

THE GREATEST HEROES ARE...

THREE SOLO ADVENTURES TO TEST YOUR HERO!!!*

ALWAYS OUTNUMBERED



ART © JAMES BISHOP



CITY PLANETARIUM

HIJINKS MISCHIEF TURNS INTO A HIGH SPEED CHASE ON A STARRY NIGHT!

A SHOCKING NEW MENACE IS LOOSE ON THE STREETS!



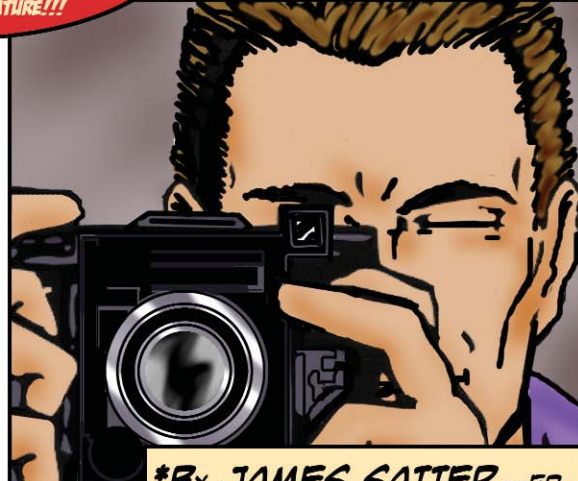
THREE NEW TALES OF MAYHEM!
PLUS A BONUS FEATURE!!!

HOLY HANDICAP...



...SOMETHING EVIL LURKS ON THE LINKS!

PRACTICE YOUR INTERVIEWING SKILLS AND BE SURE NOT TO MISS A PHOTO OPPORTUNITY!



*BY JAMES SATTER --ED.

ALWAYS OUTNUMBERED



SOLO-ADVENTURES

**written by James Satter
illustrated by James Bishop**



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EDITORIAL INTRODUCTION

Always Outnumbered is the third adventure book for Villains and Vigilantes by James Satter (joining **Enter the Gene Pool** and **Escape from the Micro-Universe**) and the third time he's been teamed with James Bishop as artist on a project. Once again the team of the "James Boys" has worked out well as they seem to correctly find a mutual interpretation of the varied characters portrayed.

It is interesting that after years of publishing V&V adventures, we had only published one book of solo-adventures (**Alone into the Night**) up until this year. Within a period of a few months two different V&V writers proposed new books of solos and for each of them it was their third book for us. Though the two new solo-adventure books are quite different in both the types of adventures offered and the length of each such short adventure, both (**Always Outnumbered** and **The Power of One**) lived up to our expectations and include highly original adventure material and characters.

There is an interesting tale behind the final epilogue/adventure in this book. We use an online file service for each project as it goes through the various steps towards completion, which allows the various team members to see progress along the way and to note any changes made as they happen. When the file was first set up and James Satter had already submitted the first parts of this book, I had one of those total mental lapses and titled the file to read "four solo-adventures by James Satter," though James had clearly indicated he was writing three such solo-adventures for this book.

I almost immediately received an e-mail from James Satter in which he almost implied I'd become psychic in that he had just decided to add a fourth adventure (Photo Opportunity, the Epilogue) for inclusion in **Always Outnumbered**. Of course, I explained that it was only an error on my part and that somehow the number "four" had gotten stuck in my mind at that time.

In the end, James Satter decided that Photo Opportunity was shorter than the other adventures in this book and he asked that we continue to list it as three adventures with an epilogue (that being the shorter, final adventure). I think that GMs and players will find Photo Opportunity to be an encounter with an interesting character and situation and, though shorter than the others herein, an original and challenging problem to deal with.

So, on with the adventures,
Scott B. Bizar, Editor-in-Chief

AUTHOR INTRODUCTION

Always Outnumbered is a series of short adventures, each designed for one hero who is new or moderately experienced (levels 1-4). Each scenario can stand on its own or work consecutively within an ongoing solo campaign, allowing one hero to gain recognition and build up a rogues' gallery along the way. Several of the villains encountered here have different—even competing—objectives, adding a layer of complexity for the player-hero.

If running a group campaign, a GM might use each scenario as a stand-alone adventure for a different player-hero within a super-team. Either way, the GM should read through all four parts of **Always Outnumbered** before getting started, as there are opportunities to tie together various plot threads or make connections to other published V&V adventures.

James Satter

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NO CRIME LIKE THE PRESENT

1.1 DINNER AND A MOVIE

This opening scenario can work as the debut adventure for a new superhero or as a change of plans for an established hero who would like some time off from fighting crime—but is unlikely to get it.

Before the adventure begins, the GM and player should determine if the hero keeps a dual identity. If so, do the hero's powers allow the character to change from street clothes into costume? Does the character always wear a costume underneath? Or does the hero keep a spare uniform in a duffel bag in the trunk of the car?

On a Friday night, the player-hero has tickets to the 8 PM showing of **Mythology in the Cosmos**, a film presentation at the local planetarium. The tickets include admission to the planetarium exhibit hall, which now has a collection of rare meteorites on display.

The player-character's origin story could account for a personal interest in the show or exhibit. Or, the player-hero might be obligated to attend the venue for a class or for professional reasons, depending upon the character's vocation. Also, it is possible that the player-hero is accompanying a friend, colleague, or romantic interest, who might or might not know about the character's super powers.

Before heading over, the player-hero could stop by Submarine Central, a popular sandwich shop across the street from the planetarium. The upbeat restaurant is advertising a new line of subs "with ingredients healthy enough for a hero!"

1.2 AT THE PLANETARIUM

All of the building walls are reinforced concrete (Structural Rating 7). The main doors leading into the lobby, gift shop, and exhibit hall have metal frames with thick glass pane (SR 4). All other doors are hard wood (SR 3). The exhibit hall and theater are the only carpeted areas on the main level. Unless noted otherwise, ceilings are 15 feet high.

Two locked doors on the main level say: STAFF ONLY. They lead to an elevator and stairs to the storeroom and offices on the lower level.

PLANETARIUM MAP KEY

A. Lobby: During regular hours, 2-3 cashiers stand behind the counter to help customers purchase tickets to the film and exhibit hall. With most visitors using credit cards, the cash registers here and in the gift shop seldom hold more than \$300 apiece.

For planetarium visitors waiting in the lobby, there are several comfortable chairs (100 lbs., SR 3), each with star patterns on the upholstery—next to tabletops painted to look like the surface of the moon. The planetarium has no concession stands or vending machines, but drinking fountains are available by the public restrooms. At the GM's discretion, a movie poster hanging in the lobby reads:

Coming Soon: Intelligence on Other Planets!

The upcoming documentary would discuss information about extraterrestrials that are already known to the general public within the campaign world, such as the Greys from the V&V solo adventure **Flying Saucer: Vessel of Abduction** (free download on the FGU website).

B. Gift Shop: The planetarium store sells a variety of astronomy posters, books, and DVDs. Popular souvenir items include key chains and T-shirts. During business hours, 1-2 clerks manage this area. A ticket is not required to enter the gift shop.

C. Custodial Closet: This room holds rolls of paper towels and other cleaning supplies, including a mop, bucket, and two yellow signs that say: CAUTION: WET FLOOR.

D. Public Restrooms: Information about the planets Mars and Venus appears on the walls outside the men's and women's restrooms.

E. Exhibit Hall: Encyclopedic details about the history of meteorite sighting and the science of meteorites appear on the walls.

Most of the meteorites in the exhibit weigh about ten pounds apiece, with 2-4 rocks inside each display case (200 lbs., SR 3). All of the meteorites in this collection have enough iron for a character with Magnetic Powers to easily control.

The centerpiece of the exhibit is a ten-foot-tall meteorite that weighs 32,000 pounds. Stanchions surround the boulder, along with a sign that says: DO NOT TOUCH.

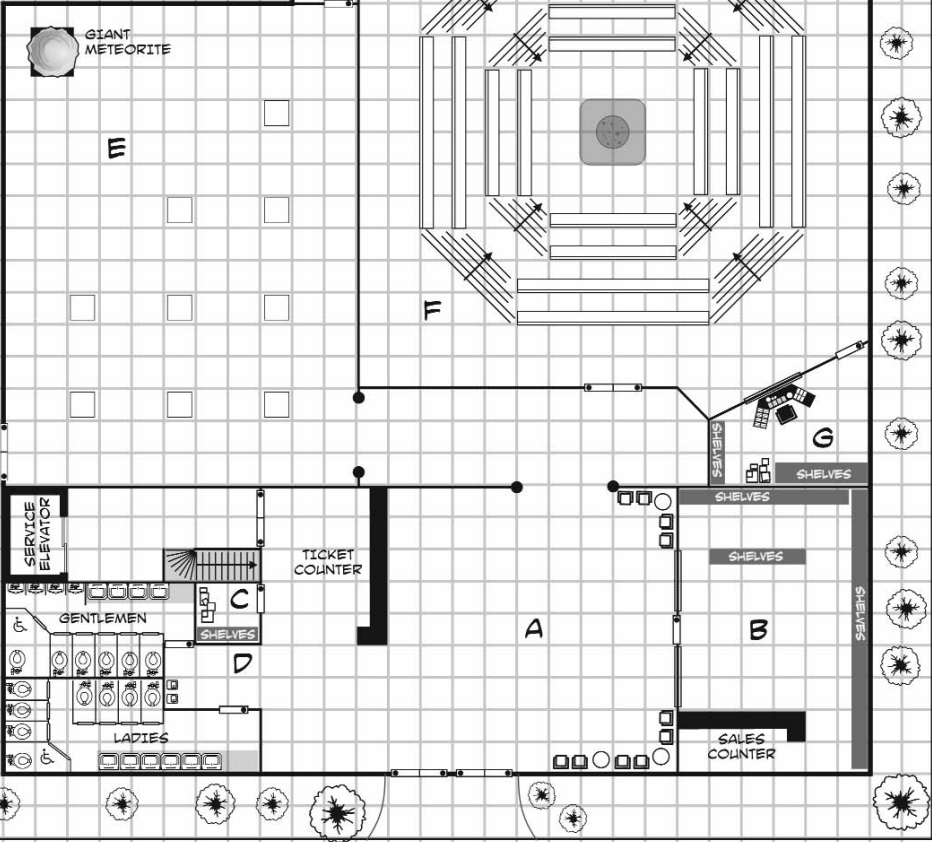
Most specimens on display are on loan from other institutions or private collectors. A character with a background in astronomy or geology could estimate that the meteorites in the exhibit are worth at least \$1000 per pound.

Emergency exits in the exhibit hall and theater lead to the planetarium parking lot.

PARKING ACCESS

PARKING LOT

CITY PLANETARIUM



3RD STREET

EISENHOWER AVENUE

■ = 5 FEET SQUARE

PAXTON
HARDWARE

SUBMARINE CENTRAL
DELI & SANDWICHES

UPPERCUTS
BARBER SHOPPE

F. Theater: The auditorium comfortably seats two hundred people, with room for wheelchairs and strollers at the top level. The descending rows of seats all face toward a mounted projector in the middle of the room. After a height of ten feet, the domed ceiling curves upward to reach a peak height of fifty feet in the center of the room.

The 50-minute planetarium shows begin on the hour from 11 AM to 8 PM, Wednesday through Sunday. School groups regularly schedule visits during weekday afternoons. But evening and weekend attendance varies wildly, with 2d100 people attending each presentation.

G. Control Room: The locked door is painted to match the dark color of the theater walls, and the window is tinted. This area holds the computer that runs the projector and controls the lights. A flashlight and toolbox rest on a shelf.

1.3 CHAIN OF EVENTS

As the evening unfolds, the GM must ask for the player-character's location—at the restaurant, within planetarium, or somewhere else. A likely timeline of events appears below, with everything subject to change as a result of the hero's actions.

7:45 PM—Doors to the theater open and the audience from the 7 o'clock show leaves.

7:50 PM—Seating begins for the 8 PM showing of **Mythology in the Cosmos**. Staff astronomer Hugo Bertillon greets patrons as he checks their tickets and invites them inside. He has a deep voice and speaks with a French accent. All of the visitors now at the planetarium have tickets for the 8:00 PM show, leaving the exhibit hall unoccupied.

