTH + 4 “to hit”).

# Weapons

*A note about ammunition:* It is a convention of four-color comics and space opera movies that all energy weapons have a “dramatically appropriate” ammunition supply. Essentially this means unlimited ammo until the GM or player decide it would be a good time for the power cell to run empty. Included in the weapon descriptions below is a number of shots per power cell. The GM should feel free to ignore this value and use the “dramatically appropriate” amount if desired.

## Intercrime Energy Rifle

Mark I (1982 - 1992): Attack as HTH + 3, 75" range, 1d8 damage, autofire. Internal power cell for 6 shots. Can attach to power armor for unlimited shots.

Mark II (1992 - 1997): Attack as HTH + 4, 100", 1d10 damage, autofire. Internal power cell for 12 shots. Can attach to power armor for unlimited shots.

Mark III (1997 and later): Attack as HTH + 4, 150" range, 1d12 damage, autofire. Internal power cell for 20 shots. Can attach to power armor for unlimited shots.

## Intercrime Power Blast Rifle

Mark I (1992 - 1997): Attack as Power Blast, 12" range, 1d12 damage. Internal power cell for 8 shots. Can attach to power armor for unlimited shots.

Mark II (1997 and later): Attack as Power Blast, 16", 2d8 damage. Internal power cell for 16 shots. Can attach to power armor for unlimited shots.

## Intercrime Disintegration Rifle

Mark I (1997 and later): Attack as Disintegration Ray, 12" range, 1d20 damage. Internal power cell for 6 shots. Can attach to power armor for unlimited shots. This weapon is very loud as the discharge sears the air. It fires a bright pulse of energy which disrupts atomic bonds. It is a favorite among those who favor flashy powerful weapons.

## Intercrime Machinegun

Fires 4-round bursts (already computed into values). Attacks as HTH + 8, 532" range, 1d12 - 3 damage. When carried by Assault Infantry, it has a 60-round drum, with a second 60-round drum carried by the agent. (Changing the drum is movement only.)

## Intercrime Autocannon

Another favorite among Assault Infantry, this 30mm rifle attacks as HTH + 4, 330" range, 1d12 + 1 damage. It has a 10-round clip, with two additional 10-round clips carried by the agent. The gun has an empty weight of 50 lbs., and a loaded weight of 60 lbs. Each clip weight 10 lbs. (Changing a clip is movement only.)

### **Intercrime Blast Cannon**

For those times when the Assault Infantry want to terrorize the neighborhood. Attacks as Power Blast, 20" range, 1d20 damage, 1" blast radius, 6 shot power cell. Can connect to armor power supply for unlimited shots.

### **Intercrime Energy Pistol**

Introduced 1989, this pistol is comfortable and easy to use. Attacks as HTH +4 "to hit", 1d8 damage, 30" range, 8 shots per rechargeable power cell. Can be hooked to power armor for unlimited shots or a special belt mounted battery cell for an addition 50 shots.

# Supervillains

Not all supervillains will join an organized villain team or work on their own. Some of them just join the local criminal organizations. In this capacity they will either lead syndicates of normals or they will provide extra muscle and firepower against the local superheroes.

# Bonebreaker

S 34, E 13, I 13, A 18, C 13, 140 lbs., level 8

Basic Hits 3, Carry Cap. 2842 lbs., Basic HTH 1d12, Hit Modifiers (2.6)(1.4)(1.1)(1.9) = 7.6076, Hit Points 23, Power 78, Move 65" ground, Healing Rate 0.9, Damage Modifier +2, Accuracy +3

**Heightened Strength B:** +17

**Natural Weaponry:** In addition to his mind-over-body talents, his studies of Ancient Chinese Secrets have useful mundane purposes like “busting heads” for +2 “to hit” and +4 damage with unarmed HTH.

- **Recuperative Trance:** By entering a meditative trance he can recover one point of Power per turn. He can take no other action except to Evade or move during that turn. By meditating for at least four hours during a day, he can double his Healing Rate for that day.

**Non-Corporeality:** The pinnacle of his mind-over-body skills let him control the nature of his corporeal body. He can make all or part of his body insubstantial as movement only. When in use, the desolid portions of his body retain their shape and proportions, but the color is faded as if bleached by the sun. PR = 4 per hour.

