

VILLAINS
AND
VIGILANTES™

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THE POWER OF FIONE

By John P. Adams



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THE POWER OF IONE



SOLO-ADVENTURES

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EDITORIAL INTRODUCTION

Over the years since Villains and Vigilantes was first introduced, the idea of solo-adventures has been quite popular among both Game Masters and players. This has always been true simply because of the need for adventure material for those times when an entire gaming group is not present or available and a single player is ready for action. Sometimes this requires only a short adventure while waiting for the arrival of the other members of a group, and sometimes the GM may want to run an adventure for a single character while the balance of the group is off doing something else (in the real world or in the campaign world).

With these needs in mind, John P. Adams's original proposal to create a set of solo mini-adventures was met with editorial enthusiasm. As with John's previous projects for V&V (Great Bridge and The Centerville Incident), he did not disappoint. It is hoped that you, the reader, will find these short adventures to be as enjoyable as we do.

Scott B. Bizar
Editor-in-Chief

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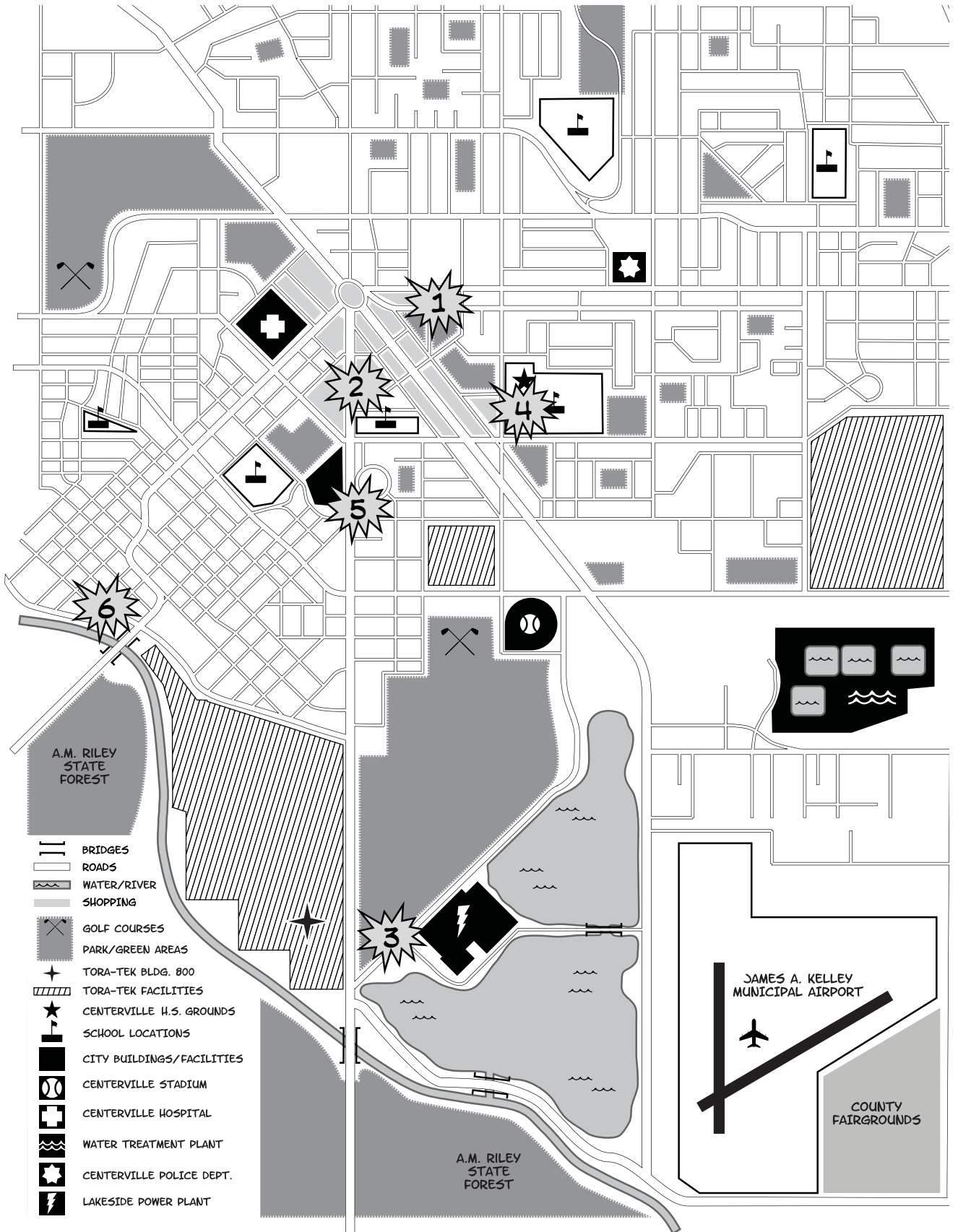
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GM Note: The numbers in bursts on the Centerville map indicate the adventure number to which that location is applied. Those locations match the specific maps within each of the six solo-adventures.



INTRODUCTION

This pack of adventures is a series of solo-adventures intended to provide experience for new characters, introduce a new player to the V&V system, or for those times when only one player is available for gaming. The series is also good practice in Game Mastering, and could be used to introduce a more advanced player to the art of Game Mastering.

The focus of each installment is battling and capturing a villain. It is, of course, completely acceptable for the GM to add as much to the adventure as he or she wishes. It is also fine to use any or all of these adventures as a starting point for a much larger adventure or campaign.

If any of the villains prove too difficult (or too easy) for the character to capture, the GM should feel free to alter the villain's experience level

accordingly. While the included characters tend to work alone, they have no particular problem working together, so they could be used together in a larger adventure with several player-heroes taking part.

Maps are included for each of the six adventures, but the GM may opt to change the location of battles to fit into existing campaigns. The maps are, however, generic enough to fit pretty much any town, provided it is actually on Earth. An overview map of Centerville is provided to indicate the location of each of the sites of action within a larger context (relative to each of the other such sites).

Also included is a table to provide random bystanders as any true hero will be as concerned with protecting the innocent as with defeating a villain.

RANDOM BYSTANDERS

Bystander	Sex	Exp	Hits	PWR	AGL	Move	DMG Mod	Acc.	Carry Cap.	HtH
01	F	1	12	60	20	44	+3	+3	210	1d4
02	M	1	5	55	11	38	+1	—	138	1d4
03	F	1	4	47	13	35	+1	+1	81	1d3
04	M	1	5	52	16	37	+2	+2	233	1d4
05	M	1	2	42	3	27	—	-4	399	1d6
06	M	1	17	56	14	43	+1	+1	807	1d8
07	F	1	6	47	15	42	—	+2	330	1d6
08	F	1	8	47	11	39	-1	—	255	1d6
09	F	1	2	37	7	32	-1	-2	517	1d8
10	F	1	2	43	3	35	-2	-4	159	1d4
11	F	1	4	43	18	39	+1	+3	470	1d6
12	F	1	8	49	15	37	+1	+2	163	1d4
13	F	1	9	48	10	38	—	—	320	1d6
14	M	1	7	61	17	43	+2	+2	103	1d3
15	F	1	2	39	4	33	-2	-4	110	1d3
16	F	1	6	43	13	33	+1	+1	166	1d4
17	M	1	3	42	15	30	+1	+2	134	1d4
18	F	1	7	47	16	32	+2	+2	96	1d3
19	M	1	6	50	17	37	+1	+2	137	1d4
20	F	1	1	31	11	20	—	—	40	1d2



MORNS CARNIS

The adventure begins with a rash of several burglaries which the player-hero may learn of through local news, word of mouth, the internet, or via contacts in the police department. The break-ins started with fast food restaurants and burger joints, but have since moved up to more high-scale eateries, and even a grocery and a meat market. If the hero asks the right questions, he or she will learn that in every instance, the M.O. is the same:

1. The front door of the business is simply blown off its hinges with explosives.
2. Every robbery has taken place between 3:00 AM and 5:00 AM.
3. Employees or guards in the building report seeing a bright flash of light and hearing a loud bang, then they wake up a few hours later on the floor. Investigators have detected sleeping gas residue at each crime scene – accounting for the employees' unconsciousness.
4. Only cash is taken, never food or any valuable items. Other than the front door, the establishment is left basically undamaged, and is free of graffiti.
5. Any one of the employees in the establishment had received a call a few seconds before the crime was committed, warning them to stand clear of the front door. Local police have traced the calls to pre-paid cell-phones (purchased with cash).
6. The villain was nearly captured once by police, but the officers were subdued in a manner similar to that reported by employees of robbed businesses.
7. Surveillance video shows that the crimes were committed by a lone criminal who uses gas grenades, and what appear to be flash grenades to disorient and knock out any potential witnesses.

8. The suspect appears to be a female, approximately 5'4" tall, with pink hair. She is always seen wearing an industrial gas mask with dark-tinted glass lenses. Other than the tinted face-shield, nothing about the gas mask is unique and it could be purchased at any home store or hardware store (there are several in town).

9. Due to her use of flash grenades, and her habit of blowing doors off their hinges, the burglar has been dubbed "Flash-Bang."

10. Her reported mode of transportation is an electric scooter. Since such vehicles require no license or registration, there will be no tags to run with local police. The scooter is a popular model and is sold at small dealerships in pretty much every large town in the country.

11. While the thief has hit many types establishments, just over half have of the robberies have occurred at franchises of "Fat Jimmy's House of Meats," a popular barbeque and hamburger restaurant with franchises throughout the United States and Canada, with a few in Mexico, Germany, Italy, and the Republic of Korea.

Any leads the character may attempt to follow will be dead ends. Flash-Bang wears gloves, so she leaves no finger prints. Her clothes are commonly available at any mall store. While she has left hairs at the crime scenes, her pink hair is a wig made from horse hair.

Some research into the matter will show that this same pattern has occurred in two other towns. In both towns, meat-related businesses were robbed on multiple occasions until they were forced out of business. And again, more than half of the businesses were "Fat Jimmy's" locations/franchises.

The easiest way to encounter Flash-Bang is to stake out a local rib

shack, burger joint, or whatever meat-related business the character chooses (obviously, Fat Jimmy's would be a good bet). The GM should roll 1d6, the result being the number of days or nights the character will spend attempting catch Flash-Bang in the act. The villain may or may not actually strike some other location on nights when the character is on stakeout but does not encounter the villain.

The location of the eventual confrontation is of the GM's choosing. A map of a typical "Fat Jimmy's House of Meat" is included, and would seem to be a rather obvious location for one of Flash-Bang's heists as she seems to have a particular dislike for this franchise. It is, of course, acceptable for the GM to use a location of his or her choosing, so long as it fits the adventure. For those using Fat Jimmy's, a key to the map follows.

MAP KEY

FF: Deep Fat Fryer. Used for making fries, onion rings, okra nuggets, and veggie-burgers. Fortunately, the fryers are all cold at night, but the oil could still make the floor slippery.

