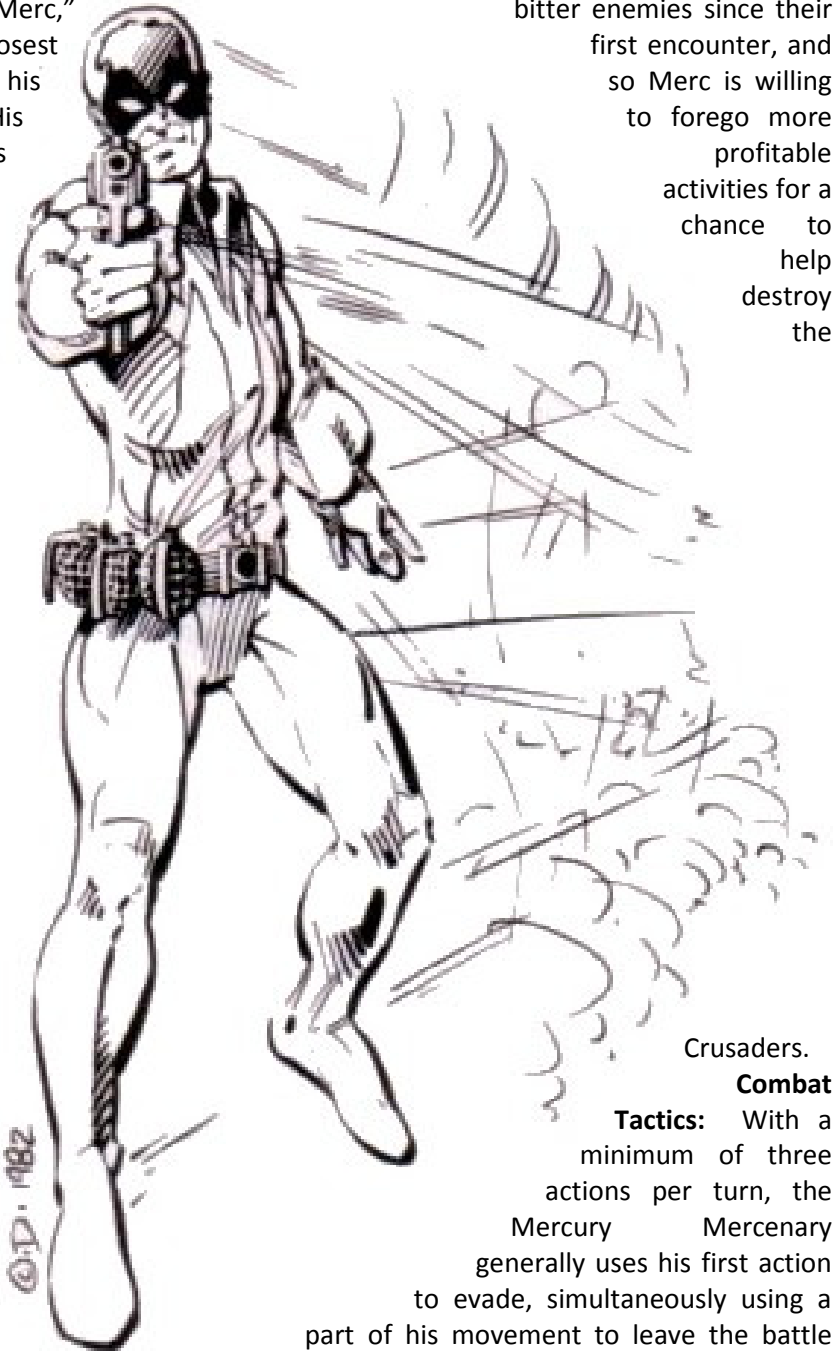


## Mercury Mercenary

**Origin & Background:** “Merc,” as he is called by his closest associates, does not know his own original identity. His memory goes back only as far as a bloody conflict in South America a year or two ago, during which he was apparently struck by a bolt of lightning.<sup>1</sup> Unsure of which side he was on (his clothing and identification were too badly damaged) he took the uniform of a nearby casualty, donned a makeshift mask, and almost single-handedly won the battle for the side his new uniform represented.

Merc has made no attempt to remember who he really is, and in fact, avoids anything which might possibly remind him. He prefers to be a man without any allegiances, leaving himself open to hire by whoever holds up the most money. This attitude has made him quite a wealthy man. His current association with the Crushes is due mainly to his hatred of Enforcer. They have been



bitter enemies since their first encounter, and so Merc is willing to forego more profitable activities for a chance to help destroy the

Crusaders.

### Combat

**Tactics:** With a minimum of three actions per turn, the Mercury Mercenary generally uses his first action to evade, simultaneously using a part of his movement to leave the battle until his next action. When he returns it is from a different direction, in an attempt to catch an opponent or two from behind. The automatic rifle he carries is his favorite weapon, but he also enjoys placing grenades near his enemies as he runs by at

<sup>1</sup> Miraculously surviving this incident, he discovered his amazing new ability to outrun and outmaneuver any normal human being. Any morals or sense of decency he had previously possessed were drowned out by the flood of power in his veins.

super-speed. He usually fires three-round bursts with the auto rifle.

## ***Living Legends***

PHYS 16, REFL 29, DEFT 11, INTL 11, COOL 22, VITL 11

**Skill (Weapon):** (DEFT/G) +2 levels (5), all modern military weapons (+8), d10 effect [15 CP]

**Heightened Speed:** +2 levels [34 CP]

**Speed Bonus:** Top speed and acceleration both x26.67 (14) (+3), 640" per round total [21 CP]

**Equipment (Medium Handgun):** [11 CP]

**Equipment (Automatic Rifle):** [21 CP]

**Equipment (Knife):** [3 CP]

**Equipment (Hand Grenade):** Carries 3 [9 CP]

**Weakness (Compulsion):** Hates Enforcer and actively hunts him [+10 CP]

**Weakness (Persecution):** Actively wanted by law enforcement in several countries [+15 CP]

## ***Villains & Vigilantes***

Str 17, End 16, Int 17, Agl 14, Cha 30, 190 lbs., level 5

Basic Hits 4; Hit Modifier (1.6) (1.8) (1.2) (1.2) = 4.32; Hit Points 17; Power 64; Carrying Capacity 619 lbs.; Basic HTH 1d8; Movement 797" ground; Detect Hidden 12%; Detect Danger 16%; Initiative Roll 39 + 1d10; Heal Rate 1.6; Damage Modifier +2; Accuracy +1

**Heightened Speed:** +750" per turn to ground move, +25 initiative

**Heightened Expertise:** +4 "to hit" with all modern military weapons

**Heightened Charisma:** +22

**Equipment:**

**Knife:** +1 "to hit", +1d2 damage HTH

**Pistol:** +3 "to hit", 1d8 damage, 84"

**Automatic Rifle:** +4 "to hit", 1d10, 140" range. +1 "to hit" per extra bullet, -1 to each bullet's damage per extra bullet

**Hand Grenade:** +2 "to hit", 1d10, 2" blast radius, accurate throw range 14", carries 3

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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