**Training:** +3 “to hit,” +1 damage with unarmed HTH

Bonebreaker unleashed his powers through years of intensive study in Ancient Chinese Secrets.

(Notes: Combined benefits are +8 “to hit” with unarmed HTH, +3 to hit with all other HTH, 1d12+7 damage with unarmed HTH.)

# Grayver

S 16, E 37, I 15, A 24, C 17, 170 lbs., level 5

Basic Hits 4, Carry Cap. 663, Basic HTH 1d8, Hit Modifiers (1.4)(4.6)(1.2)(2.5) = 19.32, Hit Points 77, Power 92, Move 77" ground, Healing Rate 4.4, Damage Modifier +4, Accuracy +4



**Adaptation:** This power operates normally, as modified by his Body Powers, below. PR = 1 per hour, or PR = 1 as defense.

**Body Power (Death Immunity):** Unless all his Basic Hits are reduced to zero through disintegration, he cannot be killed. If his Basic Hits are reduced to zero (or less) through any other means of attack, he will still heal once per day at his normal healing rate. He will be incapacitated until he has healed to his full normal Hit Points. After his Hit Points have reached their normal maximum, he can make wake-up rolls to regain consciousness, and his Regeneration power again begins to operate normally. He is immune to all disease and parasitic infection and does not age.

**Body Power (Regrowth):** He will regrow lost limbs, organs and tissues in two weeks or less. Obviously, because of his Death Immunity he can survive normally fatal organ loss (e.g. having his liver destroyed won't kill him).

**Heightened Agility B:** +15

**Heightened Endurance B:** +22

**Regeneration (×2):** He automatically regenerates each between-turns phase. He can also spend one action per turn regenerating as normal. He cannot regenerate disintegration or Death Touch damage.

**Physical Handicap:** His powers have always been rather creepy, and they have been especially visceral since he returned from the dead. Anyone witnessing his healing powers first hand must re-roll his reaction at -3.

**Prejudice:** Some people recognize that he used to be the hero Bodybag. In that case, heroes will wonder why he is acting like a villain, and true villains won't trust him.

**Invention:** An intense training program in unarmed combat gives him +2 "to hit" in HTH and his HTH opponents are -2 "to hit" him.

**Invention:** His costume has special properties which make him -4 to be hit by Disintegration Ray attacks.

**Equipment:** He still has the famous blaster rifle made for him by Cynthia Monroe. It is a Power Blast weapon that fires a green bolt of energy to A×2" and does 1d12 damage. It gets 8 shots per clip. He has three clips total and the recharging unit (which holds four clips; one clip was destroyed in the fight that "killed" him).

Sometimes not even death is enough to keep a hero down. Sometimes, however, being dead can radically change a hero's perspective.

Novastar (TMBCv2) really did a number on the hero Bodybag. The charred remains were given a

hero's burial and everyone moved on as best they could, even Bodybag's long time love Cynthia Monroe (*TMBCvI*) moved on with her life after a while.

But he wasn't dead. Not quite. Not really. Even death can't stop the incredible regenerative powers of this hero. But it had taken months for him to recover, buried underground. And it had changed his perspective. Clearly, being a hero wasn't enough. From now on, he would act like a villain and dismantle criminal organizations from the inside. It would mean he would have to fight the heroes. He might even have to fight his old friends. But the ends justified the means.

The hero Bodybag had been burned to a crisp. From his ashes rose the anti-hero Grayver.