8:01 PM—The door to the theater closes. Hugo Bertillon takes his place by the projector and dims the theater lights with a handheld remote control. Images of the nighttime sky appear on the ceiling, and Bertillon begins discussing the ancient symbolism of the constellations.

8:13 PM—The gift store and ticketing personnel finish locking up their areas and then head out for the evening. Other than Hugo Bertillon, custodian Bronwyn Blondell is the only member of the planetarium staff to remain on site. She gets a jump-start on cleaning and begins mopping the lobby floor. The main doors to the building remain unlocked.

8:25 PM—The evening takes a turn for the unexpected as two supervillains arrive. The outline below is subject to change depending on how soon the hero can respond.

Turn 1: The decorative Satire automobile pulls up outside of Submarine Central. The villain called Farce stays in the driver's seat while his boss, Miz Happ, gets out of the passenger's side of the car, with her violin-shotgun in one hand and the violin case in another.

If the player-character is still at the restaurant, the hero notices the car outside the window with a successful Detect Danger roll. Otherwise, extroverted restaurant owner Terry Ettin notices the strange duo and points them out to the customers inside, allowing the hero to take action the following turn.

Turn 2: Left to her own devices, Miz Happ walks through the planetarium main doors, sees the custodian mopping the floor, and activates her Weather Control Device to obscure vision in the lobby. (Earlier today, she visited the planetarium incognito to scout out the joint.)

If the player-hero is in the theater, a successful Detect Danger roll means the character notices the clouds seeping through the cracks of the door and can react immediately. Otherwise the hero must wait until the following turn. Meanwhile, a member of the audience sees the vapor and exclaims, "Is that smoke a new special effect?"

Turn 3: Reasoning that the building is on fire, Hugo Bertillon calmly directs everyone in the theater to go through the emergency exit and out to the parking lot, and not to get into the middle of combat. Hearing gunshots or other sounds of an attack would prompt a theater evacuation as well.

Miz Happ intends to enter the exhibit hall, and then spend her next several actions opening fire on the display cases and using the "barrel" of her shotgun to knock meteorites into her empty violin case until she approaches the limits of her carrying capacity. She delays any looting, of course, as soon as the player-hero intervenes.

Back in the lobby, custodian Bronwyn Blondell tries to navigate through the clouds and exit through the main door of the planetarium.

Outside, Farce is ready to get out of the car and aim his can of repellant at anyone who gets in the way.

1.4 CLOUDY CONDITIONS

Under the circumstances, the player-hero could safely duck aside, changing out of street clothes and into costume without anyone noticing. Costume changes typically require one action. Similarly, the cloudy conditions should mask the hero's true identity should the player-hero remain in street clothes while battling Miz Happ.

Use 1d20 (instead of 1d100) to determine if missed attacks go astray anywhere inside of the planetarium building. Unless a character has Heightened Senses along the lines of x-ray vision, seeing someone through the clouds requires a successful Detect Hidden roll.

The GM may alert the hero that, without compensatory senses, extra caution is needed when moving through the clouded area. As a general guideline, any time a character attacks and uses Movement Rate on the same action, the character must save vs. Agility (d20) or take 1d6 damage from bumping into a wall or case, or slipping and falling on the wet floor—immediately revealing the character's location in spite of the cloud cover.

1.5 EXPERIENCE AWARDS

If the hero loses, the villains escape in the Satire, changing the car back to a nondescript sports car that will not attract the attention of authorities. Farce does not leave without Miz Happ, but she is willing to escape without him if necessary. Still on the run after their last heist, the two villains are between hideouts at the moment.

A fire truck, ambulance, and squad car arrive outside the planetarium shortly after the battle ends. Seeing that Miz Happ is already wanted by police, authorities respond cooperatively to the hero and take any captured criminals into custody.

Suggested Experience Points for captured opponents appear below.

Villain	Experience
Farce	120
Miz Happ	390

Even if the villains escape, the GM may award the player-character up to 70 Experience Points for good role-playing while maneuvering through the cloudy condition inside the planetarium.

1.6 PUBLIC RELATIONS

The GM should make reaction rolls to determine how three supporting characters respond to the player-character. The intensity of the evening's events might explain any negative reactions to the hero, even if they seem unwarranted.

Under the circumstances, Bronwyn Blondell feels torn. Although she's never committed a crime, two of her cousins are now serving prison time for breaking into an industrial plant, where they were apprehended by security guard Ian Vang (who later became the supervillain Sunscar

from the V&V adventure **Enter the Gene Pool**). Even if she genuinely likes the player-hero, the planetarium custodian wishes that all super-beings in general would mind their own business and stay out of people's way.

Out of intellectual curiosity, Hugo Bertillon is likely to ask if the hero is an extraterrestrial or acquired powers from an extraterrestrial source. If his reaction roll is positive, the astronomer might ask if the hero would be willing to demonstrate some powers at a special presentation on the "Science of Superpowers." This is an idea that members of the planetarium staff have been kicking around for some time but haven't found a hero available to participate.

Restaurant owner Terry Ettin was one of the first to notice the villains arrive, and he wants to know more about the crimefighter who confronted them. After the battle, he tries to flag down the player-hero, shouting, "Hey, hero! What's your name? ... Not your *real* name—your *super* name!" If his reactions are positive, Terry Ettin offers to name a sandwich after the hero. The player-character, of course, will be invited back to Submarine Central to sample the honorary menu item on the house.

Following through with these chances to boost the hero's reputation might earn the character a bonus point of Charisma—and could make for a photo opportunity in Part 4.

BRONWYN BLONDELL

Planetarium Custodian

Level: 1	Side: Good
Age: 23	Weight: 120
Strength: 12	Endurance: 11
Agility: 12	Intelligence: 10
Charisma: 10	Hits: 5
Power: 45	Damage: +1
Accuracy: +1	Carry Cap.: 170
Movement: 35"	HTH: 1d4



HUGO BERTILLON

Planetarium Astronomer

Level: 1	Side: Good
Age: 34	Weight: 150
Strength: 11	Endurance: 11
Agility: 9	Intelligence: 15
Charisma: 12	Hits: 4
Power: 46	Damage: +1
Accuracy: -	Carry Cap.: 183
Movement: 31"	HTH: 1d4



TERRY ETTIN

Owner of Submarine Central

Level: 1	Side: Good
Age: 46	Weight: 160
Strength: 12	Endurance: 10
Agility: 11	Intelligence: 12
Charisma: 13	Hits: 6
Power: 45	Damage: -
Accuracy: -	Carry Cap.: 219
Movement: 33"	HTH: 1d4



MIZ HAPP

Identity: Olive Happersett
Sex: Female
Level: 3

Side: Evil
Age: 27
Training: Strength

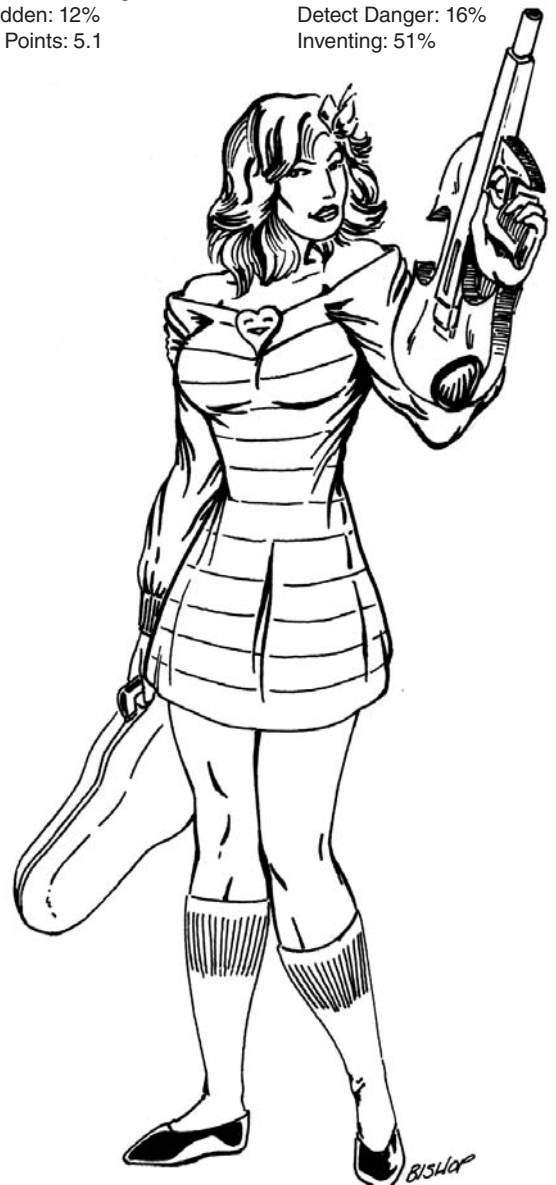
Powers:

1. Heightened Charisma A: +19
2. Heightened Expertise Skill: +4 accuracy with firearms.
3. Special Weapon: She carries a violin-shaped shotgun, 15" range, attacks HTH +2, damage = 2d6, 18 shots.
4. Weather Control Device: Cloudy conditions only. Requires one action to change weather, obscures vision as Darkness Control. Maximum range = 45". Maximum area of effect is a sphere with 15" radius. Clouds persist for six turns (unless altered by another character with Weather Control). The device has two charges and doubles as a violin case.

Weight: 120 lbs.
Agility Mod.: +2
Endurance: 13
Intelligence: 17
Reactions from Good: -6
Hit Mod: 2.688
Damage Mod.: +2
Accuracy: +2
Carry Capacity: 158 lbs.
Movement Rates: 39" ground
Detect Hidden: 12%
Inventing Points: 5.1

Basic Hits: 3
Strength: 11
Agility: 15
Charisma: 31
Evil: +6
Hit Points: 9
Healing Rate: 0.9/day
Power: 56
Basic HTH: 1d4

Detect Danger: 16%
Inventing: 51%



Origin and Background: With degrees in chemical and mechanical engineering, Olive Happersett seemed like a promising addition to the R&D division of NOW/world Technologies—until she was hired, that is. Taking advantage of the flexible working conditions the company allotted her, Happersett ignored her assigned projects and secretly adapted an array of gimmick devices. By the time NOW/world fired her, she already had everything that she (and a sidekick) might need to pursue new a life of crime.

Combat Tactics/M.O.: Miz Happ prefers unusual and stylized crimes. She attacks with her customized shotgun, creating cloudy conditions only when she is already familiar with her surroundings or needs to escape.

FARCE

Identity: Jesse Skoogman
Sex: Male
Level: 1

Side: Evil
Age: 25
Training: Strength

Powers:

1. Poison/Venom Device: Farce carries a spray can of “Hero” Repellant. The toxin attacks as Chemical Power, jet-stream range = 11”; 1d12 damage. The container holds 8 doses.

2. Vehicle: Spending one action to press a special combination of buttons on the dashboard converts a nondescript sports car into the Satire, a stylized getaway car with license plate that reads: &S#@%! Pressing the buttons again reverses the sliding-parts transformation. No matter how it looks from the outside, the vehicle stats remain the same.

Weight: 170 lbs.
Agility Mod.: -
Endurance: 12
Intelligence: 12
Reactions from Good: -
Hit Mod: 2.4024
Damage Mod.: +1
Accuracy: +1
Carry Capacity: 289 lbs.
Movement Rates: 38” ground
Detect Hidden: 10%
Inventing Points: 1.2

Basic Hits: 4
Strength: 13
Agility: 13
Charisma: 10
Evil: -
Hit Points: 10
Healing Rate: 1.2/day
Power: 50
Basic HTH: 1d6
Detect Danger: 14%
Inventing: 36%

Origin and Background: Jesse Skoogman never had the success he imagined as an actor. When encountered without his mask, other characters who save vs. Intelligence (2d100) might vaguely remember having seen him in a commercial at one time or another, hardly making him a household name.

