

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

Campaign Headquarters is a World Wide Web site currently dedicated to providing a variety of resources to game masters of *Villains and Vigilantes Second Edition*, and the more recent *Rules Upgrade*. It can be found on the Internet at <http://www.pcisys.net/~pandemonium/v&v/>. Much of the material presented here is generic enough to be used not only with these rules, but with the rules for *Champions*, *Gurps: Super, Heroes Unlimited* and most other superhero-based role-playing games.

VERSION INFORMATION

Version 1.0 – June 16, 1998 Incorporated materials from previous RPG development, including the Into The Shadows and PULP HERO games written and designed by me and available free at http://members.tripod.com/into_the_shadows/, as well as a great deal of new material written specifically for this project.

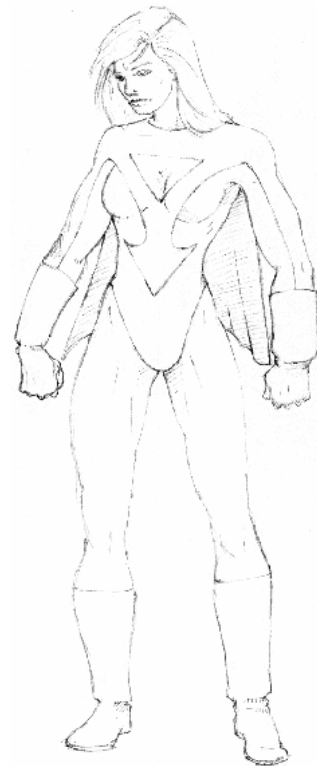
Version 1.2 Deluxe – October 15, 1999 Added to the new powers, added illustration, origins. Added info on firearms, HTH weapons, animals, vehicles, and templates from site.

CONTACTING THE AUTHOR

Feel free to email me with comments, suggestions, and fixes. New materials will be made available on my web site as they are completed.

Email: fortean@pcisys.net

Campaign HQ Web Site: <http://www.pcisys.net/~pandemonium/v&v/>



Express ©1998 Craig Griswold

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

INDEX

VERSION INFORMATION	1
CONTACTING THE AUTHOR	1
INDEX	2
1.0 GAME MASTER TIPS, TRICKS, AND BASICS	3
1.1 THE GAME MASTER'S JOB	3
1.2 POINTERS	3
1.3 CLIFFHANGER SERIALS	3
1.4 GOOD VERSUS EVIL	3
1.5 VIOLENCE VERSUS NON-VIOLENCE	3
1.6 WEALTH	4
1.7 RESOURCES	4
1.8 DEUS EX MACHINA	4
1.9 NON ILLEGITIMATI CARBORUNDUM	4
2.0 ADVENTURES VERSUS CAMPAIGNS	6
2.1 CREATING ADVENTURES	6
2.2 RUNNING ADVENTURES	7
2.3 CREATING CAMPAIGNS	7
3.0 SUPERPOWERS	9
3.1 SPECIAL USES	9
3.2 NEW POWERS / WEAKNESSES	10
3.3 ALTERNATIVES TO PR	20
3.4 PARASITES & SYMBIOTES	20
3.5 SPELLS AND SPELL BOOKS	21
4.0 CHARACTERS	23
4.1 CREATING A NEW CHARACTER	23
4.2 METAHUMANS	24
4.3 ORIGINS	24
4.4 COSTUMING	25
4.5 10 REQUIREMENTS OF ANY SUCCESSFUL GROUP OR INDIVIDUAL	26
5.0 WEAPONS	27
5.1 MELEE WEAPONS	27
5.2 FIREARMS	30
6.0 VEHICLES	34
7.0 ANIMALS	36
7.1 MODERN ANIMALS	36
7.2 DINOSAURS	36
7.3 PREHISTORIC MAMMALS	38
7.4 PETS	40
7.41 PET SPECIES	40
7.42 INTELLIGENCE	41
7.43 POWERS AND ABILITIES	41
8.0 CHARACTER TEMPLATES	43

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

1.0 GAME MASTER TIPS, TRICKS, AND BASICS

1.1 THE GAME MASTER'S JOB

When the players first get together, one player needs to be selected for the role of GM, or game master. The game master is responsible for creating the game universe. They create adventures, write background material, create statistics for new villains, approve player characters, and determine the results of every action based on rolls of the dice. The game master is required to play the role of author, storyteller, actor, mediator, referee, and sometimes executioner. It's a real jack-of-all-trades position.

1.2 POINTERS

A game master needs to be in control all the time. You are the judge, and your word is final. This doesn't mean you have to follow the letter of the rules at all times. The rules are there to make your job easier. If they don't work in a given situation – don't use them. Feel free to fudge a die roll if necessary to make things easier or harder for the players. You want them to feel challenged, but don't throw them into a meat grinder.

Be fair and consistent in your decisions. Don't favor one or two players because you like them. Distance yourself from the action. If you get too wrapped up in playing the bad guy, you'll find you don't want the characters to kill off your characters and may cheat or get upset when things don't go your way. You are the storyteller, but the story is interactive. You should be prepared, but need to be flexible to change as the adventure unravels.

Don't bog down play with too many details. It's your job to set the mood and the pace – fast or slow depending on the situation. Sometimes, too, you'll just need to stop. Give the players a break at least every few hours. People need to use the washroom, get drinks and munchies, and ground themselves now and again.

Most of all – give the players what they want. Everyone is playing to have fun. If you aren't having fun you won't play.

1.3 CLIFFHANGER SERIALS

Whenever possible pause for a break or end gaming sessions at moments when the characters are in mortal peril, or at times of great suspense. This serves two purposes. The first is to build tension, and keep the cliffhanger, edge-of-the-seat style of many comics. The second is to give the players a chance to step back and plan out their next move, to help insure the characters survive when play is resumed.

1.4 GOOD VERSUS EVIL

Experienced role-players may find things work better in the absence of an alignment system. The reason for that is that within comics today, as with many other genres, the line between good and evil is at best blurred. In many cases heroes may be forced to do questionable things to insure their own survival, or the survival of others. I don't think it's appropriate then in this game to set hard and fast moral guidelines.

It is up to the game master to determine the results of characters actions, not the game. Characters who act evil tend to have evil done to them. A spellcaster who sacrifices another human in the course of casting a spell may find himself charged with murder, or the focus of vengeance from the family of his victim.

While there is a lot of potential for violence and mayhem in a game like this, it often falls upon the players to find a non-violent - or at least non-lethal - solution to many situations. Of course, this all depends on the type of adventure and campaign being run.

To play *Villains and Vigilantes* without using alignment simply treat all Reaction Modifiers as if they'd come from the same alignment – unless the character has the Prejudice weakness, in which case it is just the opposite. Keep in mind that even powerful villains can have a very high Charisma, Hitler would not have attained the level of power he did were he not charismatic, their reputation for evil acts may eventually lower it though.

1.5 VIOLENCE VERSUS NON-VIOLENCE

When setting up a campaign, the game master and players need to come to agreement on the level of violence. Some heroes, such as *The Punisher*, kill frequently – and take a certain satisfaction in it. Others, such as *Superman* or the *Fantastic Four*, use less violent means to deal with most criminals.

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

1.6 WEALTH

Something largely missing from most superhero games, yet prevalent in others, is a monetary system. There are two main reasons for this. First, there are a number of items that can be purchased which simulate super powers, and the game master may want to limit easy access to these items. And second, the fact that most comics don't concern themselves with the details of cash amounts too often. In addition, it keeps the players from thinking of cash as a reward for their efforts.

If a game master desires to use a more detailed system of keeping track of wealth, it is best to do so in a game system like *Villains and Vigilantes* which doesn't use a point system in allocating powers. Keep in mind to that what the game master giveth – or allows the players to buy – the game master can also taketh away. This is best done if the players abuse the use of commercially available equipment, or if the lack of such equipment is necessary to the flow of the story.

1.7 RESOURCES

Instead of basic cash, characters should be concerned with resources. This is a rough idea of the materials the character has quick access to. A character with poor resources may have to rely on their own feet, or cabs, to get around. All characters should have extra costumes and clothes, and access to ammunition or a method of recharging weapons and equipment. A character with greater resources, such as *Batman*, has access to several vehicles, one or more residences, and can provide spending money to sidekicks and contacts.

Most heroes are independently wealthy, or are funded by the ill-gotten gains of the criminals they foil – when the source of those funds is indeterminate. Groups may be funded by a wealthy patron or philanthropist. game masters should not feel obligated to start heroes with such resources, the player may even be made to give up one or more super powers to compensate for such an advantage.

Headquarters are directly linked to the character's resources. Successful groups or individuals may have access to a secret facility decked out with the latest in crime lab equipment and a training facility on par with the *X-Men's* Danger Room or a *Star Trek* Holodeck. Those just starting out may have to make do with an empty barn or cave as they slowly build up resources, and await potential patrons.

1.8 DEUS EX MACHINA

The machine of the gods, meaning a tool the game master may need to use to advance the story. The game master should never feel the game is out of their control. Occasionally it may be necessary to insert a special NPC, strange weather, or some other 'act of God' in order to keep players headed in the right direction. This doesn't mean you should control the game, then the players might as well sit and listen as you read them a book. But if the adventure revolves around the characters discovering a hidden doorway, or talking to a specific NPC, there are ways to guide them there without pulling them by the ear.

One example would be if you need the characters to find a series of difficult or unusual clues to solve a mysterious robbery. Once they enter the area where the robbery took place they find a clue right in front of the vent or window they use to make their entrance, somewhere the police might have overlooked.. Then through the course of the adventure their cape might catch on a corner or a knob to draw the character's attention to a desk or box that they need to search.

Other unexpected help may come on the fly from a mistake of the opposition, a mysterious stranger, or anything else you can devise. The key with this is always to be discreet, not to pull the players along a preset course, but to keep them from getting too far off track.

1.9 NON ILLEGITIMATI CARBORUNDUM

One of the hazards of putting together a serious role-playing group is players who go overboard. Anyone whose heard a *Dungeons and Dragons* player talk about their 30th level character with Tie-Fighters and Star Destroyers, or their *Villains and Vigilantes* or *Champions* character with an attribute over 100, hopefully knows what I'm talking about. Because this type of player tends to be young and inexperienced they've earned the nickname 'munchkins.'

If all of the participants in the group are happy with such a game, there's nothing special that needs to be done – have fun with it. But, if only one or two people in the group suffer this affliction you may need to deal with it. There are a couple of options well suited to this. The first is simply to give the player

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

whatever they want, then make them pay for it. Their character becomes the target of monstrosly powerful bad guys, possibly ganging up on them. They constantly receive bad press or lose Charisma over the destruction their powers cause. They are also the primary target of characters who duplicate or negate powers. When the character complains, simply tell them that these are the consequences of having such a powerful character and offer to let them tone it down or make a new – less powerful – one.

Alternatively, you can simply sit down and talk it out. Explain that most players prefer the challenge of characters with reasonable powers and limitations, and their character unbalances the game.

Whatever happens, don't get too upset with yourself or the players. It's not worth it. Role-playing games are about having fun. Some people get way too wrapped up in themselves, or will deliberately try to upset you or the other players. If getting rid of this player isn't an option - simply turn things against them whenever they act up. Suddenly they find themselves the center of attention for the bad guys, the authorities, or the other players. Things can happen - an old gypsy curses them for bumping them on the street. It's the worst curse of all: "may your life be *interesting*."

But keep things in perspective, this is a nice way to discipline unruly players. It is not intended as a method of personal revenge.

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

2.0 ADVENTURES VERSUS CAMPAIGNS

A single adventure usually uses a single important element as its basis. The characters the players use are not generally important. There is no question of continuity, because there may be no future adventures. This is fine for a nice Friday night pizza party, but if you intend to play again on a regular basis with the same people it helps to start building a campaign.

A campaign is painted on a much wider canvas. While there may be a number of independent adventures involved, continuity exists. As players use and improve their characters there is growth and change. The game master can also begin to develop story lines that can run through the background of several adventures – or even the entire campaign. A campaign then is really more than just a series of adventures, it's viewed as a cohesive whole.

2.1 CREATING ADVENTURES

Here is a basic 5-step guide to creating adventures for superhero RPGs. The steps can be applied to most, if not all, role-playing games - but I've tried to tailor tips specifically to this one. Most of the steps don't need to be done in any particular order. A location, or exactly what type of villains the characters will face could wait until the end, or even be done first. They are presented in this order because I see it as simple and productive method.

1. Come Up With A Basic Premise

This can be the toughest, or the easiest, part. Coming up with an original idea week after week for the type of scenario the characters will face can be frustrating. You don't even have to come up with a completely original idea here though, as long as you change the details.

Some sample ideas for a premise are listed below, but the *Villains and Vigilantes* rules also contain an excellent table of adventure ideas:

- **Robbery:** An old standby when the game master can't think of what kind of adventure to run one week is a bank robbery, or similar scenario. The characters respond to the alarm and catch the crooks in the act. What's being robbed, why, and what civilians, police, and hostages might be there need to be worked out.
- **Crime Wave:** The characters are investigating a series of unusual crimes. There may be clues, or the characters may be forced to ferret out information or anticipate the criminals next moves. Exactly what crime is being committed, who or what the targets have been and will be, and what evidence exists, still needs to be determined.
- **Emergency:** Similar to the Robbery scenario above, but a natural or man-made disaster is the issue. It could be a flood, earthquake, meteor strike, volcano, fire, runaway train, wild animal, or any of a multitude of other catastrophes. The nature of the disaster, its potential effects, and what civilians and emergency services are involved need to be worked out.
- **Mysterious Disappearance/Kidnapping:** Characters are investigating the strange disappearance of a person, place, or thing. There may have been strange evidence left at the scene, no plausible explanation for the disappearance, it could be a valuable or dangerous thing, there may even be a ransom demand. What needs to be worked out are what is gone, how, and what evidence is left behind.

2. Decide On A Location

Self-explanatory, every adventure needs to take place somewhere. This could be as general as a planet, or specific as a room. The location may require maps, specific statistics for features and/or residents, and detailed descriptions. It's important to determine a location before all of the details of an adventure are worked out so that local details can be worked into the adventure, lending the scenario more credibility.

3. Determine What Type Of Criminals Are Involved

Before getting too detailed with the adventure it's good to stop and decide just what the characters will face. Some scenarios require a specific type of encounter, others may be suitable for just about anything. It could be a super-powered villain, a gang of thugs, or even a wild animal.

4. Flesh Out The Details

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

This means work. Using the desired elements the game master has selected so far, work out the specifics of the adventure. Each game master is different in the level of preparation they are comfortable with. It may be best initially to prepare too much information and use only what comes up. Keep in mind that players rarely follow the same course the game master envisions, so a lot of flexibility is necessary. Things that may be included in these details are maps, descriptions, statistics for non-player characters, and a timeline of events.

5. Isolate Player Information, And Create Player Hand-Outs

Once the adventure is basically complete, it's time to set aside things for the players. This could include maps, lists of available resources and equipment, descriptions of various locations and encounters, newspaper clippings, notes, and even physical props.

Now the adventure is all set. Go out and buy munchies!

2.2 RUNNING ADVENTURES

Lester Dent, the creator of Doc Savage - one of the most successful Pulp characters and a major influence on Superman and a number of other comics characters - had a formula by which he wrote the successful series. The entire text is available on the Internet. The system is actually pretty basic, so I've paraphrased, summarized, and altered it here as a potential basis for RPG adventures. The ideas can be incorporated with the ideas for creating adventures above. Where the adventure itself is created above, this should give game master's an idea of how to run it - maintaining player interest along the way.

Step 1: The basis for the adventure should start with one or more of the following:

1. A Different Or Unique Crime/Murder Method For The Villain To Use.
2. A Different Or Unique Thing For The Villain To Be Seeking.
3. A Different Locale.
4. A Menace Which Hangs Over The Hero Like A Dark Cloud.

Step 2: In the first quarter of the adventure, start in the middle of things. The characters should have trouble right off the bat, hinting at a larger menace or a problem to be resolved. End it with a plot twist or a cliffhanger and take a munchie break.

Step 3: In the second quarter of the adventure release more problems on the characters. There should be more conflict, and revelations showing what the struggle is leading towards. Be descriptive about the various elements characters encounter. End it with another plot twist or cliffhanger and take a bathroom break.

Step 4: The third quarter should include more conflict and grief, but the characters are making some headway. Make sure that the conflicts aren't the same each time: a battle of wits, a fist fight, a shoot-out, poison gas and swords can all be factored in. Don't make things monotonous. End this with a nasty plot twist or a nail-biting cliffhanger. The characters could be framed for murder, or pinned down by machine-gun fire. Time for more munchies, freshen up the drinks.

