

# “Aberrant V&V” 3rd Ed.

Written by Patric L. Rogers.

Inspired by many, many sources. I have tried to document them.

A variant campaign setting using the V&V SHRPG rules. *Villains & Vigilantes* is a superheroic role-playing game created by Jack Herman and Jeff Dee. *Aberrant* is a superheroic role-playing game, created by White Wolf Publishing, and published by White Wolf Publishing.

Aberrant - <http://en.wikipedia.org/wiki/Aberrant>

Villains & Vigilantes - [http://en.wikipedia.org/wiki/Villains\\_%26\\_Vigilantes](http://en.wikipedia.org/wiki/Villains_%26_Vigilantes)

Champions/HERO System - [http://en.wikipedia.org/wiki/Hero\\_system](http://en.wikipedia.org/wiki/Hero_system)

David Utter’s Powered Universe - <http://www.patric.net/pbemdiaries/>

## **Premise**

In this world, super-powered beings are on another evolutionary power scale than their mortal counterparts. They rarely need to concern themselves with the goings on of mortals because there is little that mortals can do to them, even with guns, explosives, or chemical and biological warfare. (Yeah, okay, they typically still need to eat and breathe, so they're not really gods, even if they think they are.)

Since this is *Aberrant V&V*, it uses the official V&V campaign setting as the launch point.

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## ***The Origin Event***

It is believed that Deltas always existed, since the dawn of humanity, but were very rare indeed. It is unclear how many Alphas have existed over time, but prime examples are the religious and mythological figures of history such as Hercules or Buddha.

In the early 20<sup>th</sup> century, the numbers spiked suddenly, introducing the adventurers and mystery men of the 1920s and 1930s. “Alpha” as a term for describing those with extraordinary abilities first appeared during the 1970s after humans had been in space.

Space travel – outside the protection of mother Earth, changes the human body, and its quantum patterns shed that change “infecting others.” The numbers of Alphas has grown the more people have been in space. While it is known that proximity to Alphas over time, or when they express their superhuman abilities, can statistically increase the occurrence of power eruption (some call it “evolution”), it is highly unlikely that any individual will ever spontaneously erupt for any reason.

There are approximately 3000 Alphas on Earth, with at least that many (or possibly up to ten times as many) Deltas. Deltas are distinguished from Crunchies only by their creative capacity or ability to endure combat with Alphas, so it is much harder to gauge the number of Deltas.

## ***“Eruption”***

Causes the Masarin-Rashoud node<sup>1</sup> in the brain to activate and swell. Every human has the node, really just an intersection of hormones, nerves and brain functions in about the same place on all humans. Humans appear to be the only creatures with this node (even other primates do not have it). In Crunchies, it is not really identifiable except anecdotally and usually posthumously. In Alphas, it “erupts” taking on new shape and characteristics in order to capture and shape quantum energies.

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<sup>1</sup> Swiped whole-cloth from the *Aberrant* RPG.

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There is only one confirmed Alpha who was actually in space before eruption (several have been in space post-eruption). That is a Russian cosmonaut who spent a year on Mir, and erupted two years after returning home. (The Mystery Men of earlier eras were almost certain Deltas, and may have been Alphas, but it is unconfirmed.)

## ***Glossary of Terms***

**“Alpha”** - This means a being of superhuman stature. Often they have superpowers, but some do not, instead carrying unique Devices or Magic/Psionic Items, or Skills. In the context of the world, Alphas are very rare.

From a campaign setting perspective, Alphas never worry about walking among baseline humans and many hold crunchies in utter contempt. After all, when the typical alpha is essentially immune to heavy artillery and anti-vehicular missiles, why should they even give the least moment of care to the baselines around them. They do worry about other alphas, as those represent a danger.

**“Delta”** -- Deltas are the bridge between the Alpha and the Crunchies. Deltas have some of the qualities of Alphas, including the ability to learn Skills. Some, through a combination of Skills and Devices, can compete one-on-one with Alphas even though they are still an evolutionary step below. Like Alphas, Deltas are extremely rare. The primary mechanical difference between a Delta and a Crunchy is that Deltas have stats.

Deltas are, by definition, extraordinary. Some are low-level superhuman - anyone that can run 40mph, or lift a ton is superhuman - and only the lack of bulletproof skin reveals the distinction from the Alpha.

