

Dr. Volkh

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Background & Origin: He was a brilliant scientist working in a secret Russian installation when an accident occurred and he gained superhuman powers. These powers included boosting his already high natural intelligence and charisma, but also gave him superhuman elasticity.

He was never satisfied with the collapse of the USSR and his goal is to restore it to its former glory. He feels betrayed by bureaucrats and naturally considers himself the best qualified to lead the New Soviet Union.

Combat Tactics: While he is extremely intelligent, Volkh is also very angry (though not necessarily brutal nor sadistic). He likes to lead his allies by example, getting into the thick of things. His preferred form of attack is to engulf a foe with his body and then slug him repeatedly even while also constricting him.

Living Legends¹ – Dr. Volkh

PHYS 12 (CON 16), REFL 11, DEFT 11, INTL 22 (REAS 37), COOL 16 (CHA 22), VITL 16, Mass 77 kg (d4 Mass effect), Fame 11

Skills: 10 @ +1 level (2) (+9) [7 CP]

Leadership: (CHA/G), d10 effect

Scholar: (REAS/S), Political Science, 2d8-1 effect

Scholar: (REAS/S), Superhuman Lore, 2d8-1 effect

Science: (REAS/S), Inorganic Chemistry, 2d8-1 effect

1 Uses optional rules from the *Unofficial Living Legends Companion* by Patric L. Rogers.



Science: (REAS/S), Physics, 2d8-1 effect

Science: (REAS/S), Superhuman Power Systems, 2d8-1 effect

Tactics: (REAS/G), urban, 2d10-1 effect

Unarmed: (DEFT/G), grapple, d8+2 effect

Unarmed: (DEFT/G), kick, +0 levels, d6+2 effect

Unarmed: (DEFT/G), punch, d8+2 effect

Vehicle: (DEFT/S), light propeller airplane, d6 effect

Languages: Russian (native), Czech (fluent), German (fluent), English (fluent) (3) (+5) [6 CP]

Literacy: Russian (native), Czech, German, English (1) (+5) [2 CP]

Contacts: In the political underground [4 CP]

Wealth: +2 levels (4), d8 effect [4 CP]

Stretching

Armor: 1 vs. All Physical damage types (2), 3 vs.

Blunt Kinetic and Sharp Kinetic (6). His elastic body is resistant to harm. [8 CP]

Natural Weaponry: +2 levels (9) with Unarmed attacks. He can alter the shape of his extremities to improve his combat effectiveness. Favorites are rams and crescent blade shapes. He cannot actually form sharp edges. [9 CP]

Skill Bonus: +2 levels (7) with Unarmed [grapple, kick, punch] (+5). He can distort and inflate his extremities, increasing his combat effectiveness. [14 CP]

Stretching: Elongation 48" (11), Flattening (3), Inflation (3) [17 CP]

Weakness (Compulsion): Must be team leader or will openly rebel against any other authority figure. (Rare, Resist/Recover 8+) [+15 CP]

Weakness (Dark Past): Even his current criminal career as a supervillain conceals secrets of the experiments he conducted before gaining his powers. [+10 CP]

Weakness (Persecuted): Wanted by Russian and Eastern European law enforcement agencies for various crimes against the public and private sectors (Uncommon, Major) [+10 CP]

Weakness (Unimpressive): It's a paradox. -1 COOL [+5 CP]

Weakness (Unlucky): -1 level, d3 Luck effect [+5 CP]

Villains & Vigilantes – Dr. Volkh

S 14, E 10, I 47, A 13, C 25, Weight 170, level 1

Basic Hits 4, Carrying Capacity 318 lbs., Basic HTH 1d6, Hit Modifiers (1.3) (1.0) (2.2) (1.2) =3.146, Hit Points 12, Power 84, Move 37" ground, Healing Rate 1.0, Damage Modifier +7, Accuracy +1, Detect Hidden 32%, Detect Danger 36%

Heightened Charisma A: +15

Heightened Intelligence B ×2: +37

Natural Weaponry: +2/+4. He can alter the shape of his extremities to improve his combat effectiveness. Favorites are rams and crescent blade shapes. He cannot actually form sharp edges.

Stretching Powers: A character with this power can stretch his body to incredible lengths and into an almost unlimited number of shapes. The maximum bodily length or width possible equals 72 inches [(S + E) x 3 inches]. The largest area one's body will be able to cover is a square half that distance per side, or he could expand to fill a cube with thickness of one-quarter the length of the character's maximum stretch.

While stretching one's legs might enable a character to run faster, stretching one's nose is not very likely to increase a character's sense of smell. However, the character should have fun experimenting and it is the GM's task to determine exactly what his limits are.

PR = 1 per use as a defense, paid immediately when so employed (stretching powers operate automatically as a defense requiring no extra action or movement cost). Normal use of stretching powers employs movement only. A character may employ stretching to increase his ground movement rate to the number of inches per turn equal to one-half of his maximum stretch.

Bogatyri

This is a new team of Russian villains led by megalomaniac Dr. Volkh who has decided that scientific progress is better in Western Europe than in the collapsed Eastern Europe. Although a relatively new team, these villains operate primarily in Europe moving from one scheme to another. It is very much a cult of personality, with the three villains following their leader wherever he takes them. Despite this, it should be kept in mind that they are all intelligent fighters.

Most of their crimes focus on destabilizing political or civil bodies, or on acquiring scientific research material or equipment for Dr. Volkh's experiments.

Designer's Notes: This character originally appeared in *They Might Be Characters Volume 1* by Patric L. Rogers, and published on www.patric.net.

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