G: Grill. A basic flat piece of steel used for making burgers and various kinds of patties.

O: Oven. Used for making yeast rolls and meat-buns.

CS: Cleaning Supplies. Mops, buckets, brooms, floor wax, etc.

S: Sink Area, where cooking implements are washed (Sink, Galley).

F: Ladies' Restroom.

M: Men's Restroom.

Storage: A large refrigerated area filled with meat, along with some lettuce, tomatoes, and some dessert items.

Soda Bar: A mass of tubes and wires that serves up icy-cold drinks, ice, and cold water.

Counter: A long wooden structure where orders are taken. There are several cash registers on the counter (all bolted in place).

Dumpster: A large steel container full of nasty restaurant garbage.

A list of objects the character can expect to find in the restaurant can be found at the bottom of this page. Items such as cups and plates are Styrofoam, and all flatware is plastic, so none of it actually useful as a weapon.

ITEM LIST AT FAT JIMMY'S

Item	Material	Weight	HP	Height	Length	Width
Chair, Galley	Steel/Wood	10	1	3	1.5	1.5
Cash Register	Electronics	25	1	0.75	1	1
Dumpster, Medium	Steel	1500	30	5	5	10
Deep Fat Fryer	Steel	200	4	3.5	3	4
Grill, Fast Food	Steel	100	22	3.5	3	4
Hand Dryer	Machinery	25	1	1	1.5	1
Oven, Restaurant	Machinery	200	4	4	3	3
Restroom Divider/Door	Steel	25	1	4	4	0.1
Sink, Galley	Stainless Steel	20	1	4	1.5	1.5
Soda Machine	Machinery	300	6	6	3	3
Soda CO2 Tank	Steel	20	1	2.5	1	1
Stove	Machinery	150	3	4	3	3
Table, Galley	Steel/Wood	50	1	3	3	3
Toilet	Plastic	50	1	3	1.5	1.5
Mop Bucket	Plastic	5	1	1	0.75	0.75

THE BATTLE

Flash-Bang creates explosions and flashes using her power to create energy balls which act like grenades (see character description). Her gas grenades, however, are inventions and Flash-Bang normally carries six. Prior to the fight, both the player and GM should roll to Detect Danger, after all Flash-Bang does not know that the character is waiting for her, and the character does not know when Flash-Bang will arrive, or from where. Once the element of surprise is settled, roll Initiative.

Flash-Bang's first attack will be to use a knockout gas grenade. If the character does not have suitable protection (either an invulnerability to such attacks or a gas mask, etc.), the attack will render the character unconscious; normal wake-up rules apply (see V&V 2nd Edition rule book, page 27). Each gas grenade has an effective radius of 2', and has a +2 To Hit Modifier.

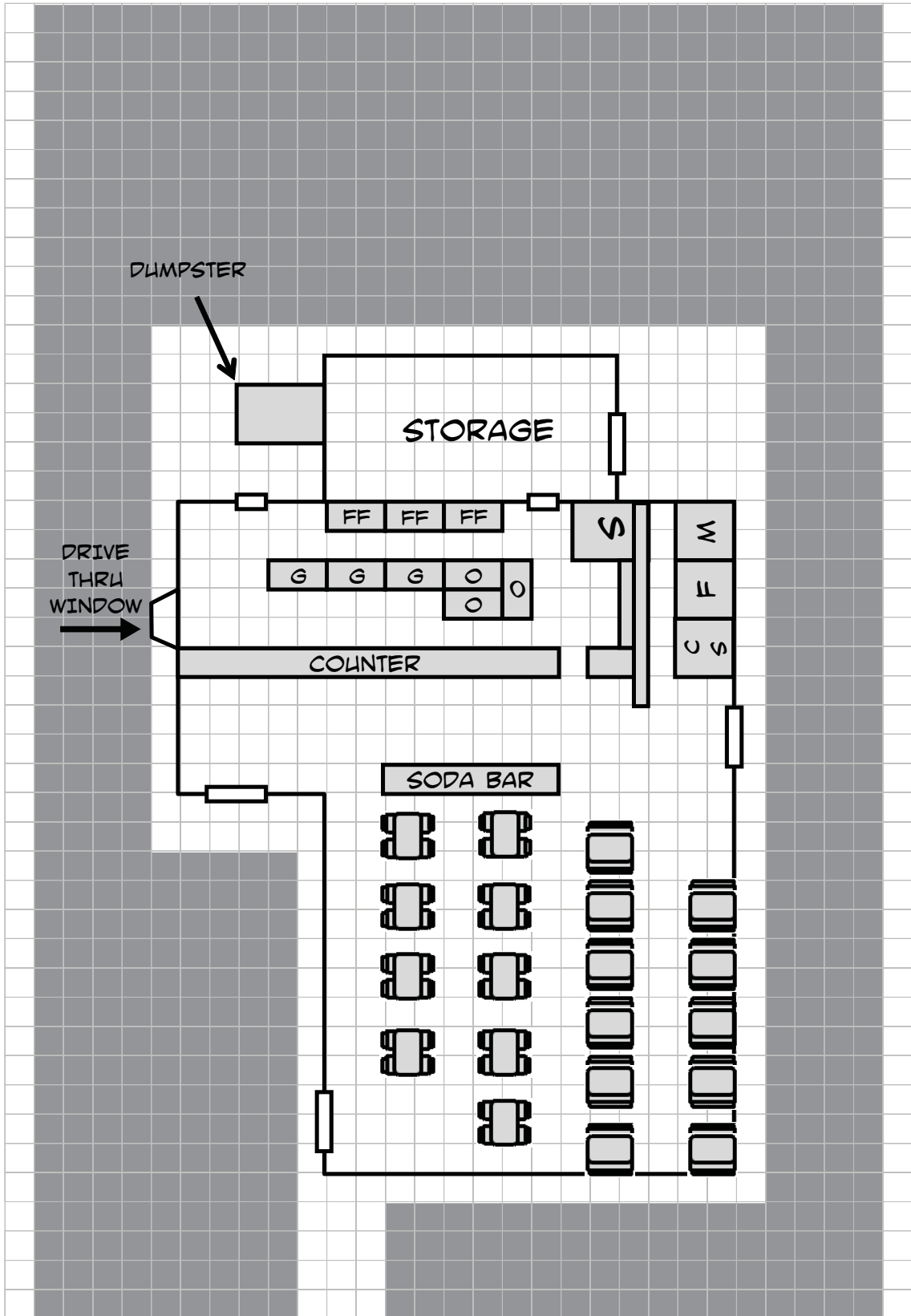
If the character is knocked out, he or she will have to try again on another night. If he or she is not knocked out, the fight continues. Flash-Bang will use her flash "grenades" to disorient and blind the character, and her concussive "grenades" to wear down the character's Hit Points and Power. If the opportunity presents itself, she will simply escape.

Flash-Bang is an adrenaline junkie and is dedicated to her cause of eliminating the consumption of meat, so she is not likely to stop her spree of robberies simply because there is a vigilante attempting to capture her. If anything, she will step up her activities. She even robs the same locations multiple times until they finally go bankrupt, so the character will have plenty of opportunities to capture Flash-Bang. While some heroes may wish to use Inventing Points to create counters to the villain's powers, it is as likely as not that the solutions can be found at the local hardware store with a gas mask, welding goggles, etc. Reward players for clever use of at-hand items, as well as clever inventions.

The only way to successfully capture Flash-Bang is to render her unconscious. Once she is handed over to local authorities, the player-hero will be rewarded experience (V&V 2nd edition, page 20). Like all villains worth fighting, however, Flash-Bang will escape police custody before arriving in jail.

FAT JIMMY'S HOUSE OF MEATS

□ = 5



FLASH-BANG

Identity: Felicity Banks
Sex: Female
Age: 23

Side: Evil
Level: 3
Training: Endurance

Powers:

1. Heightened Agility "A": +16
2. Mutant Power: Concussive "Grenades" attack as "Force Field Attack," Defend as "Power Blast," Damage = 1d8, 2" Damage radius, Range = S+E (21"), PR = 2 per attack.
3. Mutant Power: Flash "Grenades" attack and defend as "Light Control," no Damage, Radius of effect = Agility(29"), Range = Ax2 (58"), PR = 2 per attack. On a successful attack, target behaves as if engulfed in darkness (see V&V 2nd edition, page 11) until a successful save against Endurance is made on 1d20.
4. Weapon (Invention): Gas Grenades (6 on hand) +2 To Hit Mod, 4" radius of effect, Range = 29". On a successful attack, unprotected characters are rendered unconscious (see wake up rules V&V 2nd edition, page 27).

Weakness: Psychosis – As a militant vegan, Flash-Bang is compelled to "wage war against the corporate flesh peddlers." To that end she will seek to destroy any establishment which sells meat.

Weight: 100 lbs.
Agility Mod: +2
Endurance: 13
Intelligence: 15
Reactions from Good: -1
Hit Mod: 3.763
Damage Mod: +4
Accuracy: +5
Carrying Cap.: 91 lbs.
Movement Rate: 50" per turn
Detect Hidden: 12%
Inventing Points: 3.5

Basic Hits: 2
Strength: 8
Agility: 29
Charisma: 14
Evil: +1
Hit Points: 8
Healing Rate: 0.6
Power: 65
Basic HTH: 1d3
Detect Danger: 16%
Inventing: 45%

Origin & Background: Felicity's ability to create concussive and blinding flash "grenades" first manifested in her first year of college where she fell in with a group of fellow vegans who met at a local coffee house to organize vegan events ("Take a Carrot to Work Day"), festivals ("Vegapalooza"), and protests ("Ban the Bull"). While no one knows for

certain exactly how she got her powers, it is known that the first time she ever used them in public was at a protest at "Johnny-Ray's Meat Shack." When the proprietor, Johnny-Ray Winston, tried to frighten the group of young protestors away from his restaurant with an unloaded shotgun, Felicity temporarily blinded him, and most of her friends. She then accidentally set off a plasma grenade that shattered every window in the "Meat Shack." Before anyone regained their vision, Felicity was long gone.

The event served to focus Felicity's mind on ridding the world of meat peddlers once and for all. Dropping out of college, she formulated a scheme that would ruin all meat-oriented businesses and provide her with a decent income. She would simply break in to what she called "Flesh Houses" and take their money. Her first attempts did not go very well, and after a waiter was injured while she was robbing an IHOP (International House of Pork), she realized that she needed to actually render any would-be witnesses or police unconscious for several minutes while she stole the money and made her getaway. A quick search on the internet and she was soon able to make her own crude gas grenades. After knocking herself out with one, she used some of her ill-gotten wealth to purchase several industrial gas masks.

Now fully equipped and filled with a righteous cause, Felicity began her string of robberies that continues to this day.