**“Crunchy”** -- Crunchies are background, props, color and story fodder. Crunchies don't have names unless it is somehow useful to the story. Crunchies are the common people of the world in terms of their degree of superpowers. This setting is about the people with superpowers, and crunchies are so far below them that crunchies do not even get stats; they use special rules for combat. Crunchies outnumber both Deltas and Alphas by millions-to-one. Crunchies include the least competent idiot to the most talented scientist or elite military expert. It does not matter how well trained they are in terms of the background, they are still a couple steps behind the Deltas and they as bacteria to Alphas.

**“Magic/Psionics”** – in this setting, magic and psionics are just special effects the of natural Alpha ability to manipulate quantum energies. See also Devices, below.

**“Omega”** – a term used within the setting context to refer to Alphas of really extreme power level. The “gods of the gods.”

**“Omega Compact”** – a mythical group of ultrahumans that “self police” the rest of the Alpha community. They are mythical because no one is really sure they exist, and no credible claim has been made of being a member of this group. The myth tends to inspire good Alphas to self-police and discourages evil Alphas from being too scummy.

**“Device”** – also called **“Items,”** a Device is an unique object, or piece of equipment, generally constructed using “ultra technology” but sometimes using “mystical forces” that channels quantum energy with enough effect to impact Alphas. Devices can only be constructed by Deltas or Alphas that have special skills or abilities, and cannot be constructed at all by Crunchies. Most Devices have a limited number of “uses per recharge.” The exact definition of a “recharge” varies from “1 use per hour of household current” to “the next sunrise,” or whatever. Devices that are designed to be used by others can be used by Crunchies; the quantum manipulation properties are contained within the Device.

## **Story and World**

Although based on the official V&V setting, there are deviations.

Certain agencies such as local or federal government corporations or even civil NGOs like the UN have worked to build teams or franchises centered on a costume design or theme. This is quite common and uniforms have been used throughout time for quick and easy identification, and the corporate logo is an extension as the costume presents an identity that can be protected through trademark and marketed or franchised.

### ***Four-Color***

This is intended to be a very four-color setting. alphas run around in tight-fitting costumes, do property damage, and rather than feel depressed and stressed out about it, people brag that heroes and villains destroyed their homes. A fire that destroys a house is depressing, but when a Villain destroys it, the victim gets to go on TV and the talk show fees and neighbors help rebuild because it is just so cool and hip.

### ***Some Realism***

Obviously, from the last sentence above, there is some realism – people like to make money after all, and laws still need to exist. All is still tempered somewhat by a generally accepting and enchanted mindset. Even the villains are rarely casual murderers and those who are get hunted by other villains who do not want the tainted reputation and ruin of the enchantment of the whole thing that one bad seed can cause.

### ***Chicago Diamonds***

The Chicago Diamonds are a civil force originally launched in Chicago, Illinois, to provide civil health and security protection. Members received basic criminal law training, CPR and self-defense and were deputized on a case-by-case basis. Later, the state expanded their role to cover an area approximately 300-mile radius around Chicago, including across state lines. The city and state also use them in advertising and tourism campaigns.

## **A four-color example**

An oft told tale is how Aurora of the Chicago Diamonds talked a troubled teenager out of a gun-toting hostage situation.

Aurora was able to empathize with the young man's sense of ostracism and mistreatment, and realized deep down he did not really want to hurt anyone. She promised him that if he surrendered peacefully she would ensure his classmates never mocked him again.

When he came down, she gave him a huge, steamy, wet kiss which the entire world saw on television. For years, every girl wanted to date him ("If Aurora of the Chicago Diamonds likes him, then he must be something special!") and every guy wanted to be him ("Was it as awesome as it looked?!"). He turned out to become a well-adjusted fire fighter.

There was a short string of half-hearted copy-cats all hoping to get a kiss, but these stopped when they produced no results (either Aurora did not show, or there was no kiss; she did slap one hopeful college guy for his presumption).

## ***Intercrime***

Intercrime exists. See the V&V rulebook and also go buy the Intercrime sourcebook from Monkey House Games.

[http://www.rpgnow.com/product\\_info.php?products\\_id=19787&it=1](http://www.rpgnow.com/product_info.php?products_id=19787&it=1)

## ***CHESS***

CHESS exists. See the V&V rulebook and also go buy the Intercrime sourcebook from Monkey House Games.

