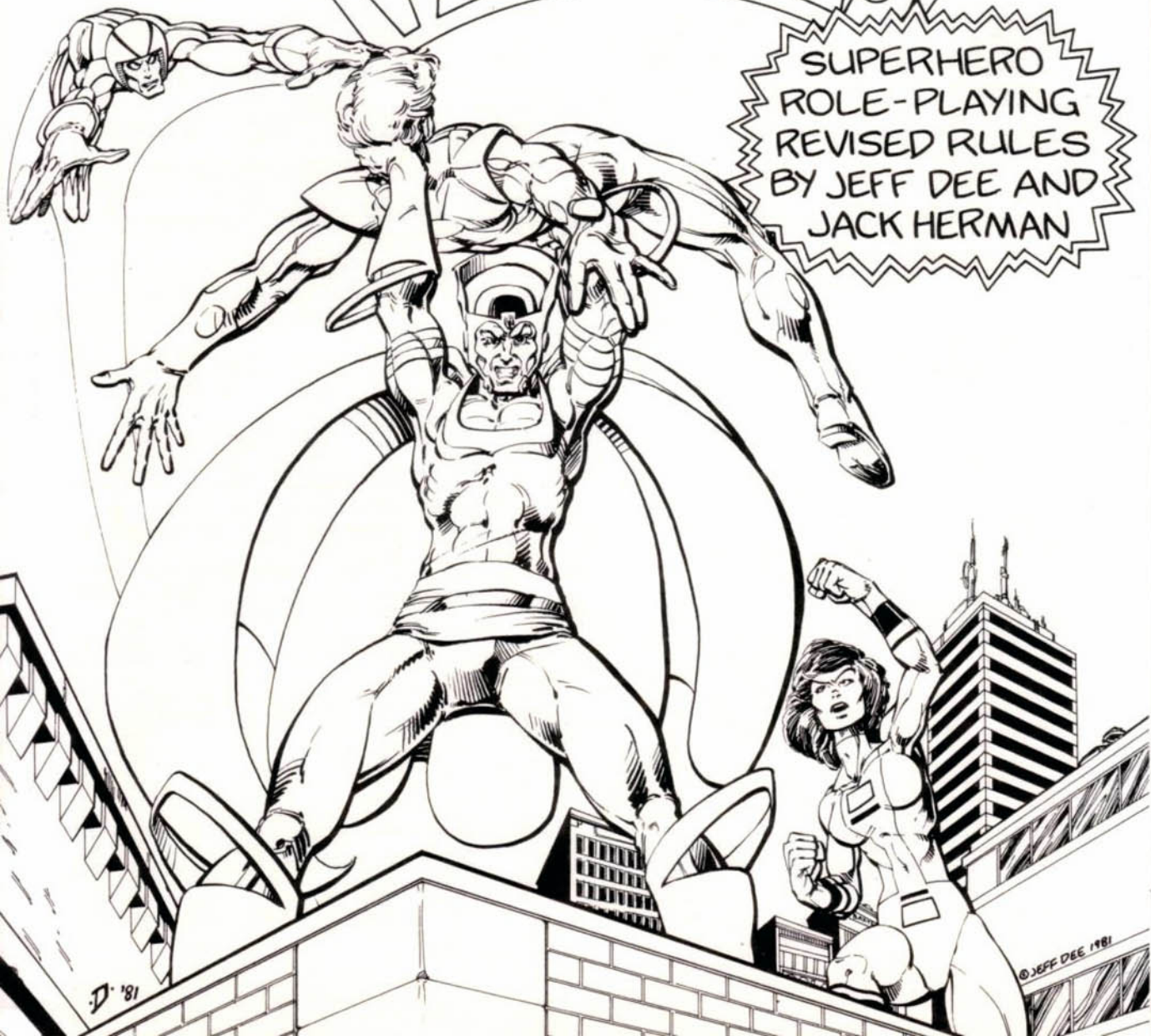




VILLAINS AND VIGILANTES

SUPERHERO
ROLE-PLAYING
REVISED RULES
BY JEFF DEE AND
JACK HERMAN



DEFENSE TYPES:	ATTACK TYPES	Chemical Power (11)	Disintegration (15)	Emotion Control (7)	Flame Power (15)	Force Field (16)	Gravity Control (10)	Hand To Hand (5)	Ice Power (14)	Light Control (8)	Lightning Control (15)	Magnetic Powers (13)	Mind Control (9)	Paralysis Ray (12)	Power Blast (16)	Sonic Abilities (10)	Transmutation (9)	Vibratory Powers (10)
Adaptation		0	-	-	0	-	0	-	0	0	0	0	-	-	11	0	-	0
Android Body		15	-	5	-	-	3	-	7	16	-	5	6	-	5	5	-	1
Astral Projection		3	0	10	5	-	0	0	0	-	6	3	11	2	4	1	0	1
Bionics		12	-	-	-	-	7	3	15	-	16	14	-	8	-	-	7	-
Charisma +		-	-	5	-	-	-	-	-	-	-	-	8	-	-	-	-	-
Charisma -		-	-	9	-	-	-	-	-	-	-	-	10	-	-	-	-	-
Chemical Power		0	13	-	0	-	-	2	0	5	9	10	-	10	-	5	5	5
Disintegration Ray		6	-	-	13	-	-	0	0	-	-	-	-	12	8	-	9	-
Flame Power		9	-	-	-	-	-	1	0	-	-	-	-	-	11	-	-	-
Force Field		0	-	-	0	0	-	0	0	-	0	-	-	-	0	0	-	0
Gravity Control		-	-	-	-	-	0	0	0	-	-	3	-	-	-	-	-	-
Ice Power		8	7	-	0	-	-	1	-	7	-	-	-	-	12	6	-	6
Intelligence +		-	-	6	-	-	-	-	-	-	-	-	7	-	-	-	-	-
Intelligence -		-	-	10	-	-	-	-	-	-	-	-	11	-	-	-	-	-
Life Support		5	-	-	7	-	5	2	7	4	7	6	-	-	8	5	-	5
Light Control		-	-	-	-	-	-	2	-	-	-	-	-	-	-	-	-	-
Lightning Control		9	-	-	-	-	-	3	-	-	0	0	-	-	-	-	-	-
Magnetic Powers		6	-	-	13	8	5	0	12	-	0	0	-	-	8	-	-	-
Non-Corporeality		0	0	8	0	-	0	0	0	-	0	0	10	-	0	-	3	0
Power Blast		9	-	-	12	15	-	1	7	-	-	-	-	-	0	-	-	-