So when Miz Happ not only recognized him on the street but also offered him a job as her super-powered valet, how could he refuse? For

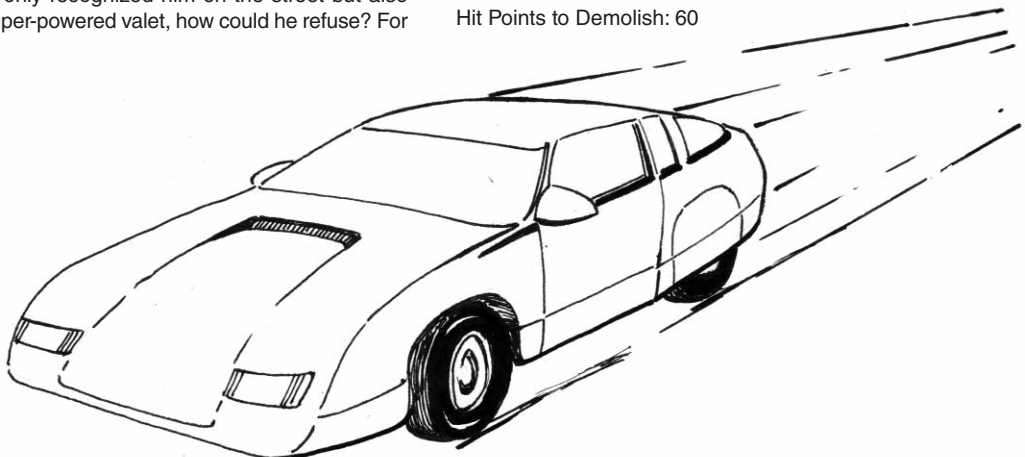


better or worse, he hopes that his new role as Farce brings him the notoriety he believes he deserves.

Combat Tactics/M.O.: Farce refers to his Repellant by substituting the word “Hero” with the name of the costumed crimefighter he happens to be facing at the time. Farce has +8 Loyalty to Miz Happ.

THE SATIRE

Weight: 3000 lbs.
Passengers: 1 + 1
Cargo Capacity: 500 lbs.
Speed: 200 mph
Hit Points to Disable: 15
Hit Points to Demolish: 60





SURVIVAL OF THE FITTEST

SIS/AP

2.1 DANGER ON THE GREEN

Everyone is still in shock after hearing what happened at Yellow Ridge Golf Course this morning. As a group of men wrapped up nine holes of golf, they saw a small vortex suddenly materialize nearby, only to disappear seconds later. At the spot where the vortex had been, there stood a "one-eyed monster in a spacesuit," to quote one of the witnesses.

Shouting incoherently, the unusual stranger took aim at both golf carts the men had been using, disintegrating more than half of each vehicle. Without looking back, the golfers fled on foot. Everyone who was on the golf course this morning has been accounted for—with one exception. Sixteen-year-old caddy Robb Norberg, who had accompanied the men by the 9th Hole, did not make it back with the others. He has not been heard from since.

Unbeknownst to anyone, including the player-hero, the vortex had been an extra-dimensional rift that inadvertently transported Lieutenant Commander Ilk from his homeworld in the micro-universe to Earth. (For information on the micro-universe, see **Escape from the Micro-Universe**.)

2.2 DESPERATELY SEEKING SUPERHERO

During afternoon newscasts, golf course manager Jared Manygoats requests the help of any super-powered hero who might be in the area. The GM is free to locate Yellow Ridge Golf Course relatively close to the player-hero's usual whereabouts, so getting there should not be an issue.

While a S.W.A.T. team patrols the perimeter of the golf course, Jared Manygoats is stationed at the clubhouse, hoping that a costumed superhero might arrive. The GM should roll his reactions to the player-character when they meet. Even if his feelings are hostile, perhaps even begrudging the hero for not responding sooner, the golf course manager accepts any help the player-hero has to offer.

To complicate matters, the golf course is slated to host a charity fundraising event next week, with many business magnates and entertainment celebrities in attendance. During the event, each celebrity will play for a charity of their choice. Supporters will pledge a dollar amount to that charity for every golf hole the celebrity completes (usually 9 or 18). Given the high-profile nature of the situation, enlisting the help of a costumed superhero is all the more important to reassure everyone involved.

JARED MANYGOATS

Manager of Yellow Ridge Golf Course

Level: 1	Side: Good
Age: 41	Weight: 170
Strength: 12	Endurance: 11
Agility: 12	Intelligence: 12
Charisma: 12	Hits: 7
Power: 47	Damage: +1
Accuracy: +1	Carry Cap.: 241
Movement: 35"	HTH: 1d6



2.3 BIRD WATCHING

Reports of the one-eyed assailant caught the attention of Contender, who intends to use the situation to gain notoriety. When the player-

character arrives, Contender is in owl form, flying overhead near the 1st Hole. With each golf hole the player-character investigates, there is a 30% chance that Contender spots, and then follows, the hero. Afterward, the player-character has a Det. Danger chance to notice the animal conspicuously trailing behind. With a knowledge area in ornithology, the hero recognizes that the species of owl is not indigenous to the area.

Contender has secretly been on the scene in owl form since the news of events reached the public. She plans to defeat any hero or villain to be able to claim credit for saving the day and to demand a large fee for "protection" of the upcoming charity event.

Contender does not initiate combat with the player-hero right away, but she will retaliate if the hero attacks her first. She plans to hold back until after the player-hero and Lt. Cmdr. Ilk finish fighting, and then attack the winner of that fight - with victory hopes in mind.

2.4 LAY OF THE LAND

Soon after his original encounter of the golfers, Lt. Cmdr. Ilk took cover in one of the surrounding lakes to make sure his Life Support Device was working. As a result, a helicopter sweep of the area did not spot him early this afternoon.

At the time the player-hero arrives, Lt. Cmdr. Ilk is back on dry land and surveying the fairway. The GM should roll 2d8 to determine which golf hole Lt. Cmdr. Ilk is nearest at this time. Intent on dominating this unfamiliar world, the renegade officer attacks the player-hero on sight.

GOLF COURSE MAP KEY

A. 8th Hole: With a successful Det. Hidden roll, the hero notices a patch of frayed grass nearby—with the approximate size and shape of a chalk outline commonly found around dead bodies at crimes scenes. The burnt silhouette is all that now remains of Robb Norberg's disintegrated corpse.

When the golfers retreated from the 9th Hole this morning, Lt. Cmdr. Ilk chased after Robb Norberg. After incapacitating the young man with one shot, Lt. Cmdr. Ilk fired his Disintegration Ray four more times to determine how many shots were necessary to kill an average human and vaporize the corpse.

If the player-character does not find the frayed silhouette, a member of the S.W.A.T. team discovers the evidence in the coming days ahead and alerts the Norberg family that Robb is dead.

B. 9th Hole: The two golf carts from the incident this morning remain here. With most of their structures disintegrated, the carts are now inoperable. A bag of golf clubs still rests on the ground. If used as a bludgeon weapon, a golf club attacks +2 to hit, HTH +1d4 damage. Stats for a typical golf cart appear below.

GOLF CART

Weight: 600 lbs.

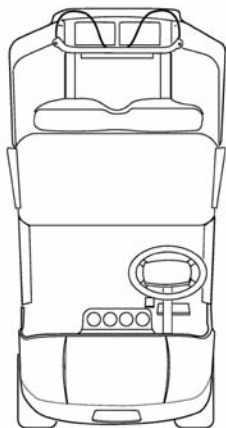
Passengers: 1 + 1

Cargo Capacity: 250 lbs.

Speed: 50 mph

Hit Points to Disable: 3

Hit Points to Demolish: 12



2.5 YOU WIN SOME, YOU LOSE SOME

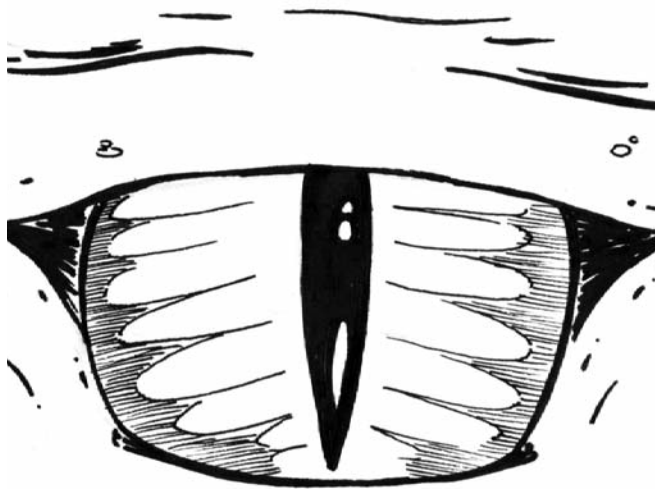
After what amounts to a three-way battle between the player-character, Lt. Cmdr. Ilk, and then Contender, one of the following outcomes is likely to take place.

If Lt. Cmdr. Ilk is the last character standing, he heads underwater or into a wooded area to heal any damage he might have sustained. He is sure to resurface later, either at the golf course or somewhere nearby.

If Contender is the last one standing, she demands half of all money raised at the fundraising tournament next week. Given the charitable nature of the event, no one prepared to offer reward money for the capture of Lt. Cmdr. Ilk. In fact, Jared Manygoats is stunned that any super-powered adventurer would demand payment for his or her help. When negotiation attempts fail, Contender resorts to extortion. She hospitalizes the golf course manager and demands 75% of all pledges as a "protection fee" to ensure that no one else gets hurt. Should this transpire, Contender remains on the golf course, in owl form, giving the player-hero ample time for a rematch.

If the hero succeeds in either defeating or driving off both opponents, Jared Manygoats might publicly acknowledge the character in a press conference. Depending on how seamlessly the adventure unfolds, the hero's actions might warrant a bonus point of Charisma as well.

When the tournament does take place, one of the celebrity golfers decides to play on behalf of the Robb Norberg Memorial Fund, a new charity to support victims of super-powered crimes and their families.



2.6 EXPERIENCE AWARDS

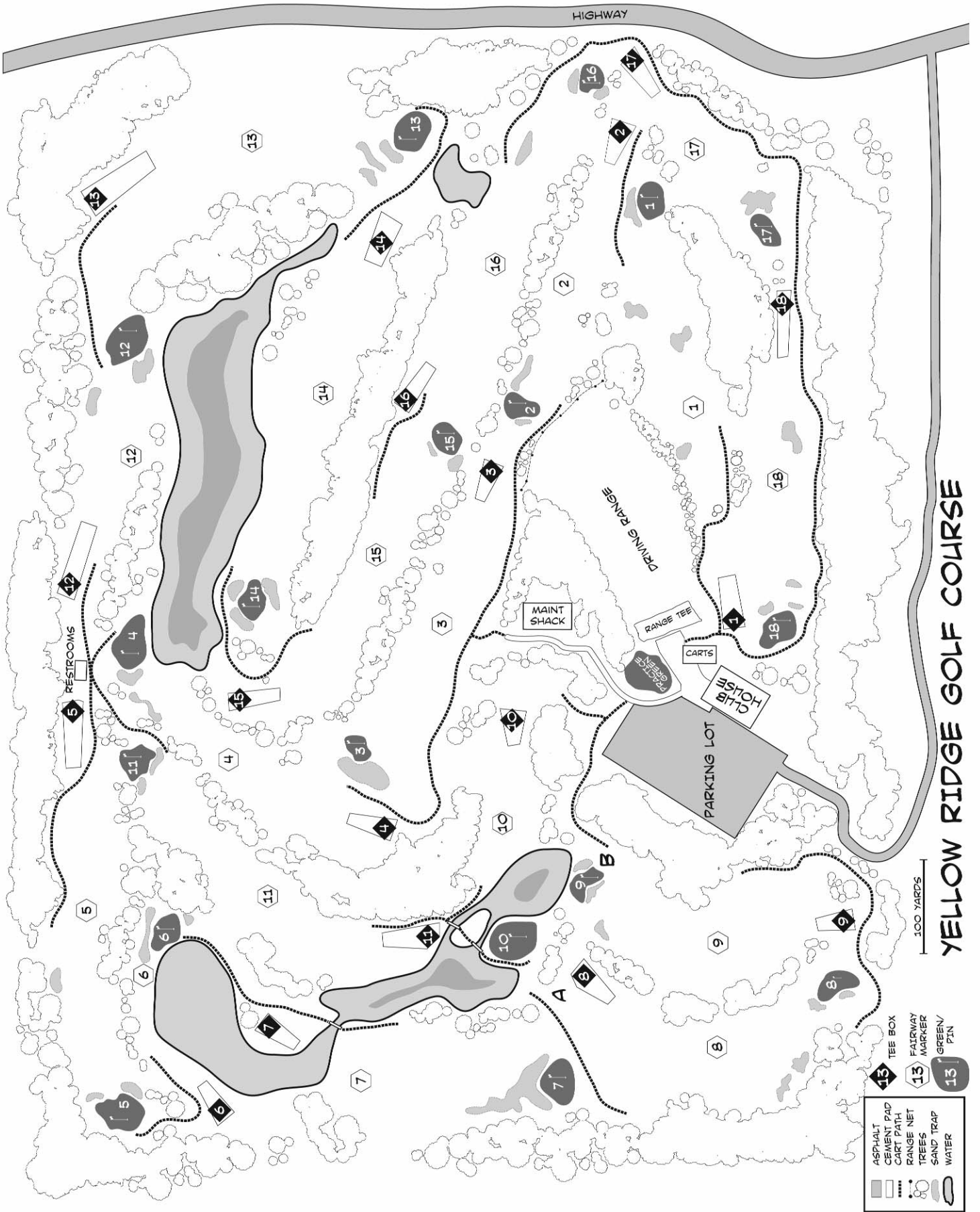
Here are the suggested Experience Points for defeating each opponent.