Combat Tactics/M.O.: Flash-Bang will normally try to knock an opponent out with a gas grenade. Failing that, she will use her flash "grenades" to blind opponents, then her concussive plasma "grenades" to incapacitate them. Flash-Bang has never killed anyone, nor have any deaths ever been indirectly attributed to her. When confronted by vigilantes or police, she fights until her adversaries are unconscious, then either makes her escape or completes her robbery.

Personality/Character Traits: Still rather young, and very idealistic, Felicity is driven to ruin all meat-related businesses she encounters. Something of an adrenaline junkie, she embraces the thrill of doing something others see as illegal. Better still is the attention she receives in newspapers, on television, and especially on internet blogs where she is both adored and loathed. With each heist, Flash-Bang grows more and more certain of her abilities, her cause, and her fame. One interesting quirk is that Flash-Bang does not really want to see anyone hurt. In the one instance when someone was injured in one of her early heists, she actually called for an ambulance, and waited until the EMTs arrived before making her escape.





OLD SCHOOL

THE CRIMES

A new and violent villain has moved into the player-hero's town. Like something out of a 1930's gangster movie, the villain has committed several daring day-light bank robberies.

1. The robber always arrives and makes her get-away in a 1930s vintage car.
2. The robber is always dressed like a 1930s gangster.
3. The robber is always smoking a cigar.
4. The robber is always armed with a Thompson Sub-Machinegun (a Tommy gun), and has shown great skill with it.
5. She has put several police officers, bank security personnel, and civilians in the hospital; and a few in the morgue. She has damaged fully half of the local squad cars and shot down a police helicopter.
6. She always takes a male hostage during her get-away, forcing her victim to drive. None of the hostages have been hurt yet, and are normally found walking along the side of the road a few miles outside of town.
7. When the local news jokingly dubbed the robber the next "Machine-Gun Kelley", they received a nasty letter from someone claiming to be the robber; it was signed "Machine-Gun Carli."

Police consider this new villain to be particularly dangerous, and are asking for super-hero assistance. They will not closely pursue Machine-Gun Carli after a crime, since that would endanger her hostage. When police arrive at a bank to apprehend her, they are met with a hail of

surprisingly accurate Machine-Gun fire. With half of their squad cars in need of repair (from bullet holes), and only one remaining helicopter available, they are in a difficult position.

Apprehending Carli will not be easy. She is a seasoned bank-robber and can be in and out in less than five minutes. People doing business or working at the bank are even eager to help her just so they don't end up with "a severe case of lead poisoning." Witnesses report that Carli is not very tall, perhaps 5' 2", with dark hair, slender, and would actually be cute if she were not a cigar puffing, gun-wielding psychopath. Hostages will report that Carli laughs like a mad woman during her entire get-away, until suddenly becoming quite somber. To escape, she simply points the Tommy gun at the hostage's head, ordering them to stop the car and get out. She then tosses the hostage some cash and drives off. The hostages are always dropped off in different locations, and Carli never takes the same escape route twice.

One of the hostages, Mr. Morgan Conrad is a car enthusiast. He describes the vehicle as a red 1936 Auburn Boat-tail Speedster. He also points out that it has been highly modified as it has the power and agility like a modern sports car. He asks that, if at all possible, the vehicle be spared any damage.

About the only factor working in the favor of the police is Carli's love for publicity. She has written several letters (never an e-mail, or any form of "social networking") to local news agencies correcting their reports of her exploits. She has even bragged that the police can't stop her. She has let it be known that her name is Nicolette Carli Faulk, but that she has never used her first name, since it's entirely "too girly."

Nicolette, as it turns out, is a former student at the Grand Rapids Institute of Technology. Any discussion with her professors will reveal that Nicolette was a superb student with a promising future. Her classmates will state that, other than a weird obsession with gangster movies, she was a lot of fun, and actually very sweet. Unfortunately, this knowledge is not terribly useful, as Carli's whereabouts are unknown.

The player-hero may choose to stake out local banks, in hopes of catching Machine-Gun Carli in the act. The character should make a roll to Detect Hidden once a day. On a successful roll to Detect Hidden, the hero will actually catch Carli in the act of robbing a bank and will have the opportunity to subdue and capture her. However, the bank will also be full of patrons and employees, as well as extra security. Should bullets start flying, things are likely to get very ugly and innocent people are apt to be injured, if not killed. Rather than stand and fight, Machine-Gun Carli will grab a hostage and make a hasty exit without her loot. She will state:

"I see any capes, tights, or masks, this 'mook' gets it! That goes for any stinkin' cops too!"

With that, Carli speeds off. If the player-hero follows, Carli will shoot her hostage and dump him out of the car. He'll be injured but not critically. If the player-hero heeds Carli's warning, the hostage will be found an hour later at a truck stop just off the highway outside of town. It is actually preferable that the player-hero have an initial encounter with Carli in order to gain some actual familiarity with the villain before the "Big Battle."

BIG BATTLE

A break comes in the form of an anonymous tip to the police. A bartender overheard a patron claiming to be Machine-Gun Carli boast that her next heist will be the First Federal Savings & Loan, a rather high end bank with an exclusive and very wealthy clientele. Should the player-hero elect to stake out the Savings & Loan, Carli will show up by the end of the day. She will, of course, stick with her normal M.O. of stealing money, shooting people, and taking a hostage. About the only time Carli is actually vulnerable is when she is moving from her car to the bank – she has no hostages yet. A few possible outcomes are listed below:

1. Stealing or disabling her car will result in Carli carjacking someone else's vehicle.
2. Following her car with super-vision is possible. The car will turn off the main road and be obscured from view for a moment, and never reappear.
3. Posing as a bank employee or patron means the player-hero may be limited in the use of his or her powers, and is likely to get shot for "trying something stupid."
4. The frontal assault which puts the player-hero at greatest risk of getting shot, but as long as Carli does not have a hostage, it may be the best option. Special Attacks (V&V 2nd edition, pg. 26) may be the best option in the case of a hostage.

MAP KEY:

Desks: Each desk has a desk-top computer, monitor, phone, and a chair.

SB: Safe Deposit Boxes: Large steel cabinets bolted to the wall.

Vault: Large bank vault with one foot thick steel walls.

L: Locked Door. It requires a pass key to open.

T: Table. A heavy wood and steel table for filling out deposit slips or counting money.

ITEMS IN FIRST FEDERAL SAVINGS AND LOAN

Item	Material	Weight	HP	Height	Length	Width
Computer	Electronics	15	1	2	1	0.5
Chair	Steel / Plastic	20	1	3	1.5	1.5
Phone	Electronics	2	1	0.5	0.75	0.75
Monitor	Electronics	5	1	1.5	1.5	0.25
Office Desk	Steel	150	3	3	5	3
Table	Steel	1000	20	3	6	8

RESOLUTION

The only way to successfully capture Machine-Gun Carli is to render her unconscious. Once she is handed over to local authorities, the character will be rewarded experience (V&V 2nd edition, pg. 20). If, however, Carli manages to escape, she will not pull another bank job in the player-hero's city. Now that she has a full-blown "Cape" on her case, Carli will elect to find easier pickings elsewhere – of course there is nothing preventing the player-hero from tracking her down.

MACHINE-GUN CARLI

Identity: Nicolette Carli Faulk

Sex: Female

Age: 23

Side: Evil

Level: 3

Training: ACC (x2)

Powers:

1. Heightened Agility A: +17 [27(+2)].

2. Heightened Defense: -4 To Be Hit.

3. Heightened Expertise: +4 to Hit with firearms.

4. Weapon: Thompson Sub-machine gun (Tommy-gun).
+4 to Hit, 1d10 Damage, 290" Range.

Automatic Weapon: +1 to Hit and -1 Damage per extra bullet,
30-round magazine - Carli carries 1d4 extra magazines.

5. Vehicle: Modified 1936 Auburn Boat-tail Speedster.

WT: 5,000 lbs., Passengers: 1+1, Cargo: 800 pounds,

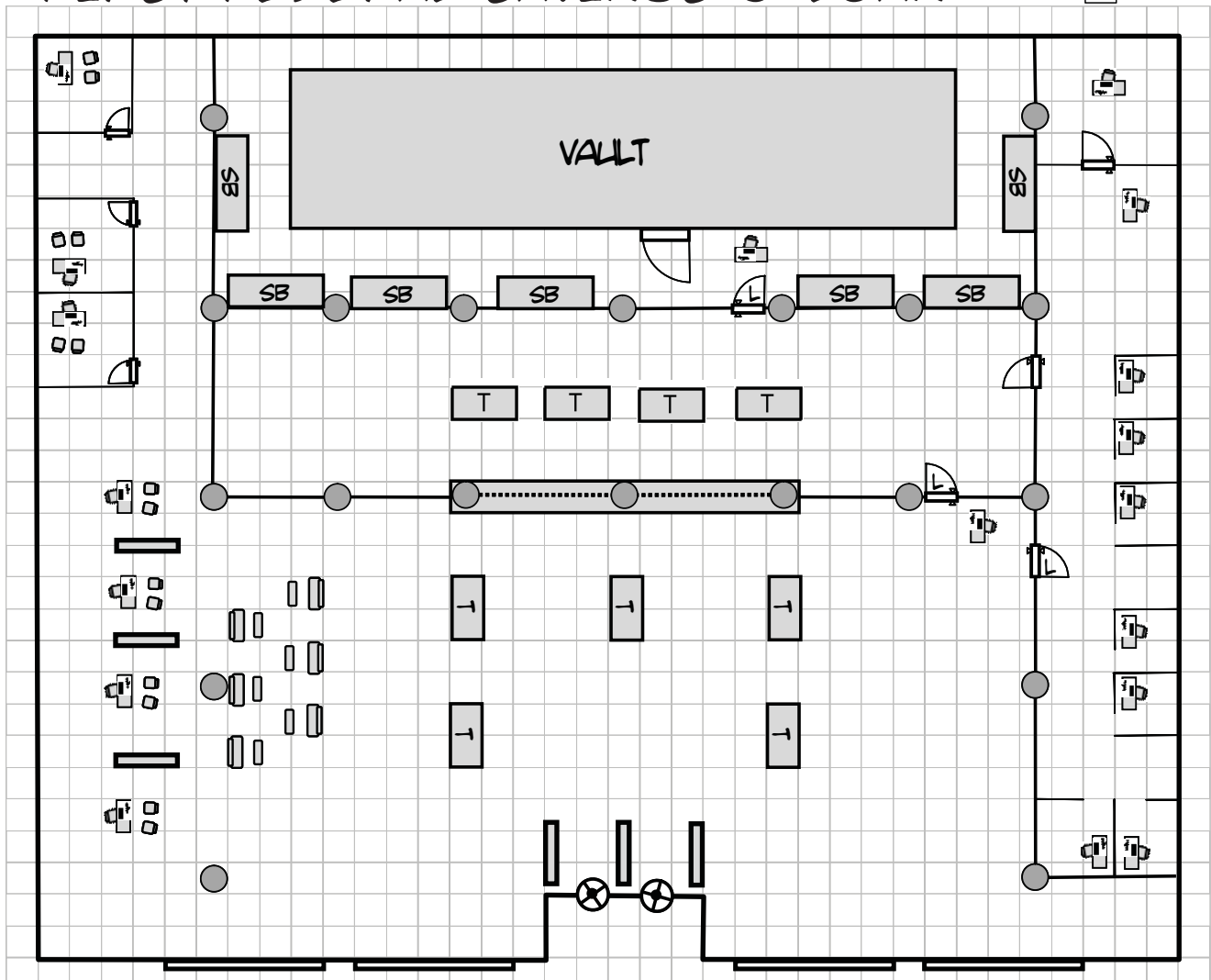
Speed: 150 MPH, 25 Hit Points to Disable, 100 Hit Points to Destroy.