Step 5: The end should see the characters almost buried in their struggles. They should get out on their own, without NPC assistance that may have been acceptable earlier in the adventure. The mysteries and difficulties are resolved one by one, leaving the best for last. Then spring the last plot twist, the big surprise, and bring things to a close. The big twist could be that the treasure the villain was after was a fake, the villain is someone known to the characters, just about anything.

2.3 CREATING CAMPAIGNS

Campaigns generally revolve around a central theme. That theme is what brings the characters together initially, and keeps them together adventure after adventure. It may influence what powers and abilities are available, what types of costumes characters wear, even day-to-day life of the characters. Here are some ideas suitable for a superhero campaign.

CAMPAIGN HQ'S GUIDE TO *VILLAINS AND VIGILANTES*

- **Cash On Delivery:** The characters are bounty hunters. They may work for hire, hunt down specific criminals, or patrol in hopes of picking up someone with a reward on their head. Resources should be very good, as long as the characters continue to bring in cash.
- **Vigilance Inc.:** The characters are a mix of heroes, united by a central agency. This could be a legal organization, or possibly a covert one – a secret society devoted to fighting crime. The characters involved may be a specific group, or change week to week as the organization may send out special teams to deal with whatever comes its way. Resources are more extensive because they are shared. This is a great way to run a game with players who want to have more than one character and change week to week.
- **Nemesis:** The characters are united by their opposition to a central bad-guy. It could be a politician, an evil genius, sorcerer, demon, or even the Devil himself. The characters may be somewhat organized, but still have to rely on the group's limited resources to accomplish things.
- **Ouroboros:** The characters are eternal champions, reincarnated again and again to protect the Earth in the eternal struggle. The characters might be fighting on a specific side, or be neutral in the great conflict. Either way their goal is largely to protect their home turf. Since they probably have certain surviving memories in each incarnation a certain amount of knowledge and resources will be handed down. In addition, should the characters die it is relatively easy to bring them back in the game, though with a completely different character.
- **The Agency:** The characters work for a commercial, government, military, or religious organization that investigates and responds to superhuman crime. The organization is most likely public, but could even be a secret 'black ops' group. It could freely admit to what it's doing, or do it's best to cover things up. Since the characters are working for someone else, they may have access to better resources than the average character, and may be able to get special equipment on loan.
- **Heaven and Hell:** One of the recurring themes in many modern comics are the cosmic struggle of Heaven and Hell. In different comic universes the concept is adapted differently. In many *DC Comics* these are represented by the planets *New Genesis* and *Apocalypse*. The *WildStorm* books started with the struggle of two alien races, the *Kherubim* (Cherubim are a class of angels) and *Daemonites* (from daemons or demons). The *Top Cow* comics *Ascension* and *The Darkness* deal with their own angels and devils. In *Todd McFarlane's Spawn*, agents of the literal Heaven and Hell battle constantly on the physical plane. Characters are on one side of the 'cosmic struggle' usually trying to prevent the other from taking control.

Campaign Continuity:

One important note on campaigns is that there should be a continuity, or carryover, between adventures that is not always present in comic books and television shows. When an entire city block is ruined by the rampage of the Colossal Beast, describe clean-up efforts by city workers and local residents. The heroes may even need to help deter looting of damaged shops during these efforts.

New adventures can easily come from such a flow. During the clearing of rubble a secret laboratory may be uncovered and reveal an artifact which will trouble the characters for years to come.

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

3.0 SUPERPOWERS

3.1 SPECIAL USES

In a detailed, Character Point-based gaming system – such as *Champions* – it becomes necessary to spend points for every little game effect the character's powers provide. In a more relaxed system like *Villains and Vigilantes*, game master's have the option of being more flexible. There are a number of powers that should include additional effects when the ability reaches certain levels. The game master should use these suggestions as guidelines only, and feel free to add, remove, or modify these abilities at will. Abilities followed by an (A) require a deliberate action on the part of the character using it.

Minor effects, such as using Disintegration to get rid of a gum wrapper, lighting a cigar with Flame Powers, or cooling a drink with Ice Powers, should cost no more than PR=1 or 1 action or movement – depending on the use. The game master and/or player should make a note of the use and cost for consistency should the character continue to use it in that manner.

Flight:

Characters with flight may use their momentum to aid in combat. Use the Velocity Damage Bonus table on page 26 of the second edition rules and add that to the weight-based damage on the previous page for objects flown at a target and released just before impact. If the character does a flying punch or kick to an opponent, add the velocity bonus to their HTH damage – but apply the velocity-based damage against the character who's making the attack as well.

Force Field:

Force fields may be used to bridge a chasm, catch a falling character, or lift them up without any additional cost. It normally takes 1 action to set up a force field, and 1 action/turn to maintain. Force fields are PR=0 as long as the field takes no damage. Creating a bridge, slide, or lifting characters up costs nothing additional. Movement is accomplished while the force field is being initially generated by creating the force field beneath whatever is being lifted. A force field setup to catch a falling character will take the character's falling damage – but may be specified as “soft” or “pliable” so that the character does not.

The player should specify when the character is created whether the force field is permeable to air, water, or anything else. If the field is not air permeable, then creating a small force field around characters should be monitored as the character so enclosed may run out of air after a short while – at the game master's discretion.

The game master may also want a fixed damage rate for Force Fields of characters who are powerful, but not physically strong – I suggest at least 1d8.

Heightened Intelligence:

Super-intelligent characters may have additional, minor, savant abilities. These could include things like instant calculation, instant counting, photographic memory, and others. The game master may allow one of these abilities for each level of Heightened Intelligence B the character takes, or one for every 20 points of Intelligence the character possesses.

Heightened Speed:

Running up walls, across water, or creating whirlwinds are some of the special abilities attributed to the fastest runners, and the abilities shouldn't have to be purchased separately.

Ability	Requirement	Effect
Running Across Water	Moving 150+ mph	Run across stable liquid surfaces.
Running Up Walls	Moving 300+ mph	Run up sheer surfaces as if they were flat.
Create Whirlwind (A)	Moving 500+ mph	Put out small fires, slow falling characters...

Heightened Strength:

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

There are a number of super-strong characters able to use their strength to defeat opponents in novel ways on occasion. One ability mentioned in the original rules, but often overlooked, is leaping. Massively strong characters can normally leap great distances.

Ability	Requirement	Effect
Tunneling (A)	Minimum 50 Strength	Tunnel $((STR-40)/10)$ " per turn in normal soil.
Deafening Clap (A)	Minimum 60 Strength	Paralysis attack, STR/30" radius, 1d6 damage +1d6 every 10 Strength above 60.
Open Fissure (A)	Minimum 70 Strength	Opponent saves vs. Agility on d20 or is knocked down, Range = STR/20".

Size Change:

The size-altering character can sometimes use the momentum of size alteration to add to the damage of their attacks. This effect only works while the character is growing, and only to targets directly in line with the subject's growth (usually directly above). The character figures their growth velocity by multiplying the number of feet they are growing by 10, then look on the Velocity Damage Bonus table on page 26 for the modifier. As with Flight, should the character decide to use this they will suffer the damage from the velocity modifier as well. As an example, if the character is growing up to 3 ft. there is no modifier, up to 6 ft gives +d4, 12 ft gives +d8, etc..

Teleportation:

When the player first creates the character certain guidelines for the power should be determined that could greatly affect how the power is used:

1. If the power allows the character to teleport additional mass up to his carrying capacity, can the character choose to teleport only part of something – like the bad guys arm – and what happens if the character tries to teleport with something too large? In a non-violent campaign I decided that the electromagnetic fields on most objects – especially living beings – prevents a 'partial teleport,' making it an all-or-nothing deal. A teleporter trying to move an object too large then would not move at all.
2. If the power creates a portal, what happens when the portal closes and something remains halfway through, is the portal left open – or is the thing cut in two? Since I have used this mode of transport sparingly in my campaigns I've allowed the 'guillotine effect' when a portal closes. In a campaign where one or more characters use this constantly, I would suggest that the subject be trapped in the portal – not allowing it to close but making it difficult to extract the subject – or be left on the side of the portal that the largest proportion of their mass is on.

3.2 NEW POWERS / WEAKNESSES

Listed here are a few new powers that expand on the basic ideas present in the *Villains and Vigilantes* rules (Bionics, Body Power, Chemical Power, Psionics, etc.), as well as a few that don't fall under those headings.

Absorption: (Physical Structure)

The character can absorb, or mimic, the structural properties of any material on touch. PR= the SR of the material being absorbed, per hour. Multiply the character's weight by the SR of the material. For example if the character's body is composed of organic metal with an SR of 12, multiply their weight by 12. The character's appearance will also take on the appearance of the new material. No other bonuses apply, but the character's Carrying Capacity and Hit Points will be affected by the increase.

Absorption: (Refract Ambient Energy)

The character can redirect energy blasts that hit them to another target: Range = A, PR=0, Damage = (same as attack being redirected). It does not cost an action to use this ability but the character must be aware of attack. The character can also diffuse attacks instead of redirecting them (treat as Adaptation Defense). Attacks the character is unaware of are diffused automatically.

CAMPAIGN HQ'S GUIDE TO *VILLAINS AND VIGILANTES*

Absorption: (Power)

The character can absorb energy-based attacks directed at them. Excess power may be expended in the form of energy blasts. Maximum Storage = Max Power score, Double Energy Storage PR=5 but Energy above Max Power must be expended during next action. Range = (Str*2)" Damage=1d10 for each 10 PR Spent, attack as power blast.

Animated Servant (A): (Animated Dead)

The character can summon up to 4 zombies at any time to do their bidding. The zombies are of low intelligence, and appearance will be based on the types of corpses available. PR=5 to summon d4 dead for 1 hour. Statistics based on number of zombies that appear:

Number of Zombies:	Hit Points:	HTH Damage:	Move:
1	24	d10	40"
2	12	d8	20"
3	8	d6	13"
4	6	d4	10"

Animated Servant (A): (Spirit Companion)

The character has a ghostly companion that may have taken up residence in their body or in a place or object that the character owns. The ghost can only be seen and heard by the character, and possibly those with special senses. It can advise, but not act itself. The ghost will have it's own Intelligence rating and Detect Hidden and Detect Danger scores, and may have a special area of expertise that the character is not themselves familiar with.

Animated Servant (A): (Summon Animal Ghost)

The character can summon the ghosts of animals, usually only those recently passed on. Whether the character summons a particular type of animal or whatever is closest should be determined when this power is taken. PR=X/hour, X = Hit Points of animal summoned. The ghost has automatic non-corporeality defense, fights as 4th level.

Animated Servant (B): (Robot Drones)

A group of 5 robot drones that assist the character as needed. They are mute, 2 feet tall, and appear 25% human. While the drones normally only respond to the character's spoken or transmitted instructions they are capable of limited free will and will defend or rescue the character as needed or possible. Each fights at 4th level of experience. Each drone has Robotic Body and can repair or be repaired by the others using virtually any accessible electronic parts.

	HP	Pwr	Acc	Dmg	Move	HTH	Wght	Str	End	Agl	Int
Robot Drone	9	55	+2	+1	45"	1d4	65	15	15	15	10

Bionics: (Black Box)

The character has a special module that records all of their sensory perceptions (vision, hearing, etc.) and can be accessed and replayed at will – potentially even downloaded to computer.

Bionics: (Comm-Link)

Characters with these links can send and receive either audio or audio-visual transmissions. The distance is limited by the environment and outside assistance (i.e., satellites), normally 10 miles or global. PR=0.

Bionics: (Draw Power)

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

The character can jack into an external power source to replenish all or part of their Power Point reserves. Roll d100 to determine what % of the characters Power score can be restored this way. The character can regain 5 Power Points per minute on normal household current.

Body Power: (Bioluminescence)

The character's body produces non-thermal light, in the manner of many marine animals, bacteria, and fungi. The light can be used for mundane purposes only at no cost. Functionality of this ability may not be obvious at first, but the ability could be used to alter the character's appearance to a limited degree, or for communication. PR=0.

Body Power: (Bouncing/Leaping)

The character can leap or bounce up to $((S+E)*.75)$ " high and $((S+E)*1.25)$ " long in one bounce, up to $(A/10)$ times in one turn. PR=0, and has automatic Stretching defense.

Body Power: (Climbing)

The character can climb sheer surfaces at their normal ground movement.

Body Power: (Explosive Destabilization)

The character has the ability to explode their body at will, the experience leaves them effectively non-corporeal for one turn as their body reforms anywhere within A" of the initial blast point. The explosion is PR=4, 3d10 damage, with a 5" blast radius. Once reformed the character must spend one turn 'solid' before using the ability again.

Body Power: (Extra Arms)

Self-explanatory. The character receives +15 Initiative for each extra arm.

Body Power: (Generate Claws/Blades)

The character can generate blades of any size from specified areas of the body. Can be used for special effects, like climbing walls, for PR=1 per turn. PR=1/turn for +1 to hit/+2 damage; PR=2/turn for +2 to hit/+4 damage; PR=3/turn for +3 to hit/+6 damage .

Body Power: (Immortality/Extended Life-span)

The character possesses either a body immune to the ravages of time, or one which can survive much longer than the standard human form. This may have little in the way of game effects, except to potentially make the character immune to Death Touch attacks.

Body Power: (Prehensile Hair)

The character's hair can stretch up to $((Str + Agl)x2)$ " and manipulate objects at will for PR=1/turn/object, Carry Capacity of hair = $(Str \times Level \times 10)$, automatic Telekinesis defense PR=1/defense

Body Power: (Shoot Quills/Needles)

The character can shoot needle-like quills from their body. +1 to hit, 5d4 damage, Maximum uses per day = Endurance. For one action/turn the character may also get in an automatic HTH attack with quills against any opponent who successfully strikes them HTH.

Body Power: (Snake Tail)

The character has a 8-16 foot snake's tail in place of legs. The tail is prehensile, and can be used for HTH attacks without penalty. The character can also rear up on the tail up to $\frac{1}{2}$ or $\frac{3}{4}$ of its total length in height, plus the length of their head and torso.

Body Power: (Spinning)

The character has the ability to rotate their body at extreme speeds, PR=1/turn. Roll 3d10 for the character's initiative bonus while spinning. The character receives automatic Vibratory defense from the whirlwind created around them, and a +1d10 to HTH or muscle-powered attacks.

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

Body Power: (Transmit/Receive)

The character can transmit and receive – audio-only – on a wide range of frequencies. PR=1/hour.

Body Power: (Tunneling)

The character has the ability to move quickly through solid ground. Movement is equal to the character's $((STR+END)/2 - (\text{Structural Points of the substance being tunneled through}))$ ". If the result is 0 or less, the substance is too tough for the character to tunnel through.

Chemical Power: (Altered Structure)

The character has an unusual body structure based on a mineral or metal. Multiply the character's weight by the SR of the material. For example if the character's body is composed of organic metal with an SR of 12, multiply their weight by 12. The character's appearance will also correspond with the new material. No other bonuses apply, but the character's Carrying Capacity and Hit Points will be affected by the increase.

Chemical Power: (Blinding Spray)

The character can project an acidic spray that will cause temporary blindness on contact with a victim's eyes. Requires a special attack to the eyes. Blindness lasts for one hour without treatment. PR=2/attack. Maximum uses per day is equal to the character's Endurance score.

Chemical Power: (Chlorophyll)

The character can assume the form of gaseous and liquid chlorophyll at will. It takes 1 action to change to either state:

1. Gaseous state: PR=0, Damage=2d8, Range=0"(touch), Move = half, automatic Non-Corpealness defense
2. Liquid state: same as above except automatic Chemical Power defense.

Chemical Power: (Crystalline Organic Structure)

The character's body has a clear or translucent crystal structure. Weight x 3 – Permanent Change. The character can focus and refract light when a bright source (such as the sun) is present, similar to light powers, Range = (Ax2); Damage=2d8 PR=1; Blinding Flash PR=1.

Chemical Power: (Hydro-Powers)

The character can generate and control large amounts of water. Choose one of the basic forms of this power listed below:

1. The character can only generate high-pressure blasts of water. Attack as Vibratory attack. PR=1/use, Range = S+E", Damage = 2d6.
2. The character can assume the form of living water, allowing them to flow through tight spaces. PR=1/turn, automatic Vibratory Defense, and the character can also generate high-pressure blasts of water - as above.

Heightened Attribute C:

Cosmic-level campaigns may wish to allow characters an additional level of heightened attribute. Increase the appropriate attribute by 3d10.

Heightened Senses: (Detect Magic)

The character can see magic auras around enchanted people, places, and things within line of sight. Alternatively the character may be able to feel these auras within a radius of I".

Heightened Senses: (Eidetic Memory)

The character has perfect – “photographic” – memory of past events.

Heightened Senses: (Radio/TV Reception)

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

The character can effectively hear and see, but not transmit on, most radio/television frequencies. Scrambled communications are not decipherable. PR=0.

