



Kammer

Kammer is an experienced mercenary. He keeps his identity secret, but it is known he was evicted from the army of one of the Arab nations. While doing duty in central Africa, he was badly injured and spent a week nursing his injuries by an odd smelling stream, surviving by sheer force of will. Shortly thereafter, he returned to his unit possessed of superhuman strength. He decided that he could make even more money as a mercenary supervillain, and took on his new life as Kammer. Shortly after arriving in Europe, he committed to a long term contract with the Italian branch of Intercrime. This takes him all over the world, but especially throughout the United States where he acts as a trouble-shooter. Normally, he acts against Asian gangs and police targets, but he has tangled with other supers on numerous occasions. Kammer is often assigned to lead a squad of Powered Infantry, especially when facing powered opposition.

Living Legends

PHYS 11 (STR 25), REFL 13, DEFT 13, INTL 10, COOL 11, VITL 13

Skill: Unarmed +2 levels, d10 Effect, all skills (+5)

Skill: Weapons +2 levels, d10 Effect, all handguns, all rifles, submachine guns and machine pistols (+8)

Equipment: Medium Body Armor (Armor 3 v All Physical); Knife (+1 damage, Sharp); Automatic Rifle

(24", +2 "to hit", 2d8-1 Sharp, 22 shot clip, 2 extra clips, laser sight); Medium Handgun (12", d8 Sharp, 7 shot clip, 2 extra clips); Radio Transceiver (3 mile range, 3 channels); Hand Grenade Belt (3 grenades) (d6+2 Blunt Kinetic, Thrown, 5" area); Smoke Grenade Belt (3 grenades) (Full Darkness, Thrown, 5" area)

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Villains & Vigilantes

S 24, E 15, I 12, A 16, C 14, 200 lbs., level 6

Basic Hits 4, Carrying Capacity 1532 lbs., Basic HTH 1d10, Hit Modifiers (2.0)(1.8)(1.1)(1.6) = 6.336, Hit Points 25, Power 67, Move 55" ground, Healing Rate 1.6, Damage Modifier +4, Accuracy +2

Heightened Strength A: +15

Willpower: Type A

Training: +2 "to hit" with unarmed HTH, +2 "to hit" with automatic pistols

Equipment: Medium body armor, combat knife, automatic rifle with 2 extra clips and targeting sight, automatic pistol with 2 extra clips, headset radio (3 mile range, 3 encrypted channels, plus police band and CB), fragmentation grenades (3), smoke grenades (2)

Hero System

STR 30, DEX 21, CON 22, BODY 10, INT 12, EGO 16, PRE 18, COM 12, PD 12, ED 8, SPD 5, REC 10, END 44, STUN 40

Equipment Pool: Power Pool, 80 points, only change at base; Resistance +3; +3 levels Combat; +1 level HTH; +1 OCV pistols; Survival, 13-; KS: Africa, 13-; PS: Soldier of Fortune, 13-; Stealth, 14-; Tactics, 12-; TF: all ground vehicles; WF: small arms, grenades, rockets, common melee weapons