CHESS is the premiere international anti-terrorist organization. Its mandate and charter fall nominally under the United Nations. Although much of its funding derives from technology patents and licensing it owns as a semi-autonomous entity. This gives it a measure of independence from the UN politics. However, by charter, its membership is an international amalgam of humans with a concept of the big picture. Generally a national or geographic loyalty of CHESS would collapse if it tried to go rogue (in other words, a rogue CHESS would fall apart).

CHESS is played as a positive, heroic, organization. There are certainly nations that do not like CHESS, just as there are nations that do not like Interpol, but CHESS exists. The rank and file of CHESS are clerks, scientists and field agents who do research. CHESS has a number of better equipped field agents with energy weapons or power armor (Crunchy Equipment) and they have a lot of Deltas and Alphas working for them also. As an entity, they employ more Deltas and Alphas than anyone else, including any single national government (although the Chinese and Indian Alpha national teams are very large).

As a law enforcement agency, CHESS coordinates with local authorities as much as possible since CHESS simply does not have the manpower to be a global police force.

### ***Public Identity***

Being Alpha can be very prestigious and is an easy way to fame and fortune simply by doing nothing at all. Combined with the fact that most are immune to harm from anything but another Alpha and many are willing to come out publicly and reveal their true names or even adopt stage names.

Conversely, many still keep their secret identities in order to have “down time” and stay out of the celebrity limelight.

Many keep secret identities to avoid danger to their families. Attacking a Alpha’s family is universally considered Bad Form and only real low-life scum do it. These scum generally get the crap beat out of them soon afterwards for committing this faux pas.

The greatest “threat” to a public Alpha’s family is actually paparazzi (followed closely by psychotic wanna-bes).

### ***Governments***

One way governments have maintained control is the laws that govern alphas and their actions. Government sponsored and sanctioned teams are quite common, especially among despotic regimes (typically the despot is an Alpha). In more civilized democracies, the government police and military forces actively recruit Alpha individuals to help maintain order and civil defense.

In the United States, a little known senator from Maryland got a law passed in the late 1800s that says, in summary, "The Federal government recognizes entities of individual human intelligence as humans. The use of trans-human abilities shall be governed as comparable dangerous weapons if used in the commission of a crime." This very basic framework meant nothing until the 1950s when the "red scare" took hold and Alphas were looked at suspiciously and as dangerous. A pre-existing legal framework to say that if an Alpha with the strength of five men committed a crime by beating a security guard and tearing open a safe, it was equivalent to using a crowbar on the man and the safe, providing lawyers a definition of scope and magnitude that enabled them to resolve issues quickly and avoid a lot of unnecessary posturing, hysteria and hyperbole. A law no one had heard of for eight decades suddenly became the saving grace of the 20th century.

### ***Richter13***

Although it sounds like a heroic name, Richter 13 is actually a team of European villains who operate throughout Europe, Russia and North Africa with impunity. They are extremely powerful, and can bat aside most opposition.

## ***Euroforce***

Another villain team. The team leader is charismatic and telepathic and knows how to manage her collection of misfits.

## **Character Generation**

Character generation uses all the standard V&V rules. Any character has the option of taking Body Power (Crunchy Immunity). Taking this power automatically makes the character an Alpha. Unless the character has Crunchy Immunity, he is a Delta.

See the note above about Magic/Psionics, Items and Devices.

### **Alphas**

- **Crunchy Immunity:** The very definition of an Alpha. Alphas have a free 30 points of Invulnerability and Adaptation defense (automatic, no PR) against anything a Crunchy or Delta can throw at them, unless the Crunchy or Delta is using a Device, in which case use the standard V&V rules. The Adaptation defense applies automatically to mundane nuclear, chemical and biological attack vectors. Alphas are just that much tougher than baselines.
- Only Alphas can roll on the Powers table. Alphas can roll on any table.
- Alphas can sense each other at a range of 60 feet with a successful Detect Danger roll. A Detect Hidden roll that scores less than half the normal Det Hidden pinpoints the other alpha exactly with no guesswork involved. (Optionally, range is Cha inches, which typically comes out to about the same.)
- For Ability Scores, roll the average of 2d12 (round up) and add 8. This creates an odd bell curve around 14.5 with a minimum 9 and maximum 20. Alphas are above the human average in all ways.