# Kammer

S 24, E 15, I 12, A 16, C 14, 200 lbs., level 6

Basic Hits 4, Carry Cap. 1532, Basic HTH 1d10, Hit Modifiers (2.0)(1.8)(1.1)(1.6) = 6.336, Hit Points 25, Power 67, Move 55" ground, Healing Rate 1.6, Damage Modifier +4, Accuracy +2

**Heightened Strength A:** +15

**Willpower:** Type A

**Training:** +2 "to hit" with unarmed HTH, +2 "to hit" with automatic pistols

**Equipment:** Medium body armor, combat knife, automatic rifle with 2 extra clips and targeting sight, automatic pistol with 2 extra clips, headset radio (3 mile range, 3 encrypted channels, plus police band and CB), fragmentation grenades (3), smoke grenades (2)

Kammer is an experienced mercenary. He keeps his identity secret, but it is known he was evicted from the army of one of the Arab nations. While doing duty in central Africa, he was badly injured and spent a week nursing his injuries by an odd smelling stream, surviving by sheer force of will. Shortly thereafter, he returned to his unit possessed of superhuman strength. He decided that he could make even more money as a mercenary supervillain, and took on his new life as Kammer.

Shortly after arriving in Europe, he committed to a long term contract with the Italian branch of Intercrime. This takes him all over the world, but especially throughout the United States where he acts as a trouble-shooter. Normally, he acts against Asian gangs and police targets, but he has tangled with other supers on numerous occasions.

Kammer is often assigned to lead a squad of Powered Infantry, especially when facing powered opposition.

## *Hero System*

STR 30, DEX 21, CON 22, BODY 10, INT 12, EGO 16, PRE 18, COM 12, PD 12, ED 8, SPD 5, REC 10, END 44, STUN 40





**Equipment Pool:** Power Pool, 80 points, only change at base

Resistance +3; +3 levels Combat; +1 level HTH; +1 OCV pistols; Survival, 13-; KS: Africa, 13-; PS: Soldier of Fortune, 13-; Stealth, 14-; Tactics, 12-; TF: all ground vehicles; WF: small arms, grenades, rockets, common melee weapons;



## Valerian

S 14, E 11, I 18, A 12, C 15, 170 lbs., level 7

Basic Hits 4, Carry Cap. 327, Basic HTH 1d6, Hit Modifiers (1.2)(1.0)(1.3)(1.3) = 2.028, Hit Points 8, Power 55, Move 37" ground, Healing Rate 1.0, Damage Modifier +2, Accuracy +1

**Light Control:** Laser beam 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.

**Telepathy:** 180" radius; thought scan is PR = 1 and requires one action; mental switchboard for 18 minds, one action to activate, PR = 1 per turn; telepathic tracking is PR = 1 per hour per person tracked; maximum probe strength is 123.

**Invention:** Her bracers generate a personal force field which gives her Force Field defense for four turns per use. Each bracer has four uses per recharge. It requires eight hours of household electricity (and a special adapter) to recover one use.

Valerian is an Italian woman who was studying to be a secondary school teacher and doing modeling in her spare time. An unscrupulous business partner sold her some tainted recreational chemicals and her powers emerged and her personality took a turn for the worse. She was recruited by Intercrime to educate young supervillains. She has a love for secrets and luxury living and is willing to use her telepathy to steal inside business secrets.

She prefers to use stealth and subterfuge to achieve her goals, but if forced into combat, she will activate her glare defense, then alternate between blinding attacks and lasers.

### *Hero System*

STR 17, DEX 18, CON 18, BODY 10, INT 18, EGO 15, PRE 18, COM 20, PD 6, ED 8, SPD 4, REC 7, END 40, STUN 30

**Light Control:** Multipower, 50 points; u) 10d6 EB, ½ END "laser"; u) 5d6 Flash v. normal sight, ½ END; u) 2d6 Flash v. normal sight, radius, extended radius +2, ½ END; Change Environment, variable light, 8" radius, 0 END; +2 DCV "glare defense", not v. attackers with Flash Defense v.

sight; **Telepathy:** Telepathy, 10d6, ½ END; Mindlink, ×18, same city; Mind Scan, 10d6; **Force Field**  
**Bracers:** Force Field +10 rPD, +10 rED, [8c] of one minute each

Seduction, 13-; Oratory, 11-; PS: Supermodel, 8-; PS: Teacher, 11-; +3 levels all combat

# Gigaton

S 25, E 19, I 17, A 19, C 13, 200 lbs., level 6

Basic Hits 4, Carry Cap. 1753, Basic HTH 1d10, Hit Modifiers (2.0)(2.2)(1.2)(1.9) = 10.032, Hit Points 40, Power 80, Move 63" ground, Healing Rate 2.0, Damage Modifier +3, Accuracy +3

