

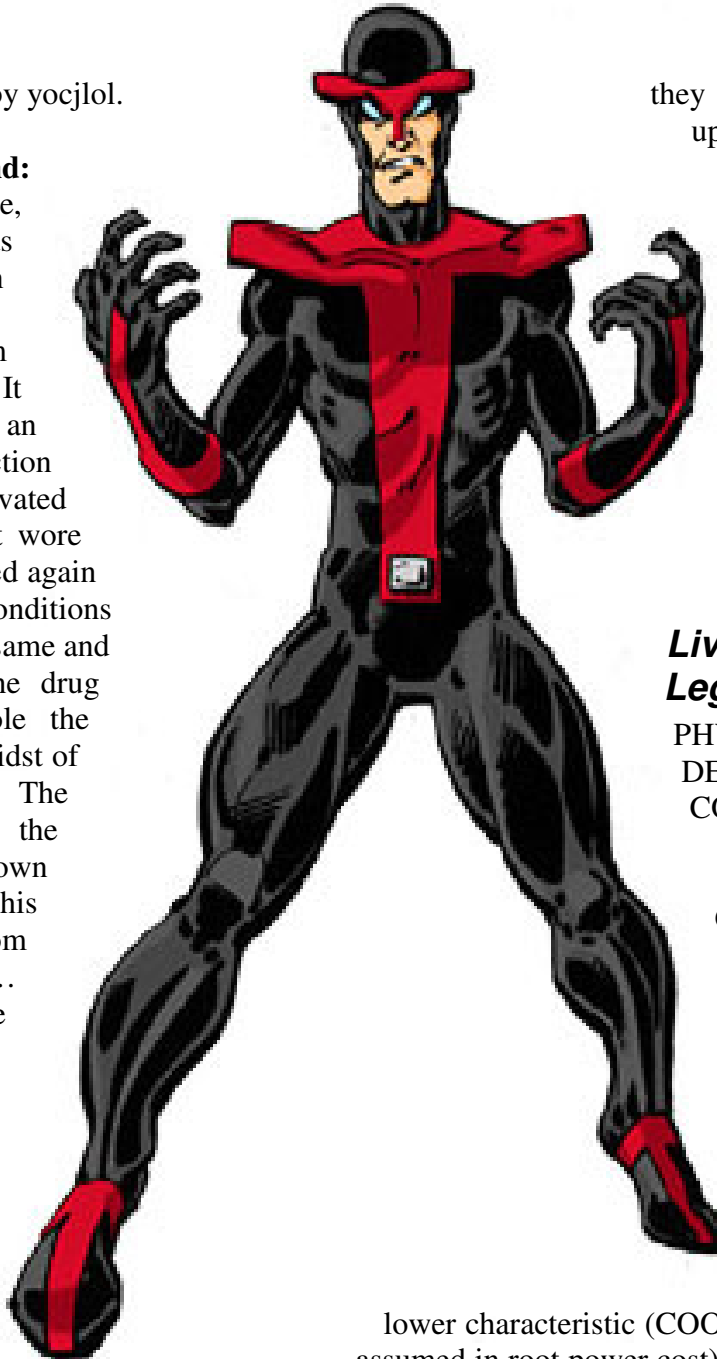
Temper

Art by Jeff Dee. Color by yocjlol.

Origin & Background:

Emotionally unstable, Thomas Perry was treated with an experimental drug intended to make him maintain control. It worked, but also caused an unexpected mutant reaction in his body which activated his powers. The effect wore off and the drug was tried again under more controlled conditions – but the result was the same and Perry, realizing that the drug gave him powers, stole the remaining doss in the midst of the experiment and fled. The chief physician on the project soon took his own life while destroying his notes, apparently from grief over his failure ... actually Temper made him do it, but this is unknown to any but Temper himself.

Battle Tactics: To avoid becoming the target of his victim's hostilities, he uses his Anger ability only when he is able to use it and then run out of the area of effect on the same phase. He almost never fights with his fists. Unless absolutely necessary, each phase not spent using Emotion Control will be used evading and moving out of the thick of combat. Mocker and Temper are extremely close friends, and



they enjoy teaming up to insult their opponents; Temper is an enthusiastic follower and never checks morale. If Mocker says run, however, Temper will then do so.