Magic Spells: (Befriend/Control Totem Spirit)

Caster can communicate with and/or control the totem spirits that live in inanimate objects. Caster uses Creation Points similar to Solid Energy Illusions, and has available a number of creation points equal to twice their current Power score. Each creation point spent on an object gives the object one hit point and 2" movement.

The caster must spend at least as many points on an object as it has points of Structural Rating. (for example, to animate a hardwood table the caster would spend at least 3 creation points, then at minimum the table would have 3 hit points and move at 6") Combat is treated the same as for Animate Solid Illusions on pages 13-14.

Magic Spells: (Create Golem)

An magically animated statue of any of several materials. A golem's stats are based on the type of material used in its creation. Tougher material will be more expensive to acquire and more difficult to shape into a humanoid form. It should take at least a week on the average to create the physical form. Once the form is created the creator must animate it with the spell. PR=(7*Structural Rating of material used) Golems are very stupid, they can be given simple instructions (5 words or less) or controlled directly by the creator. The golem must be within line of sight for the creator to control it. Any attempts to control the golem require the creator to make a successful save vs. Intelligence on d20. A saving throw is also required when giving the golem verbal instructions. It is game master's discretion how often a player should be allowed to cast this spell.

Golem Statistics (SR=Structural Rating)				
Material:	Clay/Earth	Granite	Bronze	Iron
Weight (180*SR):	720	1080	1620	1800
Hit Points (7*SR):	28	42	63	70
HTH Damage (based on weight, pg. 25):	1d8	1d10	1d10	1d10
Agility (base 10 modified by weight):	6	4	4	4
To Hit Modifier:	-2	-4	-4	-4
Move (20+Agility):	26"	24"	24"	24"

Magic Spells: (Create Homunculus)

Preparation of a homunculus requires a large measure of the caster's blood, effectively reducing their max Power by half for one day, and the flesh and bones from any of several animals. The stats and abilities of the homunculus vary based on the type of animal used in it's creation. Note that the homunculus will not be able to be mistaken for any particular animal, but it will retain some of that animals characteristics.

A normal homunculus will vary from 1-3 feet tall and is completely obedient to its creator. Due to the nature of the magic involved a caster cannot have more than one homunculus at one time. The creation spell will take at least 24 hours to perform. Homunculi tend to be of higher intelligence than most magical constructs, so they can be given more complex instructions. If a homunculus is killed, its creator will suffer damage equal to the hit points of the homunculus. Statistics for homunculi will vary and should be created jointly by the player and game master.

Magic Spells: (Deflect)

Deflect the incoming energy, of a single type chosen when the spell is learned, to a different target, PR=(power cost of attack), caster takes no damage from attacks he/she deflects.

Magic Spells: (Mirror Selves)

Create up to 10 illusionary duplicates of the character. PR=5 to cast, PR=2/turn to maintain. Opponents must make a roll to detect the character, roll vs. Detect Hidden if opponent attacking, roll vs. Detect Danger if opponent is being attacked by caster. If caster is hit or attacks spell dissipates and must be

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

recast.

Mutant Power: (Duplicate Self)

The character is able to generate exact duplicates of themselves. Each duplicate is PR=5 to generate. The game master may specify that each duplicate has a limited duration, or the duplicates may last until re-absorbed, or as long as power is spent to maintain them. The ability to duplicate may, or may not, be present in each of the duplicates.

Mutant Power: (Energy Bombs)

The character has the ability to generate balls of explosive energy that detonate after a predetermined delay. Each bomb is PR=1 to generate, has a range of A" when thrown, and explodes with a 2" blast radius, +2 to hit, and d10 damage. The character may generate up to (A/4) bombs in one action and must specify when it is created how long in phases, or turns it will be before it detonates. Bombs will not last more than one minute before they must detonate.

Mutant Power: (Explosive Charge)

The character can generate an energy charge on non-living objects they touch which is released explosively when the object is struck. The object itself takes no damage when the energy is released. This power could be used on thrown weapons such as arrows, knives, or boomerangs - but it can also be used on shoes, baseballs, doors, floorboards, or any other non-living thing. PR=1/use, d10 damage in 1" blast radius when detonated. Objects can only hold one charge at a time, and will hold the charge up to 24 hours or until used.

Mutant Power: (Healing Touch)

The character has the ability to heal Hit Point damage to other characters by touch. The character and GM should agree on one type of damage that the character cannot heal, and damage of that type should be noted separately. The character is also unable to heal a target who has no Hit Points or Power Points remaining. It takes one full turn to heal 1d6 Hit Points, PR=4. This character can not use this power to heal themselves.

Mutant Power: (Induce Vertigo)

The character can induce vertigo in targets that often includes hallucinations based on the victim's inability to determine distance or spatial relations. The character can attack a specific target within (Sx2)" range for PR=1, or attack everyone within a (Sx2)" radius for PR=3. Attack is rolled as a Sonic Abilities attack.

Affected victims behave as if circled in Darkness until they can make a successful save vs. E on percentile, rolled in-between turns. Victims can see everything around them but the induced vertigo will cause everything to appear distorted and make attacks and movement difficult.

Mutant Power: (Lava/Magma Powers)

This power combines the best of both Ice Powers and Flame Powers. The character is able to generate molten liquid to several effects. Projecting the liquid acts as a flame attack, with a range of ((S+E)/2)", d12 damage, PR=6. The attack creates one cubic foot of lava per 2 points of damage which clings to the target. An additional 2 points of Flame damage per cubic foot is taken by the victim between turns while the lava clings to them. The lava will cool and crumble at a rate of one cubic foot each between turns phase unless maintained.

The victim may attempt to gain freedom by attacking the lava. Lava has a structural rating of 4 for defense purposes. If the number of cubic feet of lava on the character x100 is greater than the character's Carrying Capacity then the character is immobilized and cannot attack the lava.

Creating a sheathe of the lava around the character gives an automatic Flame defense and functions like armor. One point of armor may be generated for each game-inch of movement spent – up to a maximum of 100 points. Armor will cool and crumble off at a rate of 4 points each phase unless maintained.

Maintaining lava costs PR=1/turn – paid in between turns – for each separate mass of lava. The character may only maintain masses within the range of the power.

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

Mutant Power: (Sand Control)

The character can generate and control flying clouds of sand at will. The character can generate sandblasts: Range =S", PR=1, 1d10 damage (and a layer of clothing) as Vibratory Attack.

The character can also generate localized sandstorms: PR=8 vision reduced to 1", Area of effect =(current power/4)" sphere, Duration = 6 turns. Controller can sense objects in the storm as if they had radar sense. Sandblasts do double damage inside storm – non-Vibratory attacks do 1/2 damage.

Mutant Power: (Shaping)

This ability allows the character to alter the form of some substance by touch, much as a sculptor moulds clay. When this ability is selected the player and game master must decide on what substances the character may alter (technology, flesh, rock, etc.), and what effect if any this has on the function of the target. Characters that can affect NPCs or player characters should roll an attack using Transmutation in order to effect a change, and then the game master should only allow non-fatal changes to take place. PR=8 to affect an NPC or player character, PR=1/turn to affect non-sentient targets. The power might be used to alter appearance, open or seal doorways, or rebuild electronics into spontaneous inventions.

Mutant Power: (Transitory Energy Projection)

The character has the ability to release a short-lived energy being from their body. The energy form must return within one minute to the character's body or the form will dissipate and the character will die. The Energy Form has basic characteristics equal to the character, and retains the same current Power score and Hit Points, but with the following modifications and abilities:

1. The Energy Form is mute and resembles a glowing silhouette of the character.
2. The Energy Form is not invisible as are Astral Forms, but can fly at the same speed: A miles per turn.
3. The Energy Form has automatic Non-Corporeal defense and is able to pass through matter, though force fields will contain it.
4. The Energy Form has the ability to project Power Blasts, ((S+E)/2)" range, 1d20 damage, PR=1.

While the Energy Form is released the character's body drops into a coma-like state but will not suffer if unmolested. When the Energy Form returns by the end of the minute the character must spend either movement or one action to reorient themselves.

Mutant Power: (Virtuality)

The character has the ability to enter the virtual world networks and the Internet. They can travel network connections at the speed of data and return to the real world at any terminal interface connected to the network the character is travelling. The character may attempt to alter data and enter protected systems by making saving rolls vs. Intelligence. The game master will determine whether to use d20 or % and if the roll should require modifiers based on the individual situation. PR=4/hour.

Poison/Venom Device: (Gas Gun)

Attack as Chemical Power. Affects an area 2" wide by 5" deep. All targets in this area must make a save vs. Intelligence on % or lose the past 5 minutes of memory and require 1 turn to recover. +2 to hit. 5 uses per day. Characters with Life Support, Adaptation, Willpower, Robotic Body, or Android Body are not affected.

Psionics: (Alter Probability)

The character has the ability to alter the web of probability around a target either beneficently or maliciously. Attack is rolled as Mind Control, (Ix2)" range, PR=8/use. The character must specify when the attack is made whether the attack will give the target a +4 or -4 to all rolls. This modifier will act on every roll the game master allows for one minute. Instead of causing a modifier the game master may also allow the character to generate an uncontrollable spontaneous event to help or impede the target. The actual effects of the event are determined by the game master, but should not actually damage or kill directly. It may cause a target's weapon or device to stop working, cause a belt to snap, mask to slip, bag to break, or something similarly helpful. The event should help or hurt the target specifically though, sending a helpful event to one target should not directly hurt another character or vice versa.

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

Psionics: (Disguise)

The character has the ability to influence the minds of those around them to effectively alter their appearance. Since the ability only affects the minds of those around the character, anyone outside the range of the ability, or viewing the character remotely – such as through a video camera – will not be affected. The character will also not pick up any special abilities from this ‘change.’ If the character is attempting to disguise themselves as a specific individual other characters, who know the individual adequately, may attempt to see through the disguise by making a saving throw on percentile against their Intelligence. The character can change appearance at will with no additional power cost. Ix2” range, PR=1/hour.

Psionics: (Lie Detection)

This is a minor psychic talent that alerts the character to changes in the thought patterns of those in the immediate area, allowing them to determine if someone is deliberately and knowingly lying. PR=1/hour, range is I” radius.

Psionics: (Mass Link)

The character has a link to their city or other locality that makes them aware of major events, attitudes, and perceptions. Anything which 10 or more people in that area are aware of the character has a chance of knowing, percent chance equal to the number of people aware of it.

Psionics: (Power Scrambling)

The character has the ability to affect another metahuman’s powers by altering their subconscious control of the abilities. The power affects only superhuman abilities, and has no effect on skills, weapons, bionics, magic, or physical abilities. The ability takes on one of two forms:

1. **Negation** – any metahuman abilities within (I/2)” of the character are nullified completely. The only control over this ability the character possesses is to reduce the effective range. There is no normal defense for this ability.
2. **Scrambling** – On touch the character can negatively affect the victim’s powers, forcing them out of control. Duration is 1 minute per 1 second attack. The game master determines the exact results. Characters with regeneration may suffer spontaneous damage. Energy projectors may let off energy explosively. Flyers may soar out of control, unable to navigate. PR=5/use, treat as a psionic attack.

Psionics: (Precognition)

The character is able to see into the immediate future, allowing them to react as - or before - things happen. +4 to hit with all attacks, Detect Danger x6.

Psionics: (Psi-bolt)

The character can generate bolts of psychic force that can damage living sentient beings but have no effect on non-living or non-sentient targets. The attack is made as Mind Control, d20 damage, I” range, PR=2/attack.

Psionics: (Psychometric Interpretation)

The character gains an intimate knowledge of a machine’s mechanics and functions by touch. This knowledge only lasts as long as the character is in contact with the machine and does not give them any form of control over the machine. This power is also limited to basic mechanical and electronic functions, this will not allow a character to perceive the data on a computer, or interpret the workings of a magic device. PR=0, movement only to use.

Psionics: (Telepathic Translation)

The character can communicate with any sentient species within I”, both participants communicate normally but the intended meaning is interpreted and transmitted telepathically. PR=1/hour.

Special Weapon: (Glue Gun)

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

This is a pistol-sized projector connected by a flexible hose to a compressed tank of glue mixture and propellant. The gun can be set to spray an area of effect, creating an area like fly paper, or a specific individual may be targeted by making a special attack. Attack is made as Chemical Power. The glue has an SR of 5, see rules page 44, roll 1d12 when a character is successfully attacked to determine the Hit Points of the glue holding them.

The gun has a range of (Ax2)" and a 2" blast radius. The character rolls to attack the target square first, and then every target within the blast radius. It is up to the GM to determine what happens if the initial roll fails. The GM should determine the glue's effects based on what was touching the surface being attacked. If the characters were standing on a targeted floor they will be immobilized but may still act until they break free, or the glue is destroyed or removed. Characters laying on the floor would have less options and may even be blinded or mute. Characters leaning against a targeted wall will be immobilized but may be unable to use arms as well. Roll 1d12 for each target to determine the Hit Points of the glue holding them, as detailed above. The character can make a save versus S on percentile in between rounds to break free, or else they will be affected until the glue is destroyed or otherwise removed.

If a special attack at an individual succeeds then use the effects listed in the Special Attacks description of the rules on page 26 but without causing physical damage to the target. For example a special attack to the eyes will blind the character until the glue is removed, a character's legs can be immobilized causing them to hop at A" per turn and save vs. A on d20 every turn until the glue is destroyed. Other effects can be decided on by the player and game master, but effects should be automatic with a successful attack instead of based on damage. The character can make a save versus S on percentile in between rounds to break free, or else they will be affected until the glue is destroyed or otherwise removed.

Special Weapon: (Grounding Stone)

This is a palm-sized flat stone with a hole naturally worn through the center by the action of flowing water. Touching the stone to an enchanted person, object, etc. will negate any magic spell, permanently enchanted magic items and places are only affected while the target is in contact with the stone. Note: this will negate the spell, but cannot negate effects of the spell after the spell is cast (such as damage).

Special Weapon: (Magic Tattoo)

The character has a special mystic sigil that can move across their body, or even be transferred to another host by touch. The sigil must be visible for the special abilities conferred by it to be used, and glows distinctly, but it can be moved to a less visible position when not in use. The following special abilities are conferred to the host by this sigil. All of these abilities are powered by the character's own Power score.

1. Flight: (SxE) mph, PR=1/hour
2. Heightened Senses: Detect Magic I" range, PR=1/hour
3. Personal Force Field: one action to set up, PR= 1/2 of damage repulsed, cannot be manipulated
4. Power Blast: 1d20 damage, ((S+E)/2)" range, PR=1/use, one use plus one action for use as defense

Special Weapon: (Mono-molecular Blade)

+4 to hit, HTH+1d12 damage. This is a rapier with a sword blade one molecule thick created through the use of magic or alien technology. The thinness of the blade makes it one of the sharpest edges in existence. Using the blade to cut through walls, doors, and other inanimate targets requires only a save vs. Agility on d20 using whatever modifiers the game master feels appropriate to the situation.

To be fair to living targets damage should be rolled normally, though the game master may allow the character to make a special attack, as described on page 26 of the rules, to maim or decapitate an opponent. The character may also attack with the 'flat of the blade' to do stun damage that affects only the targets Power Points.

Special Weapon: (Power Battery)

The character has a device, often magical, designed to hold Power Points and which the character may draw from when needed as long as they are in physical contact with it. The device can hold up to

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

(1d10)x10 points and points are restored only by the character spending points that transfer directly into the battery. Once Power Points are placed in the battery the character can recover the points spent normally.

Special Weapon: (Soul Sword)

This is a magical weapon forged by unknown gods. The blade is an extradimensional focus that actually contains the souls of those slain by the weapon. Souls thus imprisoned are unable to reincarnate or pass on to their final judgement until the sword is destroyed. With each soul added to the blade's dimensional prison the blade becomes more powerful. The sword begins as a standard sword: +2 to hit, HTH+d6 damage. Every mortal soul added to the blade increases the damage by +1, for every two souls added the bonus to hit also increases by +1.

Vehicle: (Dimensional Cutter)

This is a spacecraft of alien design capable of inter-dimensional travel. It has complete life support for an indefinite period, has VTOL (Vertical Take-Off and Landing) capability, an airlock, and auto-pilot. When not in use the Cutter's auto-pilot can be set to cruise the dimensional spectrum and automatically return at a predetermined time and place. The Cutter is capable of travelling a large section of the dimensional spectrum, though not through time, in the hands of a skilled pilot and can be pre-programmed for known destinations.

The period of time required for dimensional travel will vary between journeys and is at the GM's discretion – there are any number of hazards involved including storms, rifts, rogue dimensions, and other travelers. Many of the accessible dimensions are completely inhospitable to non-native forms of life.