## Animal/Plant Powers (One-Celled Organism):

- **Heightened Agility A:** +3
- **Heightened Endurance A:** +8
- **Heightened Strength A:** +15

**Size Change (Larger):** Variable size change up to 7 times his normal height at PR = 3 per hour.

**Training:** +1 "to hit" unarmed HTH

**Invention:** Intercrime has made sure that Gigaton has received training in the "giant-

form" combat technique developed by the Canadian hero Gargantua<sup>1</sup>. This combat style is designed to exploit the unique characteristics of a giant-form, granting +1 "to hit" in unarmed HTH per extra increment of height. Thus, Gigaton is +1 "to hit" at 12' tall (double height), +2 "to hit" at 18' tall (triple height), all the way up to +6 "to hit" HTH at his maximum height of 42' 7" tall. (This is useful mostly to offset the Accuracy penalties that accrue as he gets bigger.)



Height	Weight	Basic Hits	Agility	Carrying Capacity	Hit Point Modifier	Hit Points	Power	Basic HTH	Damage Modifier	Accuracy	Ground Move
6'1"	200	4	19	1,753	10.032	40	80	1d10	+3	+3 (+3)	63
12'2"	1,600	32	13	14,024	6.864	220	74	2d10	+2	+1 (+2)	134
18'3"	5,400	108	9	47,331	5.28	570	70	4d10	+1	+0 (+2)	159
24'4"	12,800	256	7	112,192	3.696	946	68	5d10	+1	-2 (+1)	204
30'5"	25,500	500	5	219,125	2.112	1056	66	6d10	0	-4 (+0)	245
36'6"	43,200	864	3	378,648	2.112	1825	64	7d10	0	-4 (+1)	282
42'7"	68,600	1372	1	601,279	0.528	724	62	8d10	-1	-6 (+0)	315

Gigaton is a mutant who turned to a life of crime. Intercrime pays him more money than he ever thought existed. His favorite height for real combat is 18' (with his training, his combined Accuracy is +3), but he also loves the sheer intimidation factor of being nearly 43' tall and won't hesitate to grow larger when he needs the extra power.

<sup>1</sup> Gargantua appears in *TMBCv1*.

# Warchester

S 14, E 11, I 17, A 16, C 10, 160 lbs., level 7

Basic Hits 4, Carry Cap. 308, Basic HTH 1d6, Hit Modifiers (1.2)(1.0)(1.2)(1.6) = 2.304, Hit Points 9, Power 56, Move 39" ground, Healing Rate 1.0, Damage Modifier +2, Accuracy +2



**Heightened Senses Device:** His helmet has special filters which let him see and hear normally underwater. The sensors also add +8% to his Detection rolls and include a AM / FM / CB radio and cellular telephone. The helmet also has a digital clock.

**Special Weapon Device:** His suit and wrist units contain energy weapons which let him emit Light Control or Vibratory Power attacks to a range of 32" for 2d8 damage. The equipment has 30 charges. Each Light Control attack uses 1 charge, and each Vibratory Power attack uses 2 charges. Vibratory attacks have a 30% chance to destroy devices if he makes a special attack. He can generate non-damaging levels of light, illuminating a 10" radius at no cost in charges. The weapons do not offer a Light Control defense, but Vibratory Powers defense is available, at no cost in charges, by spending one action to turn it on. He cannot move through solid objects.

**Water Breathing Device:** His helmet contains a built-in one hour oxygen supply for use in hostile environments. It also has filters which can extract oxygen from water letting him breath underwater for up to six hours.

**Training:** +2 "to hit" with his Special Weapon.

**Equipment:** Warchester's costume is lightly armored, equivalent to a bulletproof vest (see Special Notes at the end of this document).

Warchester is an inventor who developed his equipment so he could become a supervillain. Warchester is both a supervillain and scientist for Intercrime.