Robotic Body		15	-	5	-	-	-	2	-	5	17	15	5	6	-	-	5	-
Sonic Abilities		9	-	4	13	14	-	2	4	-	-	-	6	-	13	0	-	-
Stretching Powers		9	13	-	13	14	9	2	10	7	14	-	-	10	14	-	5	0
Telekinesis		10	-	-	14	14	2	1	10	-	-	5	-	-	15	8	-	6
Willpower		-	-	0	-	12	5	0	10	7	-	-	0	6	14	8	5	8
Vibratory Powers		7	10	-	10	-	-	0	4	-	-	-	-	8	8	-	4	0

ATTACKER'S EXPERIENCE LEVEL:

DEFENDER'S EXPERIENCE LEVEL

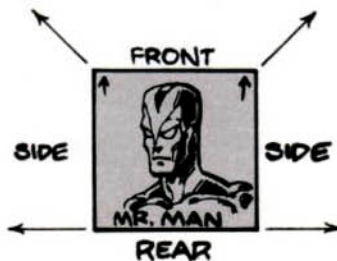
ATTACKER'S EXPERIENCE LEVEL:	1	2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20
1	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
2	-	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
3	+1	-	-1	-2	-3	-4	-5	-6	-7	-8	-9
4-5	+2	+1	-	-1	-2	-3	-4	-5	-6	-7	-8
6-7	+3	+2	+1	-	-1	-2	-3	-4	-5	-6	-7
8-9	+4	+3	+2	+1	-	-1	-2	-3	-4	-5	-6
10-11	+5	+4	+3	+2	+1	-	-1	-2	-3	-4	-5
12-13	+6	+5	+4	+3	+2	+1	-	-1	-2	-3	-4
14-15	+7	+6	+5	+4	+3	+2	+1	-	-1	-2	-3
16-17	+8	+7	+6	+5	+4	+3	+2	+1	-	-1	-2
18-19	+9	+8	+7	+6	+5	+4	+3	+2	+1	-	-1
20	+10	+9	+8	+7	+6	+5	+4	+3	+2	+1	-

TOTAL EFFECTIVE RANGE IN INCHES: MODIFIER TO HIT:

up to 30	-
31 to 60	-1
61 to 120	-2
121 to 240	-3
241 to 480	-4
481 to 960	-5
961 to 1920	-6
1921 to 3840	-7
3841 to 7680	-8
7681 to 15360	-9
15361 to 30720	-10
30721 to 61440	-11
61441 to 122880	-12
122881 to 245760	-13
245761 to 491520	-14
491521 to 983040	-15

If the attacker moved in the same phase as the attack (but prior to it sequentially) add the number of inches that he moved to the effective range of his attack for the purposes of this modification.