Weakness: Special Requirement – Cigar: Requires one cigar every hour or suffers -1 Accuracy for every thirty minutes Carli goes without a cigar.



FIRST FEDERAL SAVINGS & LOAN

□ = 5'



Weight: 90 lbs.
 Agility Mod: +2
 Endurance: 13
 Intelligence: 14
 Reactions from Good: -2
 Hit Mod: 4.312
 Damage Mod: +3
 Accuracy: +5
 Carrying Cap.: 118 lbs.
 Movement Rate: 53" turn
 Detect Hidden: 10%
 Inventing Points: 4.2

Basic Hits: 2
 Strength: 11
 Agility: 29
 Charisma: 16
 Evil: +2
 Hit Points: 9
 Healing Rate: 0.60
 Power: 67
 Basic HTH: 1d3
 Detect Danger: 14%
 Inventing: 42%

Origin and Background: Nicolette Carli Faulk had always been a fan of gangster movies. The attitude, the style, and the danger all appealed to her. During her second year in college, however, her fandom became a passion. Picking up a sudden smoking habit and dropping her studies, she started working odd jobs to get together enough cash to buy a vintage Thompson Sub-Machine-Gun. Her "Tommy-gun" in hand, she headed to the nearest target range where she quickly impressed fellow shooters with her skill.

It was really just a matter of time until she put her obsession for gangsters and her need for money together to formulate a plan. Soon she was robbing banks, using the money to buy clothes, cigars, bullets, and a really cool car, as well as funding her new gangster life-style of fine dining and partying at the best clubs.

Combat Tactics/M.O.: Seeing herself as a gangster, Carli follows gangster tactics. She is loud, violent, and even brutal. Normally she will enter a bank, fire a few rounds in the air and order everyone to get on the floor. Anyone who tries to impede her robbery will get a bullet for his (or her) trouble.

In combat, Carli relies upon her high agility to dodge incoming attacks and her high level of proficiency with firearms to do maximum damage with every attack. If she thinks she might be captured, she'll grab a hostage or steal a car to make her get-away.

Personality/Character Traits: Carli sees herself the same way many people see gangsters of the 1930s; as something of a romanticized "Robin Hood" figure. She also seems somewhat detached from reality and it is even questionable as to whether she realizes the harm she has done. If Carli is ever captured and brought to trial, it seems likely that she will be judged insane, and may never see the inside of a federal prison.



THUG-STOMPING DAY

It started out as a small group of protestors standing outside the “Lakeside Nuclear Power Facility” in lovely Centerville. Soon, however, the small group grew to a full blown mob! When things started to look a little questionable, a pair of police officers arrived to monitor the gathering and make sure it remained peaceful, then someone threw a rock. Even before the rock struck the police cruiser’s windshield, the mob rushed the two officers. When power-plant security attempted to assist the officers they were met with a hail of rocks and bottles. As the situation escalated, a news helicopter arrived and began broadcasting footage of the growing riot. It soon becomes clear that most of the mob are normal people with a dislike for nuclear power, but that a few are just there to make trouble. The player-hero’s mission for this adventure is simply to subdue as many of the thugs as possible before police reinforcements can arrive. When the player-hero reaches 1 HP or 1 Power Point, the reinforcements will arrive and break up the riot, unless the player-hero has subdued all twenty thugs, at which point the crowd will disburse. The thugs may attack one-at-a-time or en mass, depending upon the player-hero’s ability to deal with multiple attackers/targets. One-at-a-time is best for “lower powered” heroes, while groups of attackers makes things more interesting for “high-power” heroes.

MAP KEY:

GS: Guard Shack. A ten foot by ten foot wooden structure. Two guards (normal “Bystanders” with “Pistols” – see V&V 2nd Edition, page 24).

Wood Fence: Split rail style, approximately three feet high.

Chain-Link Fence: Ten foot, non-electrified.

By the time the player-hero arrives, the large chain-link gate has been closed and locked to keep the unruly thugs out. Beyond the wood fence is a golf course (Sandy Ridge Country Club). The road runs for about a one half mile in each direction with fences on either side.

Only “thugs” will attack the player-hero or police, the remainder of the mob will simply try to stay out of the way, as they are caught between the large fences that surround the golf course and the power plant, giving them somewhat limited paths for escape.

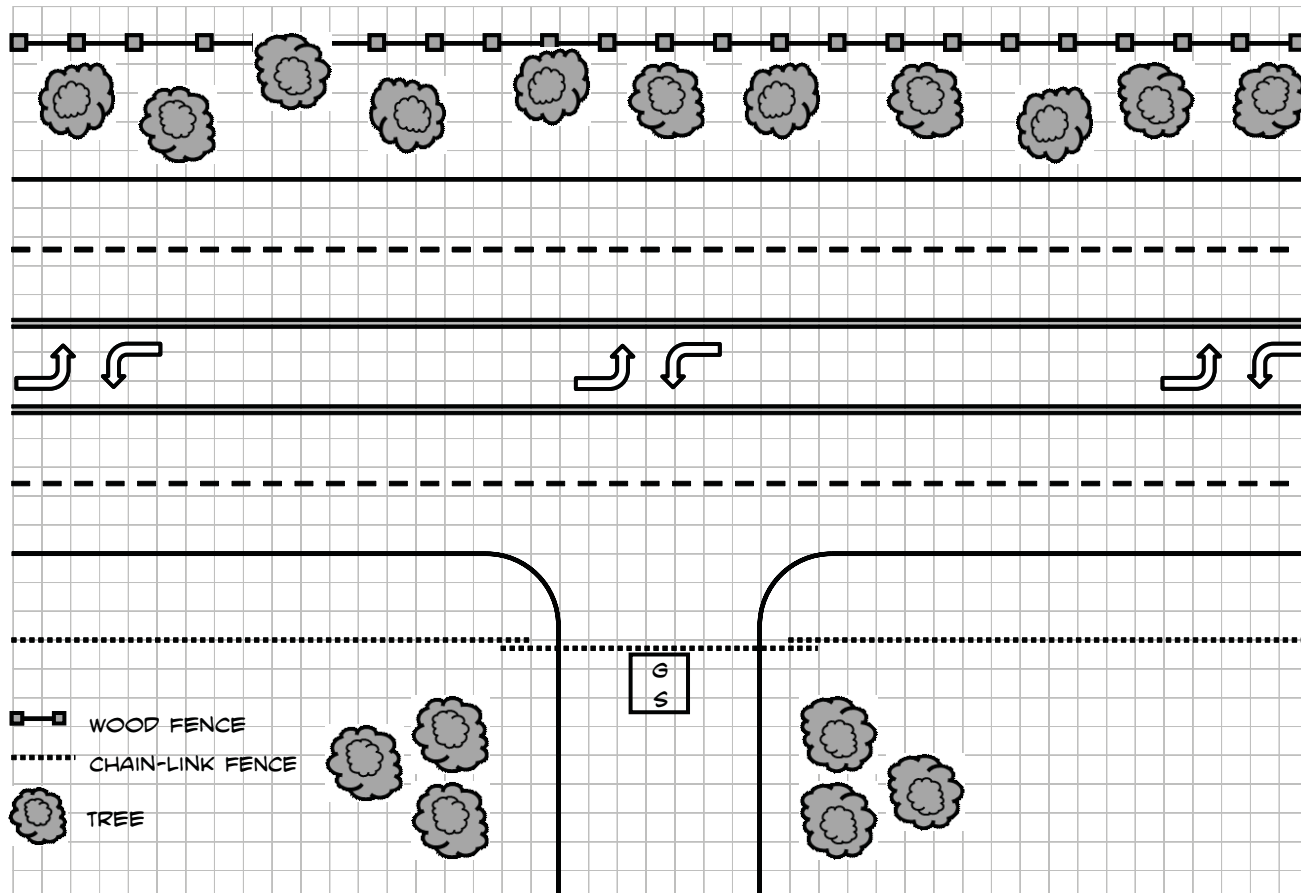
The thugs were created with a “ground” based hero in mind; the GM should alter weapons (replace knives with pistols and swords with shotguns, etc.) for heroes with “flight” or “wings.” Of course there are also rocks and bricks (see V&V 2nd edition, page 26), and many melee weapons can be thrown (see V&V 2nd edition, page 25). To find the Carrying Capacity for a thug, find his/her HTH, and check the table on page 8 of the V&V Revised Edition rule book. Assume the maximum carrying capacity of any thug is 900 pounds.

The player should keep in mind that at any riot, there is bound to be media; newspapers, television, radio, etc. along with a large number of video recording devices (security cameras, personal cameras, cell phones, police vehicle cameras, maybe some others). The player-hero should, therefore, exercise at least a modicum of restraint. Video footage of a hero pounding some civilian to a bloody pulp would have a pronounced negative effect on the hero’s standing in the community. Of course disintegrating, vaporizing, crushing, burning, let alone transporting a civilian to some other dimension, would be even worse! So go ahead and stomp on some thugs, just don’t stomp them into putty.