# Psiren

S 16, E 16, I 14, A 9, C 17, 160 lbs., level 4

Basic Hits 4, Carry Cap. 398 lbs., Basic HTH 1d6, Hit Modifiers (1.4)(1.8)(1.1)(1.0) = 2.772, Hit Points 11, Power 55, Move 41" ground, Healing Rate 1.6, Damage Modifier 0, Accuracy 0

## **Body Power (Heightened Carrying Capacity):**

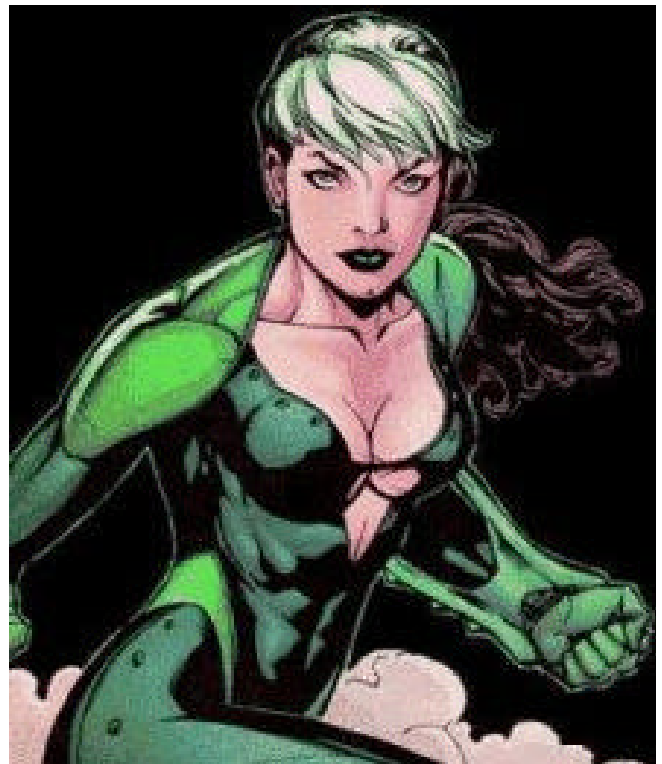
By channeling her psionic energy into feats of strength, her Strength is tripled for purposes of determining Carrying Capacity only. This is PR = 1 per turn, and costs movement only to activate. When activated, her Carrying Capacity becomes 8975 lbs., and her Basic HTH is increased to 2d10.

**Emotion Control:** Through concentration, she can cause any one victim to feel overwhelming apathy. The victim simply stops caring to the point that he won't even defend himself if attacked. PR = 8, 17" range.

**Gravity Control:** She can psionically manipulate gravity allowing her to increase or decrease a target's weight by a factor up to 16. See page 12 of the Revised V&V rules.

**Natural Weaponry:** She can create a "blade" of raw emotional energy from either hand. The weapon provides +3 "to hit", +6 damage in HTH combat and has a Paralysis Ray carrier attack (PR = 5) which disables the victim by overwhelming his mind with apathy and despair. It can also disrupt any Mind Control or Emotion Control the victim is currently suffering from (although being knocked unconscious may be a high price to pay). The blades are PR = 0 and cost movement only to activate. This is a psychic weapon that does not affect non-organic creatures or objects (e.g. it can be used to cut through wood doors, but not to carve up brick walls or steel robots)..

**Equipment:** Psiren's costume is lightly armored, providing her with protection equivalent to a bulletproof vest (see Special Notes at the end of this document).



Psiren is the direct result of experiments to create a superhuman. Intercrime scientists used experimental psychic technologies and techniques to unleash her natural potential.

# Aria, the Everliving

S 15, E 15, I 24, A 24, C 17, 160 lbs., level 5

Basic Hits 4, Carry Cap. 390, Basic HTH 1d6, Hit Modifiers (1.4)(1.8)(1.5)(2.5) = 9.45, Hit Points 38, Power 78, Move 54" ground, 990" flying, Healing Rate 1.6, Damage Modifier +5, Accuracy +4

