

Power Stubs for Villains & Vigilantes

Here are some ideas for odd, unusual or interesting applications of the V&V powers for those times when you are stuck while trying to complete a character. Some of these are taken straight from the published source books, while others come straight from our own gaming experience.

Here is also a massive [collection of new power variants](#) that Michael L. Straus wrote or collected in the year 2000.

Absorption

Absorption (Energy Storage and Conversion)

The character can absorb particle, radiation and kinetic energy and store it in his body. Particle and radiation energy can be converted and redirected as a Power Blast attack at any later time. Kinetic energy can be converted into short bursts of pure strength. The character can store 10 points of each energy type per level. Energy can be retained indefinitely. The character suffers no damage as long as he can absorb the energy. When his battery is full, the character takes damage normally.

Stored particle and radiation energy can be channeled into a Power Blast attack doing 1d4, 1d6, 1d8, 1d10, 1d12, 2d8 or 1d20 damage. The number of stored points which are drained from the storage pool are 2, 3, 4, 5, 6, 8 and 10 respectively.

Stored kinetic energy can be channeled into Carrying Capacity. Expending one point of stored energy boosts Carrying Capacity by 100 pounds for the remainder of that turn and the entire next turn. Carrying Capacity returns to normal during the following between-turns phase.

Absorption (Physical Structure)

By contact, the character can absorb the physical properties of any substance he touches. Among other effects, the character gains a Structural Rating equal to the substance (subtract SR points of damage from all attacks against the character). The character's weight is multiplied by the SR of the substance. With the additional weight, the character's Carrying Capacity and Basic Hits

increase, and his Agility is reduced. Agility reduction affects only initiative, Accuracy and Damage bonuses. At no time does the character's Power, Hit Points or Movement score change. The character retains the new form as long as desired, but reverts to normal if rendered unconscious or incapacitated.

Body Power

Body Power (Altered Metabolism)

The character's natural need for water and moisture is met by normal food consumption (all food contains water). Also, the character does not sweat, and all bodily wastes are excreted in compact, dehydrated form. The character never needs to bathe or shower and is very difficult to track by scent.

Body Power (Characteristic Boost)

This is a modified form of the Heightened Characteristics powers. The character has 3d10 bonus points to distribute to her characteristics any way the player desires.

Body Power (Detonation)

The character can instantly convert his body mass to energy with explosive results. The body parts congeal to vaporous then solid form within seconds, allowing him to use the same part again for his next action. The detonation power boosts normal HTH attacks. Hand or foot is HTH + 3 "to hit", HTH + 1d8 damage, PR = 1. Arm is HTH + 4 "to hit", HTH + 1d10 damage, PR = 2. Leg is HTH + 5 "to hit", HTH + 1d12 damage, PR = 3. Whole body attacks everything in a 3" radius as HTH + 6 "to hit", 3d10 damage, PR = 8. He suffers no adverse affects from disincorporate body parts. The duration of disincorporation is essentially too short to provide any defensive bonus (although Non-corporeality defense may apply at the GM's discretion). There are two additional uses for the

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power: Boosted Jump and Mega-Detonation. By exploding both feet simultaneously, the character can double his jumping distance, PR = 2. By exploding both legs simultaneously, jumping distance is multiplied by five, PR =4. The Mega-Detonation power channels all his physical reserves into one massive explosion: 8d10 to 10", 4d10 to 20", 2d10 to 40", 1d10 to 80". The Mega-Detonation places such enormous strain on the character's system that it counts as a Death Touch attack (save normally). If he survives the Mega-Detonation he requires 1d4 hours to reincorporate, appearing anywhere within the area of effect.

Body Power (Dual-Encephalon)

The character has two brains. Each has the same INT and CHA scores and each can take full control over the body if the other becomes disabled, incapacitated or loses control. Thus, for a Mind Control or Emotion Control attack to work, it must succeed against each brain separately. Each brain can act normally on the character's phases. Essentially, this gives the character one free action each phase. The brains normally act in perfect harmony, except when one is incapacitated. Dual-encephalony has the additional benefit of adding +1d8 INT, +1d4 CHA and +2d10% to Detection rolls. If one brain is permanently slain, these bonuses are lost.

Body Power (Extra Attacks)

Whenever the character makes multiple attacks in one phase, or has multiple phases per turn, the PR cost of the actions is reduced by two per phase. Thus, the character gains one "free" attack on his first phase, and each phase after the first is "free" (unless he makes multiple attacks).