Villain	Experience
Contender	312
Lt. Cmdr. Ilk	576

If defeating Ilk required Contender to step in, the GM should award the player-character half the standard Experience Points for his capture (288 Experience Points).

The GM may wish to award up to 200 bonus Experience Points if the player-hero exercised good detective skills during the adventure.

HIGHWAY



YELLOW RIDGE GOLF COURSE

100 YARDS

- 13 ASPHALT
- 13 CEMENT PAD
- 13 CART PATH
- 13 RANGE NET
- 13 TREES
- 13 SAND TRAP
- 13 WATER
- 13 TEE BOX
- 13 FAIRWAY MARKER
- 13 GREEN PIN

CONTENDER

Identity: Carson Rhine
Sex: Female
Level: 2

Side: Evil
Age: 23
Training: Endurance

Powers:

1. Heightened Agility A: +11
2. Heightened Strength A: +7
3. Natural Weaponry Skill: +3 to hit, +6 damage HTH (human form only). As a bonus ability, a successful hit (as either human or owl) automatically penetrates any armor worn by an opponent whenever the Armor Defense Rating is below 100. Otherwise, the ADR drops as usual when hit.
4. Transformation/Weaker Form: Requires movement to transform into an owl, PR = 0. She remains sentient in avian form but cannot speak. As an owl, her Detect Danger increases to 30% with her animal senses while her Detect Hidden chances do not change. See separate owl stats.
5. Prejudice: All reaction modifiers are negative.

Weight: 130 lbs.
Agility Mod.: -
Endurance: 13
Intelligence: 12
Reactions from Good: -1
Hit Mod: 4.7432
Damage Mod.: +2
Accuracy: +4
Carry Capacity: 404 lbs.
Movement Rates: 51" ground
Detect Hidden: 10%
Inventing Points: 2.4

Basic Hits: 3
Strength: 17
Agility: 21
Charisma: 12
Evil: -1
Hit Points: 15
Healing Rate: 0.9/day
Power: 63
Basic HTH: 1d6

Detect Danger: 12%
Inventing: 36%



Origin and Background: No one believed ten-year-old Carson Rhine when she told how she had turned into an owl on the way home from school. Not her teachers. Not her family. Not her friends. She felt too betrayed to prove to everyone that she was telling the truth by becoming an owl in front of them.

Concluding that she could rely on no one, Carson pushed herself as an athlete during her teenage years, with skills she honed on top of her mutant transformation power. As Contender, she now positions herself as a combination bounty hunter and mercenary.

Combat Tactics/M.O.: Contender usually evades on her first action, and then strikes HTH. She does not attack in owl form, unless a flying opponent leaves her no other choice.

Using her existing stats, when Contender transforms from human to an owl, multiply her current Hit Points as a human by 0.2 (round up) to calculate her Hit Points as an owl. Multiply her current Power Points as a human by 0.83 (round up) to find her Power score as a bird.

When Contender transforms from owl to human, multiply her current Hit Points as a bird by 5.0 to calculate her Hit Points as a human. Multiply her current Power Points as an owl by 1.2 (round down) to determine her Power score as a human.

OWL

Weight: 3 lbs.
Agility: 21
Ferocity: 12
Hits: 3
Accuracy: +5
Damage: 1d4 +1
Power: 53
Movement Rates: 6" ground, 63" flying



LIEUTENANT COMMANDER ILK

Identity: Illillijil:Ilk
Sex: Male
Level: 4

Side: Evil
Age: 28
Training: Knowledge of Earth

Powers:

1. Disintegration Ray Device: Range = 20"; 1d20 damage (ignore Structural Rating), 14 charges.
2. Life Support Device: Each point of damage that hits Lt. Cmdr. Ilk has a 1% chance of destroying the suit (even if his Armor Defense Rating protects him). He can safely breathe Earth's atmosphere without the device, but he cannot breathe underwater without it.
3. One-Celled Organism Powers: Strength -4, Endurance +2, Agility +2
 - A. Armor: ADR = 35, Weight x 1.05. He heals 6 points of biological armor each day.
 - B. Heightened Strength: +9
 - C. Diminished Senses: With only one eye and limited peripheral vision, his facing modifiers are +4 to be hit from the side, and -4 to hit targets who are at the side.

Weight: 189 lbs.
Agility Mod.: -
Endurance: 14
Intelligence: 13
Reactions from Good: -2
Hit Mod: 3.2032
Damage Mod.: +1
Accuracy: +1
Carry Capacity: 889 lbs.
Movement Rates: 46" ground
Detect Hidden: 10%
Inventing Points: 5.2

Basic Hits: 4
Strength: 20
Agility: 12
Charisma: 15
Evil: +2
Hit Points: 13
Healing Rate: 1.2/day
Power: 59
Basic HTH: 1d8

Detect Danger: 14%
Inventing: 39%

Origin and Background: For several generations, inhabitants of the Gnwaar Empire have engaged in a heated civil war that has devastated their sector of the micro-universe (a world that V&V characters can enter by shrinking to subatomic size or using certain types of Dimension Travel). Citizens of Gnwaar are basically humanoid, but with One-Celled Organism Powers, matching those of officer Illilijil:Ilk (whose rank approximates that of a lieutenant-commander on Earth).

An end to the prolonged conflict finally seemed in reach when leading scientists from the two opposing factions announced they had worked together covertly to build a time-travel machine. By going backward in time, they hoped to discover the original reasons that the fighting began and bring about a peaceful resolution.

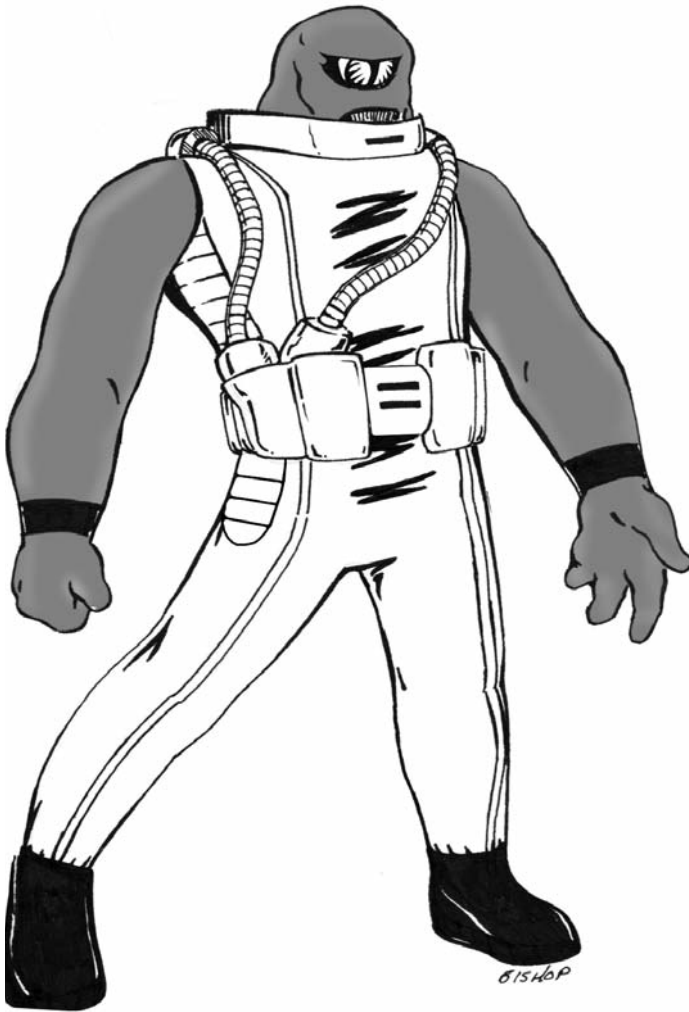
Lt. Cmdr. Ilk dismissed the initiative as cowardly. On his own accord, he executed leaders of the time-travel initiative, and then stole the untested device. The renegade officer intended to travel far enough back in time to slay the founders of the enemy faction before the war even began.

Yet through a miscalculation in setting the coordinates, the device did not send Ilk through time but rather transported him to an altogether "wrong world." The lieutenant-commander has no practical knowledge of the standard universe where he arrived, and he does not speak any languages common to Earth.

The Gnwaar have made no contact with the characters and planets described in the V&V adventure **Escape from the Micro-Universe**. So any successful use of time-travel within the Gnwaar Empire would have no effect on those events.

Combat Tactics/M.O.: As he opens fire with a Disintegration Ray, the lieutenant-commander uses movement to put one fist to his chest while saying his surname: Ilk. Among the Gnwaar, such introductions are a civilized way to begin combat.

Lt. Cmdr. Ilk does not intend to kill additional humans. But he will attack whoever stands in his way as he forges a new life for himself as a criminal on Earth.



TRUE BELIEVER



3.1 SIGNS OF TROUBLE

Recently, while the player-hero was handling other obligations (or on assignment during Part 1 or 2), a being composed entirely of electricity materialized inside a popular nightclub. As patrons fled, a costumed figure calling himself the “Pioneer” entered the establishment. The mystery man alerted the crowd that he had come to protect them from the “Lightning-Lych.” With two swings of his fist, Pioneer knocked the antagonist to the floor. The electrical creature vanished instantly, without ever saying a word.

In an exclusive interview with syndicated photojournalist R. M. Ingram, Pioneer explained that his Psi-Senses had alerted him of the danger. Pioneer described Lightning-Lych as an “electro-mystical entity bent on spreading fear and destruction.” The masked man said he would continue to patrol the streets in case Lightning-Lych should return or other super-foes threaten the city. (More information about R. M. Ingram appears in Part 4. If that scenario already occurred, the GM may use a different journalist instead.)

The incident at the nightclub marked the only recorded appearance

of Lightning-Lych and the first public appearance of Pioneer. In the days since, the populace has spotted Pioneer flying above the city.

3.2 TRUTH OF THE MATTER

In spite of what Pioneer told the press, Lightning-Lych is not a true super-villain. In fact, the battle at the nightclub was entirely staged. From a back alley, Pioneer used his own powers to telepathically scan the area and create a Solid Energy Illusion inside. He then dashed into the bar and attacked the Lightning-Lych he had just created. But why?

Elliott Ruff (a.k.a. Pioneer) has been using his telepathy to locate villains on the run. For a nominal fee, usually a cut of any goods the criminals have on hand, he offers to harbor them at his headquarters, which fronts as a rooming house for travelers. In recent weeks, Pioneer has expanded his vision. By pretending to be a crimefighter and gaining credibility in the eyes of the public, he believes he can do even more to protect super-villains.

3.3 WILL THE REAL HERO PLEASE STAND UP?

While patrolling the city one evening, or perhaps during a night on the town in civilian identity, the player-hero spots Pioneer flying overhead. At the same time, a super-thug named Scrimmage rides up on a stolen motorcycle and stops in front of Another Era Stamps & Coins, a longstanding business in the neighborhood. The GM should introduce the situation in such a way that places the player-hero reasonably nearby.