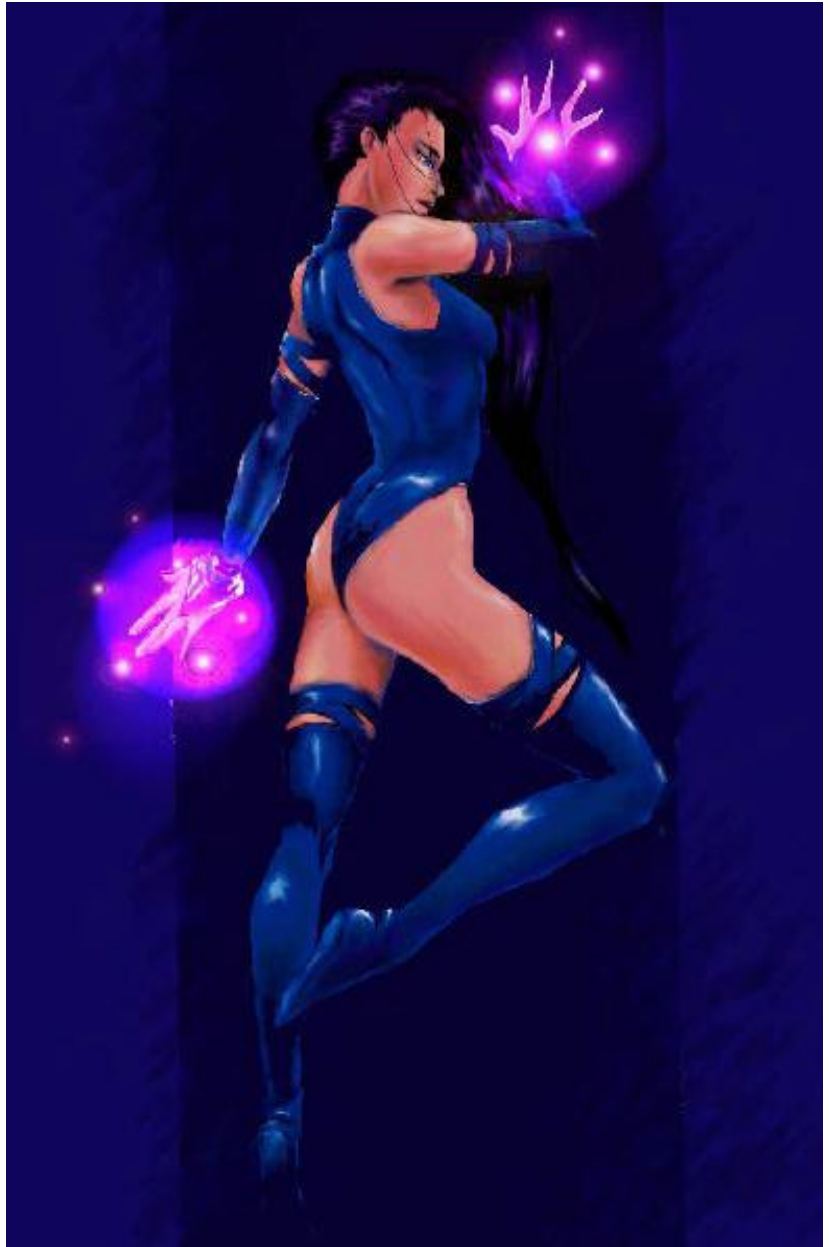
**Adaptation:** Aria is tough. This power never has any Power cost (even when used as a defense). She is totally immune to terrestrial disease and does not age. She requires only half as much sleep, food and water as a normal human.

**Heightened Agility A: +15**

**Heightened Intelligence A: +10**

**Mutant Power (Cosmic Energy Manipulation):** This power, similar to Magical Spells for game purposes, uses absorbed and ambient cosmic energy to perform various effects and feats rather than magical energy. The absorbed cosmic energy also enhances a number of her other attributes, as noted by her other powers. She starts play with one power and can develop new powers with Inventing Points.

- **Body Power (Heightened Carrying Capacity):** After observing this power in Psiren, Aria determined that it would be useful to her as well if she could channel her cosmic energy into feats of strength. Her Strength is tripled for purposes of determining Carrying Capacity only. This is PR = 2 per turn, and costs movement only to activate. When active, her Carrying Capacity is increased to 7410 lbs., and her Basic HTH becomes 2d8.
- **Body Power (Fast Recovery):** By spending one action per turn, she can recover 2 points



of Power (q.v. Regeneration). If unconscious or incapacitated she automatically recovers once per turn.