RANDOM THUGS

Thug	Sex	Level	Hits	Power	Agility	Move	Damage	Accuracy	HTH	Weapon	Hit Mod
01	M	1	10	50	17	41	+1	+2	1d8	Sword	+2
02	M	1	4	32	11	29	-1	—	1d4	Club	+2
03	M	1	3	45	15	33	+1	+2	1d3	Brass Knuckles	—
04	F	1	11	50	16	45	—	+2	1d6	Knife	+1
05	M	2	3	39	7	28	—	-2	1d6	Knife	+1
06	F	1	7	48	12	32	+2	+1	1d4	Hatchet	+1
07	F	1	6	49	18	40	+2	+3	1d4	Club	+2
08	M	2	1	29	7	26	-1	-2	1d3	Crowbar	+1
09	M	1	6	40	10	30	—	—	1d6	Hatchet	+1
10	F	2	3	43	12	33	+1	+1	1d2	Pistol	+3
11	M	2	1	34	4	19	—	-4	1d3	Baseball Bat	+3
12	F	1	3	44	4	31	-1	-4	1d6	Whip	+4
13	F	2	3	37	12	33	—	+1	1d4	Hatchet	+1
14	F	2	12	52	13	43	+1	+1	1d6	Whip	+4
15	F	1	1	30	3	23	-2	-4	1d4	Club	+2
16	F	2	2	37	10	25	—	—	1d2	Crowbar	+1
17	M	1	2	32	5	23	-1	-4	1d4	Brass Knuckles	—
18	M	2	15	60	18	52	+1	+3	1d8	Sword	+2
19	M	1	3	46	14	28	+2	+1	1d3	Crowbar	+1
20	F	1	1	33	10	29	-1	—	1d2	Sword	+2

□ = 5' POWER PLANT MAIN GATE



WEAPON	Acc	Damage	Range
Knife	+1	HTH + 1d2	Melee
Club	+2	HTH + 1d4	Melee
Sword	+2	HTH + 1d6	Melee
Hatchet	+1	HTH + 1d6	Melee
Pistol	+3	1d8	Ax6
Baseball Bat	+3	HTH + 1d4	Melee
Brass Knuckles	—	HTH + 1d4	Melee
Crowbar	+1	HTH + 1d8	Melee
Whip	+4	HTH + 1d4	Melee

RESOLUTION

The Player-hero will receive experience for each thug subdued (rendered unconscious). Once the player-hero is incapacitated, police, SWAT, and even fire fighting personnel will arrive to assist using non-lethal bullets, tear-gas, and even fire hoses and water cannon to break up the riot. Once this starts, the crowd will flee.





BLOODY VAMPIRE!

This adventure begins when the player-hero is contacted by the local police seeking assistance in regard to a series of murders in the area. The police detective who contacts the player-hero will state that over the last month six bodies have turned up; all either high-school or college students, all healthy, all drained of all blood, and all having bite-marks on their bodies. The bodies have been found lying in their beds by friends, room-mates, or relatives. Fingerprint and DNA evidence found at the scenes has not matched any known criminal or anyone else in the system. Although the police detective is very reluctant to say it, he is pretty sure this is the work of “another bloody vampire.”

- The player-hero will be given a single free Invention Point to create a device or weapon specifically to deal with vampires.
- Talking to the friends and families of the victims will reveal almost no connection between the victims.
- Of the six bodies, four are male and two are female.
- Three attended a local high school
- Two attended the local university
- One attended the local technical college
- No money or belongings were stolen from any of the victims.
- All the victims, with one exception, were “single,” having no significant other.
- According to the medical examiner’s report, all six had consumed coffee within a few hours of their deaths.
- Friends and family will be able to describe the last time they saw the victim. The GM should come up with a basic evening out such as “out to

see that new movie,” “off to the library to study,” etc. The one thing that should be in every story is “Hardluck’s,” a small coffee shop in town.

HARDLUCK’S COFFEE

Hardluck’s is a small student-oriented coffee shop located in an old fast-food restaurant. The owner, Maggie Lupanov, is very cooperative with the police investigation and will answer any questions the player-hero may ask (within reason). The problem is that she honestly doesn’t know anything about the crimes, or anything weird going on relating to her business.

“I run a coffee shop for high-school and college kids, when does something weird NOT happen?”

Maggie’s coffee shop does have video surveillance, and she usually keeps it running all day and night. If the player-hero elects to examine the recording (digital, none of that old tape stuff), he or she will see nothing out of the ordinary, unless he/she makes a successful roll to Detect Hidden (no modifiers).

- One of the victims is sitting at a table alone, apparently chatting with someone. There are two cups of coffee on the table.
- When the victim leaves, he/she (GM’s call) appears to be holding hands with some unseen individual.
- If the player fails to put this together, Maggie should comment “I thought vampires were just invisible in mirrors.”

HOW TO CATCH A VAMPIRE IN A COFFEE SHOP

The player-hero should come up with a plan to at least identify the vampire. Recommendations are:

1. Create a way to simultaneously view the security camera and real-life to find the person missing from the camera image.
2. Rub several objects with garlic.
3. Scan for a lack of reflection in windows, mirrors, and other reflective surfaces.
4. Convince Maggie to brew her coffee with Holy Water for a few nights, until the vampire is found.

If the plan is too obvious, then the vampire will simply not show up and will find another hunting ground.

Once the vampire is "outed," she will attempt to flee. If she escapes, she will simply start all over again, killing people in a new town, so the GM should encourage the player-hero to capture Lutheria rather than simply chase her away. The most likely location for a battle with Lutheria is Hardluck's Coffee Shop (a floor plan has been provided). There will be 2d8 patrons in the coffee shop when Lutheria is revealed to be a vampire (see "Random Bystander List").

RESOLUTION

The player-hero will receive experience once Lutheria is captured and handed over to the police. As stated above, if Lutheria escapes, she will begin a new series of murders in another town.

LUTHERIA

Identity: Laura Reeves
Sex: Female
Age: 17

Side: Evil
Level: 2
Training: Charisma

Powers:

1. Heightened Agility A: +10
 2. Heightened Strength A: +11
 3. Heightened Endurance A: +16
 4. Mind Control: Range = 3", PR = 20 (if successful)
 5. Invulnerability: 15 points of Damage ignored per turn.
 6. Adaptation: PR = 1 per hour to resist hostile environments.
 7. Absorption: Special Attack with fangs. For each point of Damage done with fangs to a living target, Lutheria gains 1 Power Point.
- Weakness: Sunlight: 1d10 Damage per turn in sunlight (no artificial light will do Damage as "sunlight").
Weakness: Holy Water: Treat as an attack by "Flame Power."
Weakness: Wooden Stake/Projectile: Double Damage from these items, Invulnerability does not apply to such Damage.
Weakness: Consecrated Weapons: Treat as "wooden stake."
Weakness: Garlic: -2 to Hit any character carrying or wearing garlic. Effective range = 5"

Weight: 80 lbs.
Agility Mod: +2
Endurance: 28
Intelligence: 11
Reactions from Good: -2
Hit Mod: 12.950
Damage Mod: +2
Accuracy: +3
Carrying Cap.: 666 lbs.
Movement Rate: 70" per turn
Detect Hidden: 8%
Inventing Points: 2.2

Basic Hits: 2
Strength: 24
Agility: 18
Charisma: 16
Evil: +2
Hit Points: 26
Healing Rate: 1.6
Power: 81
Basic HTH: 1d8

Detect Danger: 12%
Inventing: 33%

Origin & Background: Lutheria was once a normal teen, until she was bitten by a vampire during a school trip to the Museum of Natural History. The physical and emotional changes which turned her from basically good to definitively evil occurred over the span of just over a week. Unable to venture out into the daylight and consumed with an irresistible need for human blood, Laura was forced to leave her friends and family. Finding companionship among other vampires was helpful, but it also accelerated the impressionable youth's descent into evil.

Now fully integrated into vampire society, Lutheria views normal humans as little more than an amusing food source.

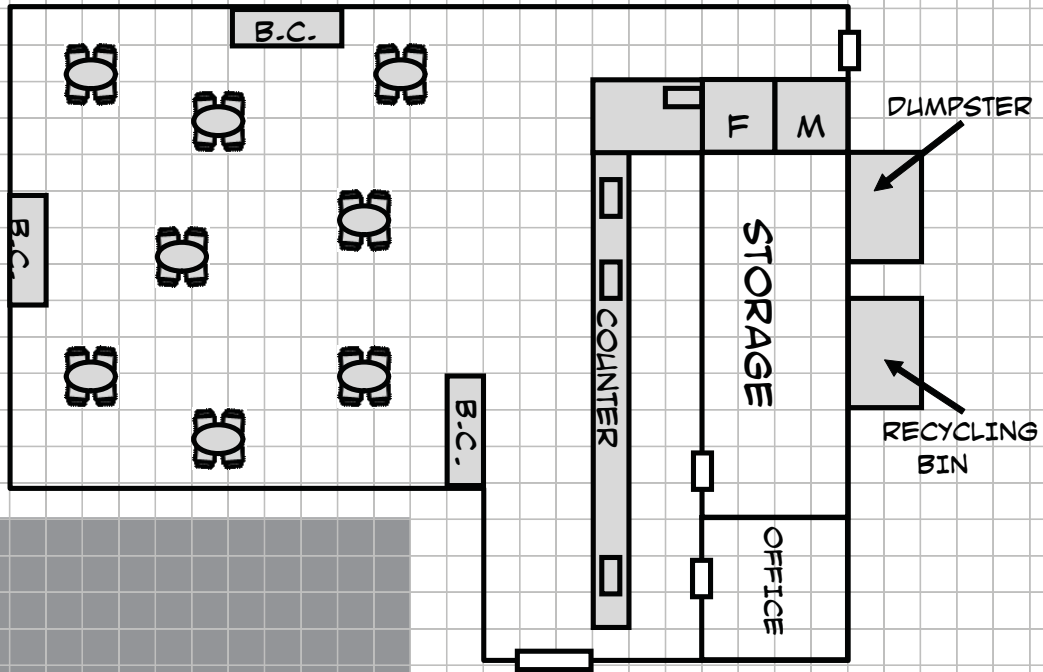
Combat Tactics/M.O.: With her high Combat Initiative, Lutheria will strike her opponents quickly and repeatedly relying mostly upon her claws. Once she has her victim suitably weakened, she will feed upon him or her, draining their remaining Power and Hit Points until they are dead or she is satisfied (when she regains more than 75% of her maximum Power). When faced with a more powerful opponent, Lutheria relies upon her high agility to dodge attacks, and her invulnerability to take the edge of most hits. She is not above running away, however, if she is clearly outmatched or her Power or Hit Points get too low (below 10%).

Personality/Character Traits: Lutheria is fully indoctrinated into her Vampire Clan. She sees only other vampires as true sentient beings, all others are simply food or toys. It is important to understand that Lutheria has utterly no value for human life, and will kill without hesitation.



HARDLUCK'S COFFEE

□ = 5'



ITEMS AT HARDLUCK'S

Item	Material	Weight	HP	Height	Length	Width
Chair, Restaurant	Steel/Wood	10	1	3	1.5	1.5
Book Case	Wood	50	1	4	3	1KK
Cash Register	Electronics	25	1	0.75	1	1
Espresso Machine	Machinery	200	4	2	3	2
Computer, Desk-top	Electronics	15	1	2	1	0.5
Computer, Lap-top	Electronics	5	1	0.25	1	1
Desk Chair	Steel / Plastic	20	1	3	1.5	1.5
Desk Phone	Electronics	2	1	0.5	0.75	0.75
Desk-Top Monitor	Electronics	5	1	1.5	1.5	0.25
Dumpster, medium	Steel	1500	30	5	5	10
Oven, Microwave	Machinery	25	1	2	2	2
Restroom Divider/Door	Steel	25	1	4	4	0.1
Sink, Galley	Stainless Steel	20	1	4	1.5	1.5
Table, Restaurant	Steel/Wood	50	1	3	3	3



I AM INVINCIBLE!