Scrimmage is standard height on arrival. While getting off the motorcycle, he activates his Size Change power, then uses his increased strength to knock in the front door of the shop. Scrimmage is looking only to grab some quick cash. He has little interest in the historical value of the collectibles. Acting as lookout, Pioneer keeps in telepathic contact with Scrimmage. When the player-hero arrives, Pioneer lies about his powers and intentions. He explains that his Psi-Senses warned him of the impending crime and that his Psi-Bolts can easily subdue Scrimmage without any outside help. Under no circumstances does Pioneer actually attack Scrimmage.

If the player-hero does defeat Scrimmage, Pioneer offers to take the villain to jail. But before reaching the authorities, Scrimmage would manage to “escape,” with both men discreetly returning to Pioneer’s headquarters.

MOTORCYCLE

Weight: 500 lbs.

Passengers: 1 + 1

Cargo Capacity: 50 lbs.

Speed: 100 mph

Hit Points to Disable: 3

Hit Points to Demolish: 10

3.4 PLAYING BOTH SIDES

If the player-hero grows suspicious of Pioneer, he uses his Solid Energy Illusions to recreate Lightning-Lych. Feigning surprise at its reappearance, Pioneer exclaims that the creature has deadly power and advises the player-hero to retreat. Pioneer’s own telepathy makes him impervious to telepathic scans, but a telepathic scan by a hero would show that Lightning-Lych has no thoughts of its own. With the GM’s discretion, lie-detection or empathic senses might provide a player-hero with clues about what is really happening.

If the player-hero stays on the scene, Pioneer tries the following strategy while covertly controlling Lightning-Lych. This plan is subject to change based on the player-hero’s actions.

- Lightning-Lych attacks the player-hero (rolling normal damage).
- Lightning-Lych attacks Pioneer (holding back all damage).
- Lightning-Lych attacks the player-hero (rolling normal damage). From this point on, Lightning-Lych exclusively attacks the player-hero, while Pioneer claims that the creature seems resistant to his mental powers.

Pioneer has already been flying (PR = 1 per hour) and using telepathy (PR = 1 per turn). So when he creates Lightning-Lych as an animate illusion (PR = 8), Pioneer has at most 37 Power Points and 74 Creation Points available. The stats below show the strongest that Pioneer’s electrical creation could be at this point.

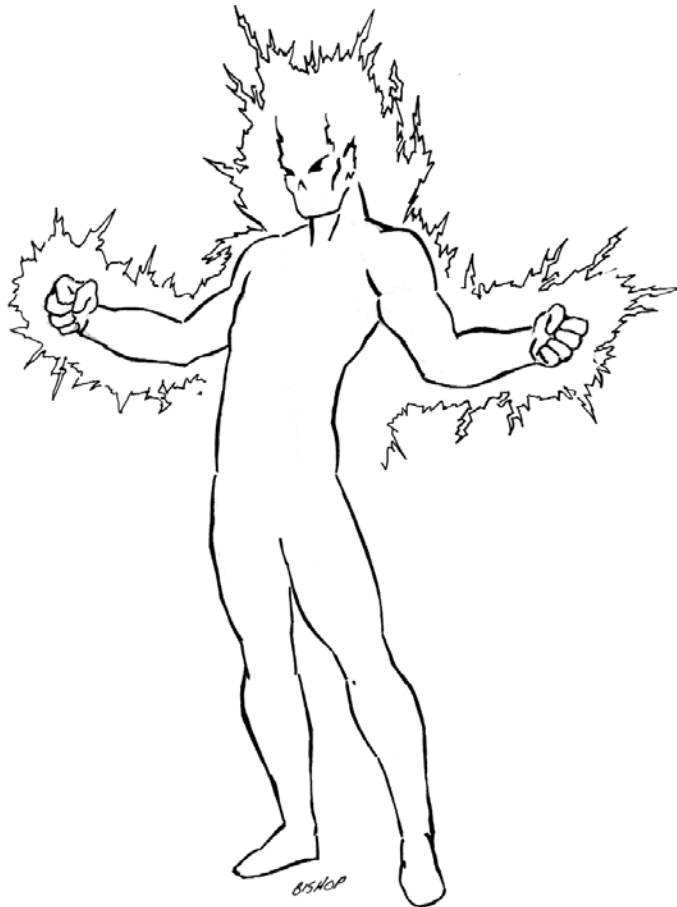
LIGHTNING-LYCH

Weight: 3700 lbs.

Movement: 148”

Damage: 1d12

Hits: 74



Use the Appendix on Illusions B: Solid Energy Creation Stats to track the maximum stats for Lightning-Lych as Pioneer spends Power Points and loses Creation Points. Should the player-hero defeat Lightning-Lych or figure out what is really happening, Pioneer might use his Solid Energy Illusions in more creative ways.

3.5 ANOTHER ERA STAMPS & COINS

A family-run business for two generations, Another Era Stamps & Coins is an institution in the neighborhood. Even with most sales now handled online, one or two members of the Lonchakov family watch the shop during the day. The business is closed at night.

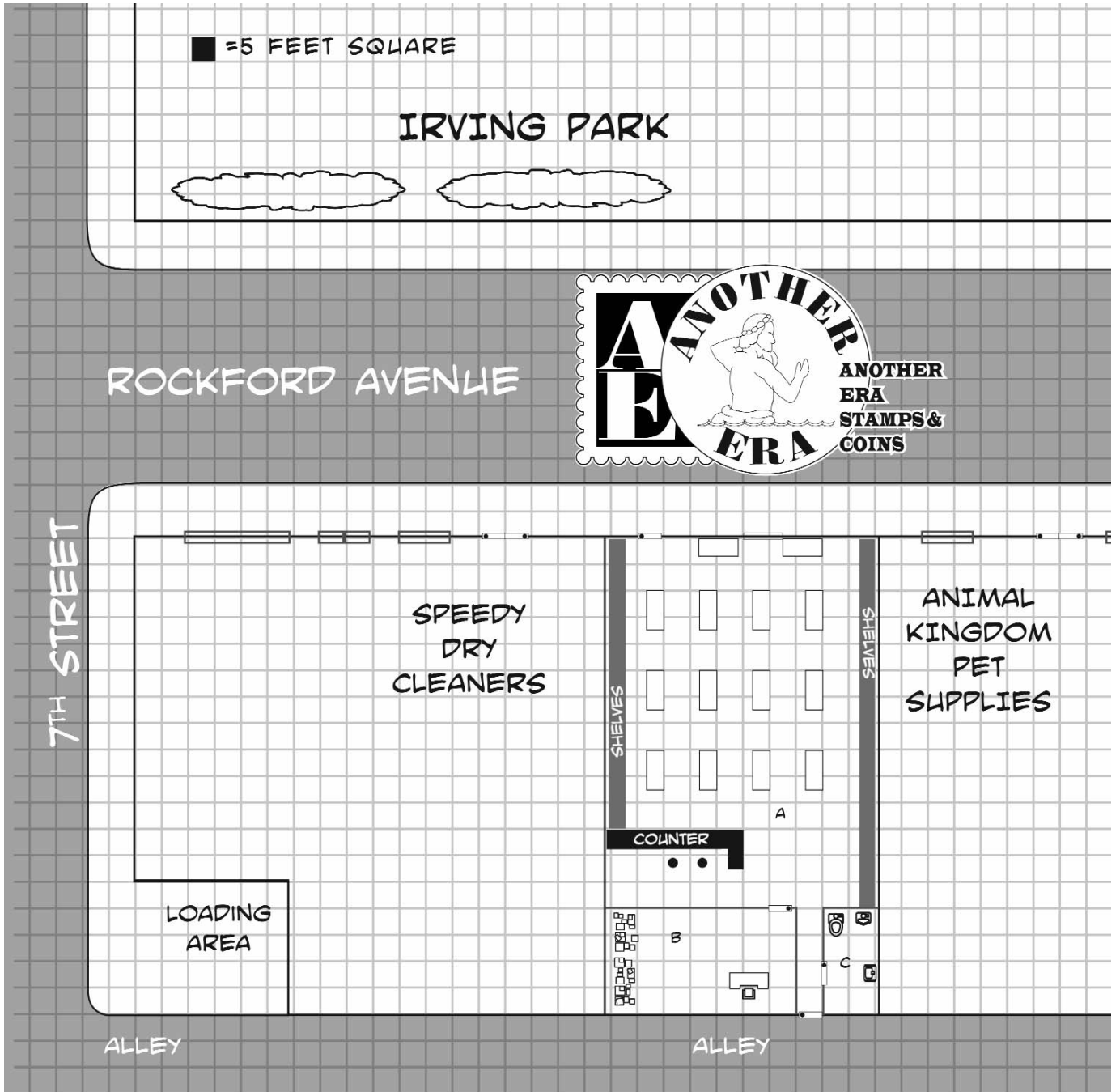
SHOP MAP KEY

Exterior walls are limestone (Structural Rating 6). Inside doors are hardwood (SR 3), and there is extra reinforcement on the exterior doors (SR 4).

A. Show Room: There are two wooden stools (50 lbs., SR 3) behind the counter, where classic postcards sit out for easy browsing. Shelves along the wall hold books of stamps from around the world that are no longer in circulation. Display cases (400 lbs., SR 3) feature everything from vintage poker chips to Confederate currency ... to coins from ancient China and Greece valued as much as \$500 apiece.

B. Office: A wooden chair (50 lbs., SR 3) stands next to a desk (300 lbs., SR 4), where a computer and printer sit on top. Boxes of inventory weigh up to 40 lbs. each.

C. Bathroom: A sign on the door says: OUT OF ORDER! The plumbing actually works fine, but the sign deters customers from asking to use the restroom.



3.6 REPERCUSSIONS

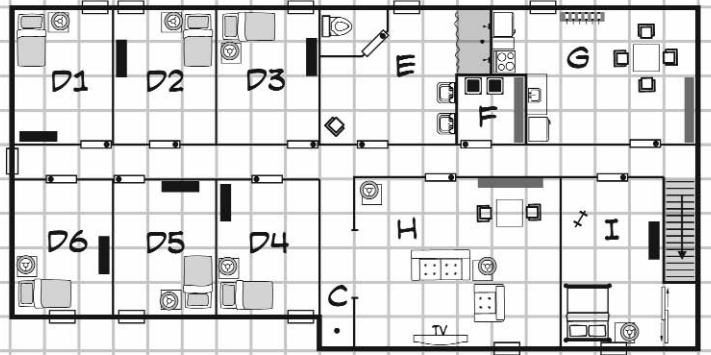
If captured, Scrimmage holds Pioneer personally responsible. He wastes little time telling how Pioneer routinely harbors other criminals at the Homestead Hostel, a local rooming house for travelers. Meanwhile, Pioneer holds on to the pretense that he is in fact a superhero. He might concede that the rooming house is his base of operations—then describe any criminals on hand as “apprehended” and in his custody.

Even if the villains escape, all is not lost. In hopes of uncovering a bigger news story, R. M. Ingram has been following Pioneer on and off since their initial interview (Section 3.1). At the GM’s discretion, Ingram arrives at the scene soon after the fight ends.

