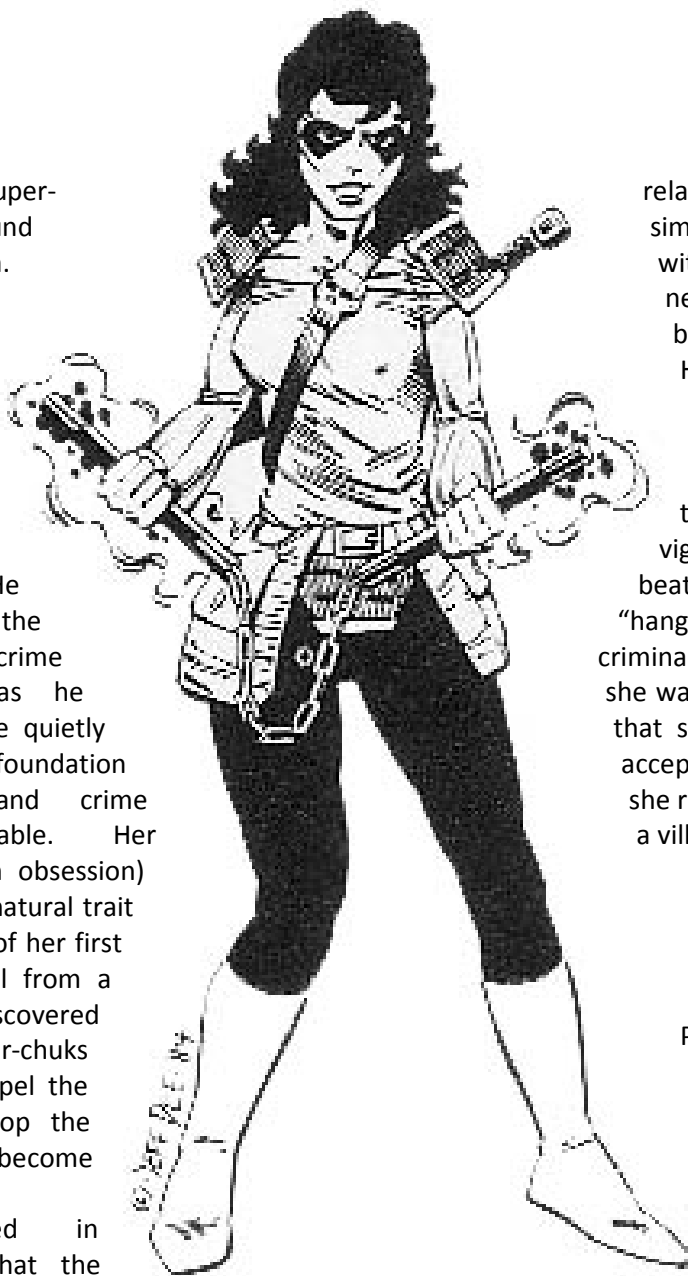


# Kali

Kali is an American supervillainess with a background in crime and mysticism. She is wanted and has a long criminal record. She started down the path of crime quietly enough, with her respected martial arts instructor taking an interest in her natural talent and nurturing it. He was secretly one of the lieutenants in the local crime syndicate and even as he nurtured her kung fu, he quietly gnawed at her moral foundation making self-interest and crime somehow seem honorable. Her fascination (bordering on obsession) with mystic artifacts is a natural trait she was born with. One of her first crimes was to help steal from a museum, and she discovered buried in a crate the power-chuks that she used to help repel the heroes that tried to stop the theft. They have since become her signature weapon.

Normally based in California, Kali heard that the mystic knight-themed hero Paladin was working in New York City. She found an excuse to be in New York and the natural law of attraction between heroes and villains took over and they have several clashes. Paladin recognized in Kali an innocent soul and took it as his mission to redeem her. After one thwarted theft, he restrained her and they spent hours discussing philosophy, morality, religion and the arsenal of magic equipment he carried, before he released her. Over the next several months, they nearly started a romantic



relationship, and she simultaneously flirted with turning over a new leaf and becoming a hero. Her near-redemption floundered and failed when she got the drop on a vigilante who had beaten Paladin for “hanging out with criminals”. She realized as she wailed on the vigilante that she would never be accepted as a hero, and she really did enjoy being a villain anyway.

## Living

### Legends

PHYS 16, REFL 11,  
DEFT 11, INTL 7,  
COOL 11, VITL 11

#### Skill (Unarmed):

all skills in group (+3), 2 levels, d10 effect [7 CP]

Skill (Scholar): Mysticism (INTL/S), 2 levels, d6 effect [5 CP]

Skill: Power-chuks (DEFT/G), 2 levels, d10 effect [5 CP]

Heightened Defense: +11 DODG, d10 effect [8 CP]

Power-Chuks: Equipment (carried) (-2)

- **Two Snort Clubs Connected by a Chain:** +2 attack modifier, Blunt kinetic damage (3 CP)
- **Power Blast:** 1d10 Energy [Ion] (22 CP), Carried Attack (+2), No Range (-3),

Equipment (carried) (-2), Unique (-2)  
[11 CP]

- **Power-Chuks Extra Hit Points:** 10 total hit points [3 CP]

**Weakness:** Persecuted (wanted by law-enforcement throughout North America) (common, major) [+15 CP]

**Weakness:** Human Characteristics [+10 CP]

**Weakness:** Quirk (feels herself drawn to view, study or steal mystical objects) [+5 CP]

The character of Kali is Copyright © 1984 by Jeff Dee. All rights reserved. This background draws from a campaign GMed by Patric L. Rogers. Paladin created and played by Ken Solo. Except as noted and applicable, this document is Copyright © 2009 by Patric L. Rogers. All rights reserved. If you think you see a typo, then you need to brush up on your V&V lore ☺

## Villains & Vigilantes

Str 17, End 13, Agl 13, Int 12, Cha 15, level 2, 130 lbs.

Basic Hits 3; Hit Mod (1.6)(1.4)(1.2)(1.1) = 2.9568; Hit Points 9; Power 55; Move 43" ground; Accuracy +1; Damage Modifier +1; Detect Hidden 10%; Detect Danger 14%; Carrying Capacity 404 lbs; Basic HTH 1d6; Healing Rate 0.9

**Heightened Expertise:** She has had extensive training by ancient masters, granting her +4 "to hit" with all martial arts weapons (including unarmed HTH)

**Special Weapon (Power-chuks):** HTH +3 "to hit", +1d6 damage. Power Blast carrier attack for 1d20, PR=0. Can be used for Power Blast defense at cost of one action per turn ("power block").

**Heightened Defense:** She is extremely agile and reflexively avoids attacks. Opponents suffer -4 "to hit" her while she is conscious and mobile.

### Other Weaponry:

- \* Katana, HTH +2 "to hit", HTH +1d6 damage
- \* 6 Shuriken, HTH +3 "to hit", +1 damage, with a 13" throwing range

**Background Skills:** Crime and mysticism