### **Deltas**

- Deltas can roll on any table, except the Powers table.
- Roll 2d8+2 for ability scores. This creates a bell curve around 11, with a minimum of 4. The bell curve is slightly wider than a 3d6 roll, allowing for more chance of a low or high score.

### **Crunchies**

- Have no ability scores. They have no stats whatsoever. They only get descriptive text and only when it really matters to fill in the flavor of the story.

### **Weight**

**Weight** is by player choice or by random die roll: 6d4 x 10 lbs for women and 6d6 x 10 lbs for men. This applies to both Deltas and Alphas. Both are larger than conventional humans. Remember that conventional humans are called Crunchies and don't get stats (pick a number, or toss some dice if weight becomes important).

### **Inventing Devices**

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A character with **Heightened Intelligence** (A or B) can Invent Devices. These Inventions are still only one-quarter to one-third as powerful as a real Device, but since a Device can ignore the Crunchy Immunity of Alphas, this is still a huge benefit. Any character can start play with a Device, even if she lacks Heightened Intelligence (in this case it is assumed that someone else built the item).

A Crunchy with any Device is an idiot with a “beat me” sign on his forehead.

A Delta with a Device is very dangerous (think Batman). Note, that the Device is still just a prop.

In addition to Heightened Intelligence, there are other abilities that allow invention of Devices such as Body Power (hyper-invention) (q.v. [www.patric.net](http://www.patric.net)). Even Alphas cannot Invent Devices without an appropriate power or ability, but they can use inventing points for other things, like power stunts.

A Device, by definition, is a completely unique item that cannot be duplicated. Other Devices may have identical game mechanics and can have similar story backgrounds, but cannot be, and are not, identical.

The equipment used by CHESS and Intercrime are not Devices, because it can be mass produced (in small quantity due to cost, but it can be done). Not even mega-super-geniuses can reverse engineer or exactly reproduce a Device. Trying to do so results in a lesser Device (q.v. Invention) or a crunchy knock-off that scares the Crunchies and Normals but is not a Device (making it a party-favor for alphas).

### ***No Magic***

As defined, the *Aberrant V&V* setting has no magic or psionic powers. This borrows again from the White Wolf setting and premises powers are all based on manipulation of quantum energy or otherwise non-fantastical forces.

GMs may allow players (or even NPCs) to call their powers “magic” and even roll on the magic/psionic table, but the real source is not so fantastical. Rolling Magical Spells is okay and that character is truly versatile in her ability manipulate quantum energies. Magical Items are another form of Device.

### ***Fighting with Alphas***

This is intended as a “four-color” setting. Because of that, there are no “instant kill” effects (except for Death Touch), not even when an Alpha hits a crunchy.

An Alpha can hit a Crunchy either *soft* or *hard*. Hitting the crunchy softly represents anything from a stinging slap to rendering the target unconscious. Alphas are orders of magnitude more powerful than baselines. The Alpha makes the normal attack roll to hit, but there are no



damage dice. Would you roll damage dice to see if you successfully crushed a housefly? If a Alpha chooses to hit a crunchy *hard*, the crunchy is incapacitated. A hard attack from a Alpha on an incapacitated crunchy kills the crunchy.

Deltas can also kill crunchies, it just takes more effort. See the table below.

### Alpha v. Alpha

Alphas fight each other using the normal V&V rules. That was easy.

### Alpha v. Delta

Deltas and Crunchies attacking Alphas use the standard V&V rules with a number of modifications.

- **Crunchy Immunity:** As noted, Deltas have access to a number of Devices and Skills that let them overcome the Crunchy Immunity of the Alphas.

Alpha vs. Alpha	Use core V&V rules	
Alpha vs. Delta	Use core V&V rules with modifications	Deltas with the right Skills or Devices can fight alphas using the straight core V&V rules. GMs should be fluid when letting Delta characters choose their Skills, since the right Skills can really simplify game play.
Delta vs. Delta	Use core V&V rules	
Alpha vs. Crunchy	Alpha wins.	Alpha unharmed.
Delta vs. Crunchy	Delta wins.	Delta might have bruises, probably just to his ego, though.
Crunchy vs. Crunchy	Story wins.	Why are we talking about this? Really? Story wins. Flip a coin if you just can't decide.