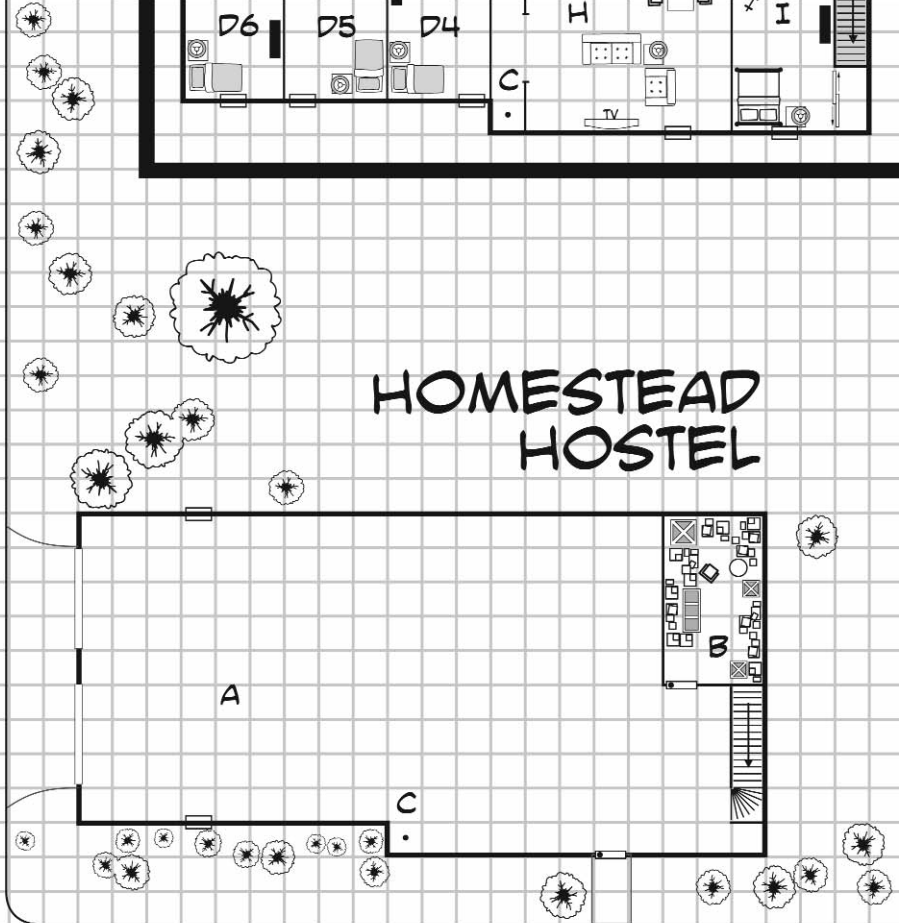
Roll Ingram’s reactions to the player-hero. With a positive result, Ingram reveals that he has photos of Pioneer and the supervillain Magnanimous entering the Homestead Hostel. Ingram asks to accompany the player-hero during any raid on the building.

If Ingram’s reactions are negative, he suspects that the player-hero is working with Pioneer and begins asking loaded questions: “Isn’t it true that you’ve only been *pretending* to be a superhero? Aren’t you in fact working *with* Pioneer to actually harbor super-criminals?” The journalist may challenge the player-hero to go to the Homestead Hostel and prove any lack of involvement with Pioneer. Should Ingram tag along, other villains are likely to ignore the picture-taker, who does not interfere with the action.

HOMESTEAD HOSTEL
UPPER LEVEL



HOMESTEAD
HOSTEL



22ND STREET

MULLBURY AVENUE

BROOKHURST BROWNSTONES
(APARTMENTS)

EASTSIDE BROWNSTONES
(APARTMENTS)

■ = 5 FEET SQUARE

3.7 HOMESTEAD HOSTEL

Built as a fire station in the 1950s, the building still retains much of the original decor. Neighbors know that Elliott Ruff inherited the property from his uncle and that the building operates as a rooming house.

If Pioneer or Scrimmage escaped, the GM should place them inside their rooms or the common areas. Scrimmage is standard height until combat begins, as the furniture is unable to accommodate his larger size. The villain Magnanimous is here as well. At the first sign of trouble, he prepares to escape with his metal staff (see character stats). If the player-hero has other old foes still on the loose, including the villains from Parts 1-2, the GM may add them as guests too.

HOMESTEAD MAP KEY

Walls are reinforced brick (Structural Rating 8). Exterior doors are iron (SR 10), and interior doors are hardwood (SR 3). Forced entry triggers an alarm to sound and red lights to flash throughout the upper-level hallways.

GROUND LEVEL

Ceilings on this floor are twenty feet high.

A. Apparatus Area: Large enough to comfortably house two fire trucks, this area now serves as a garage. Guests keep their vehicles here.

B. Storage Room: A smattering of machine parts fills this room, including some of the technology responsible for Pioneer's origin. None of the equipment is salvageable.

UPPER LEVEL

Ceilings on this floor are ten feet high.

C. Firefighter Pole: Grabbing hold of the firefighting pole requires one action and allows a character to slide safely down to the ground level that phase. Using the nearby stairs requires normal movement.

D 1-6. Guest Rooms: Originally the dormitory space for on-call firefighters, each room now holds one bed (600 lbs., SR 5) and a night table (150 lbs., SR 3).

Scrimmage has been staying in D1, where a cluster of sports and automotive magazines litter the floor.

Magnanimous occupies D6. When not in use, his metal staff leans up against one of the walls.

The remaining guest rooms are available to other escaped villains.

E. Washroom: The bathroom has a walk-in shower and linen closet.

F. Laundry Room: This area holds a washing machine (700 lbs., SR 7), dryer (700 lbs., SR 6), and cleaning supplies.

G. Kitchen: The room has one wooden table (200 lbs., SR 3) and four chairs (50 lbs., SR 2). There are two refrigerators (900 lbs., SR 10), with one designated specifically for guests. Other appliances are built into the walls. There is a wine rack along one wall. When used as a weapon, a full bottle attacks HTH +1, damage = HTH +1d2. Damage with a broken bottle is HTH +1.

H. Rec Room: A couch (400 lbs., SR 5) and coffee table (150 lbs., SR 3) face the giant TV screen built into one wall. There are two chairs (50 lbs., SR 2) next to a table (200 lbs., SR 3), with a chess set on top.

I. Pioneer's Quarters: The room includes large bed (750 lbs., SR 5), a bureau (400 lbs., SR 5), and a night table (150 lbs., SR 3) with a lamp (20 lbs., SR 2). On the floor is a set of adjustable barbells. The bar itself weighs forty-five pounds. Each disk/plate weighs from ten to fifty pounds. Elliott Ruff's day-to-day clothes are in the walk-in closet, with a spare Pioneer costume hanging in back.

Villain	Experience
Pioneer*	220
Scrimmage	204
Magnanimous	486

*The player-character also receives 8 Experience Points for each point of damage inflicted on Lightning-Lych or other Solid Energy opponents.

PIONEER

Identity: Elliott Ruff
Sex: Male
Level: 2

Side: Evil
Age: 24
Training: Strength

Powers:

- Flight: Maximum speed = 156 mph, PR = 1 per hour.
- Telepathy: Range = 130"; thought scan requires one action, PR = 1. Mental switchboard requires one action to set up, maximum 13 minds, PR = 1 between turns. Mind Probe maximum score = 104, range = touch, requires 1d6 turns, PR = 5 per attempt.
- Illusions B: Solid Energy = electricity, attack/defense type = Lightning Control. Creating/reshaping an inanimate object requires movement, PR = 2. Creating an animate illusion requires one action, PR = 8. Creation range = 18" (or items dissipate). Creation Points = current Power x 2. For each Creation Point spent, an animate illusion has 1 Hit Point and 2" of movement. Animated illusions act as Level 4.



3.8 EXPERIENCE AWARDS

Suggested Experience Points for captured opponents appear here.

Weight: 170 lbs.
 Agility Mod.: -
 Endurance: 12
 Intelligence: 13
 Reactions from Good: -
 Hit Mod: 1.848
 Damage Mod.: -
 Accuracy: -
 Carry Capacity: 289 lbs.
 Movement Rates: 34" ground, 687" flying
 Detect Hidden: 10%
 Inventing Points: 2.6

Basic Hits: 4
 Strength: 13
 Agility: 9
 Charisma: 10
 Evil: -
 Hit Points: 8
 Healing Rate: 1.2/day
 Power: 47
 Basic HTH: 1d6
 Detect Danger: 14%
 Inventing: 39%

Origin and Background: Padraic Ruff had a lengthy career in the R&D division of NOW/world Technologies. All the while, however, the respected physicist secretly dreamt of being a superhero. Opting for an early retirement, he turned his full attention to inventing machinery that could instill someone with superpowers. As the only one knowledgeable enough to operate his pioneering technology, Padraic recruited his nephew Elliott as a test subject.

During the experiment, the electrical equipment accidentally overloaded, killing Padraic as a result. While the sole heir to his uncle's estate, Elliott did not share his uncle's vision. Instead of becoming a traditional superhero, Elliott decided to use his newfound powers to make the city safe for super-villains.

Combat Tactics/M.O.: Details about Pioneer's fighting style during this adventure appear in Section 3.4.

SCRIMMAGE

Identity: Shane MacKrae
 Sex: Male
 Level: 2

Side: Evil
 Age: 18
 Training: Agility

Powers:

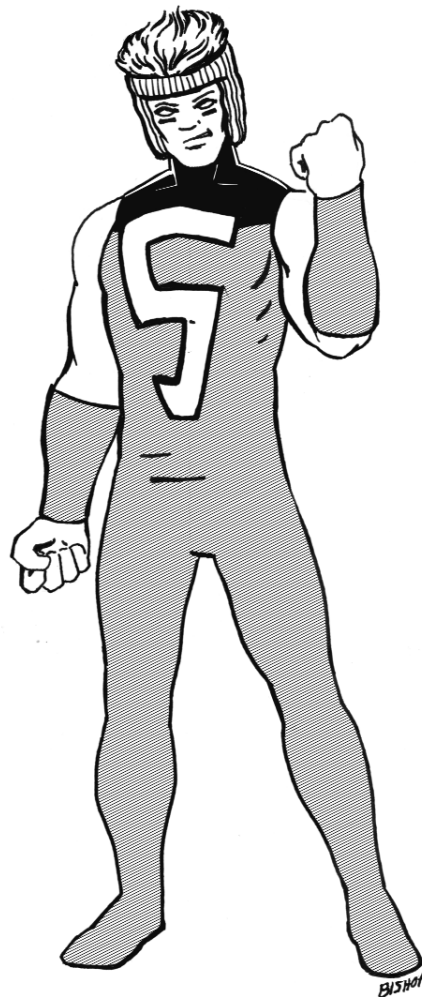
1. Heightened Attack: +2 damage on all attacks.
2. Size Change/Larger: Requires movement to grow from 5-foot, 8-inches tall, to 8-foot, 6-inches tall, PR = 2. Height Factor = 1.5, Weight Factor = 7 (see adjusted stats in parentheses).
3. Devitalization Ray: Range = 22" (33"), the opponent loses 3d10 Power Points, PR = 3 per attack.

Weight: 140 (980) lbs.
 Agility Mod.: -6
 Endurance: 11
 Intelligence: 11
 Reactions from Good: -
 Hit Mod: 1.2 (0.48)
 Damage Mod.: - (-1)
 Accuracy: - (-4)
 Carry Capacity: 270 (1884) lbs.
 Movement Rates: 36" (45") ground
 Detect Hidden: 8%
 Inventing Points: 2.2

Basic Hits: 3 (20)
 Strength: 14
 Agility: 11 (5)
 Charisma: 11
 Evil: -
 Hit Points: 4 (10)
 Healing Rate: 0.75 (5.0)/day
 Power: 47 (41)
 Basic HTH: 1d6 (1d10)
 Detect Danger: 12%
 Inventing: 33%

Origin and Background: By the time he reached his late teens, Shane MacKrae didn't expect to get much taller. Then while trying on clothes at a department store one afternoon, his mutant powers began to manifest. Shane entered the fitting room at his usual height, but walked out almost three feet taller. He invariably noticed that whatever he was wearing adjusted to his changing height—no tailoring required. Taking the name Scrimmage, he decided to earn a living as a costumed criminal.

Combat Tactics/M.O.: To make use of his increased Carrying Capacity and Hit Points, Scrimmage stays at his larger size whenever feasible. Given his lack of coordination at that height, he usually attacks with a Devitalization Ray instead of fighting HTH.



With his current stats, multiply his standard Hit Points by 2.3 (round up) when he grows larger. Factor in PR = 2 for growing, then multiply his remaining Power Points by 0.86 (round up).

When Scrimmage returns to standard height, multiply his current Hit Points at his larger size by 0.33 (round up). Multiply his current Power Points by 1.13 (round up).