It's a great night for a game! The Centerville High School football team is playing their rival school, Chrystal City High in the state championship! Fans for both schools fill the bleachers to cheer on their school. The player-hero should decide whether or not he/she would be in attendance, or if there are more pressing matters that require his or her attention.

The Centerville Chargers are marching down field and appear poised to score a touchdown when a very large man walks out onto the field and starts tossing players around like puppets. With the stunned players stepping away from the obviously disturbed individual, referees and coaches run out onto the field to confront the man. The man grabs a coach and flings him to the sidelines. He then begins shouting the player-hero's name (Vigilante name, not real name), and insisting that he wants to fight the player-hero, and that he's not leaving until he puts "a wuppin' on a cape-wearin' geek!" (whether or not the player-hero actually wears a cape seems immaterial).

"I am the PULVERIZER!" he shouts. "And I AM INVINCIBLE!"

The player-hero will be familiar with the name "Pulverizer" as he was a well-know pro wrestler until he was barred from participation due to multiple "indiscretions" relating to alcohol, drugs, prostitutes, firearms, driving under the influence, assault, public indecency, disturbing the peace, and one particularly nasty health code violation. He apparently thinks he can get himself reinstated by defeating a real hero.

Pulverizer will continue to rant and rave and shout about how he is going to hand the player-hero a beating. If the player-hero requires some time to either change/transform or if he or she requires time to

travel to the football field, "Action News" reporter Shelly Marks will venture out onto the field and offer to interview the Pulverizer, who is only too pleased to agree. The Pulverizer is not good at making sense, but he will manage to utter the following:

"I'm the strongest, fastest, toughest sonnuva-buck any of you little weaklings'll ever see! An' I aim to prove it right here! Live in front of you lucky people! I'm gonna take your home-town hero and send him (or her) home in a pine box, and you'll be able to tell your grandkids how you were there when the Pulverizer killed [player-hero name]! Heck, you'll be almost as famous as me!"

Of course he'll be booed by the crowd, for a lot of reasons, and his reply is fairly predictable.

"You little tree-huggers think you can just forget about the PULVERIZER? You're wrong! I'm unstoppable! I'm tough as iron and strong as a bull! I'm the PULVERIZER! No one tells me what to do! No suit tells me I can't fight! I came here for a fight, an' I'm getting' one even if I gotta fight every onna you spineless dweebs!"

At this point a group of defensive linemen attempt to tackle the Pulverizer, only to find themselves being hurled through the air. Pulverizer lifts the last one up to his face.

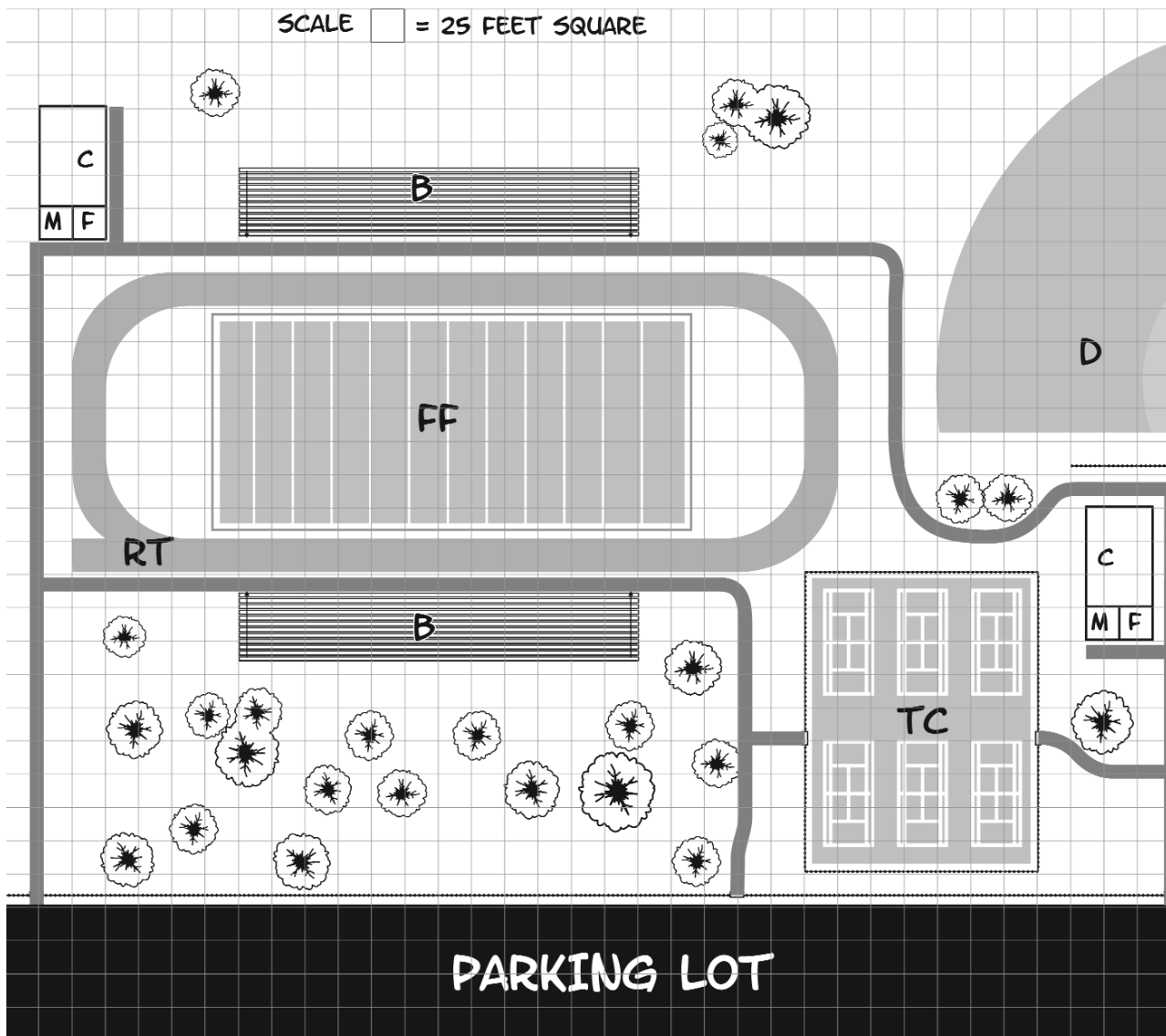
"You think you're tough enough to take me on? You ain't nuthin'!" He then tosses the player into the bleachers.

Pulverizer will begin breaking things and threatening people until the player-hero shows up, or at least gets word to the former wrestler that he/she is on the way and has agreed to fight him. The longer the hero delays, the more damage the Pulverizer will do. Eventually, he'll take a

hostage or two (probably Shelly Marks and her cameraman “Stu Baker”) and threaten to kill them if the player-hero does not arrive soon. Some fans will attempt to leave while other will stick around to help the injured. When the player-hero does finally arrive the crowd will go silent. This is just a straight up fight. The player-hero can gain some advantage by taunting the Pulverizer into a rage, but outside of that, he/she is just going to have to “hero up,” and fight the big, ugly, brute. The football field will be filled with bystanders (see bystander list), who will do their best to get away from the combat area.

RESOLUTION

The Pulverizer is not about to run away. He will keep fighting until either he or the player-hero is incapacitated. If the player-hero is victorious, he/she will receive experience points once the Pulverizer is incapacitated (since police are already on the scene). If the player-hero is incapacitated (since police are already on the scene). If the player-hero loses, on television no less, he/she may lose up to one point of Charisma (GM’s option – if the hero flees the battle, he/she is rather likely to lose additional Charisma).



- | | | |
|------------------------|----------------------|-------------------------|
| M = RESTROOMS (MALE) | D = BASEBALL DIAMOND | ----- CHAIN LINK FENCES |
| F = RESTROOMS (FEMALE) | TC = TENNIS COURTS | -o- PADLOCKED GATES |
| B = BLEACHERS | FF = FOOTBALL FIELD | ■ CEMENT PATHS |
| C = CONCESSIONS | RT = RUNNING TRACK | ☼ TREES |

THE PULVERIZER

Identity: Conrad Fuyutsky
Sex: Male
Age: 33

Side: Evil
Level: 3
Training: Strength x 2

Powers:

1. Heightened Strength B: +16
2. Heightened Agility A: +19
3. Heightened Attack: +1 Damage per experience level.
4. Natural weaponry: +2 to Hit, +4 Damage in all unarmed HTH combat.

Weaknesses:

1. Lowered Intelligence: -10
2. Low Self Control 3: If the Pulverizer's fame, wrestling ability, or manliness are brought into question, or if someone asserts that he is actually guilty of his crimes, he will go into a blind rage. -1d6 to Initiative rolls until Pulverizer saves against Intelligence on 1d20.
3. Allergy: Hay Fever. If Pulverizer is exposed to grass or weeds he receives a -1d6 modifier to Initiative rolls until he makes a successful save against Endurance on 1d20.



Weight: 350 lbs.
Agility Mod: -2
Endurance: 14
Intelligence: 5
Reactions From Good: -1
Hit Mod: 6.27
Damage Mod: +2
Accuracy: +5
Carrying Cap.: 3321
Movement Rate: 68" per turn
Detect Hidden: 4%
Inventing Points: 4.5

Basic Hits: 7
Strength: 26
Agility: 28
Charisma: 12
Evil: +1
Hit Points: 44
Healing Rate: 2.1
Power: 73
Basic HTH: 1d12

Detect Danger: 10%
Inventing: 15%

Origin & Background: Conrad was always big. He was also always a bully. When he dropped out of High School after his third attempt at eleventh grade, he wandered around until he was discovered by a pro wrestling promoter. Soon Conrad was in the ring as "The Pulverizer," being paid to do something he enjoyed; stomping "pretty boys." In short order, the Pulverizer was the "bad guy" wrestler everyone loved to hate.

Unfortunately, Conrad had a taste for the more unseemly trappings of wealth; namely drugs and prostitutes. After years of drugs, alcohol, wild parties, and more than a few public brawls, Conrad was arrested by police in Las Vegas. Word of the arrest only made him more famous, and the World of Wrestling paid his bail so he could get back into the ring.

This became Conrad's life. Wrestling, partying, and getting busted by the cops only to be sprung by the W.O.W. After a few years, however, the W.O.W. and the fans grew tired of the Pulverizer's constant run-ins with the law. With his popularity falling, The Pulverizer was formally banned by the W.O.W. What few knew, however, was that all the years of drugs had changed Conrad; made him stronger while reducing his intelligence. Conrad quickly revealed his true strength to the world when he began taking his anger out on everything in his path.

Since being banned from competition, the Pulverizer has gone from town to town challenging local super-heroes to public brawls.

Combat Tactics/M.O.: The Pulverizer is a former wrestler and will use his knowledge of hand-to-hand combat to his best advantage. Being huge and strong doesn't hurt either since he can simply absorb most attacks. In combat he will simply take the hits as they come, relying on his basic toughness to outlast his opponent. He will then pummel, stomp, squeeze, twist, and otherwise torture his opponent into submission. Thus far, he has only humiliated heroes, but it seems only a matter of time until he does serious damage or kills a hero or innocent bystander.