### Delta vs. Crunchy Damage Matrix

Attack	Crunchy starting condition	Ending condition
Soft	Unhurt	Wounded
Soft	Wounded	Incapacitated
Soft	Incapacitated	Incapacitated
Hard	Unhurt or Wounded	Incapacitated
Hard	Incapacitated	Dead

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A Delta with Weakness Detection can, after successfully using the ability, ignore the natural Invulnerability of a alpha during that encounter, in addition to the normal benefits of Weakness Detection.

### ***Delta Abilities***

Heightened Ability A is a Skill, and Heightened Ability B can be provided by Devices. Normals can always Evade or Roll with Damage against Crunchy attacks.

Power	Overcome Crunchy Immunity
Heightened Intelligence	Yes
Weakness Detection	Yes
Heightened Expertise	Yes (1)
Natural Weaponry	Yes (2)
Heightened Attack	Yes

1. only applies to the attacks the Expertise applies to
2. only applies to the attacks the Natural Weaponry applies to

**Question:** Why does a Powered have to hit a Crunchy twice to kill him?

**Answer:** It's a four-color campaign setting :)

### ***Delta Abilities***

Heightened Ability A is a Skill, and Heightened Ability B can be provided by Devices. Deltas can always Evade or Roll with Damage against Crunchy attacks.

The basic rules of thumb in Alpha vs. Delta combat:

- 1) Deltas cannot roll with the blow;
- 2) Deltas must content with Crunchy Immunity.

Power	Roll	Overcome Crunchy Immunity
Heightened Intelligence	–	Yes
Heightened Agility	Yes	–
Weakness Detection	–	Yes

Heightened Expertise	–	Yes (only applies to the attacks the Expertise applies to)
Natural Weaponry	–	Yes (only applies to the attacks the Expertise applies to)
Speed Bonus	Yes	–
Heightened Endurance	Yes	–
Heightened Defense	Yes	–
Heightened Attack	–	Yes
Heightened Speed	Yes	–

**Heightened Attack** and **Weakness Detection** also have the special property of allowing the Normal to overcome Crunchy Immunity when using a Crunchy Weapon at a range of 6 game inches or less.

Devices that grant **Armor B**, **Invulnerability** or any type of defense on the universal combat table also provide Crunchy Immunity as if the user were a Alpha. So a Normal wearing Armor B has Crunchy Immunity as long as the ADR holds (do not roll for ADR in this case, as Crunchy Immunity is a special benefit simply of wearing Armor B). As noted elsewhere, mass reproduction equipment granting ADR, such as CHESS battlesuits, do not count (since they are not Devices).

### ***Crunchy Abilities***

Crunchies always fight as level 1 characters (they have no levels, but the tables only go down to 1).

Crunchy attack value is based on the universal table and level vs. level modifier. No other modifiers, such as equipment attack bonuses, applies.

### ***Inventing Points***

The inventing rules from the core rules are unchanged.

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Heightened Intelligence is required in order to be able to Invent things. A single Inventing roll rates a standard invention. An invention can be upgraded to a Device by making additional inventing rolls, as per the core rules (i.e. three or four successful inventing rolls to increase it to the level of a standard Device rather than an Invention).

## ***Inventions***

Inventions are about 1/4 to 1/3 as powerful as a Power or Device. More fragile, too. This assumes an invention intended as permanent. It is required to be an external object that can be taken away by a determined foe. The harder it is to take away, the less powerful.

Hero System from Hero Games has a good mechanic with the Focus Limitation, so I will borrow from that. **Note to self, poach model from Living Legends, because that is also by Monkey House Games.**

- **Obvious, Accessible Focus:** An opponent can clearly see the invention is the source of the power and take it away or attack it with a standard special attack. 1/2 as powerful as a Power or Device.
- **Inobvious, Accessible Focus OR Obvious, Inaccessible Focus:** Inaccessible means it requires one turn to remove the item from a restrained or unconscious foe. Examples are rings or exoskeletons worn under the clothes. Inobvious means that it requires a successful Detect Hidden roll to recognize it as the source of power. Both of these are 1/3 as powerful as a Power or Device.
- **Inobvious, Inaccessible Focus:** 1/4 as powerful as a Power or Device.