MAGNANIMOUS

Identity: Walter Herald
 Sex: Male
 Level: 3

Side: Evil
 Age: 26
 Training: Endurance

Powers:

1. Heightened Endurance A: +11
2. Revivication: Range = touch, requires 1d10 turns, chance of success = 100%, -10% per day that the subject has been dead (or -2% per day if the body has been carefully preserved). Usable once per week, PR = 25 per attempt. When a character revives, Hit Points = Basic Hits, and Power Points = Endurance x 2.
3. Magnetic Powers: Magnetic Capacity = 1800 lbs. Magnetic Blast range = 12", damage = 1d10, PR = 5 per attack. Gaining control of a metal object requires one action, PR = 5, duration = 22 turns. Maximum game inches an object can move per turn = 1/10 his remaining Magnetic Capacity. Requires one action to set up a magnetic defense, PR = 1 per attack repulsed thereafter.

4. Special Weapon: Magnanimous carries a metal staff: attacks HTH +2, damage = HTH +1d4. While holding the staff, he can channel his Magnetic Powers to achieve limited flight. Maximum speed = 46 mph, PR = 5 per hour.

Weight: 160 lbs.	Basic Hits: 4
Agility Mod.: -	Strength: 12
Endurance: 22	Agility: 12
Intelligence: 15	Charisma: 13
Reactions from Good: -1	Evil: +1
Hit Mod: 4.8672	Hit Points: 20
Damage Mod.: +2	Healing Rate: 2.4/day
Accuracy: +1	Power: 61
Carry Capacity: 315 lbs.	Basic HTH: 1d6
Movement Rates: 46" ground, 203" with magnetic flight	Detect Hidden: 12%
Detect Hidden: 12%	Detect Danger: 16%
Inventing Points: 4.5	Inventing: 45%

Origin and Background: At an early age, Walter Herald became fascinated with the “debunked” sciences, from medieval alchemy to the magnetic healing of Franz Anton Mesmer (1734-1815). After years of study on his own, Walter amazingly taught himself to control metal objects and forged a staff from a unique combination of rare metals.

When a woman he admired from afar died of a rare illness, Walter realized he could harness his power to restore her to life—expecting her to fall in love with him out of gratitude. But when the woman of his dreams rejected him instead, he murdered her. Out of step with “mainstream medicine,” the villain now hires himself out to various criminal organizations.

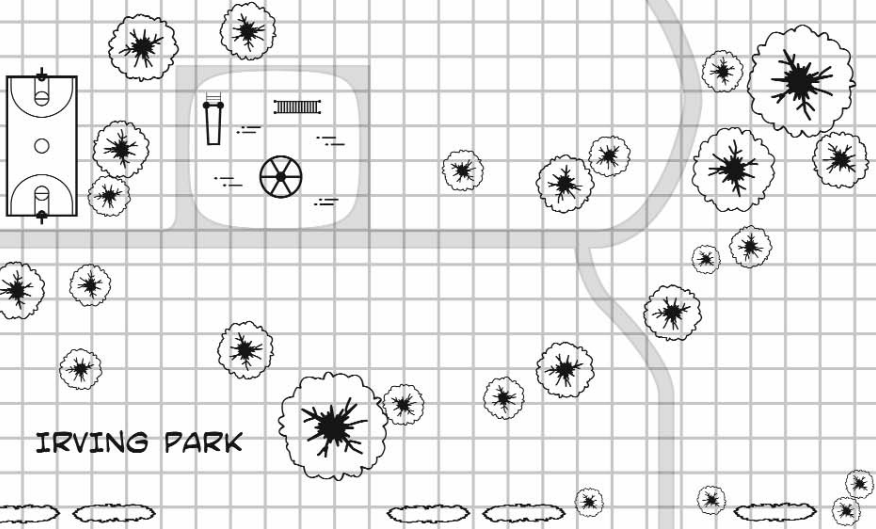
Combat Tactics/M.O.: Magnanimous attacks with a Magnetic Blast unless a large metal object is available to control. He seldom fights with his staff, using it more as a “vehicle” than as a weapon.

EDITORIAL NOTE:

The map on the following page shows the location of Another Era Stamps & Coins in relation to Irving Park and the surrounding neighborhood. This may be of special interest to a GM in that the view of the south side environs of Irving Park can be combined with the map showing the area north of Irving Park that is a site of action in **Enter the Gene Pool** and could prove useful.



ROCKFORD
HEIGHTS
APARTMENTS



ROCKFORD AVENUE

VACANT
LOT

■ = 20 FT SQUARE

- BLOCK WALL, 3FT
- BLOCK WALL, 6FT
- WOOD FENCE, 6FT
- ROD IRON GATE, 6FT



ODYSSEY
GAMES &
HOBBIES

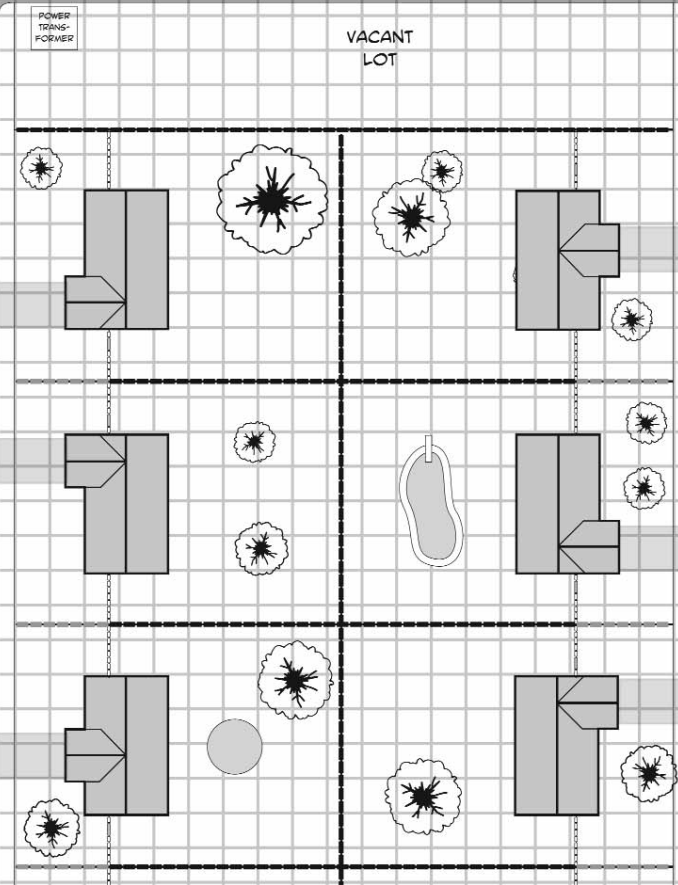
ALLEY

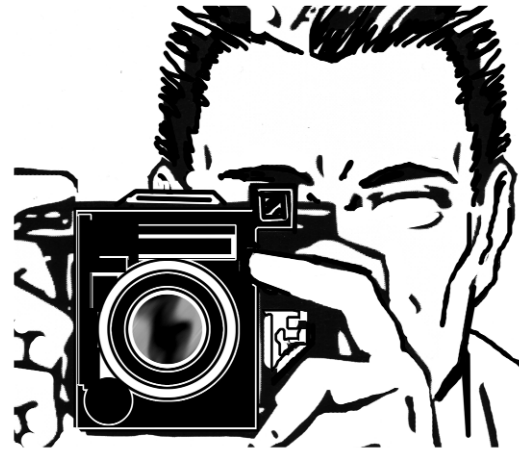
ALLEY

ALLEY

7TH STREET

8TH STREET





EPILOGUE: PHOTO OPPORTUNITY

4.1 MEET THE PRESS

At some point during the course of adventuring, the player-hero is likely to encounter photojournalist R. M. Ingram, a staff member with a national news service, which has offices in the city the hero calls home. Highly competitive, and with a knack for sensationalism, Ingram jumps at the chance to photograph the crimefighter in action or while making a routine public appearance (as suggested in Section 1.6).

Ingram has enough training as a reporter to ask the player-hero for a news interview as well. Likely interview questions appear below.

- How long have you been fighting crime? What was your starting point as a superhero?
- In what ways are you super-powered? What abilities set you apart from everyone else?
- Who is your greatest foe? What was the biggest challenge you faced?
- Why did you decide to become a superhero? Can you describe your modus operandi?
- Do you have any ties to the government? What are your thoughts about the local police?
- How do your friends and family feel about your work as a crimefighter?
- What do you do when you're not fighting crime? Do you have a day job? Any hobbies?

The GM should tailor the interview to suit the player-hero, adding follow-up questions where appropriate. But the interview need not drag on forever. In fact, if the questions become tedious, unusual events could cut the interview short.

4.2 BEHIND THE HEADLINES

All is not as it seems with R. M. Ingram, as he secretly uses his super-powers to further his career. It's important to note that Ingram does not initiate any of the crimes described in Parts 1-3, and might even serve as a colleague of sorts to the player-hero in Section 3.6.

But on slow news days, when there is nothing unusual to report,

Ingram makes “photo opportunities” happen. While covering a slow-going sporting event or long-winded City Hall meeting, Ingram might use his unique brand of Emotion Control to prompt others to change their behavior—again and again. The same thing could happen if he encounters the player-hero at a dull moment and feels compelled to liven up the situation.

In his most heinous action to date, Ingram stood on a corner of a busy intersection as he incited a wave of emotional flurry. Drivers coming from all directions impulsively swerved into the wrong lanes, hit the brakes, sped up, or jumped out of their cars—causing numerous casualties in the minutes that followed. Ingram's heart-wrenching photo coverage of the tragedy filled the papers the following day.

R. M. INGRAM

Identity: Rudyard Midgard Ingram
Side: Evil
Sex: Male
Age: 24
Level: 2
Training: Agility



Powers:

1. Heightened Speed: +350" movement rates, +12 initiative.
2. Heightened Expertise: +4 to hit with Emotion Control.
3. Emotion Control: Radius = 13"; PR = 8 per use. Everyone struck by this attack is overcome by feelings of restlessness, prompting them to change their behavior every action until saving vs. Charisma (d100) between turns.

The GM does not have to immediately tell a player-hero that the Emotion Control attack happened. But should the player-hero try to repeat an action already attempted in this emotional state, the GM can explain that the character feels uncontrollably bored with that activity and must do something else instead. The GM should not force the player-hero into any particular action, only veto repetitious ones.

While affected, the character can attack once without any unusual restrictions. Afterward, the character must change attack types or use the same power in a very different way. For example, a character could attack with a Light Control laser and then make a special blinding attack; or summon Weather Control to attack with Blizzard conditions,

and then change the weather and attack with Snow.

Continuing to fight HTH is possible if a character attempts different special attacks each action—or selects a new weapon or brawling object every time. Alternately, a character may repeat an earlier action while using Transformation or similar powers to make each activity distinct. Likewise, repeated uses of Illusions and Transmutation are possible if a character keeps improvising.

Under this form of Emotion Control, a character can spend only one action to evade. If a defense requires one action per turn (such as Power Blast), a character can use that defense just one time. If a defense requires only one action to initiate (such as Flame Power) or does not require an action (such as Stretching Powers or Heightened Defense), then the character can maintain that defense. Even in this compromised state, a character retains any advantages acquired after one action spent on Absorption or Weakness Detection.

4. Phobia/Psychosis: R. M. Ingram rationalizes that he is not responsible for any harm caused by his Emotion Control, but holding on to that belief is getting harder to do. At the GM's discretion, guilt could get the best of Ingram, prompting him to manifest a dualistic personality. While in effect, the disorder causes Ingram to suppress his powers by day and then compulsively take to the streets at night, creating emotional chaos as a costumed adversary named "Haste."

Weight: 160 lbs.

Agility Mod.: -

Endurance: 13

Intelligence: 13

Reactions from Good: -

Hit Mod: 2.4024

Damage Mod.: +1

Accuracy: +1

Carry Capacity: 243 lbs.

Movement Rates: 388" ground (88 mph)

Detect Hidden: 10%

Inventing Points: 2.6

Basic Hits: 4

Strength: 12

Agility: 13

Charisma: 11

Evil: -

Hit Points: 10

Healing Rate: 1.2/day

Power: 51

Basic HTH: 1d6

Detect Danger: 14%

Inventing: 39%



Origin and Background: Cub reporter R. M. Ingram was on the scene to cover the bank robbery where super-villains Roadkill and Serenade first met, launching their romance in crime. Later, it was Ingram who dubbed one foe the "invisible menace" after trying unsuccessfully to photograph the assailant (see the V&V adventure **Enter the Gene Pool** for further details about these villains). Since that time, Ingram has specialized in covering super-powered crimes and unexplained phenomena.