Living Legends

PHYS 9, REFL 11,
DEFT 7, INTL 11,
COOL 7, VITL 11

Emotion

Control: d8 effect (24), no range (-3), area effect 7" (+5), immunity (+1), damage type is Mental [emotional] (+3), affects

lower characteristic (COOL) (+0) (already assumed in root power cost), NRG cost [1 to use] (-2) [41 CP]

Power Blast: 1d3 (4), no range (-3), area effect 7" (+5), duration 3 minutes or until victim breaks free of Emotion Control (+4), affects lower characteristic (COOL) (+3), damage type Mental [emotional] (+3), damage is to NRG instead of CON (+0), drain (+3) (see below), NRG cost [2 to activate] (-2), carried attack (Emotion

Control) (+2), max drain¹ 18 CP (+1) [34 CP]

Weakness (Physical Disability): Requires exposure to chemical gas once each day to maintain his powers. If not, his mental illness symptoms reappear as well.

How Temper's Power Works

Temper spends 2 NRG to send a wave of emotional energy omni-directionally out from himself to a range of 7".

All creatures in the area must resist a d8 effect attack using their COOL (WILL). If they succeed, nothing else happens.

If they fail to resist, then they go berserk with rage and anger and attack the nearest available target (typically an ally, but possibly a foe, and if he is not paying attention, maybe even Temper himself). Raging targets can attempt to recover themselves normally against the Emotion Control. The rage could theoretically last longer than 3 minutes.

At the beginning of his turn, Temper drains 1d3 NRG from every person still under the influence of his Emotion Control power, even if they are more than 7" away from Temper.

The absorbed NRG are converted one-for-one to CP, and distributed to Temper's abilities in a round-robin fashion as follows: PHYS (CON), REFL (DODG), and VITL (NRG).² CON and NRG are replenishment, so cannot exceed his normal maximums. DODG is a normal Drain gain and fades at 1 point of DODG at the start of Temper's turn, right before the Drain takes effect.

Temper's power can affect everyone in the area, including his own allies, and he has no selective control over whom he targets. Being mentally unbalanced, he

rarely considers or concerns himself with such things, sometimes even forgetting to make sure he gives himself enough space to flee the area first. His own allies often give him a wide berth until he has activated his power at least once, since they know what happens and would prefer to watch heroes pound on each other than lose control of themselves.

Villains & Vigilantes

Str 14, End 13, Int 14, Agl 12, Cha 11, 170 lbs., level 1

Basic Hits 4; Hit Modifier (1.3) (1.4) (1.1) (1.2) = 2.4024; Hit Points 10; Power 53; Damage Modifier +1; Accuracy +1; Heal Rate 1.2; Carrying Capacity 344 lbs.; Basic HTH 1d6; Move 39" ground; Detect Hidden 10%; Detect Danger 14%

Absorption: Automatically absorbs two points of power per level from each Emotion Controlled victim on his first phase of each new turn; no action or Power cost, and the absorbed Power is taken from the Victim and added to Temper's Power score. There is no limit, but power in excess of his normal maximum fades at 1 per minute. The absorption automatically stops if the victim becomes fatigued.

Emotion Control: 14 inch radius, causes uncontrollable anger in victims. Under the influence of this a character cannot delay his actions and takes out his resentment on the closest available target. PR = 8 per attack. Attacks all eligible targets in the radius (non-selective).

Special Requirement: Requires exposure to chemical gas once each day to maintain his powers. If not, his mental illness symptoms reappear as well.

Designer's Notes: As tempting as it was to try to monkey with the "1 charge, time limit 6 hours, non-consecutive" thing on his

¹ See Designer's Notes at the end of this document.

² These three abilities best represent a very high V&V Power score, being Roll with Blow, Evasion and PR respectively.

powers, I decided the Physical Disability was just the easiest way to model it and call it done. ☺

I changed his written tactics a bit to switch emphasis to the options provided by Living Legends.

I put some scope limits on his Absorption for V&V; otherwise the unbounded nature was obscene, particularly if he ever reached level 5 or higher.

Drain Enhancement (Extended)

Drain: The maximum stored points can be increased by +6 points as an additional (+1) enhancement.

The interval of point loss can be moved one step down the time chart for an additional (+3). For example, 1 round becomes 6 rounds for (+3), 1 round becomes 3 minutes for (+6), etc.

Logic: The increase in maximum is similar to calculating the maximum as if the original effect level were one higher (i.e. d6 to d8, d8 to d10, etc). At really low die sizes the +6 is more, and at really high levels it is less, but at the range most drains will appear, +6 is appropriate.

Artwork captured from

<http://www.paratime.ca/v> and [v/art_jdee_vav.html](http://www.paratime.ca/v/art_jdee_vav.html)

The character of Temper is Copyright © 1984 by Jeff Dee and Jack Herman. All rights reserved. Portions copyright and trademark other entities. Use here does not constitute an attempt to infringe upon their rights.