Though the craft appears to be well suited for humanoid life, it may be of alien origin or the product of a brilliant or disturbed mind.

Vehicle:	Weight:	Pass:	Cargo:	Speed(mph):	Hit Points:	
					Dis:	Demo:
Dimensional Cutter	18,500	1+9	5500	3000	93	370

Vehicle: (Modern Airship)

This non-rigid Helium filled airship, or blimp, is 205.5 feet long, 58 feet in diameter, and 60.2 feet high, with a volume of 247,800 cubic feet and a gross weight of 15,000 lbs. Because of the lighter-than-air gasses that hold it aloft the airship only weighs about 200 lbs. when inflated. Cruising speed is 40 mph with a top speed of 65 mph, normal cruising altitude is 1000 to 5000 feet. The passenger compartment is 35 feet long and composed of high-tech composite materials.

With non-rigid airships the internal pressure of the lifting gas, non-flammable helium in modern craft, maintains the shape of the airship's polyester fabric skin. The only solid parts are the passenger car and the tail fins. Internal air compartments, or ballonets, are inflated or deflated with outside air to compensate for ambient pressure differences. These modern airships have no internal framework. The airships are equipped to stay aloft for 24 hours continuously and require a crew of mechanics and riggers to assist with landing and mooring.

The airship is normally equipped with RADAR. Versions suited for groups of metahuman heroes or villains might also be equipped with mounted weapons, artificial cloud generator for camouflage, force field defense, a robotic arm for mooring to flagpoles, and an automatic or AI piloting system. Larger and faster airships are possible, this model is based on the Goodyear GZ-22 Spirit of Akron, the Hindenberg was over 800 feet long, carried 130 people, and sped along at 80 mph.

Vehicle:	Weight:	Pass:	Cargo:	Speed(mph):	Hit Points:	
					Dis:	Demo:
Non-Rigid Airship	15,000	1+6	2000	65	75	300

Vehicle: (Private Submarine)

This is a private, non-military 65 meter long, 8 meter wide submarine. It holds enough oxygen for over 30 days underwater and is capable of transoceanic travel.

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

It comes equipped with a dock for a mini-sub, diver's lock, active SONAR, large acrylic viewports, and has an operating depth of 305 meters. It has over 460 square meters of living space, so it can be configured to carry a good number of passengers if desired, or left with ample room for an armory, storage space, training facilities, and more.

Vehicle:	Weight:	Pass:	Cargo:	Speed(knots):	Hit Points:	
					Dis:	Demo:
Private Submarine	15,000	3+?	18,000	18 (surface) 16 (submerged)	75	300

Vehicle: (Urban APC)

This vehicle is a 4x4 Armored Personnel Carrier based on the TFM RG-12 Patrol APC of South Africa. The APC is outfitted like a small, armored RV with air conditioning, floodlights, flashing beacons, siren, spotlight, PA system, fire extinguishers, hand held spotlight, toilet and drinking water. The windows are covered with wire mesh screens. There are two forward doors in the driver and commander (passenger side) positions, one central on the right side, one rear facing, and a roof hatch.

Vehicle:	Weight:	Pass:	Cargo:	Speed(mph):	Hit Points:	
					Dis:	Demo:
Urban APC	16,300	1+6	4000	60	82	326

Weakness: (Linked Transformation)

This is a modification to the Transformation: Power Activation that requires two or more participants to transform together into one composite form. At the game master's discretion one character may be able to initiate the transformation for everyone, or it may require that all participants are willing. The weakness may also require characters to be in close proximity, or it may allow them to join together from great distances.

Weakness: (Limitation)

This weakness generally affects only one of the character's powers. This power then has a limitation that it can only affect certain targets. For example, a disintegration ray that only damages inorganic material, or a mystic Flame Power that only hurts living beings.

3.3 ALTERNATIVES TO PR

It is not always necessary for powers to require a power cost from the user. There are several alternatives to this idea that require little or no extra effort on the part of game masters and players.

Energy Conversion:

The player converts one type of energy to another to use their powers. The only difficulty is in meeting the game master's minimum requirements. If a power requires physical impact to activate, the character may be able to simply smack a fist in their opposite hand, or on a wall or other convenient prop. A power that requires intense light or sound however may prompt the character to take steps, in the form of a portable flashlight or radio, to insure they have such available when they need it. Examples from the comics include Multiple Man and Dazzler.

Multiple Settings:

The character has several useful powers that all spring from the same energy source. These powers require no energy use, however the limitation is that the character may only use one power at any time. It takes movement or one action to switch powers. One example from the comics is Ultra Boy.

3.4 PARASITES & SYMBIOTES

A recent trend in super-beings is the use of alien or supernatural entities as temporary or permanent enhancements to a character's abilities. This has been seen with such diverse characters as

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

Spider-Man, Venom, Carnage, Spawn, and Witchblade. These entities can be treated a number of ways. They function as Animated Servants, Special Weapons, Bionics, Armor, or just about any device. The more important division for these creatures though, is parasites and symbiotes.

A parasite is a usually harmful organism that lives on or in a different organism. The parasite might grant the host some form of superpowers in return for this sustenance, but usually to a negative end. The parasite may simply feed of the host, making it weaker physically or mentally – or it may lay ‘eggs’ inside which will feed on, and often kill, the host when they hatch. While the ‘eggs’ mature the host may experience some heightened perceptions or abilities – to help insure its survival and protect the young – but in the end it’s a raw deal.

Special Weapon: (Parasite)

A living entity feeding off the character’s body. It gives the host incredible powers, but will drain their life completely in E months – after which the character appears to die by a total failure of the nervous system. The parasite is visible on the host as a sort of metallic system of vines, but it can arrange itself to appear much like normal jewelry.

1. Armor (Biological): 80 points with no discernible weight increase.
2. Power Blast: d20 damage, PR=1/shot, 14” range
3. Body Power: (Generate Claws/Blades) Can be used for special effects, like climbing walls, for PR=1 per turn. PR=1/round for +1 to hit/+2 damage; PR=2/round for +2 to hit/+4 damage; PR=3/round for +3 to hit/+6 damage .
4. Heightened Agility B: +20
5. Special Requirement: The character becomes linked to the parasite after 24 hours, and will die if separated from it for more than a day.

Symbiotes live on or in a host organism, but exist in a mutually beneficial relationship. The negative aspect of this is that though the symbiote may confer enormous power on the host, the symbiote may – at time – have its own agenda and act or react accordingly. Typically a symbiote will improve the health and life span of the host to some degree, in addition to serving some useful function.

Animated Servant: (Symbiote)

A living entity that is fused with the character’s body. The powers that the symbiote grants the character can only be used when the symbiote is visible on their body in the form of a costume and/or cape. The symbiote is sentient, but is not capable of communication.

Body Power: (Independent Action) The symbiote is capable of bringing itself to the character’s surface to activate their powers, and can also pull itself inside to help protect their secret ID. It can also use its cape or other loose flaps as prehensile appendages in times of emergency.

Heightened Agility B: +15

Heightened Strength B: +25

Invulnerability: 20 points

Special Requirement: The character and the symbiote cannot be separated for more than 24 hrs. without killing both of them.

3.5 SPELLS AND SPELL BOOKS

Spells are at the heart of any magic based character, adventure, or campaign. I have included 3 categories of spells below. Spells will be added to this list as time permits, and as they are submitted. Villains and Vigilantes rules provide the spell casting character with one spell initially, and the character can create more spells by successfully using an Invention Point.

As an optional rule the character can also gain spells by using their training bonus to learn an existing one. To be able to learn an existing spell the character must either have repeated access to a spell book or magical tome that contains that spell, or must learn it from another spell caster who already knows it.

CAMPAIGN HQ'S GUIDE TO *VILLAINS AND VIGILANTES*

Since they are training to learn the spell, the spell being studied should be specified at the beginning of the level.

This may seem to make spell casters a lot more powerful, but there are a couple of things to keep in mind about this. In order to learn spells the spell caster must either have access to a spell book, which are rare, or must have a mentor to teach them, also rare. If they do have access to either of these, then they can still only learn spells written in that spell book, or known by that mentor. No spell book will have more than a dozen spells, and most will have less than 8. Mentors may be better, but are harder to keep and may not be allowed by the game master. In addition just because a player has access to a dozen different forms of attack doesn't mean he will use them with any better results. Most spell casters will rely on a couple of spells for most of their needs, using the rest only in special situations.

Below is one sample spell book, including history, and contents. Game masters are not obligated to use spell books in their campaigns, but they can be a useful plot device.

Shadowbook of Alal Xul:

- **History:** This is the spell book and journal of an Arabic spellcaster dating from 643 AD. It was discovered in the possession of the Knights of St. John when they were expelled from Malta by Napoleon in 1798. French soldiers brought the book back to Paris. In 1850 it was discovered among the possessions of Marie Grosholtz Tussaud who had made wax death masks of aristocrats guillotined during the French Revolution before leaving for London in 1802 to found her famous London wax museum. The book has been translated into several languages since then, including Latin and French, and printed in limited numbers by independent publishers. The book details the structure of the universe according to Alal Xul, including various planets and dimensions, and the secrets of the djinn as told to the notorious spell caster.
- **Spells:** Control Totem Spirit, Breathe Like a Fish (water breathing), Dimensional Portal (dimension travel), Astral Expedition (astral projection), Resurrection (revivification), Create Zombie, Unseen (invisibility)

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

4.0 CHARACTERS

4.1 CREATING A NEW CHARACTER

Any good writer knows how to answer the question “where do you get your ideas?”

Everywhere.

The same is true when coming up with ideas for new heroes and villains. Inspiration comes anywhere, at any time, from any thing. Be prepared to jot down ideas at the drop of a hat. Too many tedious campaigns are full of rip-offs from existing comics characters. That's not to say this is always a bad thing. Running a *Superman* or *Wolverine* rip-off in your campaign occasionally may breathe a little more interest into things, as players see a familiar element. Combining such characters into an amalgam can also be beneficial. On the other hand, making a few judicious changes can really make things interesting. Here's an example of the creative process:

On my desk right now are a half-dozen action figures, my computer, a notebook, reference books, tape player, and some other junk. Any of these items are potential inspiration. As I look at the figures, one of them strikes me. It's an Alien figure. OK, I could loosely base a villain on that. Get rid of the acid blood – too obvious. Give him insect powers: wall crawling; armor; a heightened sense; natural weaponry; and a fearsome look. Maybe I'll make him hiss too – like a cockroach – just for effect. I'll call him... hmmm. I don't know, let me look up insects in my thesaurus. Beetle... pest... cockroach... bug... I like pest or roach. Roach is too obvious... I think The Pest will do OK, a little silly but if I describe him well he'll have quite an air of menace. He could be a mutant, experiment, or an extraterrestrial. I'll flesh out the origins later.

For a second character, I think I'll start the tape player. I've got a heavy metal tape in: Judas Priest playing Nightcrawler. Well, I can't use that name – but there's some interesting description. Instead of making someone with straight animal powers though, as the song seems to be describing, I'll do something a little more disturbing. It's the kind of mood I'm in today. A highly skilled human, a serial killer maybe. I need a theme though, probably based on a name. Beast... stalker... blood-something... I'm not using the thesaurus this time – just brainstorming. Stalker sounds pretty good. It doesn't really inspire me with a costume and abilities though. I think about it awhile and come up with a guy in black tunic, gloves, boots, pants, and cloak, with a large ax and a whip. Maybe some cool straps and pouches too for a modern look. He doesn't bother with a mask. He's got all heightened attributes, and maybe a speed bonus. Not highly powerful, but he uses a lot of ambush/back-stab tactics. Maybe he's ex-military, flipped out after the Gulf War? I could make either one of these characters female, but I don't feel it fits either idea.

Once you have the basic framework of the character, it's a quick matter to flesh out the details on the character sheet. Still, there's a couple things missing from that sheet for game masters. It may not always be important to the campaign, but in an extended session – or with characters you wish to reuse later – try deciding on a motive and an agenda for your characters. A motive is simply what causes the character to act in a particular manner. Their reason for becoming a hero, villain, or whatever. This can greatly affect the types of adventures the character is used in. An agenda is the character's list of things to be done, their goals.

The Pest is a pretty basic bad guy. He's nasty, but I've decided he's motivated by a need for respect. He's accepted that no one's going to love him for what he is, so he works to be as menacing, and intimidating as possible – to earn the respect of peers and foes alike. His agenda is simple too. He figures that if he works his way to a position of respect, that eventually others will treat him as their superior. He wants to be in charge. The problem is he is greeted with prejudice, though he doesn't realize it's based as much on his attitude as appearance.

Stalker is a little more complex – but not too much. He is motivated by a sense of twisted justice. His agenda is to protect the children. He does this by killing adults – specifically those he feels in any way threatened or intimidated by. Stalker was badly abused as a child, and bottled it up until his teen years when he exploded, killing the rest of his family with an ax. Though the police knew he did it, he eluded capture and started on a campaign to 'save the children.' Stalker has killed almost 40 people already in

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

this search for justice, and has come to the attention of a major villain who is twisting Stalker's perceptions to mold him into a powerful henchman.

Of course, you don't have to stop there. Certain characters, especially non-powered or 'normal' NPCs, can be made more memorable by adding in unique design elements. Special clothing, weapons, objects, accessories, jewelry, physical characteristics, mannerisms, pets, names, titles, or transportation can all contribute to this effect. For simplicity, pick one of these to make the character stand out.

4.2 METAHUMANS

POPULATION

A good rough estimate of metahuman populations in most areas is 1 for every 1,000,000 people. That would place the world population of metahumans at around 5,000. That may seem high to some, but consider the following points: metahumans include not only super-powered individuals, but those who are highly skilled, technologically enhanced, or trained in the mystic arts; not every metahuman may be aware of their abilities; not every metahuman chooses to don a skimpy outfit and fight other metahumans, many may use their skills to get ahead in business, attract members of the opposite sex, or simply personal enjoyment. Looking at how general population has increased over the years it becomes obvious why it appears that metahumans have begun to proliferate.

HISTORY

While there is no definitive proof, the history of metahumans appears to be tied in directly with early mythology and folklore. Researchers believe that tales of the more humanoid gods, heroes, and monsters may actually be early accounts of metahumans, and may help explain the distribution of metahumans today. Greek, Roman, Norse and Celtic myths are based heavily on human or humanoid figures. Indian myths to a lesser extent, as well as Egyptian, Babylonian, and Japanese. Myths based on less humanoid figures, such as those found in Native American, African, and Australian Aboriginal myths, seem to indicate a lesser likelihood of metahumans being found in great numbers in those regions.

Early heroic legends and epics may be historical accounts of early metahumans. The Germanic Beowulf and the Akkadian Gilgamesh epics, the stories of Robin Hood and King Arthur, Brian Boru, Finn McCool, and Siegfried seem to be likely candidates. The early American stories of Paul Bunyan, Pecos Bill, and others may be. Urban legends such as Spring Heel Jack, and regional legends like the Sasquatch and Abominable Snowman may have a metahuman basis as well.

DISTRIBUTION

When Greek and Roman people spread out across Europe, colonizing and intermingling with native peoples, they likely spread metahuman genes to these areas, and much later they colonized Africa, Australia, and North America as well, bringing metahumans with them to areas that had not seen their like before. More so than other areas, America acted as a 'melting pot' for a variety of racial and ethnic types, including several that appear to have had a history of metahuman genes. This mix has resulted in a much higher incidence of metahuman creation than any other area. Areas that do not have this racial and ethnic crossbreeding, and generally a smaller history of metahumans as well, such as China, India, and parts of Africa, end up with a much lower population of metahumans on average.

In addition, most metahumans who are attempting to be heroes or villains are attracted to centers of high population, such as New York, Chicago, London, and Los Angeles. Villains go to these areas because of the higher potential in acquiring money, power, or whatever else they may be after. Heroes go there to stop the villains. Other 'public' metahumans go to these areas for the attention they can generate.

4.3 ORIGINS

Once the basic theme or motif of the character has been determined, it's time to create a background. Following the idea of a 'used universe' – i.e. one in which super-powered individuals have existed for some period of time – there are a couple often overlooked origins that one might consider for either heroes or villains.

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

Power Broker:

In a universe where super-powers have existed, the most basic research techniques should eventually provide methods for imparting these abilities on non-powered individuals. The techniques should be extremely expensive, have unpredictable results, and potential deadly side effects in a large part of the population. These processes will most likely be outlawed in all but a few small South American countries where hefty bribes to the local officials keep the scientists in business.

Would-be heroes and villains may give up a small fortune to be enhanced by these so called 'power brokers,' or may be the victims of their experimentation. Large criminal organizations may even provide financing for prospective thugs who are willing to work for them after the process, or give them a percentage of future profits.