When public-health officials sealed off a construction site overrun by a fast-growing mold, Ingram broke inside to take exclusive photographs before officials could exterminate the mutant fungus. To his surprise, breathing in the irradiated spores had a profound effect on the young journalist. Not only could he now run at remarkable speeds, but he also gained an insidious ability to alter the behavior of others.

Combat Tactics/M.O.: Under normal conditions, Ingram avoids drawing direct attention to his powers and does not run faster than 45" per turn (unless he takes to wearing a costume as Haste). If compelled to fight, he opens with an Emotion Control attack, then evades while trying to escape. Attacking HTH is a last resort.

4.3 EXPERIENCE AWARDS

As events unfold, the player-hero might come into conflict with R. M. Ingram while he is on assignment as a journalist or while he is in costume as Haste. Experience for apprehending him is the same either way.

Villain	Experience
Haste	244
R. M. Ingram	244

The GM may award the player-hero up to 60 Experience Points for successfully responding to any unusual circumstances caused by Emotion Control.

APPENDIX

ILLUSIONS B:

SOLID ENERGY CREATION STATS

Of all the powers in Villains and Vigilantes, Illusions Type B is among the most complex. The power's effectiveness changes incrementally as a character's Power Points decrease during combat. To help GMs

and players, this chart lists the maximum Weight, Damage, Movement Rate, and Hits for a Solid Energy Illusion based on the Creation Points the character using that power has available at the time.

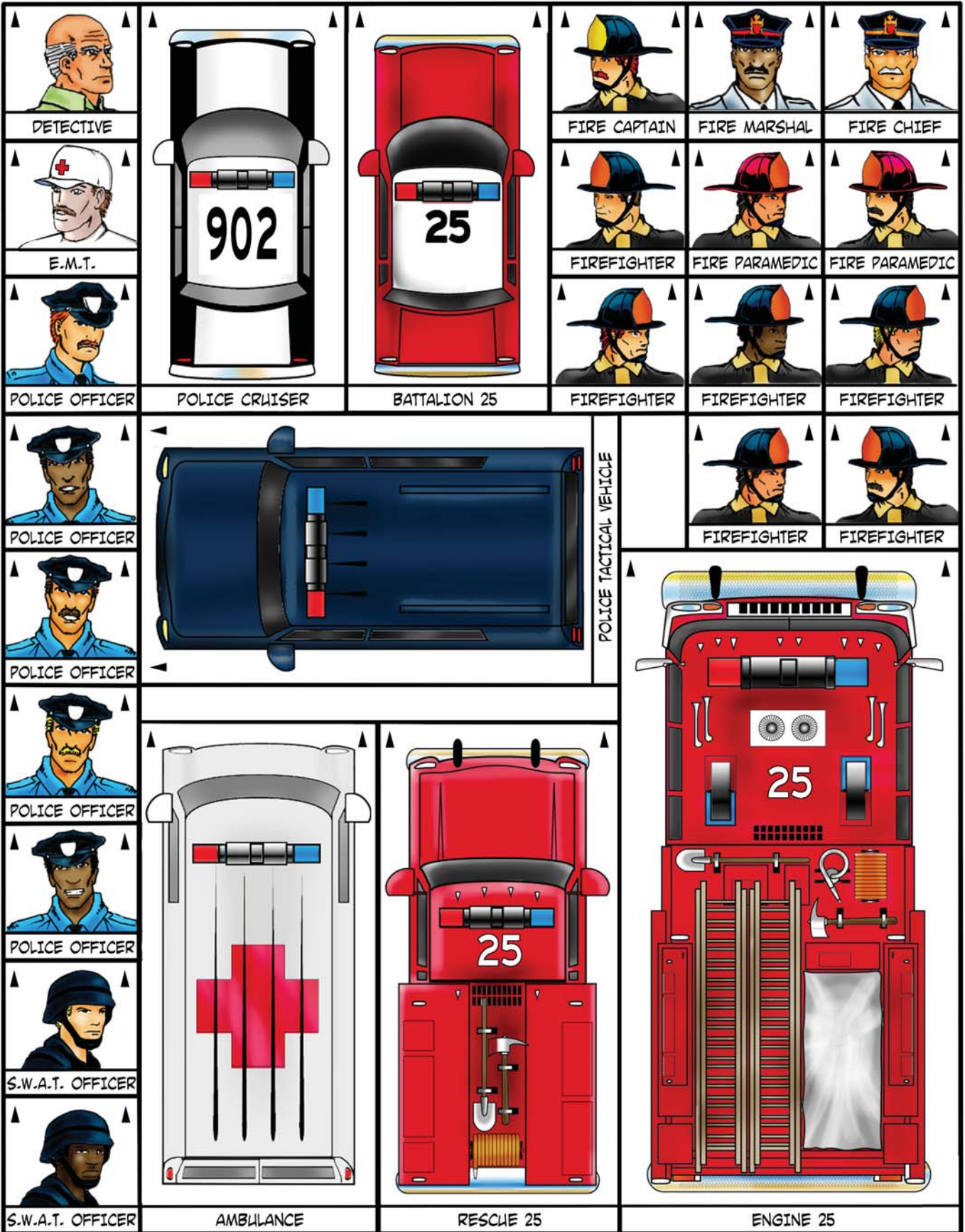
SOLID ENERGY ILLUSION: MAXIMUM STATS

Current Power Points/ Available Creation Points	Weight (lbs.)	Damage	Movement Rate	Hits
100 / 200	10,000	2d10	400"	200
99 / 198	9800	2d10	396" (90 mph)	198
98 / 196	9600	2d10	392"	196
97 / 194	9700	2d10	388"	194
96 / 192	9600	2d10	384"	192
95 / 190	9500	2d10	380"	190
94 / 188	9400	2d10	376"	188
93 / 186	9300	2d10	372"	186
92 / 184	9200	2d10	368"	184
91 / 182	9100	2d10	364"	182
90 / 180	9000	2d10	360"	180
89 / 178	8900	2d10	356"	178
88 / 176	8800	2d10	352" (80 mph)	176
87 / 174	8700	2d10	348"	174
86 / 172	8600	2d10	344"	172
85 / 170	8500	2d10	340"	170
84 / 168	8400	2d10	336"	168
83 / 166	8300	2d10	332"	166
82 / 164	8200	2d10	328"	164
81 / 162	8100	2d10	324"	162
80 / 160	8000	2d10	320"	160
79 / 158	7900	2d10	316"	158
78 / 156	7800	2d10	312"	156
77 / 154	7700	2d10	308" (70 mph)	154
76 / 152	7600	2d8	304"	152
75 / 150	7500	2d8	300"	150
74 / 148	7400	2d8	296"	148
73 / 146	7300	2d8	292"	146
72 / 144	7200	2d8	288"	144
71 / 142	7100	2d8	284"	142
70 / 140	7000	2d8	280"	140
69 / 138	6900	2d8	276"	138
68 / 136	6800	2d8	272"	136
67 / 134	6700	2d8	268"	134
66 / 132	6600	2d8	264" (60 mph)	132
65 / 130	6500	2d8	260"	130
64 / 128	6400	2d8	256"	128
63 / 126	6300	2d8	252"	126
62 / 124	6200	2d8	248"	124
61 / 122	6100	2d8	244"	122
60 / 120	6000	2d8	240"	120
59 / 118	5900	2d8	236"	118

SOLID ENERGY ILLUSION: MAXIMUM STATS (CONTINUED)

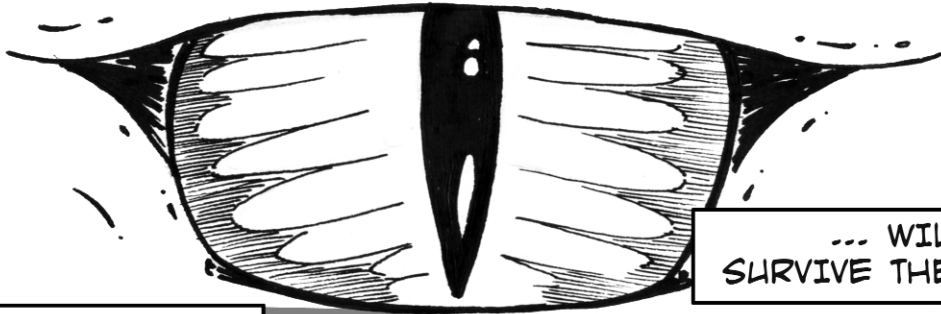
Current Power Points/ Available Creation Points	Weight (lbs.)	Damage	Movement Rate	Hits
58 / 116	5800	2d8	232"	116
57 / 114	5700	2d8	228"	114
56 / 112	5600	2d8	224"	112
55 / 110	5500	2d8	220" (50 mph)	110
54 / 108	5400	2d8	216"	108
53 / 106	5300	2d8	212"	106
52 / 104	5200	2d8	208"	104
51 / 102	5100	2d8	204"	102
50 / 100	5000	2d8	200"	100
49 / 98	4900	2d8	196"	98
48 / 96	4800	2d8	192"	96
47 / 94	4700	2d8	188"	94
46 / 92	4600	2d8	184"	92
45 / 90	4500	2d8	180"	90
44 / 88	4400	2d8	176" (40 mph)	88
43 / 86	4300	2d8	172"	86
42 / 84	4200	2d8	168"	84
41 / 82	4100	2d8	164"	82
40 / 80	4000	2d8	160"	80
39 / 78	3900	2d8	156"	78
38 / 76	3800	1d12	152"	76
37 / 74	3700	1d12	148"	74
36 / 72	3600	1d12	144"	72
35 / 70	3500	1d12	140"	70
34 / 68	3400	1d12	136"	68
33 / 66	3300	1d12	132" (30 mph)	66
32 / 64	3200	1d12	128"	64
31 / 62	3100	1d12	124"	62
30 / 60	3000	1d12	120"	60
29 / 58	2900	1d12	116"	58
28 / 56	2800	1d12	112"	56
27 / 54	2700	1d12	108"	54
26 / 52	2600	1d12	104"	52
25 / 50	2500	1d12	100"	50
24 / 48	2400	1d12	96"	48
23 / 46	2300	1d12	92"	46
22 / 44	2200	1d12	88" (20 mph)	44
21 / 42	2100	1d12	84"	42
20 / 40	2000	1d12	80"	40
19 / 38	1900	1d10	76"	38
18 / 36	1800	1d10	72"	36
17 / 34	1700	1d10	68"	34
16 / 32	1600	1d10	64"	32
15 / 30	1500	1d10	60"	30
14 / 28	1400	1d10	56"	28
13 / 26	1300	1d10	52"	26
12 / 24	1200	1d10	48"	24
11 / 22	1100	1d10	44" (10 mph)	22
10 / 20	1000	1d10	40"	20
09 / 18	900	1d8	36"	18
08 / 16	800	1d6	32"	16
07 / 14	700	1d8	28"	14
06 / 12	600	1d8	24"	12
05 / 10	500	1d8	20"	10
04 / 08	400	1d6	16"	8
03 / 06	300	1d6	12"	6
02 / 04	200	1d4	8"	4
01 / 02	100	1d3	4"	2

1	2	3	4	5	6	7	8	9							
10	11	12	13	14	15	16	17	18							
GOLFER	GOLF PRO	DESTROYED CART	DESTROYED CART							SPORTS CAR	!@#&				
GOLFER	GOLF PRO	CLERK	GUEST						METEORITE	METEORITE	METEORITE	METEORITE	WET FLOOR	WET FLOOR	WET FLOOR
									MOP						
CONTENDER	MIZ HAPP	FARCE	R.M. INGRAM	JARED MANYGOATS	OWL	VIOLIN CASE	LT. COMMANDER ILK								
GOLFER	TERRY ETTIN	PIONEER	MAGNANIMOUS	LIGHTNING-LYCH	CLUBS	CLUBS	CLUBS								
HUGO BERTILLON	BRONWYN BLONDELL	CLERK	HASTE	SCRIMMAGE	CLUBS	CLUBS	SCRIMMAGE								



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