*Example:* The high tech Speed Bonus boots (invention) that look like regular footwear and silently stimulate the legs to increase running speed will only provide 3d8 bonus inches to the ground move (or 1d10 x 2.5, whichever), but no one is going to think to take them away any time soon.

Inventions that have very limited number of uses before becoming destroyed can be more powerful. NOTE: This table represent total uses EVER, not per day, nor per “recharge”. This table is only for temporary Inventions.

12 uses	+1/4 Power
8 uses	+1/2 Power (making the typical obvious, accessible focus as powerful as a Power or Device)
6 uses	+3/4 Power
4 uses	+1 Power (making the typical obvious, accessible focus 1.5x as powerful as a Power or Device)
2 uses	+2 power
1 use	+3 Power

These values add to those for the focus type to determine the final multiplier.

*Example:* the speed boots above are 1/4 Device when they are permanent, but 1.25x if they have only 4 uses, so roll (1d10 x 10 x1.25) inches to determine total bonus to ground move.

An "invention" that cannot be taken away is essentially Training. This means it qualifies to be a power stunt - a new and creative use of an existing power - or anything training can be used for. An inventing point can be used for a permanent +1 to a characteristic, a +1 to an attack or damage roll with one power, etc.

**NOTE TO SELF:** Grab a copy of my inventing/training rules and insert here or as appendix

### **Crunchy Weapons**

Crunchy weapons, even when used by a Alpha or Delta, are still Crunchy weapons and Crunchy Immunity applies. In most cases, Alphas are just better off punching each other than trying to use guns and knives.

Any weapon that a Crunchy can carry (knife, baseball bat, assault rifle, hand grenade), whether used by a little old lady or Gozmo the Killing Machine, does 1d8 to a Delta or Alpha. This keeps things simple and emphasizes the differences between Crunchies and Deltas and Alphas. A Crunchy anti-vehicle weapon (heavy machine gun, anti-tank rocket, land mine, etc.) does 1d10. Again, simple. Tank guns and large quantities of high explosives do 1d12. Even Alphas have a hard time when the Army gets serious.

If the little old lady is using a flexible bamboo cane, the GM may rule it does no damage at all (although it still stings like crazy).

### **Defining Normal in a Villains & Vigilantes World <sup>2</sup>**

Normal is such a relative term, and the extra-ordinary flexibility of the V&V system makes it easy to lose track of what is "normal".

<b>Descriptive Level</b>	<b>Characteristic Range</b>	<b>Carrying Capacity</b>	<b>Hit Points</b>	<b>Damage</b>	<b>Equivalent Damage</b>
Weak	up to 7	up to 120	up to 3	1d3	
Average	8 to 12	121 - 240	4 to 7	1d4	
Exceptional	13 to 15	241 - 320	8 to 10	1d6	
Remarkable	16 to 19	321 to 480	11 to 15	1d8	pistol
Peak Human	20 to 24	481 to 960	16 to 24	1d10	rifle, energy pistol

<sup>2</sup> Originally published at patric.net. I've seen many players become dissatisfied with characters who don't score at least a d10 with the basic attack or lack Heightened Agility (with the obscene number of benefits provided by that power).

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Superhuman	25 or more	961 or more	25 or more	1d12	hand grenade, heavy machine gun
				2d8	autocannon
				1d20	medium bomb, tank gun shell

## ***Recovering Power Score***

Deltas recover Power as per the core V&V rules, i.e. one per minute of rest.

Alphas recover one plus their Heal Rate multiplier per minute of rest. This means that most Alphas recover an extra 0.25 to 0.40 more power per minute of rest, and those with Heightened Endurance might even be able to recover 2 or more points per minute of rest. Without a special power, alphas still need to rest to regain Power. Just as with Heal Rate, if the multiplier is a fraction, e.g. 0.25, then roll that as a percent chance of recovering a full point of Power that minute.

## ***Heal Rate***

Characters with Endurance 20 or more can train to increase their Healing Rate. The increase is either +0.2 to the multiplier, or +1 hit point per day, whichever is greater. This helps characters with a LOT of hit points recover them in a much more reasonable amount of time.