Personality/Character Traits: The Pulverizer is little more than a big, dumb bully who wants as much time in the spotlight as he can get. He uses his powers to get that attention by destroying things and injuring people. Having tasted fame, The Pulverizer now seeks attention above all else. He is also known to be something of a petty thief, no doubt to support his drug habit, and what must be a gigantic grocery bill.



PAPER WORK

The player-hero is doing whatever he or she does on a normal weekday afternoon when he or she learns of a disturbance at the offices of the “Centerville Daily Gazette” (or some other local newspaper). Other local news agencies (TV and radio), will have reporters on the scene within minutes. There is very little in the way of actual news at this point, just reporters giving a running commentary on something that may be happening inside a large brick building. Police on the scene will surround the building exits and assist and direct those fleeing the newspaper offices.

Upon arriving at the Gazette Building, the player-hero will be immediately approached by the lovely, talented, and ever-perky TV reporter, Shelly Marks (WCVG Eye-witness News). She will ask the player-hero what he/she knows about what is happening inside the Gazette Building, and what the player-hero’s plan is. Of course, at this point, the player-hero knows pretty much nothing about the disturbance inside. Asking Shelly will get a little information:

- It appears to be some kind of hostage situation. The villain seems to have the Chief Editor (Marvin Boggs), and several investigative reporters locked up in Boggs’s office.
- Witnesses have told her about seeing “mummies” following the orders of some strange woman.
- The “mummies” and the woman seemed to ignore everyone except for Boggs and the investigative team.
- Shelly is happy to direct the player-hero to the witnesses she interviewed, as long as she can get it all on camera.
- Boggs’s secretary will tell the player-hero that this woman walked up to her, flanked by “mummies,” and said “Miss Jones to see Editor Boggs.”
- The only people the mummies attacked were the three employees

who tried to stop them from accessing Boggs. All three were simply tossed aside; receiving some bumps and bruises for their trouble.

- If asked about the “mummies,” the witnesses will state that they were made out of paper and they had little pictures of Miss Jones where their faces should be.

- One of the witnesses is sure she heard Miss Jones ask Boggs about “Senator Rankin” – a well-known and very popular U.S. Senator.

If the player-hero lingers for too long chatting with witnesses and Miss Marks, he/she will hear a window breaking, and someone will tumble from a second story window. The victim, injured and unconscious, but not critically wounded, will be recognized by other Gazette employees as Ashiid Khan, one of the investigative reporters.

THE BATTLE

Miss Jones has positioned herself in an office. Surrounding her are all the things she needs to make best use of her powers; paper, fluorescent light, and a truck load of pens, pencils, letter openers, and other pointy office items that she can use as knives. She will go after the player-hero without restraint, and does not care if any of her hostages are injured. The battle will, however, be limited to the second floor of the Gazette building. Miss Jones will attempt to escape when her Hit Points are reduced to 1. She will try to use her wings to fly out of the building. If the player-hero has the ability to follow her (Flight, Wings, Heightened Speed, etc.), the battle will probably continue outdoors. Fortunately, there is a time limit on Miss Jones’s powers (see her Weakness).

RESOLUTION

MAP KEY

Each Cubicle will contain one office desk, one desktop computer with monitor, one desk phone, two office chairs and one filing cabinet.

The Galley contains four galley tables, with four galley chairs each, four microwave ovens, one refrigerator, and one galley sink.

Boggs's Office has a desk, desk computer with monitor, desk phone, three chairs, a desk printer, and eight filing cabinets.

DR: Document Room. Approximately one hundred reams of paper, three plotters and three large printers are in this room.

M/F: Male and Female Restrooms.

S: Stairs.

E: Elevators.

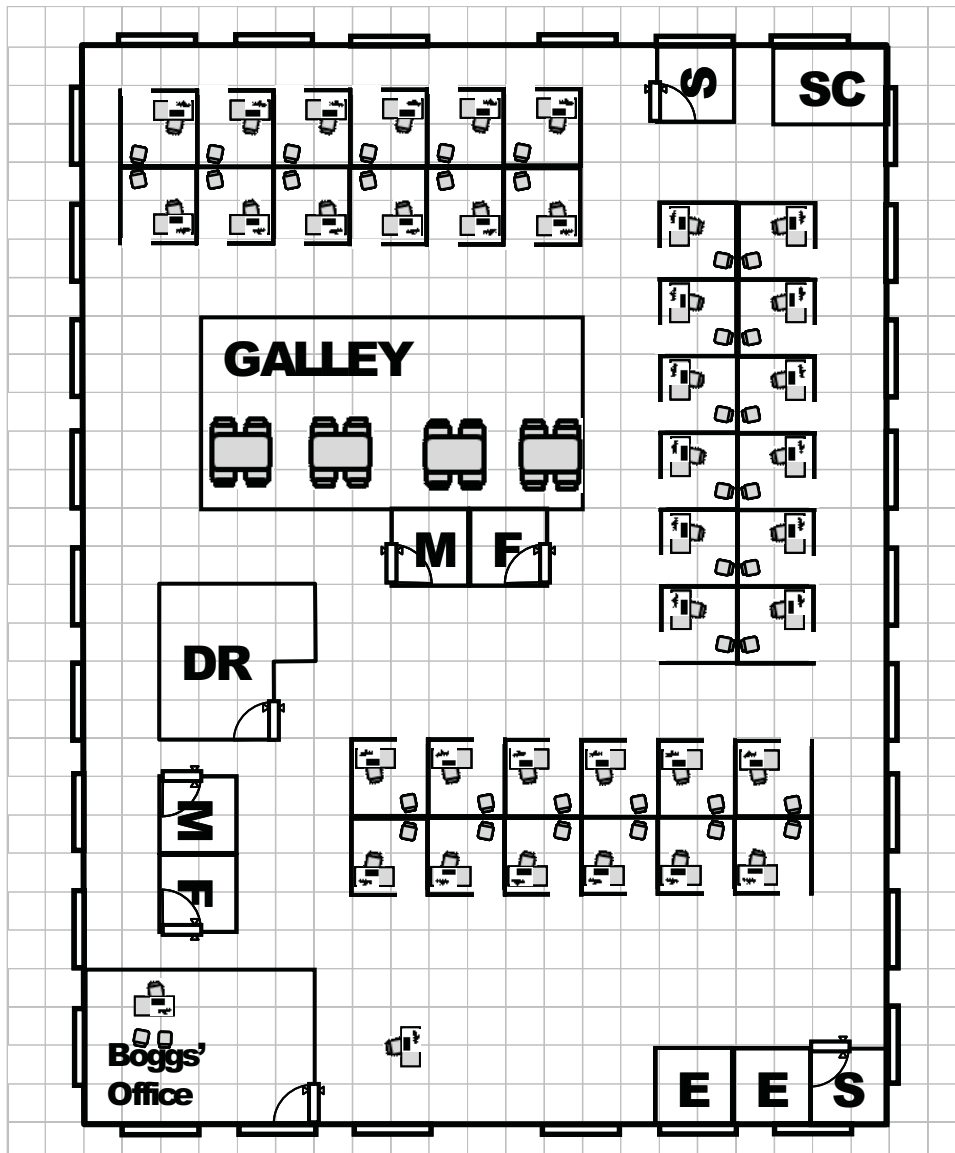
SC: Storage Closet. Cleaning supplies are stored here.

The only way to successfully capture Miss Jones is to render her unconscious. Once she is handed over to local authorities, the character will be rewarded experience (V&V 2nd edition, page 20). Miss Jones will arrive at the Federal Super-Powered Detention Facility without incident.

Of course, some players will want to know what is going on with Senator Rankin. Boggs will explain that one of his investigative reporters uncovered some dirt on the Senator. Apparently very bad dirt, as Boggs plans to inform the FBI before running the story. Boggs then thanks the player-hero, commenting that "This little tussle of yours is sure gonna sell a lot of papers!" Miss Jones will be unconscious, or otherwise unavailable for questioning by the player-hero.

CENTERVILLE GAZETTE (2ND FLOOR)

□ = 5'



MISS JONES

Identity: Jessica Jones
Sex: Female
Age: 35

Side: Evil
Level: 3
Training: HTH Accuracy

Powers:

1. Paper Powers (see Ice Powers): Attack Range = (SxE)/5 [20"], Damage = 1d12, PR = 5 per attack. (Normal Ice Powers rules apply; rather than melting, the papers blow or fall away.)
2. Animated Servant (Type A): Paper Golem - requires a printed image of Miss Jones's face to create. Maximum Golem Hit Points are equal to her Intelligence [11]. PR = 2 for every Hit Point of Golem (movement = 2"/HP). For Golem HTH, see table below. Control Range = Ax2" [36"], PR = 3 per Golem attack.
3. Absorption: Florescent Lighting - In an area lit by florescent lighting, Miss Jones recovers 5 Power per turn.
4. Heightened Expertise: +4 to Hit using small office items (pens, pencils, letter openers, etc.), Range = Agility [18"], Ranged Damage = 1D6.
5. Wings: (Invention related to Paper Power – behaves as a Device). Miss Jones can form wings using her Paper Power. PR = 4 to create wings, PR = 1 per turn to maintain (melting reduces Flight Speed by 2" per turn). Miss Jones gains +3 Agility while wings are formed. Flight Speed = 26" per turn. (Adding Wings to Miss Jones also nets her 1 additional Hit Point and 3 additional Power Points due to the change in Agility.)

Weakness: Special Requirement – Non-fat toffee-nut soy latte must be consumed every four hours in order to maintain Paper Powers. For every hour beyond the fourth without her coffee, the "melt rate" and PR required to maintain her paper constructs will double.

