

Chem

Origin

Background:

Charles Voss comes from a wealthy family in the textile industry

and got his powers from an accident at one of the factories. His parents know about

his "problem", and sent him away to school to keep it secret from their friends.

He fell in with the Crime Academy crowd when they caught him using his powers, and he feels as if he's finally found acceptance.

But he's not really the criminal

type, and he's shocked by the recent murder. If approached cautiously, he may be willing to change sides.

Tactics & M.O.: At the first sign of danger, he activates his chemical field. He lacks range, so he needs to



close for melee. His acid body provides a powerful defense, and few people want to try to punch him, let alone grab him, so he has an odd blend of insecurity and overconfidence about combat.

Living Legends – Chem

PHYS 11, REFL 11 (DODG 22), DEFT 11, INTL 11, COOL 7, VITL 11

Energy Field: 2d8-1 Biochemical [acid]

Skill (Etiquette): (COOL/S) +1 level (2), d4 effect [2 CP]

Wealth: +4 levels [8 CP]

Villains & Vigilantes – Chem

Str 15, End 12, Int 15, Agl 15, Cha 12, 160 lbs., level

Basic Hits 4; Hit Modifier (1.6) (1.4) (1.2) (1.4) = 3.7632; Hit

Points 15; Power 57; Damage Modifier +2; Accuracy +2; Heal Rate 1.2; Carrying Capacity 366 lbs.; Basic HTH 1d6; Move 42" ground; Detect Hidden 12%; Detect Danger 16%

Chemical Power: 2d10 biochemical damage field, 1 action to activate, none to deactivate, no PR cost.

Heightened Defense: -4 to be hit while conscious and mobile.

Designer's Notes: This was a pretty straight-forward conversion. I boosted his wealth and made up some tactics that seemed to fit.

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