## ***Force Field Clarification of Rules***

If an attack is deflected by the force field (i.e. fails the "to hit" roll), then PR=1 per attack deflected, period, move along.

If an attack breaches the force field (the "to hit" succeeds), then the full normal effects of the damage are applied to whatever was behind the force field, and the force field creator loses PR=3. This is the total effect.

For example, Denmarik Davenport shoots Fusion Woman with his disintegration ray, breaching her force field. His damage roll is 15 points. Fusion Woman's Power is currently 80. She rolls with 8 and soaks the rest to her ADR. Since the attack breached, she loses 3 more points of Power. Now she's really pissed.

## ***Charisma***

The Charisma modifiers apply to any alphas that can Detect each other. The nature of the quantum energy coursing through their bodies pushes them to extremes of good or evil, and these same extremes can be automatically detected at the subconscious level, deeply affecting how alphas feel about each other. While it is still possible for two charismatic alphas

of opposite ethos to really like each other (or even fall in love), it is highly unlikely. In this world, opposites repel, not attract.

### ***The Army against the Alphas***

Let us say that a typical Alpha stood perfectly still while 100 soldiers with automatic rifles attacked him. As noted earlier, the Crunchy portable weapon does 1d8 damage, even in autofire mode, it does a total of 1d8. So, statistically speaking, 5 of the 100 will roll the Natural 1 required to overcome the free Adaptation defense of Crunchy Immunity to cause a total of 5d8 damage. That's a average of 22.5 points, which is far less than the 30 points of Invulnerability provided by Crunchy Immunity.

Meanwhile, the Alpha can flatten one Crunchy per round just by punching him and spend no PR at all. Or the Alpha can go all multi-attack and take them out faster. The Crunchy Immunity is why armies do NOT pick fights with Alphas. It is also a primary reason that governments, military units and corporations all strive mightily to recruit Alphas (to say nothing of international organizations like CHESS, or criminal organizations like Intercrime or the mob).

### ***Property Damage***

V&V has the rather unusual mechanic that vehicles have hit points, but not really any capacity for damage avoidance. According to V&V, the average person can destroy a car with his fists in a few minutes. Not "realistic" at all since most people in real life have trouble smashing a windshield with a baseball bat.

Here is the "Alpha vs. Property" Damage Matrix

Damage Roll	Car or smaller street vehicle	Bigger than a car	Armored vehicle car-sized or smaller	Armored vehicle bigger than a car
1 to 5 points	no effect	no effect	no effect	no effect
6 to 10 points	damaged	damaged	no effect	no effect
11 to 15 points	disabled	damaged	damaged	no effect
16 to 20 points	destroyed	disabled	disabled	damaged
21+ points	really destroyed	destroyed	destroyed	disabled

Damaging a damaged vehicle disables it.

Damaging a disabled vehicle destroys it.

Ignore SR and hit points (unless the attack exceeds the object's normal HP, then it can be disabled or destroyed outright - think motorcycles or bicycles)

Note that this matrix assumes the vehicle or property is still roughly smaller than a modest house - basically anything on the road is fair game. Bigger vehicles, like oil tankers or aircraft carriers need to be "destroyed" more than once. If you have a team of alphas attacking an aircraft carrier, they can destroy it eventually (if they really want to), so just wing it and tell a good story.

### *...But I can't lift that tank...*

The ability of Alphas to mangle tanks they cannot lift is because the quantum energies suffusing their bodies make them more durable than any conventional Earth material. This links to an alpha using a Crunchy weapon, such as a sword. Just as the weapon material reduces the alpha's ability to harm another alpha, so an alpha's fists are energized and can damage Crunchy materials that even powerful Crunchy weapons cannot harm.

### **Deltas vs. Vehicles**

Use the core V&V rules when Deltas try to cause property damage. Even Batman needs a sledgehammer or other equipment to take out a car. Of course, if Batman is using a Device, then he gets to use the table above, because Devices are just like Powers.

## **New Devices for V&V**

These exist as custom Device or Inventions. That means there are only a few in the world. The basic concept is sufficiently appealing that government and corporate Deltas are building them frequently enough to warrant their own entry.

**Fission Bazooka:** A large, shoulder-mounted weapon with a long barrel. It also has a large combination fuel cell and power pack. The weapon connects to the power supply by a thick, set of cables wrapped in articulated insulation and metal-ceramic cladding. The weapon weighs 20 pounds and the power supply weighs 25 pounds (including power feed cable).