Trash Technology:

During the last foiled invasion by hostile aliens some of their advanced technology was damaged or abandoned. The last giant robot that attacked had parts strewn across four city blocks. A number of heroes and villains were defeated, only to find their weapons and armor disappear from the field of battle, or the evidence rooms of the local police. Quite a black market of high-technology tools, weapons, armor, and vehicles can be found in a comic book universe. Surely one or more organizations would exist, most likely illegally, to salvage and distribute such wealth to a host of potential clients.

Heroes and villains unwilling or unable to gain superhuman abilities may turn to these recycle operations for technological enhancement. A low-powered individual may even find the equalizer or other edge they need here too. The indestructible buckler that failed to protect the Libertarian from a Mafia hit-man could easily become the symbol of Minute Man, or an ace-in-the-hole for the Flag-Waver.

4.4 COSTUMING

In the early days of the twentieth century what costumed heroes existed made do with little more than a domino mask. Some were distinctive in the use of tuxedos, opera capes, scarves and such – but on the whole most of these people could pass as normal from a distance. Then in the 1930's everything changed.

The 1930's heralded the beginning of the true costumed heroes and villains. Tight suits in bright colors, capes, gloves, boots, wide belts, and cowls that sometimes sported strange vanes and points became the fashion. These early costumes were form fitting, but not constricting. They often sported loose sleeves, and covered everything below the neck - except occasionally the hands. A bright blazon on the chest – a symbol functioning like a medieval knight's painted shield – often embodied the character's basic theme and broadcast to the world who this caped crusader or criminal was.

Through the 50's and 60's costumes changed little, except to become more campy. Brighter colors, and goofier looks often reigned. For the women, and their girl sidekicks, costumes followed fashion and got skimpier – the miniskirt reigned supreme. A few of the more monstrous, inhuman, characters began to get by with little more than a pair of shorts – though modesty usually prevented them from going with anything less. Accessories were still largely restricted to items useful or integral to the character.

In the 70's and 80's the fashions changed even more. A major trend erupted. Costumes got tighter. Suddenly rippling biceps and washboard stomachs were shown in great relief. Both men and women, regardless of how much of their body remained covered, could easily be imagined wearing nothing at all. Some of the more monstrous, such as those covered in fur, could even get by completely without. Designs changed, though the basic format largely remained. Many costumes were more inventive in the use of shape and color. Accessories began to get a bit out of control. Useless straps, chains, and pouches appeared everywhere. Weapons and armor were equipped with ridiculously long and over-exposed cables to feed them power. Towards the end of the 80's oversized weapons that get in the way, but look impressively powerful, became way too popular.

In the 90's we find ourselves just short of anything goes. Some of the most popular heroines wear little more than strategically placed scraps of fabric once the action starts. Colors are intense, but tend towards darker schemes. Cloth just doesn't seem to be as resilient as it used to be, many characters suffer damage to their costumes during combat – rips and tears that serve to enhance the mood. Many characters also turn back to wearing relatively normal clothes. Trench coats, and leather jackets are an underground hit. A few heroes even wear normal police uniforms. Some get more ornate, with metal adornments, wing-like

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

projections, massive boots and such – following Japanese trends. Body art – in the form of tattoos, scars, and piercing – are more common. Accessories are more reasonable for most, but nasty blade weapons – claws, swords, spears, and things that can transform into such – are more common than they were in the Middle Ages.

How a game master handles costumes in their particular campaign is certainly up to them and their players. Modern campaigns should be restricted somewhat by the sensibilities of their players, but it should be noted that even total nudity is not even against the law in all areas of the United States, let alone in other countries. This only covers nudity – lewd acts are illegal regardless.

The real key to costumes is that every character should have a standard form of dress of some kind, and whatever is designed should enhance the concept of that character to make role-playing and interaction easier and more enjoyable. Powerful or mysterious characters are often marked by bright or dark capes. Savage characters by jagged lines. Strong characters usually with solid areas, with only one or two colors in the entire outfit.

4.5 10 REQUIREMENTS OF ANY SUCCESSFUL GROUP OR INDIVIDUAL

With the variety of potential situations a hero or villain group may face, it is important to give them a well-rounded set of abilities. Characters in a group have the same requirements, but working cooperatively each character can specialize in one or two areas. One ability can also overlap several requirements by itself. Heightened Strength, for instance, serves as short range offense, load bearing, and obstacle defeating. Listed below are the ten prime requirements to be considered, as well as examples of devices and abilities that may fulfill each.

1. *Communications* – Radios, Signal Flares, Telepathy
2. *Defense* – Armor, Invulnerability, Invisibility, Heightened Endurance, Non-Corpealness
3. *Short Range and Long Range Offense* – Natural Weaponry, Melee Weapons, Firearms, Heightened Strength, Energy Attacks, Ranged Weapons
4. *Reconnaissance* – Heightened Senses, Telepathy, Cosmic Awareness
5. *Non-Lethal Attacks* – Entanglement, Paralysis, Empathy, Mind Control, Darkness
6. *Cover and Disguise* – Secret Identities, Invisibility, Transformation
7. *Load Bearing* – Heightened Strength, Telekinesis
8. *Obstacle Defeating* – Flight, Non-Corpealness, Astral Projection, Climbing, Leaping, Stretching
9. *Transportation* – Flight, Teleportation, Vehicle, Wings
10. *Base of Operations* – Meeting place and/or storage facility

To get a better understanding of how well these requirements work, simply envision your favorite hero, villain, or group and how they fill each need. Then think of useful situations for each.

Game masters may also want to consider this list when creating adventures. An adventure that doesn't force characters to confront at least three requirements may need to be reconsidered, or at least fleshed out a little further.

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

5.0 WEAPONS

5.1 MELEE WEAPONS

The Villains and Vigilantes rules include a number of good HTH and muscle-powered weapons. For ease of use many new or modified weapons are included here, along with descriptions for use in your campaign.

Melee Weapons					
Type:	To Hit:	Damage:	To Hit Ranged:	Range:	Ranged Damage:
Bagh Nakh	+1	HTH+1d2			
Baton	+2	HTH+1d4			
Blowgun			+2	A"	1 pt.
Cestus	+1	HTH+1d2			
Claymore	+3	HTH+1d6			
Flail	+3	HTH+1d8			
Flamberge	+2	HTH+1d8			
Halberd	+3	HTH+1d6			
Jitte / Sai	+2	HTH+1d4	+2	(A" if thrown)	HTH+1d4
Katana	+2	HTH+1d6			
Katar	+1	HTH+1d4			
Lasso/Lariat			+3	3"	*
Mace	+2	HTH+1d6			
Mace, Spiked	+2	HTH+1d8			
Machete	+1	HTH+1d4			
Ninjato	+3	HTH+1d4			
No-Dachi	+3	HTH+1d8			
Nunchaku	+3	HTH+1d6			
Rante			+2	2"	HTH+1d4
Rapier	+3	HTH+1d4			
Shuriken			+3	(A" if thrown)	HTH+1
Sword Cane	+2	HTH+1d4			
Tomahawk	+1	HTH+1d4	+1	(A" if thrown)	HTH+1d4
Trident	+2	HTH+1d4			
Uchi-Ne			+1	(A" if thrown)	HTH+1
Whip			+3	2"	HTH+1d2
<p>* Lassos do no actual damage. Under the Rules Upgrade they perform a grab attack, detailed in the new combat rules. Since the attacker is not right there the defender cannot get a free attack on them, so game master's need to modify the Break Grip moves appropriately. Under <i>Villains and Vigilantes</i> rules the victim's arms or legs are restrained and the victim must make a save vs. Agility on d100 to get loose, or must do at least 4 pts of damage to the rope to break it. Characters can take an action to flex their muscles to break the rope if their arms are pinned, they do half their normal HTH damage to the rope. It is up to the game master exactly what effect this has on the victim.</p>					

Bagh Nakh: Indian weapon that simulates a tiger's claw. It consists of two rings that the pinky and forefinger go through, a bar across the back of the hand that connects them, and four to five curved blades that extend out past the knuckles.

Baton: A short club ,truncheon, Billy club, or cudgel.

Blowgun: A long narrow pipe, often made from hollowed out reeds or wood, through which pellets or needles can be blown. The missiles don't do much damage themselves, they are usually poisoned for best effect.

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

Cestus: A leather cover for the hand and knuckles with iron or lead studs or spikes, originally used by Roman boxers.

Claymore: Large double-edged broadsword used in the Scottish Highlands. It was a two handed sword, almost 5 foot long overall.

Flail: A European weapon that started as a farm implement for threshing grain. It consists of a long wooden handle or staff and a shorter free-swinging stick or ball attached on one end. As with most weapons there are a number of cosmetic variations.

Flamberge: European two-handed sword over five feet long. It was made famous by German Landsknecht mercenaries called Doppelsoldners. They received double pay for the hazardous duty of chopping the heads off enemy pikes.

Halberd: A European weapon with an axe-like blade and a steel spike mounted on the end of a long shaft or pole.

Jitte / Sai: Japanese weapons used to parry swords. They consist of an iron bar, sometimes sharpened to a blade, with a hook attached on one side in the case of jitte - or both sides in the case of sai.

Katana: A Japanese long sword, often used in a set with a wakizashi - a Japanese short sword - and tanto - a Japanese dagger.

Katar: Indian punch-dagger. The handle is composed of two bars that run parallel to the blade, connected by one or two crossbars that serve as a grip.

Lasso / Lariat: A long rope with a running noose on one end, usually used for catching livestock and horses.

Mace, Spiked: A heavy European club with a spiked or flanged metal head, used to pierce and crush armor. Often a metal head mounted on a wooden handle.

Mace: A heavy European club. Often a metal head mounted on a wooden handle.

Machete: A large broad bladed knife used for cutting vegetation, or as a weapon.

Ninjato: A medium length Japanese sword made especially for use by Ninja assassins.

No-Dachi: A large Japanese two-handed sword, almost 6 feet long, usually not carried by itself. It had to be worn on the back, and drawn over the shoulder.

Nunchaku: An extremely versatile oriental weapon that started out as a grain thresher. It consists of two short handles connected by a chain, or rope.

Rante: An oriental chain whip with a star shaped blade on one end. It can be used as an effective ranged slashing weapon.

Rapier: A long, light, sharp-pointed European sword often lacking a cutting edge, with a cup-like hilt and usually used only for thrusting and parrying.

Shuriken: Star-shaped Japanese throwing blades.

Sword Cane: Cane or walking stick with a hollow cavity inside to conceal a sword blade. Usually the handle of the cane unscrews or pulls out of the body of the cane with the sword blade attached.

Tomahawk: A light axe used as a tool or weapon by Native Americans. It may be made of a variety of materials but is usually decorated with paint and feathers.

Trident: A long three-pronged fork or spear, originally used to spear fish.

Uchi-Ne: Japanese throwing dart, up to a foot long, made of wood with a metal point, usually fitted with feathers to extend its flight.

Whip: Either a flexible rod or a flexible thong or lash attached to a handle.

SPECIAL ABILITIES FOR WEAPONS

Some weapons have magic or high-tech abilities not covered in the normal rules. Some of these abilities are included below. CP costs are included for use with the Rules Upgrade. General rules for CP cost are about 5 CP for moderately useful abilities, 10 CP for very useful, and 15 CP for extremely useful.

Weapons can have standard powers, these are purchased the same way other devices are.

Automatic Return: The weapon automatically returns to the owners hand when thrown, up to the range purchased for that specific weapon. If the weapon exceeds that range it cannot return on its own. PR=1 per use.

CAMPAIGN HQ'S GUIDE TO *VILLAINS AND VIGILANTES*

"Dancing": The weapon can fight independent of the owner. It stays in one place (a 1"x1" square for game purposes) and hovers about swinging at opponents. It cannot move from that area on it's own unless the character purchases flight for the weapon as well. The weapon attacks on the same phases as the character who owns it, and attacks with a fighting skill equal to the character's INT save. The character must spend at least one phase every turn to control the weapon, and another every time the character wants to change the weapons instructions. The weapon can only be given simple instructions like "attack Devil Dude!", or "attack everyone who tries to go through the door!" given simple instructions.

Indestructible: The weapon can survive almost any extreme - though the game master may still force a player to specify at least one way the weapon can be destroyed - it can not be destroyed, and does not wear with age. The player may come up for other special uses for the weapon from time to time as well, jamming the gears of a massive machine, use it as a lever to lift a very heavy object, etc.

Reserve: The weapon can be placed in an extra-dimensional storage space, or transformed into an innocuous looking object like a walking stick, when not in use. It takes only movement or one action to restore the weapon for use in combat.

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

5.2 FIREARMS

About 15 years ago when *Villains and Vigilantes* first came out, I noticed that the rules did not include any simple way to differentiate between different types of firearms. The basic stats for pistol and rifle included with the rules were adequate for many game master's campaigns - but I wanted more detail. So I created tables with damage ratings for various types of shot, and established more accurate ranges for each basic type of weapon.

Basic Firearms Statistics:				
Type:	To Hit:	Typical Range:	Typical Damage:	Ammo:
Revolver	+4	33"	1d8	6
Auto Pistol	+3	33"	1d8	8
Shotgun	+4	27"	2d6	5
Sawed-off Shotgun	+8	10"	2d8(to 3") 2d6(to 6") 1d6(to 10")	5
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

Above is a table of generic firearm stats, similar to those found in the *Villains and Vigilantes* rules, but expanded to include more weapons. I also believe the ranges to be more accurate. The ranges above are more accurate than the standard ranges listed in the *Villains and Vigilantes* rules, especially when coupled with the range modifiers listed in the Special Rules section below. Damage may be determined by the type of weapon, or by caliber – as listed below.

Damage by Caliber:				
A. Pistols				
Caliber:	Base Damage:			
5.45mm, .22 (all), .25 (A.C.P.)	1d6			
.32 (all), .38 (all), 9mm, 7.62-7.65mm	1d8			
.357 magnum, .41 mag, .44 mag, .45 (all)	1d10			
B. Rifles (includes SMG and MG)				
Caliber:	Base Damage:			
7mm, 8mm, 7.62 (all but NATO), .303, .30, .30-06	1d8			
.223 armalite, 5.45 sov., 7.62 NATO, 7.5 (all), 7.92	1d10			
14.5 sov., 12.7 sov., .50 spotting rifle, .50 browning	1d12			
C. Shotguns				
Gauge:	Shot Size:			
	1-2	3-4	5-6	7-8
10-12	1d6+1d8	2d6	2d6	2d5
16-20	2d6	2d6	2d5	1d8+1

The above table gives damage based on the caliber of ammunition being fired. To figure out range on these weapons convert the known range, from a book or magazine article, to game inches (one inch = five feet). If the range you have is in feet simply divide by 5, if the range you have is in meters, for simplicity, multiply that by 3 and divide by 5 to get the range in game inches.

Special to-hit modifiers:	
Weapon at rest on solid object	+1
Weapon resting on tripod/bipod	+2

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

Accessories:	To Hit Bonus:
Using x4 sight	+2
Using x6 sight	+3
Using laser sight	+5

The above modifiers can be used to simulate special circumstances when firing a weapon, and some types of firearm accessories. A bayonet may also be added to many rifles using the stats and of a knife or dagger. Included below are some special rules that may be used to better simulate the use of firearms in the game.

Special Rules for Firearms:

1. On a roll of 20 a gun jams and requires one turn to clear the chamber.
2. Reloading takes one action for Shotguns and Revolvers, magazine fed guns require only a half move.
3. Characters get a cumulative range modifier of -1 for every "A" that they are trying to shoot beyond the first. A character with a 15 Agility trying to shoot 46" away gets a -3 modifier, shooting something 45" away would only give him a -2. Characters with long range weapons like sniper rifles will want to be using some of the modifiers listed above to improve their chances to hit.

Sample Firearms Statistics:				
Type:	To Hit:	Range:	Damage:	Ammo:
Revolvers				
.38 Special Revolver	+4	30"	1d8	6
Auto Pistol				
Mauser 1934 7.65mm	+3	27"	1d8	8
Walther PPK 7.65mm	+3	24"	1d8	7
.44 Magnum Auto	+3	30"	1d10	8
Colt .45	+3	30"	1d10	6
Rifles				
AK-47 7.62mm	+4	180"	1d8	30
Dragunov Sniper 7.62mm	+6	300"	1d8	20
M16 5.56mm	+4	240"	1d10	20
Shotguns				
12 Gauge Franchi SPAS 15 Auto	+4	45"	d6+d8	7
Stakeout Ithaca non-auto	+4	40"	2d6	5
Sub-Machineguns				
Uzi 9mm	+4	120"	1d8	30
Thompson M1 .45	+4	120"	1d10	30
Heavy Weapons				
M-79 40mm Grenade Launcher	+4	50"-280"	see grenades	1(+5)
Manville Riot Gun	+4	230"	see grenades	12
M72A3 150mm Rocket Launcher	+5	198"	2d20	1
M2A1-7 Portable Flame-thrower	+5	36"	1d12	15

CAMPAIGN HQ'S GUIDE TO *VILLAINS AND VIGILANTES*

Type of Grenade:	Damage:	Blast Radius:	Effect:
High Explosive HE	1d12	3"	As Power Blast
Multiple Projectile	2d8	0"	Normal damage
Illumination	N/A	N/A	Parachuting flare that will illuminate a 28" radius.
Smoke	N/A	14"	14" radius area of Darkness, treat all victims as per darkness control. Lasts 12 turns (3 min).
Tear Gas / Irritant	N/A	4"	Chemical Attack, roll d12 and subtract the victim's defense. If the result is greater than 0 the victim is affected. The victim must roll a save vs. End to be able to act while affected. They may attempt no more than one action per turn while affected. The effect lasts 1 hour. The cloud lasts 12 turns.
Baton	1d10	0"	Normal damage
Flash	N/A	14"	As per Light Control: Area Flash.
Stun Gas	N/A	4"	As Paralysis Ray.