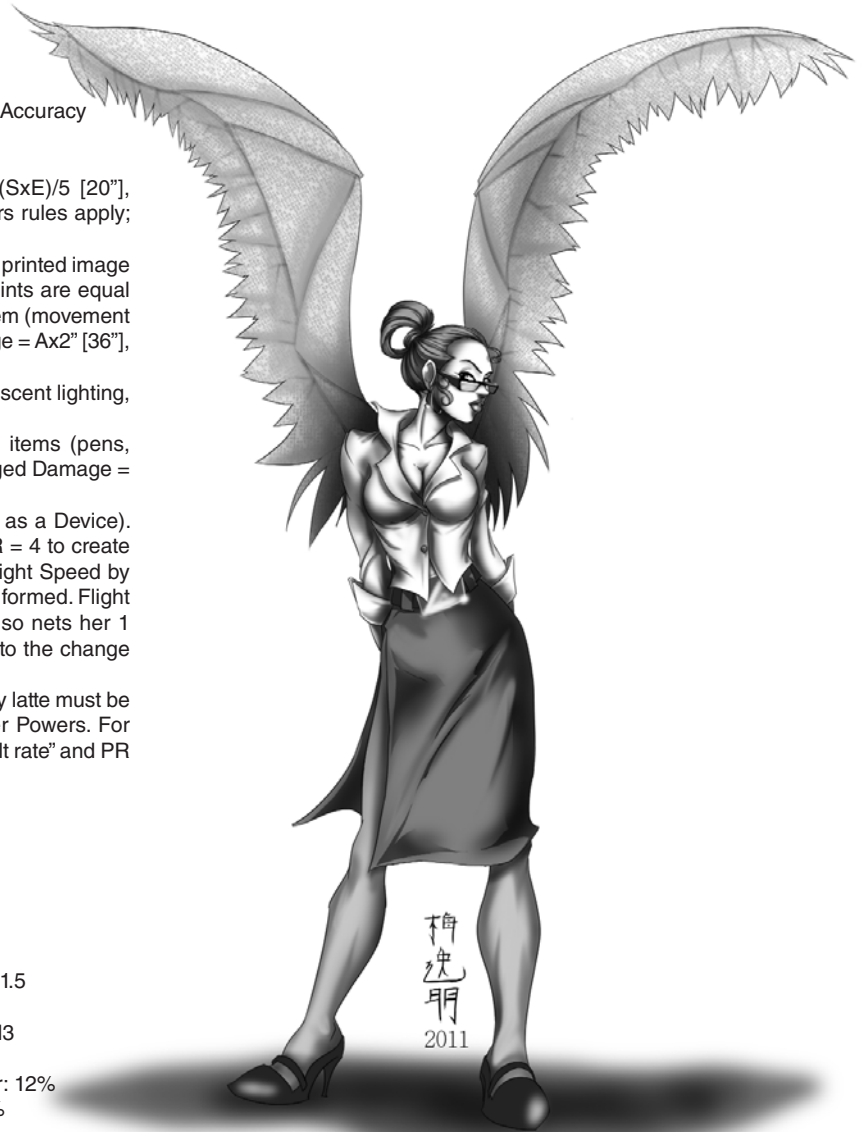
Weight: 110 lbs.
Agility Mod: +2
Endurance: 10
Intelligence: 11
Reactions from Good: —
Hit Mod: 1.900
Damage Mod: +2
Accuracy: +3 (+5 HTH)
Carrying Cap.: 110 lbs.
Movement Rate: 40" per turn (450" [102 mph] flying).
Detect Hidden: 8%
Inventing Points: 1.3

Basic Hits: 2
Strength: 10
Agility: 20
Charisma: 11
Evil: —
Hit Points: 6
Healing Rate: 1.5
Power: 51
Basic HTH: 1d3
Detect Danger: 12%
Inventing: 33%

Origin & Background: Jessica "JJ" Jones was just a normal college kid studying for a degree in office administration. She had enough money from her scholarship to pay her tuition and for a room in the dorm, but not much else. Fortunately, she quickly found a job at the local coffee shop where she learned the fine art of brewing expensive coffees, and selling them to her fellow college students.

One night, when the local vegan group was planning their latest protest, JJ's co-worker, Angie, dared her to drink three large non-fat toffee-nut soy lattes in a row. Never one to back down from a dare, JJ quickly downed the coffees. Jessica's life began to change when she told the vegans that the shop was closing and they would have to leave. One of the rowdier members of the group tossed a ball of paper at her, and Miss Jones stopped it in mid-air. Easily excited, and full of caffeine, the college students, and Angie, were soon flinging pieces of paper at Jessica from every direction. And within a few minutes, Miss Jones was flinging the papers back, without even touching them! Pretty soon, JJ was doing "Paper Tricks" at the coffee shop for extra tip money.

It didn't take long for JJ to figure out she needed to be fueled up on non-fat toffee-nut soy lattes in order for the paper to obey her. Constantly prodded by her fellow students to come up with ever more "extreme" paper creations, JJ soon found she could create waves of



paper, even life-size paper people. And when Angie stuck a picture of JJ's face on the head of one of the paper people, it started walking around on its own, obeying Jessica's every command.

Weeks later, Jessica received a letter in the mail. She was offered an obscene amount of money to use her golems to commit a minor robbery. Always cash-strapped, Jessica agreed. Unfortunately, she was caught in the act and captured by the local police. With the help of her golems, she managed to escape, but her college career was over. Since then she has wandered from place to place doing the bidding of her unseen master.

Combat Tactics/M.O.: Miss Jones normally adjusts her tactics depending upon the threat. For a moderate threat, she will simply use pens, pencils, letter openers, etc. as throwing weapons, or she will blast her opponent with a cohesive stream of paper products. For larger threats, she will create Paper Golems to do the fighting for her. She will also wrap herself in cohesive paper armor (per Ice Power Rules, V&V 2nd edition, page 13) when she feels the need to protect herself from direct attack.

Although normally quiet and reserved, once she takes damage in combat, Miss Jones will become enraged and will attempt to kill, or at

least maim, her opponents. If she is not injured, however, Miss Jones will use the minimum amount of force required to achieve her goals.

Personality/Character Traits: Although charming and attractive, Miss Jones has no friends and keeps to herself. She receives jobs from a contact she has neither seen nor met, either by letter or phone. No matter where Miss Jones goes, the contact is always able to find her and give her new missions, as well as provide her with proper documentation and references to get legitimate work when needed. Her semi-nomadic lifestyle has made it difficult for her to forge lasting relationships, so Jessica has tried to stay in fairly constant contact with her friend Angie from the coffee shop. She uses her golems in her criminal missions and for assistance with her constant moves, keeping her apartment clean, and even folding laundry and making breakfast. She has even used her golems to sit in the passenger seat of her car so she can use the car-pool lane in larger cities.

At first, Miss Jones disliked her secret criminal life. But after a few missions, she found she was looking forward to the action and excitement. She even enjoys changing her appearance (colored contacts, hair color and style, new clothes, etc.) every few months in order to keep her identity a secret. After years of performing illegal acts, Miss Jones now sees herself as a professional criminal and her powers have given her a true sense of superiority over all the mundane "Sheep-People" she encounters in her work. While not a killer, Miss
































































Jones does not mind causing injury or doing large-scale property damage in the execution of her assigned tasks.

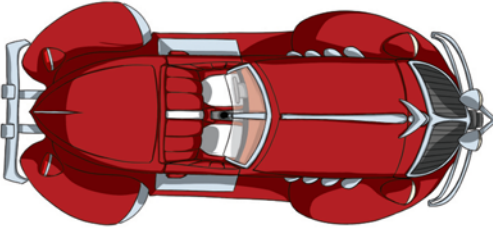




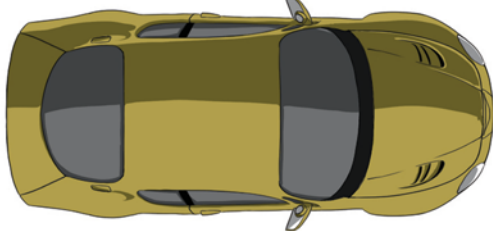
















GOLEM TABLE

Power	Move	HP	Weight	HTH
2	2	1	50	1d2
4	4	2	100	1d3
6	6	3	150	1d4
8	8	4	200	1d4
10	10	5	250	1d4
12	12	6	300	1d6
14	14	7	350	1d6
15	15	8	400	1d6
18	18	9	450	1d6
20	20	10	500	1d8
22	22	11	550	1d8

ITEMS IN GAZETTE OFFICES

Item	Material	Weight	HP	Height	Length	Width
Chair, Galley	Steel/Wood	10	1	3	1.5	1.5
Computer, Desk-top	Electronics	15	1	2	1	0.5
Computer, Lap-top	Electronics	5	1	0.25	1	1
Desk Chair	Steel / Plastic	20	1	3	1.5	1.5
Desk Phone	Electronics	2	1	0.5	0.75	0.75
Desk Top Monitor	Electronics	5	1	1.5	1.5	0.25
File Cabinet	Steel	200	4	4	3	2
Office Desk	Steel	150	3	3	5	3
Oven, Microwave	Machinery	25	1	2	2	2
Plotter	Electronics	200	4	4	4	2
Printer	Electronics	200	4	4	6	2
Printer, Desk	Electronics	25	1	1	1	1
Refrigerator	Machinery	300	6	5	3	3
Sink, Galley	Stainless Steel	20	1	4	1.5	1.5
Snack Machine	Machinery	250	5	6	3	3
Table, Galley	Steel/Wood	50	1	3	3	3

						
MISS ROBINSON	PAPER GOLEM	PAPER GOLEM	PAPER GOLEM	PAPER GOLEM	BYSTANDER	BYSTANDER
						
FLASH-BANG	BYSTANDER	BYSTANDER	BYSTANDER	BYSTANDER	BYSTANDER	BYSTANDER
						
M.GUN CARLI	BYSTANDER	BYSTANDER	BYSTANDER	BYSTANDER	BYSTANDER	BYSTANDER
						
LUTHERIA	LUTHERIA VAMP	MAGGIE	BYSTANDER	BYSTANDER	BYSTANDER	BYSTANDER
						
THE PULVERIZER	CENTERVILLE	CENTERVILLE	CENTERVILLE	CENTERVILLE	CENTERVILLE	CENTERVILLE
						
SUPERFAN	CRYSTAL CITY	CRYSTAL CITY	CRYSTAL CITY	CRYSTAL CITY	CRYSTAL CITY	CRYSTAL CITY
						
SUPERFAN	THUG 1	THUG 2	THUG 3	THUG 4	THUG 5	THUG 6
						
THUG 7	THUG 8	THUG 9	THUG 10	THUG 11	THUG 12	THUG 13
						
THUG 14	THUG 15	THUG 16	THUG 17	THUG 18	THUG 19	THUG 20

M.G. CARLI'S CAR								
					MS. MARKS	STU BAKER	CRYSTAL CITY	CENTERVILLE
BYSTANDER CAR								
					POLICE	POLICE	POLICE	POLICE
								
				CHIEF BOGGS	GAZETTE REPORTER	GAZETTE REPORTER	ASHIID KAHN	
								
REFEREE	CRYSTAL CITY	CRYSTAL CITY	CRYSTAL CITY	CENTERVILLE	CENTERVILLE	CENTERVILLE	CENTERVILLE	

NEW SOLO ADVENTURES FOR THE VILLAINS AND VIGILANTES SUPER-HERO ROLE PLAYING GAME... SIX CHALLENGING AND ORIGINAL VILLAINS IN INTERESTING SITUATIONS FOR A SINGLE HERO TO PROVE THEMSELF AGAINST. MAYHEM IS LOOSE IN THE CITY! FACE A THIRTIES-STYLE GANGSTER, A ENRAGED FORMER PRO-WRESTLER, A VAMPIRE, A GANG OF THUGS, A MILITANT VEGAN, AND A VILLAINESS WITH A STRANGE NEW POWER...



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