COMBAT



VILLAINS AND VIGILANTES

Miscellaneous Weapons: Melee Weapons		
Weapon:	To Hit Modifier:	Damage Caused:
Fist	nil	Basic HTH Damage
Knife/Dagger*	+1	HTH + 1d2
Club/Bludgeon*	+2	HTH + 1d4
Sword	+2	HTH + 1d6
Big Club	+3	HTH + 1d6
Hand Axe/Hatchet*	+1	HTH + 1d6
Battleaxe	+1	HTH + 1d8
Spear*	+3	HTH + 1d4

Melee Weapon Notes: Those marked with an asterisk can be effectively thrown, see the next weapons table. Those not marked, if thrown anyway, have an accurate range of zero, unless the attacker has some special ability enabling him to throw that weapon with skill. Muscle-power range rules apply.

Muscle-Powered Ranged Weapons			
Weapon:	To Hit Modifier:	Damage Caused:	Range:
Knife/Dagger	+2	HTH + 1d2	A
Hand Axe/Hatchet	+1	HTH + 1d6	A/2
Spear	+1	HTH + 1d4	A
Boomerang	+2	HTH + 1	A (Ax2)
Bolas	+3	HTH + 1d3	A
Bow	+4	HTH + 1	Ax3
Crossbow	+5	HTH + 1d3	Ax4

Technological Ranged Weapons			
Weapon:	To Hit Modifier:	Damage:	Range:
Pistol	+3	1d8	Ax6
Rifle	+4	1d10	Ax10
Energy Pistol	+2	1d10	Ax3
Energy Rifle	+3	1d12	Ax5
Shotgun	+2	2d6	A

Automatic Weapons:		
Per Extra Bullet	+1	-1

Explosives					
Weapon:	To Hit Modifier:	Damage:	Blast Radius:	Weight:	
Hand Grenade	+2	1d10	2''	2 to 3 lbs.	
Small Bomb	+3	1d12	3''	3 to 5 lbs.	
Medium Bomb	+4	1d20	5''	5 to 10 lbs.	
Large Bomb	+5	2d20	8''	10 to 20 lbs. and up	
Small Nuclear Bomb	+10	1d100	12''	20 to 50 lbs.	
Medium Nuclear Bomb	+15	2d100	1/2 mile	50 to 100 lbs.	
Large Nuclear Bomb	*	4d100	?	Over 100 lbs.	

Brawling Weapons			
Weapon Weight in Pounds:	To Hit Modifier:	Damage Caused:	Range:
up to 30	-	1 point	A
31 to 60	-	1d2	Ax2
61 to 120	+1	1d3	Ax3
121 to 240	+1	1d4	Ax4
241 to 480	+2	1d6	Ax5
481 to 960	+2	1d8	Ax6
961 to 1920	+3	1d10	Ax7
1921 to 3840	+3	1d12	Ax8
3841 to 7680	+4	2d8	Ax9
7681 to 15360	+4	2d10	Ax10
15361 to 30720	+5	3d10	Ax11
30721 to 61440	+5	4d10	Ax12
61441 to 122880	+6	5d10	Ax13
122881 to 245760	+6	6d10	Ax14
245761 to 491520	+7	7d10	Ax15
491521 to 983040	+7	8d10	Ax16
etc.	+8	9d10	Ax17

Velocity Damage Bonus:		
Projectile Velocity (inches per turn):		Bonus Damage:
up to 30		nil
31 to 60		+1d4
61 to 120		+1d8
121 to 240		+2d8
241 to 480		+2d10
481 to 960		+3d10
961 to 1920		+4d10
1921 to 3840		+5d10
3841 to 7680		+6d10
7681 to 15360		+7d10
15361 to 30720		+8d10
30721 to 61440		+9d10
61441 to 122880		+10d10
122881 to 245760		+11d10
245761 to 491520		+12d10
491521 to 983040		+13d10
etc.		+14d10

