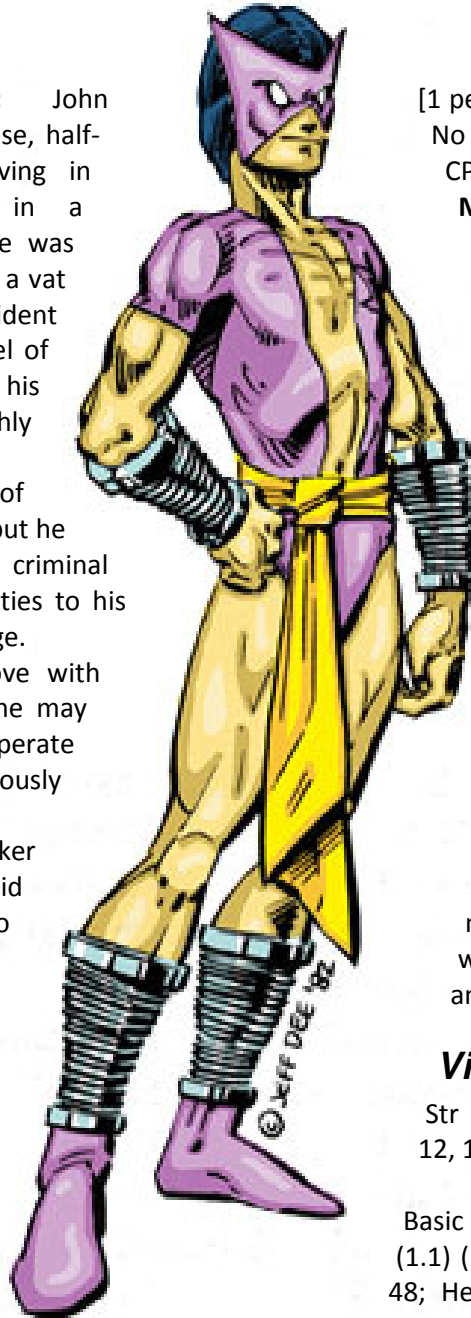


Shocker

Origin & Background: John Shakura is a half-Japanese, half-American who was living in Japan and working in a chemical plant when he was accidentally thrown into a vat of battery acid. The accident raised the electrical level of his body and caused his blood to become highly acidic.

At first he was unsure of how to use his powers, but he was persuaded by the criminal element to use his abilities to his own (and their) advantage. Shocker is madly in love with Evergreen and though he may fight her, he will not cooperate in anything that will seriously harm her.

Combat Tactics: Shocker almost never sprays acid on purpose, preferring to stick to more conventional lightning attacks. He activates his electrical defense and then starts in with lightning bolts. He must check morale if he sees Evergreen endangered, and on a failure he must go to her aid... whatever the cost!



[1 per attack] (-2), Conductivity (+2), No KB (-1), Reduced at Range (-1) [CP]

Machine Control (V): d4
Electricity vs. Electronics,
12" Range (7) [7 CP]

Energy Field (C): d12
Biochemical [Acid] (43),
Stays Active (+4), Can't Hold
Back, Always On (-4), NRG
Cost 2 to Attack (-4),
Accidental Use – sprays in
direction of an attack that
does hit point damage to
him (Common¹, recover 2+)
(-2) [10 CP]

Weakness (Compulsion):
So madly in love with
Evergreen that he will
sacrifice himself and his
mission if she is in danger [+10
CP]

Weakness (Quirk): Likes to sit
nude in the full lotus position
when interfacing with computers
and browsing the 'Net [+5 CP]

Villains & Vigilantes

Str 11, End 14, Int 13, Agl 10, Cha
12, 190 lbs., level 3

Basic Hits 4; Hit Modifier (1.0) (1.4)
(1.1) (1.0) = 1.54; Hit Points 7; Power
48; Heal Rate 1.2; Damage Modifier
+0; Accuracy +0; Carrying Capacity 260
lbs.; Basic HTH 1d6; Move 35" ground;
Detect Hidden 10%; Detect Danger 14%

Lightning Control: 28" range, 2d8 damage,
PR = 4 per attack. One action to start
electrical defense, but no cost thereafter.
PR = 4 to attempt to control electrical

Living Legends

PHYS 7, REFL 7, DEFT 7, INTL 11, COOL 11,
VITL 7

Energy Field (V): d8 Electromagnetic
[Electricity] (24), 24" Range (+4), NRG Cost

¹ He's a supervillain – taking hit point damage is
Common

devices, requiring a special attack plus an Intelligence save on 1d20 to control plus an Agility save on 1d20 for each attempted manipulation.

Chemical Power: Acid blood, 22" range with PR = 8 per attack doing 2d8 damage. Also sprays whenever he takes Hit Point damage; roll to hit each character in a 45 degree arc, up to two inches away at no cost in actions, movement or Power. He is permanently changed.

Artwork captured from http://www.paratime.ca/v_and_v/art_jdee_vav.html

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