**Power Blast:** 1d20 damage, range 10", 7 shots before requiring eight hours of maintenance. Power Blast defense is available, but requires one action per turn to activate the defense, and uses one shot per attack blocked (because the operator is shooting down incoming attacks).

**Fusion Bazooka:** The next generation of portable destructive firepower. Can only be used when mounted on a tripod or by a wielder with Carrying Capacity 600 pounds or greater. The weapon weighs 30 pounds and the power supply weighs 35 pounds.

**Power Blast:** 1d20+1 damage, range 12", 10 shots before requiring eight hours of maintenance. Power Blast defense is available, but requires one action per turn to activate the defense, and uses one shot per attack blocked (because the operator is shooting down incoming attacks).



**Ion Shield:** This is also a combination device. It includes a large, arm-mounted emitter and a fuel cell, with power cable. The wielder can activate it at any time, and use it like a riot shield to block incoming attacks.

**Body Power:** The character can spend one action per turn to activate Power Blast defense (he is blocking inbound attacks). Blocking an attack has no PR cost. It can be activated or deactivated as movement only, at will. It can block a total of 5 attacks per day. It has an indicator that registers green when at 5, yellow at 3 or 4, and red at 1 or 2. When it has blocked five attacks, it shuts off and cannot be reactivated until it has four hours of maintenance.

## Final Fantasy VII: Advent Children

The campaign model, as the name implies, was originally inspired by the 1998 *Aberrant* RPG from White Wolf Publishing. But the model extends well to other sources also.

In this world, the SOLDIERS are Alphas making them like gods who can smash those around them. This means Cloud Stryfe, Kadaj and his gang, Loz and Yazoo. Obviously, when Kadaj transforms to Sephiroth, he is Alpha. Cloud by himself could beat Kadaj over time, or slap Loz or Yazoo, except they always assist Kadaj so we never get to see Cloud really focus on beating either of them. Which brings to the next point that Tifa, Cid and all the gang are Deltas. This means that while they can put up a good show of force and battle, such as Reno and Rude against Loz and Yazoo, they will never really bring them down. (Reno has a touch of Heightened Agility A and Rude Heightened Intelligence A, enabling them to survive the beating by rolling with the punches). The “smoke dogs” that Kadaj summons are Deltas, but Bahamat (the big giant demon) is an Alpha. Okay, Vincent is Alpha, but he has got that mysterious background and weird teleport power too. Yazoo’s sword guns and Vincent’s gun are not Devices, although Yazoo does have a limited supply of special Device ammo he uses at the end to wound Cloud. Cloud’s swords are Devices as is Sephiroth’s sword and Loz’s arm shock weapon thing (call it a Vibratory Powers Device).

## References

*Aberrant* RPG (White Wolf), *Villains & Vigilantes* RPG (Monkey House Games), David Utter’s *Four Winds* (PBeM, 1998-1999?); Michael J. Straszynski’s *Rising Stars* (comic book), *Powers* (comic book), *Final Fantasy VII: Advent Children*, *Living Legends* (Monkey House Games), *Champions/HERO System* (Hero Games)

## Revision Tracking

Revision	Date	Comments
1.0	March 2006	Type up a few notes

2.0	May 2008	Incorporated notes from my “December 2006”, and “March 2007 to May 2007” notebook
2.1	May 2008	Launched new notebook dedicated to <i>Aberrant V&amp;V</i> project
2.2	February 2009	More notes
2.3-2.51	April 2010	Incorporated notes from the paper notebook
2.60	May 2010	Published 2.51 to GuardianCon Yahoo group.
2.61	May 2010	Reformatting and clean-up
3.00	May 2011	Overhauled. Changed “Powered” to “Alphas” and “Normals” to “Deltas” and a bit of re-envisioning of the setting. Stripped out a lot of the unnecessary and overly complicated rules that had slipped into 2.x. (2.x really started to take it’s rules far too seriously).
3.1	January 2012	Overhauled. Reorganized document layout, re-introduced some of the concepts related to Alpha v. Delta combat from earlier editions, when they actually contributed to the flavor without becoming a burden (but still streamlined over 2.x).

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