VEHICLES

Vehicle:	Weight:	Passengers:	Cargo Capacity:	Speed:	Hit Points:	
					Disable:	Demolish:
Motorcycle	500	1 + 1	50	100	3	10
Compact Car	2000	1 + 3	825	80	10	40
Sports Car	3000	1 + 1	500	200	15	60
Mid-sized Car	4000	1 + 3	1000	120	20	80
Full-sized Car	5000	1 + 4	1400	100	25	100
Van	6000	1 + 1*	2200	90	30	120
Motorboat	4500	1 + 5	2200	35	23	90
Lt. Hydrofoil	11000	1 + 12	11000	125	55	220
Lt. Single-Prop Plane	2200	1 + 6	2200	220	11	44
Lt. Twin-Prop Plane	6600	2 + 12	4400	250	33	132
Lt. Twin-Jet Plane	13000	2 + 12	8800	625	65	260
Lt. Helicopter	1650	1 + 3	1650	225	9	33

REACTIONS

Reaction Table: 1d20 modified by person reacted to ¹		Next Reaction Modifier:	Loyalty:
01-02	Violent Hostility	-8	-3
03-05	Hostile though Non-Violent	-4	-2
06-08	Mildly Hostile, Suspicious	-2	-1
09-12	Neutral	-	-
13-15	Agreeable, Interested	+2	+1
16-18	Enthusiastic	+4	+2
19-20	Very Enthusiastic	+8	+3

Loyalty Table: 1d20 modified by Next Reaction Modifier ²		Next Loyalty Modifier:	Reactions:
01	Treacherous; will never become more loyal; a traitor	-*	-6
02-03	Disloyal	-8	-4
04-05	Uncertain	-4	-2
06-08	Slightly Uncertain	-2	-1
09-12	Average Loyalty	-	-
13-15	Above Average Loyalty	+2	+1
16-17	Loyal	+4	+2
18-19	Very Loyal	+8	+4
20	Enthusiast; never again checks loyalty; a permanent follower	-*	+6

Results of Lost Morale: percentile die roll modified by all Reaction and Loyalty modifiers

01-10	Suicide. If unable, then Goes Berserk.
11-28	Unconditional Surrender
29-50	Goes Berserk; automatic roll of 10 for initiative for 1d6 turns, not saving or delaying any actions, fleeing if the opportunity presents itself. When the frenzy is ended will surrender unconditionally if not yet escaped.
51-72	Conditional Surrender: if conditions not met, roll again for new idea.
73-90	Runs Away as swiftly as possible
91-00	Attempts to engineer a clever escape



STRUCTURAL STRENGTH

Aluminum	8	Bronze	9
Gold	7	Iron	10
Lead	8	Platinum	10
Silver	9	Steel	11
Titanium	13	Tungsten	12
Bone	5	Brick	5
Concrete	6	Clay/Earth	4
Diamond	18	Glass	2
Granite	6	Ice	2
Marble	7	Quartz	3
Rubber	4	Bamboo	1
Water	1	Soft Wood	1
Hard Wood	3	Adamantium	30
Super-Alloy	14 and up	Machinery	6
Electronics	3	Plastic	3
Flesh	1	Cloth	1
Ballistic Cloth	12	Bulletproof Glass	12

ENCOUNTERS & OCCURRENCES

d20 Roll:
 1-2 Supernatural
 3-5 Natural Disaster
 6-7 Revoltin' Development
 8-12 Ordinary Crime
 13-14 Extraterrestrial
 15-18 Organized Crime
 19-20 High Technology

d20 Roll:
 1-4 Supernatural Events:
 Supernatural Character(s) Encountered
 Supernatural Creature(s) Encountered
 8-9 Player(s) Supernaturally transported to another dimension.
 10-11 Player(s) Supernaturally teleported to another location.
 12-14 Supernatural Disaster
 15-16 Player(s) discover Supernatural Artifact(s)
 17-20 Supernatural Crime

d20 Roll:
Natural Disasters:
 1-2 Earthquake
 3-5 Flood/Tidal Wave
 6-8 Severe Weather (Drought, Hurricane, Blizzard, Etc.)
 9-11 Fire
 12-13 Dangerous Wildlife Abroad
 14-15 Outbreak of Disease
 16-17 Volcanic Eruption
 18-20 Unsafe Building(s)