.38 Special Revolver: Japan. Originally made for Japanese police by Miroku, exported to the U.S. under the EIG and Liberty Chief badges. A cheap, but serviceable revolver. In production 1967-1984. Overall length 195mm.

Mauser 1934 7.65mm: Germany. Enlarged version of the 6.35mm caliber model from 1910, which was used as an officer's pistol in World War 1. Some minor improvements were made for the 1934 model which sold commercially before being adopted by German forces in World War 2. In production 1934-1945. Overall length 153mm.

Walther PPK 7.65mm: Germany. Scaled down version of the double-action PP, intended for use by plain clothes police. Post World War 2 versions are slightly larger than previously. This gun was made famous as a weapon of choice for James Bond 007. In production 1930 on. Overall length 148mm-155mm.

.44 Magnum Auto: USA. The weapon of choice for Dirty Harry. Overall length 320mm?

Colt .45: USA. US army standard issue M1911A1. Production 1911-1990. Overall length 216mm.

AK-47 7.62mm: Russia. Kalishnikov's famous Russian standard issue rifle. There are a massive number of clones and copies of this base rifle worldwide. Production 1947 on. Overall length with stock 869mm.

Dragunov Sniper 7.62mm: Russia. The premier Russian sniper's rifle, now commercially available. Claims to have up to have a 1000m range (600"). Production 1963 on. Overall length 1225mm.

M16 5.56mm: USA. Colt standard issue US military rifle. Production 1964 on. Overall length 990mm.

12 Gauge Franchi SPAS 15 Auto: Italy. Automatic shotgun using a box magazine. Used by S.W.A.T. teams. Overall length 920mm.

Stakeout Ithaca non-auto: USA. It's lack of stock makes it a concealable, easy to handle slide action shotgun. Used by both police and criminals. Overall length 636mm.

Uzi 9mm: Israel. One of the most common Sub-Machine Guns in the world. Likely to appear just about anywhere. In production 1953 on. Overall length 440mm, 640mm with stock.

Thompson M1 .45: USA. Updated version of the famous M1928 "Tommy Gun". Abandoned the famous 100 round drum because it was too noisy. Production 1942-1944. Overall length 813mm.

CAMPAIGN HQ'S GUIDE TO *VILLAINS AND VIGILANTES*

M-79 40m Grenade Launcher: USA. Also known as the "Bloop Gun" based on the distinctive noise it makes on launching. It looks like a massively barreled shotgun. It has an effective minimum range of 250 feet. The grenades it launches will not arm until they are 40 feet out from the gun. As special rules, if the grenade strikes something before that point then it does 1d8 impact damage. There is no bonus to hit anything inside the minimum range. The CP cost may seem low, but it does not include the cost for grenades because of the variety available. Characters must pay for grenades separately, but the CP Cost is for 6 grenades. The weapon holds one grenade, and characters can carry the other 5 in a pouch or ammo belt.

Manville Riot Gun: USA. Massive revolving grenade/tear gas launcher. The original 1930's version held 18 25mm rounds, the modern version holds 12 37-40mm shells. There is also a special insert available to allow it to use 12 gauge rounds as well. This is the massive weapon Arnold Schwarzenegger uses in Terminator 2 to non-violently disable a parking lot full of police officers. The CP cost does not cover the cost of grenades. The tear gas grenades this normally uses do not have a minimum range as they explode on impact. Any grenade that doesn't normally do damage but strikes a target anyway will do 1d8 impact damage.

M72A3 150mm Rocket Launcher: USA. One shot disposable rocket launcher. It's made of plastic. It's a Light Anti-tank Weapon. Useful in the hands of SWAT teams responding to a call on a possible supervillain.

M2A1-7 Portable Flame-thrower: USA. Portable US Military flame-thrower.

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

6.0 VEHICLES

Vehicles								
Vehicle:	Weight:	Pass:	Cargo:	Speed(mph):	Hit Points:			
					Dis:	Demo:	Weap:	Equip:
Armored Personnel Transport	20,000	5+10	5000	45	75	300	D,E	G
Gyrocopter	550	1+1	550	115 Flying	3	11		
HMMWV	5000	1+5	3330	65	25	100		
Hovercraft	3000	1+6	500	300	15	60		
Hover Cycle	500	1+1	100	300	15	35		B
Jet Cycle	1500	1	490	770 Flying	8	30		H
Jet Helicopter	10,000	2+8	1000	1000	50	200		
Magnetic Rail Train	12000	2+?	8000	400	40	120		
Personal Hydrofoil	8500	1+5	8500	185	43	170		
Police Car	4,000	1+3	1000	200	25	100		
Police Motorcycle	500	1+1	50	175	5	20		
"Sea Viper" Sub/Hydrofoil	50,000	3+10	10,000	13 knots/125	50	200	C(6)	C
Space Shuttle	50,000	2+8	7000	12,000/96,000	250	1000	A	A
Star Shuttle	9500	0+8	1000	2000/200,000	50	200		A,B
Stealth VTOL Plane	15,000	3+	1500	550	50	200		D,F,G

	Vehicular Weapons:	Range:	Damage:
A:	Miniature Laser Turret	40"	2d8
B:	Blaster Gun	30"	1d10
C:	Missile	500"	2d20 (Cost is for 6 missiles)
D:	120mm canon	40"	1d20
E:	12mm Machine Gun	30"	2d6

Vehicular Equipment:	
A:	Life Support - Space
B:	AI Auto Pilot
C:	Life Support - Deep Sea
D:	Stealth Kit (Invisible to Radar)
E:	Cloaking Device (Invisible)
F:	Vertical Take Off and Landing
G:	Life Support - Basic, Airtight with Oxygen supply
H:	Force Field: 10pt Personal FF for Vehicle

- **Armored Personnel Transport:** Heavily armored vehicle designed to transport troops safely through dangerous areas. These are used by both S.W.A.T. teams and military for a variety of operations.
- **Gyrocopter:** Small two person helicopter, of the type usually assembled from a kit.
- **HMMWV:** High mobility, multi-purpose, wheeled vehicle. Also known as the Hummer or HUMM-VEE, it was the "go anywhere, do anything" vehicle of the Gulf War. Modified versions were produced for use as ambulances, reconnaissance, anti-tank, and gun tractor versions. In the past few years a version has become commercially available. It looks like a large, wide, enclosed jeep with cargo carried on a small cargo area on the rear of the vehicle. It is 15 feet long, 7 feet wide, and 5 feet 9 inches high.
- **Hovercraft:** Designed to travel at a short distance above ground or water, moving on a cushion of air. Also known as a Ground Effect Vehicle. Use land speed cost for generating CP costs for new ones, but they are able to travel equally well over water.
- **Hover Cycle:** Low-altitude vehicle about the size of a horse, but resembling a huge motorcycle minus wheels. Usually found in the possession of Image comics characters.

CAMPAIGN HQ'S GUIDE TO *VILLAINS AND VIGILANTES*

- **Jet Cycle:** High-altitude vehicle about the size of a horse, but resembling a huge motorcycle minus wheels. Usually found in the possession of Image comics characters.
- **Jet Helicopter:** Helicopter with jet engines added for higher speed travel.
- **Maglev Train:** High speed commuter type train that rides on a magnetic field for higher speeds with reduced noise and friction.
- **Personal Hydrofoil:** Watercraft with a special fin-like devices attached with struts to reduce lift the body of the craft above the water to reduce drag and allow greater speed than conventional watercraft.
- **Police Car:** Conventional car that has been reinforced and souped up for use by police officers.
- **Police Motorcycle:** Conventional motorcycle that has been reinforced and souped up for use by police officers.
- **"Sea Viper" Sub/Hydrofoil:** Submersible watercraft with a special fin-like devices attached with struts to reduce lift the body of the craft above the water to reduce drag and allow greater speed, when traveling on the surface, than conventional watercraft. This particular model is ideal for advanced naval warfare.
- **Space Shuttle:** Basic stats for a government or corporate reusable space vehicle, depending on the technology level of the campaign it may be able to reach space unassisted, or may require booster rockets to get into orbit.
- **Star Shuttle:** Smaller corporate or personal version of the Space Shuttle, for use in high technology campaigns.
- **Stealth VTOL Plane:** Low profile airplane with surfaces designed not to reflect radar. It also has the capability of Vertical Take-Off and Landing, meaning it does not require a runway to take-off and land like conventional aircraft.

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

7.0 ANIMALS

7.1 MODERN ANIMALS

Animals								
Animal:	Wgt:	Aglyt:	Fer:	Hits:	Acc:	Dmg:	Pwr:	Move:
Bison	2976	6	6	42	-2	1d12	36	136
Boa	150	14	13	4	+2	1d6+1	47	16
Bobcat	56	12	14	3	+1	1d3	42	52
Bottlenose Dolphin	440	10	5	9	-	1d6	40	60 swimming
Cobra	18	20	15	3	+5	1d6	55	4
Common Dolphin	180	12	5	6	+1	1d4	42	62 swimming
Coyote	42	14	8	2	+1	1d4+1	44	54
Ferret	4	21	5	3	+4	1d3	51	41
Giant Ant	125	12	17	4	+3	1d8+1	49	56
Hawk	3	21	12	3	+5	1d4+1	53	6,63 flying
Killer Whale	15400	5	14	124	-4	1d12	35	65 swimming
Moose	1210	8	12	18	-2	1d10	38	58
Mountain Lion	275	14	15	8	+1	1d8	44	54
Ocelot	35	16	10	2	+2	1d3	46	46
Rattlesnake	6	20	15	2	+5	1d6	55	4
Sperm Whale	79000	1	10	316	-6	5d10	31	60 swimming
Warthog	60	10	8	2	-	1d3	40	60

7.2 DINOSAURS

Dinosaurs								
Animal:	Wgt:	Aglyt:	Fer:	Hits:	Acc:	Dmg:	Pwr:	Move:
Allosaurus	7000	1	20	95	-6	2d10	37	150
Ankylosaurus	5500	1	15	62	-6	2d8	35	60
Apatosaurus	60,000	1	9	240	-8	4d10	30	60
Beast from 20K	100,000	1	20	448	-4	6d10	32	107/200 swim
Brachiosaurus	200,000	1	5	640	-6	6d10	26	100
Carnotaurus	12,000	2	19	54	-4	3d10	32	195
Compsognathus	6	21	16	2	+2	1 pt.	48	85
Deinonychus	150	18	20	7	+3	1d12	52	120
Gallimimus	300	8	5	5	-2	d8	37	150
Iguanodon	10,000	1	7	54	-6	2d10	29	120
Maiasaura	9000	1	10	41	-6	2d10	27	105
Pachycephalosaurus	1000	4	13	11	-1	2d8	34	154
Parasaurolophus	5000	1	12	56	-6	2d8	33	83
Phobosuchus	3500	4	20	55	-4	2d10	41	31/61 swimming
Pteronodon	28	21	17	3	+6	1d6+1	58	17/179 flying
Quetzalcoatlus	150	18	13	7	+3	1d8	52	42/200 flying
Stegosaurus	5500	1	12	80	-6	2d8	36	66
Triceratops	12000	1	15	48	-6	2d10	36	100
Tyrannosaurus Rex	16000	1	20	64	-5	3d10	41	195
Velociraptor	150	15	20	6	+4	d10	47	160

- **Allosaurus:** Carnivore. It lived in the Rocky Mountain region of the US during the Late Jurassic/Early Cretaceous period. It most likely hunted in packs taking down a sick or young Apatosaurus, which

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

lived in the same area. It was 35' long with powerful hind legs, and small 3 fingered fore limbs. It had a thick flexible neck, and had a long bony ridge that ran from the snout to between the eyes. A triangular horn grew from just above and in front of each eye.

- **Ankylosaurus:** Herbivore. 15 ft long armored body with club like tail, and spiky horns decorating its entire body. It has been found in Canada and Mongolia, and lived during the Upper Cretaceous.
- **Apatosaurus:** Herbivore. Formerly known as Brontosaurus, it was originally believed to be sluggish, slow, and not very bright. Now it is believed they traveled long distances in packs like elephants, keeping the younger ones in the center of the herd for protection. When attacked they may have raised up on hind legs, slashing with their tail and using their massive forelimbs as weapons. They grew 70' long or longer, 15' high at the shoulder. Long necked, long tailed body with a long low skull. Their hind limbs were longer and more powerful than their fore limbs. It lived in the Rocky Mountain region of the US during the Late Jurassic.
- **Beast from 20K:** Carnivore. The fictional(?) dinosaur used in the Beast from 20,000 Fathoms. It lived in the Cretaceous period, 100 million years ago. It was preserved in ice what is now the Arctic to be awaked in recent times by an Atomic bomb test detonation. It then made its way down the North American coastline to the Hudson River area where it originally ranged. It was over a hundred feet long, and a quadruped, with fore limbs visibly longer than its hind limbs. It also had a long tail, well adapted to swimming.
- **Brachiosaurus:** Herbivore. One of the largest dinosaurs. It had longer fore limbs than hind limbs, much like a modern giraffe. It used its incredibly long neck to feed on the tops of trees. They reached lengths of up to 90 feet. Its nostrils were located on a high bump on its head above the eyes. It lived during the late Jurassic, and has been found in Colorado, Tanzania, and Algeria. This dinosaur is featured in the movie Jurassic Park.
- **Carnotaurus:** Carnivore. Bipedal predator which grew up to 40 feet long. It had two moderately large horns located just above the eyes. It had a short, deep skull with a weak lower jaw lined with sharp, thin teeth. It has been found in Argentina, and lived during the Early Cretaceous. A version of the Carnotaurus with chameleon-like abilities is featured in the Lost World: Jurassic Park novel by Michael Crichton.
- **Compsognathus:** Carnivore. These tiny, 2 foot long, hunters were referred to in the 1997 movie Lost World as "compys." They were bipedal, with a very long tail, and a long, flexible neck. It has been found in Germany and France, and lived during the Late Jurassic.
- **Deinonychus:** Carnivore. Large brained, light weight hunter designed for speed and agility. It ran upright like a Allosaurus. It probably hunted both alone and in packs. It was 13' long, with strong forelimbs ending with grasping hands tipped with curved claws. Its muscular hind limbs ended with a nasty 5" long scythe like claw on each foot. Its tail was stiffened with bony rods to use as a counterweight for balance. It lived in Montana and Wyoming during the Early Cretaceous.
- **Gallimimus:** Carnivore? A fast Ostrich-like runner, featured in the Jurassic Park film. Exactly what they ate remains unknown, but most likely consisted of small lizards and insects. It grew up to 13 feet in length. Remains have been found at sites in Mongolia. It lived during the Late Cretaceous.
- **Iguanodon:** Herbivore. One of the earliest dinosaurs discovered. It was poorly interpreted at first, and thereby misnamed. It doesn't actually resemble the Iguana it was named at all. It was 30 feet long, with large hind limbs, and shorter fore limbs that would allow it to move on either 2 or 4 legs. It had large thumb spikes as well, which may have been used for defense. It has been found in Utah, England, Belgium, Germany, Mongolia, and Tunisia, and lived during the Early Cretaceous. It's found in the original Lost World novel by Arthur Conan Doyle.
- **Maiasaura:** Herbivore. An important recent discovery in paleontology, Maiasaura nests have been recovered with juveniles still inside. This indicates that parent Maiasaurs cared for their young, even bringing food to them for months or years after hatching. It had been previously assumed that dinosaurs laid their eggs and abandoned them as most modern reptiles. Maiasaura are duckbilled, with slender hind limbs, smaller fore limbs, and a long flattened tail. They grew up to 30 feet long. They lived during the Late Cretaceous, and have been discovered so far in Montana. Maiasaura are found in the Lost World: Jurassic Park novel by Michael Crichton.
- **Pachycephalosaurus:** Herbivore. This thick-skulled dinosaur was referred to in the 1997 Lost World: Jurassic Park movie as "Friar Tuck." Its skull was topped with up to a 10 inch thick dome that served a

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

purpose similar to the horns found on bighorn sheep today. In a ritual head-butting to determine dominance in the herd. It's also possible that it was used the same way Rhinoceroses use their horn to protect themselves against predators. It was a bipedal forager of plants, with strong hind limbs, and smaller fore limbs. It grew up to 15 feet long and lived in the Late Cretaceous. Specimens have been found in Alberta, Canada.