- **Body Power (Heat Vision):** Searing lasers from her eyes do 1d12 damage at a range of 48". The beams attack as Flame Power and are PR = 2.
- **Flight:** as the power of the same name, 225mph, PR = 1 per hour.
- **Telekinesis:** As the power of the same name. 750 lb. capacity, 120" range, 75" speed. PR = 1 per object controlled per turn. TK attack does 1d8 damage. Defense requires one action to activate, PR = 1 per attack repelled.
- **Teleportation:** as the power of the same name, maximum range about 7300 miles and PR = 5.
- **Vibratory Powers:** as the power of the same name. Vibratory blast does 2d8 damage, 48" range, PR = 5. Defense requires one action to activate, with no PR cost. Can move through solid objects, PR = 2 per turn.

**Regeneration:** Not against Disintegration or Death Touch attacks. If she is unconscious or incapacitated, she can either regenerate or recover (see Body Power), but not both in the same turn. If she is conscious, she can spend one action per turn using each power.

**Training:** +1 "to hit" with Telekinesis, +1 damage with Heat Vision

She is an extra-dimensional entity who claims to be several hundred years old (she refuses to discuss her actual age). She has a diverse background combining education and experience. Her backgrounds are Journalism / Broadcasting, Business / Sales, Law Enforcement, Legal, Accounting / Finance, and Religion / Mysticism.

Her goals seem to be to study the human criminal mind and the superhuman community. To meet these goals, she joined Intercrime over a decade ago and has worked herself into a trusted lieutenant position.

In her home dimension she was a political enforcer, accustomed to taking what she wanted by force and having her orders obeyed and immediately obeying those orders she was given. Her combat philosophy can be summarized as "if brute force doesn't work, then you're not using enough." Her first action will be to activate her Vibratory Powers defense. Once that is done, she cuts loose with her heat vision, periodically switching to telekinesis when dramatically appropriate or if her foe is resistant to her heat vision. She rarely uses her vibratory blasts, even against device wielding foes because she doesn't feel they are "flashy" enough. She prefers to reserve her teleportation and vibratory phasing abilities as a surprise for those times when she may need to make a retreat. If she takes damage, she *always* rolls with as much as possible. If she is sufficiently injured that she feels it prudent to recover or regenerate, her first action will be to evade, with subsequent actions being used for recuperation or opportunity fire.

She is from the same dimension as Taboo (TMBCv4), and they are implacable foes and rivals.

### *Hero System*



STR 20, DEX 27, CON 26, BODY 10, INT 24, EGO 17, PRE 20, COM 16, PD 8, ED 10, SPD 5, REC 10, END 60, STUN 45

**Adaptation:** Life Support (full); ½ rED Damage Reduction; **Regeneration:** Regeneration, 2 BODY / turn, not v. disintegration or Drain; **Cosmic Energy Manipulation:** STR +22, 2× END (-1/2); REC +8, must spend a phase recovering (-1/2); **Heat Vision,** RKA 5d6-1; **Flight,** 25", 8× NCM, 0 END; **Shapeshift,** any humanoid, 0 END; **Teleport,** 30", 128× NCM, 4× mass, 2× END; **Telekinesis:** Telekinesis, STR 25; Force Field +15 rPD, +10 rED; EB 9d6 v. PD; **Vibratory Powers:** EB 14d6 v. ED; Force Field +10 rPD, +15 rED; Desolidification, not v. vibration or disintegration.

+2 levels Combat; +2 OCV Heat Vision;

# Elastic Man

S 29, E 27, I 15, A 13, C 16, 170 lbs., level 7

Basic Hits 4, Carry Cap. 2303 lbs., Basic HTH 1d12, Hit Modifiers (2.2)(3.4)(1.2)(1.3) = 11.6688, Hit Points 47, Power 84, Move 69" ground, Healing Rate 1.6, Damage Modifier +5, Accuracy +4

**Heightened Endurance B:** +12

**Heightened Expertise:** +4 "to hit" with all attacks

**Heightened Senses:** Spatial awareness lets him "see" everything in a 360° radius. This power extends to a range of 5 inches from his any part of his body, but does not penetrate walls or other solid objects.