d20 Roll:
Revoltin' Developments:
 1-2 Player(s) Framed for a Crime.
 3 Secret Identity of Player(s) discovered.
 4 Player(s) captured by a Villain.
 5 Player(s) captured by a foreign government.
 6-7 Player(s) impersonated.
 8-9 Player(s) attacked by another Vigilante.
 10-11 Player(s) mistaken for Villains.
 12-13 Nonplayer Character(s) change side without warning.
 14 Player(s) harassed by the press.
 15 Player(s) harassed by the authorities.
 16 Player(s) harassed by an angry mob.
 17-18 Player(s) harassed by admirers.
 19-20 Nonplayer Character(s) try to join Player's group.

d20 Roll:
Ordinary Crimes:
 1-2 Mugging or Holdup
 3-4 Vandalism/Arson
 5-6 Robbery/Looting
 7-8 Drug Abuse
 9-10 Fighting or Assault
 11-12 Murder
 13-14 Kidnapping
 15 Child Abuse
 16-17 Shootout
 18 Suicide Attempt
 19-20 Riot

d20 Roll:
Extraterrestrial Events:
 1-4 Extraterrestrial Character(s) encountered by Player(s)
 5-8 Extraterrestrial Creature(s) encountered by Player(s)
 9-10 Player(s) transported to another planet
 11-13 Space Disaster
 14-16 Player(s) discover Alien artifacts
 17-18 Extraterrestrial Crime
 19 Alien Invasion
 20 Space War

d20 Roll:
Organized Crime:
 1-2 Local Street Gang(s) cause trouble
 3-5 Villain(s) Attack Player(s)
 6-9 Villain(s) go on Rampage/Crimewave
 10-11 Contract taken out on Player(s)
 12-13 Mob War
 14-15 Player(s) encounter an Organization.
 16-18 Major Crime
 19-20 Government/Business Corruption

d20 Roll:
High Technology Events:
 1-4 Player(s) encounter High Tech Character(s)
 5-7 Player(s) encounter High Tech Creature(s) or mutant(s)
 8-10 High Technology Disaster
 11-12 Player(s) discover High Technology Device(s)
 13-15 High Tech Crime
 16-17 Scientist(s) encountered by Player(s)
 18-20 Player(s) encounter Time/Dimensional Traveller(s)

Die	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21+
4	20	20	20	20	20	20	20	20	20	20	1	2	3	4	5	6	7	8	9	10	11
5	18	18	18	18	18	18	18	18	18	1	2	3	4	5	6	7	8	9	10	11	12
6	16	16	16	16	16	16	16	16	1	2	3	4	5	6	7	8	9	10	11	12	13
7	14	14	14	14	14	14	14	1	2	3	4	5	6	7	8	9	10	11	12	13	14
8	12	12	12	12	12	12	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
9	10	10	10	10	10	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
10	8	8	8	8	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
11	6	6	6	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
12	4	4	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
13	2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
14	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
15	3	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
16	5	5	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
17	7	7	7	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
18	9	9	9	9	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
19	11	11	11	11	11	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
20	13	13	13	13	13	13	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
21	15	15	15	15	15	15	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
22	17	17	17	17	17	17	17	17	18	19	20	21	22	23	24	25	26	27	28	29	30
23	19	19	19	19	19	19	19	19	19	20	21	22	23	24	25	26	27	28	29	30	30+
24	21+	21+	21+	21+	21+	21+	21+	21+	21+	21+	21+	1	1-2	1-3	1-4	1-6	1-6	1-8	1-8	1-10	1-10

SENTENCES

Class of Crime	Minimum Sentence	Maximum Sentence
A-III felony	1-8 years	life
A-II felony	6-8 years	life
A-I felony	15-25 years	life
B felony	*	25 years
C felony	*	15 years
D felony	*	7 years
E felony	*	4 years

* this minimum is not required and may be set by the judge where the judge deems it necessary for the public safety. The minimum should not exceed one third of the maximum sentence.