- **Parasaurolophus:** Herbivore. A duckbilled dinosaur with a magnificent crest jutting backward from the skull. The crest contained paired nasal passages that ran from the nostrils to the top of the crest and back down again to the head. This probably allowed it produce loud deep bellows for communication. It was 33' long, with a 6' crest, heavy bodied, and could run on all fours or on two limbs. It lived from New Mexico to Canada during the Late Cretaceous. More information on the sound this creature made, including sound files generating using a 3-D model of the skull can be found at scandia.org.
- **Phobosuchus:** Carnivore. A prehistoric version of the crocodile. Up to 40' in length. Fossils indicate it lived around Texas during the Upper Cretaceous.
- **Pteronodon:** Carnivore. This flying predator fed mainly on fish and had a 15'-27' wingspan. Fossils have been found in Kansas, and it lived during the Upper Cretaceous.
- **Quetzalcoatlus:** Carnivore. This flying scavenger had up to a 40' wingspan. Fossils indicate it lived in Texas during the Upper Cretaceous.
- **Stegosaurus:** Herbivore. A 30' long quadruped with a huge body and tiny sloping head. It is known mainly for its row of plates that grew along its spine from head to tail. Its only defense was the row of sharp spikes on its tail. It lived in in the Northwest US during the Late Jurassic period. It appears in the 1997 Lost World: Jurassic Park movie.
- **Triceratops:** Herbivore. The largest and heaviest horned dinosaur. It grew to 30' long, with horns reaching 4' or more in length. Two horns grew from above the eyes, with a third shorter horn on the nose. It also had a large, solid bone frill on its head. It lived in the Northwestern US and southern Canada during the Late Cretaceous. It appears in the movie Jurassic Park.
- **Tyrannosaurus Rex:** Carnivore. The most famous of all carnivorous dinosaurs. It grew 40' or more long, with a 4' skull with massively powerful jaws. It may have hunted in packs, though some scientists speculate it may have moved too slowly to be an effective hunter, eating carrion instead. It was found in Canada, the Northwest US, and possibly as far south as New Mexico during the Late Cretaceous. It has a major role in the film Jurassic Park.
- **Velociraptor:** Carnivore. A small, but powerful, bipedal hunter like its larger cousin Deinonychus. It was made famous as the "raptor" of both the Jurassic Park and Lost World: Jurassic Park movies. It had a large brain, and its muscular hind limbs were each tipped with a large sickle-like claw, making it an extremely dangerous predator. It was only 7 feet long, and lived in Mongolia during the Late Cretaceous.

7.3 PREHISTORIC MAMMALS

Prehistoric Mammals								
Animal:	Wgt:	Aglyt:	Fer:	Hits:	Acc:	Dmg:	Pwr:	Move:
Dire Wolf	150	11	15	5	+2	1d10	52	55
Mastodon	10000	1	11	40	-4	2d12	33	150
Tiger, Saber-Tooth	400	10	18	8	-	1d12	50	92
Wooly Mammoth	12000	1	10	48	-4	2d12	33	170

- **Dire Wolf:** Carnivore. An offshoot of the wolf line that ranged through North America during the Pleistocene Epoch. It was slightly smaller than a modern day Timber Wolf, but was stockier and more massive.
- **Mastodon:** Herbivore. A large prehensile-nosed mammal different from modern day elephants mainly in their teeth. It lived during the Oligocene Epoch. This particular species was roughly elephant sized with two tusks, earlier forms were smaller with four tusks and longer jaws. It ranged throughout North America.

CAMPAIGN HQ'S GUIDE TO *VILLAINS AND VIGILANTES*

- **Tiger, Saber-Tooth:** Carnivore. The famous large cat characterized by long upper canine teeth. It lived from the Oligocene to the Pleistocene Epoch. It was roughly the same size as a modern tiger, ranging up to 4 feet in height.
- **Woolly Mammoth:** Herbivore. A shaggy haired prehistoric elephant that lived throughout Eurasia and North America during the Pleistocene Epoch. It ranged up to 13 1/2 feet high.

TIME PERIODS

- **Mesozoic Era:** The Age of Reptiles, comprising the Triassic, Jurassic, and Cretaceous periods.
- **Triassic period:** First of the three periods known as the Age of Reptiles, 225 to 190 million years ago. The supercontinent, Pangea, begins to break up. The first dinosaurs, and possibly mammals, evolve.
- **Jurassic period:** Second of the three periods, 190 to 135 million years ago. North America and Africa are distinct continents. The climate is warmer, reptiles and dinosaurs dominate. The first mammal fossils are from this period.
- **Cretaceous period:** Last of the three periods, 135 to 63 million years ago. South America and Africa separate to form two continents. Dinosaurs reach their climax before disappearing. Snakes and lizards appear.
- **Cenozoic Era:** The Age of Mammals, comprising the Tertiary and Quaternary periods.
- **Tertiary period:** Comprising the Eocene, Oligocene, Miocene, and Pliocene epochs.
- **Oligocene epoch:** 37-23 million years ago. North America is largely dry. Archaic mammals begin to disappear, modern animals (horses, pigs, rhinoceroses, elephants, etc.) begin to appear.
- **Quaternary period:** Comprising the Pleistocene and Holocene epochs.
- **Pleistocene epoch:** 1.8 million-10,000 years ago. Great masses of glaciers drift and recede causing massive alteration of the topography, many lakes formed. Extinction of many early mammals such as mastodons, mammoths, and saber-tooth tigers. Man evolves. Homo sapiens rise about 100,000 years ago - Cro-Magnon about 35,000 years ago.

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

7.4 PETS

Pets are defined as animals kept for the purpose of amusement or companionship. By necessity, we use a broader definition when considering pets in Villains and Vigilantes, covering pretty much any animal or other non-human kept by a character. They can be used as familiars, scouts, offensive or defensive fighters, and even pack animals. There being such a wide range of available forms, there is no simple straight-forward formula to encompass them all.

7.41 PET SPECIES

Pets can be just about anything you can imagine. Animals, small and large, aliens, plants, robots, and multi-dimensional creatures have all been used in this station. Race/species should be rolled randomly or chosen first, as almost everything else about the pet will depend on this. Included below is a list of common types of pets. Once you have determined what type of pet it is, either generate your own stats or look up the common stats for that creature for a base to build from.

Base Type (roll 2d4-1):

1. Tiny Animal (Choose from, or roll on table below)
2. Small Animal (Choose from, or roll on table below)
3. Large Animal (Choose from, or roll on table below)
4. Supernatural Creature (Choose from, or roll on table below)
5. Alien (be creative, or roll again to see what form the robot is built to look like)
6. Robot (roll again to see what form the robot is built to look like)
7. Prehistoric Animal (Choose from, or roll on table below)

Tiny Animals (roll 2d4-1):

1. Small Bird (kestrel, merlin, finch)
2. Rat/Mouse
3. Ferret
4. Herp/Amphibian (Lizard, Frog, Salamander, Snake)
5. Bat
6. Insect/Arachnid (Scorpion, Millipede, Tarantula)
7. Other (?)

Large Animals (roll 1d8):

1. Horse
2. Bear
3. Gorilla
4. Reptile (Komodo Dragon, Large Snake, Alligator, Crocodile)
5. Cheetah/Leopard/Lion/Tiger
6. Wolf
7. Bird (Eagle, Condor, Buzzard)
8. Other (Elephant, Rhino, Buffalo, Hyena, Kangaroo, etc.)

Small Animals (roll 2d4-1):

1. Monkey (Capuchin, Howler, Chimpanzee)
2. Cat
3. Dog
4. Bird (Raven, Hawk, Falcon, Owl, Parrot, Rooster)
5. Rabbit
6. Herp (Snake, Iguana, Monitor)
7. Other (Koala, Otter, Pot-Bellied Pig, Possum)

Supernatural Creatures (roll 2d4-1):

1. Pegasus
2. Small Dragon
3. Large Dragon
4. Griffin
5. Homunculus
6. Demon/Imp
7. Other (3-Headed Dog, Skeletal Animal, etc.)

Prehistoric Animals (roll 1d6):

1. Sabretooth Tiger
2. Dire Wolf
3. Tyrannosaurus Rex
4. Triceratops
5. Deinonychus/Velociraptor
6. Other (Mastodon, Mammoth, Iguanodon)

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

7.42 INTELLIGENCE

Pets have varying levels of intelligence. A normal animal registers as 'non-sentient' on the *Villains and Vigilantes* Intelligence table. Supernatural creatures, and artificial creatures may be more so normally. It is generally up to the player, however, how smart his pet will be. If you are rolling a pet up randomly, such as for an NPC, you may want to use the table below.

Roll 1d4:

1. Non-sentient (0 Int)
2. Human-level Intelligence (10 Int average)
3. Very Smart (12-18 Int)
4. Advanced Intelligence (Heightened Int A or B)

7.43 POWERS AND ABILITIES

Not all pets have special powers and abilities. Either choose or roll a d6, 1-3 means the animal has powers and abilities 4-6 means it is a normal animal. Whether or not the animal has powers they share a special bond with the character that allows that character to communicate with them.

If the pet has special powers or abilities choose or roll from the table below to determine what type they are.

Roll 1d4:

1. Same as, or similar to the character.
2. Skills Only
3. Independent Powers
4. Artificial

Same as, or similar to character: Simply give the pet all or some of the same powers as the character the pet is for. For example, all of Superman's pets had his Kryptonian powers.

Skills Only: The pet is better than normal, but not truly super-powered. Examples include Bat Dog, Falcon's bird,

Independent Powers: The pet has unique abilities of their own. Examples of this would be the Red Ghost's apes, Protty, and Lockheed the dragon.

Roll or choose 1d4 powers and abilities from the table of common ones below.

1. Flight
2. Heightened Agility B
3. Heightened Defense
4. Heightened Endurance B
5. Heightened Intelligence B
6. Heightened Senses
7. Heightened Strength B
8. Invulnerability
9. Power Blast
10. Transformation: Shapeshifter
11. Willpower
12. Wings

If the pet ends up with less than 4 powers you may roll on any table in the rule book for more up to 4.

CAMPAIGN HQ'S GUIDE TO *VILLAINS AND VIGILANTES*

Artificial: The animal has had bionic/cybernetic enhancement, or is a robot, android, or other construct. While 'android' is not a proper term for use in describing a non-human creature, it should be taken in the context that an 'android' pet is made to resemble a living pet more so than a robotic one. Examples would include Battlestar Galactica's Daggit, Dr. Who's K-9 and Polyphase Avatron, and Cyberforce's 'CC.'

Roll or choose 1d4 powers and abilities from the table of common ones below.

1. Armor
2. Bionics
3. Flight
4. Heightened Agility B
5. Heightened Defense
6. Heightened Endurance B
7. Heightened Intelligence B
8. Heightened Senses
9. Heightened Strength B
10. Invulnerability
11. Power Blast
12. Robotic or Android Body

If the pet ends up with less than 4 powers you may roll on any table in the rule book for more up to 4.

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

8.0 CHARACTER TEMPLATES

I heartily endorse the use of generic templates for characters. Any game master who has a life outside of gaming does not always have to generate new characters from scratch. Creating a basic template for various character types, leaving room to fill in a few extra weaknesses and abilities that make the character appear more unique, allows the game master to create a group or individual villains, heroes, or other NPCs at the drop of a hat.

And, while this concept is ideal for use with *Villains and Vigilantes*, it also makes sense in a CP based system. To use the concept there simply create template characters that leave 15-20% of their CPs free to make the character more unique.

Included here are generic templates, as well as some specifically designed for use in a World war 2 campaign. Just follow the basic step-by-step instructions included with each template. Need a quick group? Roll one of each! These templates work equally well for both player characters and NPCs – except for the Master Criminal. For use with the *Villains and Vigilantes Rules Upgrade*, just use the same rules that apply for rolling random characters.

Adventurer Template

Description: Normal men and woman, drawn to danger like moths to a flame. Their adventures take on the guise of expeditions, safaris, anthropological digs, and scientific investigations. Examples include Indiana Jones, Nevada Smith, and Congo Bill.

1. Base Powers/Skills (The character gets these by default):

- Heightened Endurance A
- Heightened Intelligence A

2. Roll or choose 1d4 additional powers from the list below:

1. Heightened Agility A
2. Heightened Attack
3. Heightened Charisma A
4. Heightened Defense
5. Heightened Senses: Detect Danger/Hidden x2
6. Heightened Strength A
7. Pet
8. Weapon: (Pistol, Rifle, or Special)

3. If the character has less than 5 powers you can roll or choose more from any table until they have 5.

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

Aquatic Template

Description: They work well both beneath the waves and above. They come from lost cities, civilizations, and races beneath the sea. Examples of this type include Sub-Mariner, Aquaman, Namora, Dolphin, Namorita, Aqualad, Marina, Abe Sapien, and Tiger Shark.

1. Base Powers/Skills (The character gets these by default):

- Water Breathing
- Speed Bonus (*swimming*)

2. Roll or choose 1d4 additional powers from the list below:

1. Animal Powers (Fish)
2. Animal Control (Fish or Undersea Creatures)
3. Flight
4. Heightened Agility B
5. Heightened Endurance B
6. Heightened Senses (Radar, Sonar, Magnetic Fields, Smell)
7. Heightened Strength B
8. Invulnerability

3. If the character has less than 5 powers you can roll or choose more from any table until they have 5.

4. Most Aquatics look slightly unusual (pointed ears, etc.) Only 1 in 6 of these types do not look normal at all. Roll a d6, a six means the character looks completely human, 2-5 means the character has a slightly unusual appearance, a 1 indicates they are extremely unusual (green or blue skin, obvious gills, etc.).

5. Since Aquatics tend to be either hybrids or from non-human races (Atlantean or Ichthyosapien) they have a 2 in 6 chance of suffering the weakness "Prejudice."

Commando Template

Description: These are the otherwise normal front-line soldiers who manage to go above and beyond the call of duty. They may be privates, sergeants, humans, robots, or monsters. They may serve in a haunted tank, carry a devastating weapon, or work behind enemy lines. Everyone may know who they are, or they could be an unknown soldier. Examples include Sgt. Fury and his Howling Commandos, Sgt. Rock and Easy Company, Unknown Soldier, Haunted Tank, and many others.

1. Base Powers/Skills (The character gets these by default):

- Heightened Endurance A
- Weapon: Pistol

2. Roll or choose 1d4 additional powers from the list below:

1. Heightened Agility A
2. Heightened Attack
3. Heightened Defense
4. Heightened Expertise: Military Weapons
5. Heightened Senses
6. Heightened Strength A
7. Weapon (Rifle, Grenade, or Special)
8. Vehicle (Tank, Jeep, or other)

3. If the character has less than 5 powers you can roll or choose more from any table until they have 5.

CAMPAIGN HQ'S GUIDE TO *VILLAINS AND VIGILANTES*

Cyborg Template

Description: These were once normal(?) people, changed into an amalgam of natural and artificial parts. They may appear relatively normal, but often are obviously different. Some notable examples are Cyborg, Creech, the Six Million Dollar Man, Deathlok, Spiral, and the entire CyberForce team.

1. Base Powers/Skills (The character gets these by default):

- Bionics (see table below)
- Heightened Strength B

2. Roll or choose 1d4 additional powers/devices from the list below:

1. Armor B
2. Bionics (yes, a second time)
3. Heightened Agility B
4. Heightened Endurance B
5. Heightened Senses
6. Life Support
7. Natural Weaponry (claws, blades, and such)
8. Power Blast
9. Special Weapon
10. Speed Bonus

3. Sample Bionics are listed below:

1. Access Terminal (Control computers by 'jacking in', as in Lightning Control)
2. Black Box (Record audio and video the character experiences for later playback)
3. Extendible Arm(s) (up to 30" reach)
4. Multiple Arms (+1d4 arms, +15 initiative per extra arm)
5. Replacement Limb (effectively +20 STR in that limb only)
6. Secret Compartments in Limb (could hold cash, tools, weapon, etc)

4. If the character has less than 5 powers you can roll or choose more from any table until they have 5.

5. At least 5 out of 6 of these types do not look normal at all. Roll a d6, anything other than a 6 means the character has an unusual appearance, 2 or less means they have the weakness "Prejudice" as well.