**Heightened Strength B:** +15

**Stretching**

# Shroud

S 15, E 14, I 13, A 15, C 14, 140 lbs., level 7

Basic Hits 3, Carry Cap. 334, Basic HTH 1d6, Hit Modifiers (1.4)(1.4)(1.1)(1.6) = 3.4496, Hit Points 10, Power 57, Move 44" ground, Healing Rate 0.9, Damage Modifier +1, Accuracy +2

## Darkness Control

**Invisibility:** PR = 1 per hour.

**Natural Weaponry:** Martial arts training gives him +1 "to hit" and +2 damage in unarmed HTH.

**Non-Corporeality:** PR = 4 per hour.

**Teleportation:** PR = 2. Maximum distance is 10× Power or 570".

**Equipment:** Shroud usually carries a 9mm automatic pistol, with integral laser sight, and one extra clip of ammo.

Shroud gained his powers as the result of a medical radiation accident. He was receiving radiation treatment for prostate cancer when a programming glitch caused the machine to bombard him with a million times the proper dosage. The result was a mutation in the cancer causing it to produce a virus which altered his entire body resulting in superhuman abilities.

His abilities all relate to control over shadow and shadow-stuff. He can plunge an area into inky darkness, transform himself into shadow to become insubstantial or instantly traverse distances. Finally, he can also meld into shadows and become invisible to the naked eye.

Shroud will often lead Assassin teams when they are conducting illegal entry operations or assassination attempts. He has assembled a team of four Assassins who are especially loyal to him. These Assassins are all 5<sup>th</sup> level and have experience working in and around Shroud's shadow stuff.



## Appendix A: 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.

These Accuracy 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](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
Machine Gun	+5	528"	1d12	40
Baton	+2	—	HTH + 1d4	—

Type	“To Hit”	Typical Range	Typical Damage	Ammo
Knife	+1	A	HTH + 1d2	–
Bow	+4	A × 3	HTH + 1	–
Shotgun	+4	27"	2d6	5
Throwing Star	+3	A	HTH + 1	–

**Armor Piercing Ammunition:** Does normal damage except against targets with Bulletproof vest, Invulnerability or Armor Defense Rating. AP ammo negates the ability of a bulletproof vest to allow the wearer to roll with double the normal amount; the vest is ignored. Against Invulnerability and ADR, double the amount of the damage roll, apply the defense, then ½ any damage that penetrates the defense.

Some examples should help:

*Example 1: Two Ground Agents are in a fight with Shatterman. The Ground Agents are using submachineguns with armor-piercing ammo. Shatterman has 20 points of Invulnerability. The first Agent shoots Shatterman for a base roll of 7 points. This is doubled to 14 points leaving Shatterman with 6 points of Invulnerability this turn. The other Agent shoots our cocky hero for a base roll of 7 points also. This is doubled to 14 before subtracting Shatterman’s last 6 points of Invulnerability, so 8 points gets past. Reducing that 8 by half means Shatterman takes 4 points of damage. He easily rolls with those four points of damage and wastes one Agent with his Power Blast. Finally, the other Agent (now quite terrified) has one last shot at Shatterman. He rolls a measly 4 points base damage. Because S-man has no Invulnerability left this turn, no modifier is applied to the damage roll and S-man takes four points of damage.*

*Example 2: The mutant Phytoplankton is out for a walk when he is ambushed by an Assault Infantry agent wielding a cannon with AP ammo. Getting the drop on R/Evolutionary, the Terminator opens fire and hits scoring a base 16 points of damage. Phytoplankton has an ADR of 112, so his armor automatically absorbs the damage. Because the attack is AP it does 32 points to the armor reducing it to ADR 80. After laughing at the return blow, the Agent shoots and hits again. This time he scores a base 10 points. Phytoplankton’s damage armor does not protect this time, so he takes 10 points of damage. The armored behemoth makes short work of the green mutant and hauls him off to an Intercrime detention center where he can regain consciousness in the friendly embrace of steel restraining cables.*