Note that the above table is for first offenses in felony cases. Second offenders should be sentenced by the following table:

Class of Crime	Minimum Sentence	Maximum Sentence
B felony	9 years	25 years
C felony	6 years	15 years
D felony	4 years	7 years
E felony	3 years	4 years

Those convicted of misdemeanors or violations will face the following sentences:

Class of Crime	Maximum Sentence
A misdemeanor	1 year
B misdemeanor	3 months
C misdemeanor	*
Violation	15 days

* All misdemeanors of classes, C, D, and E are to have definite sentences, determined by the judge with the maximum sentences determined to reflect the nature of the misdemeanor. In all cases, these sentences should certainly be less than the three months maximum imposed on those convicted of class B misdemeanors.

ANIMALS

Animal:	Weight:	Agility:	Ferocity:	Hits:	Accuracy:	Damage:	Power:	Movement Rates:
Ape	400	10	10	8	+1	1d8	40	46
Bat, Vampire	2	21	7	3	+5	1d4	48	5, 53 flying
Bear, Grizzly	800	6	16	12	-	1d12	42	56
Bear, Polar	900	6	15	13	-	1d12	41	60
Brontosaurus	100000	1	9	400	-8	5d10	30	60
Cat, Domestic	10	22	12	3	+5	1d4+1	54	22
Cheetah	90	24	14	5	+6	1d10	58	164
Dog, Small	25	20	6	2	+3	1d3	46	32
Dog, Medium	50	14	8	2	+2	1d4+1	42	38
Dog, Large	100	12	10	3	+3	1d8	42	50
Dragon	15000	5	20	120	-1	2d12	35	115, or 288 flying
Eagle	20	21	12	3	+6	1d6+1	53	14, 147 flying
Elephant	10000	1	12	40	-7	2d10-1	33	175
Falcon/Hawk	3	21	12	3	+5	1d4+1	53	6, 63 flying
Horse	1200	8	11	17	-1	1d12	38	147
Leopard, Black	150	12	16	4	+3	1d8+1	48	68
Leopard, Spotted	100	14	15	3	+3	1d8	49	52
Lion	600	8	14	9	-	1d12	42	100
Pteranodon	28	21	17	3	+6	1d6+1	58	17, 179
Pegasus	1500	11	12	30	+1	1d12	41	182, or 500 flying
Rat, Gutter	4	18	13	2	+4	1d4	51	12
Shark	600	8	18	9	+1	2d8-1	46	52 swimming
Snake, Constrictor	150	14	13	4	+2	1d6+1	47	16
Snake, Viper	6	20	15	2	+5	1d6	55	4
Tiger, Indian	700	10	15	14	+2	1d12	45	120
Tiger, Sabre-Toothed	400	10	20	8	-	1d12	50	92
Tiger, Siberian	800	10	15	16	-	1d12	45	130
Triceratops	15000	1	15	60	-6	2d10	36	100
Tyrannosaurus Rex	15000	1	20	60	-5	2d12	41	195
Wolf	125	12	17	4	+3	1d8+1	49	56

TRAINING

Type of Training:
Basic Characteristic
(specify which one):
Gain Weight:

Lose Weight:

Combat Accuracy
(specify weapon/attack):

Combat Damage
(specify weapon/attack):

Education (choose the
skill area to be received):

Animal Training
(specify):

Whatever:

Bonus Received:

+1 on that characteristic score
Trade one point of S or E for additional weight in pounds equal to the value of the point traded (i.e. S 24 reduced to S 23 yields +24 pounds of weight).

% Chance of success = $(I + E + Lev\%l) \times 2\%$. If successful, percentage chance of success 10 equals the percentage of the character's weight that is lost. If the number of pounds lost exceeds the player's S or E scores he may add +1 to the scores that are exceeded.

+1 to the player's chances of hitting with the weapon or attack chosen.

+1 to the damage caused by the player with the weapon or attack chosen.

The player receives background in whichever occupation area he is being educated in. An instructor must be located who has skill in that area. See the list in 4.3, but new ones can be made up. See also 6.3.

The animal/creature being trained may be given one type of training **except** Education, or can be taught highly complex tricks—simple tricks can be taught in other ways (see 8.5). If the GM allows it (which he should if it seems reasonable) it's legal.

LEVELS

Level:	Experience Required:
1	0
2	2000
3	5000
4	9000
5	14000
6	20000
7	27000
8	35000
9	44000
10	54000
11	65000
12	77000
13	90000
14	104000
15	119000
16	135000
17	212000
18	230000
19	249000
20	269000
21	290000
22	312000
23	335000
24	359000
25	384000