

# Bull

**Origin & Background:** Big Bill Buckford has been mentally unstable since the age of six when it is reported that he bit the head off his pet dog. His personality has not mellowed much since then. He spent the next few years in and out of various criminal and mental institutions; then at the age of eighteen, he nearly murdered his entire family during a trip to the zoo; supposedly one of them quipped that this was just the place for Big Bill to be. When the police arrived, Bill threw an elephant at them. He was eventually sedated and brought to court where he was found unfit to stand trial and sent to a medium security mental hospital. One day he told his nurse he was going for a walk and has not returned since. Bill supposedly hates the color red because he was hit by a sports car when he was "small." Bill was uninjured, but his ice cream cone and the car that struck him were both demolished. The doctors tried desperately to re-attach the driver's lungs, but to no avail.



**Combat Tactics:** Bull never delays his actions and always attacks the closest thing that he hates and can see, generally using the biggest bludgeoning object available. He is too powerful and mindlessly violent to ever worry about morale. If his allies choose to flee, they must goad him into

accompanying them with promises of treats and gifts.

## *Living Legends*

PHYS 17 (STR 56), REFL 4, DEFT 4, INTL 4, COOL 11, VITL 16

**Gigantism:** +1 level, Stays Active (+2), Can't Hold Back: Cannot Turn Off (-2) [5 CP] (original PHYS 12)

**Heightened PHYS:** +34, STR only (-3) (produces 46 before applying Gigantism) [22 CP]

**Armor:** 4 vs. All Physical and Mystical damage types [24 CP]

**Skill (Unarmed):** (DEFT/G) +2 levels, d6 effect [5 CP]

**Skill (Weapon):** (DEFT/G) +1 level with convenient large bludgeons, such as a car or elephant (+5), d4 effect [3 CP]

**Weakness (Compulsion):** Attack anything that is the color red (Common, Resist/Recover 4+) [+15 CP]

**Weakness (Compulsion):** Once the fight starts, he has to be goaded and lured away from it even when losing (Common, Resist/Recover 2+) [+10 CP]

**Weakness (Distinctive):** About 8 feet tall with massive muscles and ruddy skin – even he would notice he was different (INTL 2+, Disguise 4+) [+15 CP]

**Weakness (Persecuted):** Wanted by most law-enforcement agencies, if only to stop him before he causes damage or kills someone (Uncommon, Major) [+10 CP]

## ***Villains & Vigilantes***

Str 39, End 15, Int 6, Agl 6, cha 12, 540 lbs., level 3

Basic Hits 11; Hit Modifier (4.0) (1.8) (0.9) (0.8) = 5.184; Hit Points 57; Power 66; Damage Modifier -1; Accuracy -2; Heal Rate 4.4; Carrying Capacity 16,422 lbs.; Basic HTH 3d10; Move 60" ground; Detect Hidden 6%; Detect Danger 6%

**Body Power:** Triple original weight.

**Heightened Strength B:** +25

**Invulnerability:** 10 points

**Phobia/Psychosis:** Enraged by the color red. Attacks any moving red object he sees, until he can no longer see it or until it is so badly damaged that its original color can no longer be discerned. He may ignore red-hued objects less than one cubic foot in size, but that is not to say that he would not take at least one swing out of sheer orneriness.

*Designer's Notes:* Although the V&V version of Bull is unlikely to hit the broad side of a barn unless he is swinging a car at it, I did give him some combat skill just so he is not completely useless.<sup>1</sup>

I vacillated on boosting his CON or Armor to make him a more effective brick, but finally decided to hew to the source material.

His collection of Weaknesses means he has a pile of points to burn, so to balance him for most games, I recommend boosting his DEFT (but not REFL, because he is still very slow) to 7 or even 11, and add 1 or 2 to his Armor defense value.

Artwork captured from [http://www.paratime.ca/v\\_and\\_v/art\\_jdee\\_vav.html](http://www.paratime.ca/v_and_v/art_jdee_vav.html)

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<sup>1</sup> Yes, it would have been cheaper to boost his DEFT than buy the two skills, but it is funnier and more distinctive this way. ☺