Demon Template

Description: Creatures from the nether realms sometimes are summoned, or find their way, to Earth. They may be working toward the common good, punishing sinners, or simply running amok. Examples include Demon, and Ghost Rider, among others.

1. Base Powers/Skills (The character gets these by default):

- Flame Powers
- Heightened Strength B

2. Roll or choose 1d4 additional powers from the list below:

1. Dimensional Travel
2. Flight
3. Heightened Agility B
4. Heightened Endurance B
5. Heightened Senses (Life, Good/Evil, Magic)
6. Heightened Strength B (yes, again)
7. Invulnerability
8. Natural Weaponry (Claws, or Horns)
9. Regeneration
10. Weakness Detection
11. Willpower
12. Wings

3. If the character has less than 5 powers you can roll or choose more from any table until they have 5.

4. Most Demons look slightly unusual (pointed ears, etc.) Only 5 in of 6 of these types do not look normal at all. Roll a d6, a six means the character looks completely human, 5 means the character has a slightly unusual appearance, and 1-4 indicates they are extremely unusual (red or yellow skin, horns, fur, etc.).

5. Demons, by their nature, have a 5 in 6 chance of suffering the weakness "Prejudice."

CAMPAIGN HQ'S GUIDE TO *VILLAINS AND VIGILANTES*

Energy Projector Template

Description: The purveyors of power. Ladies of lightning, and men of magnetism. They hurl thunderbolts like the gods themselves. Some examples of this type are Cyclops, Dr. Light, Heatwave, the Human Torch, Live Wire, and Tempest.

1. Base Power (The character gets one by default, select one or roll 2d6-1):
 1. Darkness
 2. Disintegration Ray
 3. Flame Power
 4. Gravity Control
 5. Ice Powers
 6. Light Control
 7. Lightning Control
 8. Magnetic Powers
 9. Power Blast
 10. Sonic Abilities
 11. Vibratory Powers
2. Most Energy Projectors have flight, either select flight or roll d6 (4 or less) to see if the character has it.
3. Roll or choose 1d4 additional powers from the list below:
 1. Absorption (Energy)
 2. Adaptation
 3. Flight
 4. Force Field
 5. Heightened Agility B
 6. Heightened Attack
 7. Heightened Endurance B
 8. Heightened Expertise
 9. Heightened Intelligence A
 10. Heightened Strength B
 11. Heightened Senses (Sense Energy)
 12. Illusions
 13. Illusions (Solid Energy Projections)
 14. Invisibility
 15. Invulnerability
 16. Non-corporeality
 17. Paralysis Ray
 18. Regeneration
 19. Speed Bonus
 20. Transformation
4. If the character has less than 5 powers you can roll or choose more from any table until they have 5.

Freedom Fighter Template

Description: They wear the colors of their country's flag and defend the honor and principles of that country with their lives. They be English, American, Canadian, even Russian, but they do their best to be the living symbol of their country, and the best their people can become. They may have natural powers and abilities, or be the result of a Super Soldier experiment. Examples include Captain America, Union Jack, Captain Canuck, and Uncle Sam. For super-powered Freedom Fighters substitute B for A in Heightened statistics.

1. Base Powers/Skills (The character gets these by default):
 - Heightened Agility A
 - Heightened Charisma A
2. Roll or choose 1d4 additional powers from the list below:
 1. Armor
 2. Heightened Attack
 3. Heightened Defense
 4. Heightened Endurance A
 5. Heightened Expertise
 6. Heightened Intelligence A
 7. Heightened Strength A
 8. Natural Weaponry (usually martial arts)
 9. Special Weapon (Pistol, Shield, Sickle, Etc.)
 10. Willpower
3. If the character has less than 5 powers you can roll or choose more from any table until they have 5.

CAMPAIGN HQ'S GUIDE TO *VILLAINS AND VIGILANTES*

Martial Artist Template

Description: Masters in the art of war. These experts may have trained in the Far East, the back alleys of Brooklyn, another dimension, or even the local Dojo. They are usually calm and serene until prompted into action. Among the examples of this type are Master of Kung Fu, Karate Kid, Iron Fist, Stick, Elektra, and Bronze Tiger.

1. Base Powers/Skills (The character gets these by default):

- Natural Weaponry (Martial Arts)
- Heightened Agility A

2. Roll or choose 1d4 additional powers from the list below:

1. Heightened Agility A (yes, a second time)
2. Heightened Attack
3. Heightened Defense
4. Heightened Endurance A
5. Heightened Expertise
6. Heightened Intelligence A
7. Heightened Strength A
8. Special Weapon
9. Weakness Detection
10. Willpower

3. If the character has less than 5 powers you can roll or choose more from any table until they have 5.

Master Criminal Template

Description: The insane, often inane, geniuses who have turned their prodigious talents to criminal enterprise. These strange, pathetic creatures often leave some calling card - or act in an obscurely predictable manner. Is it a call for help that drives them to leave these clues, or are they playing a dangerous, but thrilling, game? The legions of classic examples include the Joker, Lex Luthor, Arcade, Toyman, Riddler, Penguin, Catwoman, Mad Hatter, Scarecrow, and many others.

1. Base Powers/Skills (The character gets these by default):

- Heightened Intelligence B
- Heightened Charisma B

2. Roll or choose a weakness from the list below:

1. Low Self Control: Anti-Social or Homicidal Behavior
2. Psychosis: Megalomania
3. Psychosis: Obsessive-Compulsive Behavior (recurrent theme or motif in devices, crimes, hide-outs, etc.)
4. Psychosis: Paranoia

3. Roll or choose 1d4 additional powers from the list below:

1. Heightened Agility A
2. Heightened Charisma A
3. Heightened Defense
4. Heightened Endurance A
5. Heightened Intelligence A
6. Poison/Venom Device
7. Special Weapon
8. Vehicle

4. If the character has less than 5 powers you can roll or choose more from any table until they have 5.

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

Mentalist Template

Description: The powers of the mind are their forte. Examples are Professor X, Marvel Girl, Saturn Girl, and the White Queen.

1. Base Power (The character gets one by default, select one or roll 1d8):

1. Astral Projection
2. Cosmic Awareness
3. Emotion Control
4. Illusions
5. Mind Control
6. Psionics
7. Telekinesis
8. Telepathy

2. Roll or choose a weakness from the list below:

1. Diminished Senses
2. Low Self Control
3. Mute
4. Phobia/Psychosis
5. Physical Handicap
6. Prejudice

3. Roll or choose 1d4 additional powers from the list below:

1. Astral Projection
2. Cosmic Awareness
3. Heightened Attack
4. Heightened Charisma B
5. Heightened Endurance B
6. Heightened Intelligence B
7. Heightened Senses
8. Psionics
9. Weakness Detection
10. Willpower

4. If the character has less than 5 powers you can roll or choose more from any table until they have 5.

Mystery Man Template

Description: They work in the shadows, solving crimes and bringing the guilty to justice. The pulp heroes. Midnight Men. Vigilantes. Examples include The Spirit, Batman, the Shadow, the Phantom, the Sandman, the Crimson Avenger, and the Spider.

1. Base Powers/Skills (The character gets these by default):

- Heightened Agility A
- Heightened Intelligence B

2. Roll or choose 1d4 additional powers from the list below:

1. Heightened Attack
2. Heightened Charisma A
3. Heightened Endurance A
4. Heightened Expertise
5. Heightened Strength A
6. Psionics (Invisibility, Mind Control, etc.)
7. Special Weapon (utility belt, ring, etc.)
8. Vehicle
9. Weakness Detection
10. Willpower

3. If the character has less than 5 powers you can roll or choose more from any table until they have 5.

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

Mystic Template

Description: Masters of the mystic arts, spell casters, witches, warlocks, shamans, conjure men, hougans, and sorcerers of various origins and persuasions. They learned magic in a variety of ways for a variety of reasons. Some notables include Brother Voodoo, Dr. Fate, Dr. Strange, Baron Mordo, and Clea.

1. Base Powers/Skills (The character gets these by default):

- Magic Spells (3 spells, see table below)
- Heightened Intelligence B

2. Roll or choose 1d4 additional powers/devices from the list below, there is a 2 in 6 chance that any particular ability will come from a device:

1. Astral Projection
2. Cosmic Awareness
3. Flight
4. Heightened Agility A
5. Heightened Charisma B
6. Heightened Endurance A
7. Heightened Senses (magic, tracking, good/evil)
8. Magic Spells (3 more, see table below)
9. Natural Weaponry (martial arts)
10. Pet
11. Special Weapon
12. Willpower

3. Sample Spells are listed below:

1. *Lightning Bolt:* (Lightning Attack, attack only) 15" range, PR=4, 2d8 damage
2. *Purple Cloak:* (Paralysis Ray) PR=7, 24" range
3. *Mystic Bolt:* (Power Blast) d20 damage, PR=1, 11" range
4. *Shield of Marduk:* (Invulnerability) PR=(1/5 pts)/turn, up to a maximum of 20 pts.
5. *Armor of the Ageless:* (Armor) PR=1 / 10pts of armor generated up to a maximum of 100 pts. PR=1/turn to maintain or lose 4 pts. of armor/turn.
6. *Resilience:* (Adaptation, adapt to hostile environment only) PR=2/environment/day
7. *Wind Walk:* (Flight) 90 mph, PR=1/hour
8. *Mirror Selves:* Create up to 10 illusionary duplicates of the character. PR=5 to cast, PR=2/turn to maintain. Opponents must make a roll to detect the character, roll vs. Detect Hidden if opponent attacking, roll vs. Detect Danger if opponent is being attacked by caster. If caster is hit or attacks spell dissipates and must be recast.
9. *Dimensional Portal:* (Dimensional Travel) Choose one dimension when the spell is learned, PR=4 for a 1"x1" portal, portal can be increased by 1" for each extra power point spent.
10. *Serpentine Heal:* (Regeneration) PR=1/turn

4. Sample Disciplines, or types of Magic, are listed below:

- | | |
|------------------------------------|---------------------------|
| 1. Santaria/Voodoo | 7. Alien/Extraterrestrial |
| 2. Western Esoteric | 8. Extra-dimensional |
| 3. Middle Eastern/African Esoteric | 9. Necromantic |
| 4. Far Eastern Esoteric | 10. Alchemy |
| 5. Hebrew Cabala | 11. Medieval Witchcraft |
| 6. Shamanism | 12. New Age |

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

Predator Template

Description: The animalistic hunters of the comic book world. They usually have sharp teeth and claws, or occasionally martial arts skill. The best examples of this template are Ripclaw, Wolverine, Wildchild and Sabretooth.

1. Base Powers/Skills (The character gets these by default):

- Heightened Senses
- Natural Weaponry

2. Roll or choose 1d4 additional powers from the list below:

1. Animal/Plant Powers
2. Heightened Agility B
3. Heightened Attack
4. Heightened Defense
5. Heightened Endurance B
6. Heightened Expertise
7. Heightened Intelligence A
8. Regeneration
9. Weakness Detection
10. Willpower

3. If the character has less than 5 powers you can roll or choose more from any table until they have 5.

Primitive Template

Description: Primitive in their use of technology. They are more at home in places where man is just another animal. They may have been raised by animals, or educated in a simpler time or with an aboriginal people. Examples include Tarzan, Kazar, Sheena, Red Wolf, Anthro, Kamandi, and others.

1. Base Powers/Skills (The character gets these by default):

- Heightened Agility B
- Heightened Strength A

2. Roll or choose 1d4 additional powers from the list below:

1. Heightened Attack
2. Heightened Endurance A
3. Heightened Intelligence A
4. Heightened Senses
5. Natural Weaponry (animalistic fighting technique)
6. Pet (Lion, Monkey, Prehistoric Mammal, Wolf, etc.)
7. Speed Bonus
8. Weakness Detection
9. Weapon (Knife, Spear, Bola, or other)
10. Willpower

3. If the character has less than 5 powers you can roll or choose more from any table until they have 5.

4. Their upbringing generally brings them into conflict with 'modern' ideals and methods. Roll a d6, a 2 means they have the weakness "Prejudice", a 1 means they have "Reduced Charisma."

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

Robot/Android Template

Description: Men and women made of metal. These may have once been normal men or women, but now occupy a high-tech body of steel and chrome. Examples of this type include Robotman, Machine Man, Brainiac, Jocasta, Computo, Vision, Ultron, Noman, and Nimrod.

1. Base Powers/Skills (The character gets these by default):

- Choice of Android Body or Robotic Body
- Heightened Strength B

2. Roll or choose 1d4 additional powers from the list below:

1. Adaptation
2. Armor B
3. Heightened Agility B
4. Heightened Endurance B
5. Heightened Intelligence B
6. Heightened Senses
7. Invulnerability
8. Power Blast

3. If the character has less than 5 powers you can roll or choose more from any table until they have 5.

4. At least 5 out of 6 of these types do not look normal at all. Roll a d6, anything other than a 6 means the character has an unusual appearance, a 2 means they have the weakness "Prejudice", a 1 means they have "Reduced Charisma."

Speedster Template

Description: They move faster than any normal human. Some can run up walls or even break the sound barrier. Examples of this type include the Flash (any), Quicksilver, Johnny Quick, Whizzer, Killjoy, Impulse, Lightning, and Velocity.

1. Base Powers/Skills (The character gets these by default):

- Heightened Speed
- Heightened Defense

2. Roll or choose 1d4 additional powers from the list below:

1. Flight
2. Heightened Agility B
3. Heightened Attack
4. Heightened Defense
5. Heightened Endurance B
6. Heightened Senses
7. Invisibility
8. Invulnerability
9. Natural Weaponry (speed punches)
10. Regeneration

3. If the character has less than 5 powers you can roll or choose more from any table until they have 5.

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

Stretcher Template

Description: They can bend and stretch themselves to incredible length. They are often quite malleable, and more than a bit twisted too! Some of the members of this rubbery band are Mr. Fantastic, Shapeshifter, Elastic Man, Flat Man, Plastic Man, Amorpho, and Madame Rouge.

1. Base Powers/Skills (The character gets these by default):

- Stretching Powers
- Heightened Agility B

2. Roll or choose 1d4 additional powers from the list below:

1. Heightened Charisma A
2. Heightened Defense
3. Heightened Endurance B
4. Heightened Intelligence A
5. Heightened Strength A
6. Invulnerability
7. Speed Bonus
8. Transformation: Shapeshifter

3. If the character has less than 5 powers you can roll or choose more from any table until they have 5.

Strongman Template

Description: Sheer power. Massive strength in a human, or more than human form. Some are more powerful than a locomotive. Examples in this grouping are Black Anvil, Colossus, Blockbuster, the Hulk, Impact, Savage Dragon, Strong Guy, and the Thing.

1. Base Powers/Skills (The character gets these by default):

- Heightened Strength B
- Heightened Strength B (again)

2. Roll or choose 1d4 additional powers from the list below:

1. Adaptation
2. Armor
3. Heightened Attack
4. Heightened Endurance B
5. Heightened Strength B
6. Invulnerability
7. Regeneration
8. Size Change: Larger
9. Speed Bonus
10. Willpower

3. If the character has less than 5 powers you can roll or choose more from any table until they have 5.

4. At least 5 out of 6 of these types do not look normal at all. Roll a d6, anything other than a 6 means the character has an unusual appearance, a 2 means they have the weakness "Prejudice", a 1 means they have "Reduced Charisma."

CAMPAIGN HQ'S GUIDE TO VILLAINS AND VIGILANTES

Weapon Specialist Template

Description: These guys are the best they are at what they do, but they don't do much. They specialize in one weapon - and have perfected the use of it to an art form. They include archers (the most common form of this template), but may use bolas, swords, boomerangs, guns, or any other type of alien or manmade weapon you can devise. Examples are Black Knight, Boomerang, Captain Boomerang, Green Arrow, Hawkeye, and Dart.

1. Base Powers/Skills (The character gets these by default):

- Heightened Expertise
- Special Weapon

2. Roll or choose 1d4 additional powers from the list below, heightened abilities can be either A or B depending on the campaign:

1. Armor (device)
2. Heightened Agility A
3. Heightened Attack
4. Heightened Defense
5. Heightened Endurance A
6. Heightened Expertise (yes, a second time)
7. Heightened Intelligence A
8. Heightened Senses
9. Heightened Strength A
10. Weakness Detection

3.If the character has less than 5 powers you can roll or choose more from any table until they have 5.

4.You can also roll the table below for a weapon type if you can't think of one.

- 1.Bow\Crossbow
- 2.Staff
- 3.Boomerang
- 4.Bola
- 5.Sword
- 6.Darts (thrown, blowgun, dartgun)
- 7.Throwing Stars (Shuriken)
- 8.Throwing Knives
- 9.Throwing Disks (Chakram)
- 10.Slingshot
- 11.Gun
- 12.Grenade