Body Power (Fast Recovery)

By spending one action per turn the character can recover E/10 (round up) points of Power. If the character

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has both Regeneration and Fast Recovery, he can spend one action per turn on each, but he can use only one of them per turn (player's choice at the time) while incapacitated or unconscious.

Body Power (Heat Vision)

The character can generate beams of searing heat from her eyes. This power attacks as Flame Power, and does 2d8 damage to A×2" range. PR = 2.

Body Power (Heightened Carrying Capacity)

The character has a far greater than normal carrying capacity without a change in the Strength or Endurance Characteristics. If necessary, this could be justified as stronger muscles without the same structural or metabolic changes that affect Hit Points, Movement, Power, etc.

First, calculate the character's CC normally. Second, roll 3d10; the result is the permanent multiplier to the character's calculated CC.

A common variant is to increase the multiplier a couple points, but it is not permanent and has a PR=1 per turn.

Body Power (Perfect Hair)

This character has an altered metabolism and enhanced karma that makes him extremely handsome, but more importantly it permits him to always be attractive and well groomed. His hair only moves when dramatically appropriate. He never breaks a nail or has body odor or bad breath. He never has anything stuck in his teeth. Tar doesn't stick to him (a *Last Action Hero* reference). In most "four-color" campaigns, it can be assumed that everyone has this power, and it only fails when it is important to the story.

Body Power (Performance Boost)

All five of the character's senses are now slightly better than normal (+2% Detection rolls), and a general improvement in all physical and mental endeavors (+1d4 to each Characteristic). The character has perfect health and good looks (but not Perfect Hair). The character's boosted reflexes also give a +1 "to hit" with HTH attacks.

Body Power (Personal Force Field)

The character can generate a personal force field that appears as a glowing nimbus of light. The force field provides both Heightened Defense and Adaptation (defense only). PR=1 per turn, paid during the between-turns phase. It costs movement only to turn the personal force field on or off.

Body Power (Prehensile Wings)

Here is an idea to adapt Body Power (or Avian Powers Special) to Wings and have Prehensile Wings. This character's wings are each normally about eight feet long (assuming standard human height), but the bone and muscle structure can telescope to sixteen feet for extra reach or extended soaring on thermal updrafts. The wings also make nice bludgeons and battering rams when not trying to fly with them. The strong, flexible wingtips can be used as [poor] hands, like a monkey uses its tail or feet.

Body Power (Reflective Skin)

The character's skin is highly reflective, and all energy attacks bounce back (reflected) back on the attacker. *q.v. Mirrorman from Most Wanted Volume 3.*

Heightened Defense (Combat Veteran)

Heightened Defense

The character is treated as being 4 levels higher than his actual level when calculating modifiers on the level vs. level table.

Heightened Expertise

Heightened Expertise (Combat Veteran)

The character is treated as being 4 levels higher than his actual level when calculating modifiers on the level vs. level table.

Heightened Intelligence

Heightened Intelligence (Skill Mastery)

The character has a superhuman learning capacity which has granted phenomenal acuity within several skill areas. Instead of the normal bonuses for this power, Heightened Intelligence A adds 1d4+2 points of Intelligence, and Heightened Intelligence B adds 1d8+2 points to Intelligence. The player rolls or chooses two backgrounds for the character. The character has proficiency in these skills as if possessing a PhD and several decades of practical experience. The player then chooses a number of other skill backgrounds equal to the Int bonus granted by this power divided by 3 (i.e. 1 to 3). The character has proficiency in these skill areas as if she had college degree focused on these skill sets, and several years of practical experience.

Heightened Senses

Heightened Senses (Evasion Sense)

The character gets automatic evasion defense in combat, no action required to activate, dodging bonus always based on character's full (not current) power score, no PR or movement requirement. Created by [Christian Irish](#).

Heightened Senses (Independently Focusable Eyes)

This power enables the character to focus each eye separately. Benefits include the ability to target two separate foes simultaneously, extraordinary peripheral vision (treat side facing like front, and rear like side) and night vision; +15% Detection rolls when appropriate. Inspired by the *GURPS* power of the same name.

Invulnerability

Invulnerability

Type A: As presented in the classic rules.

Type B: For this variant, roll 1d8. The result is the permanent number of points absorbed from each and every attack that causes damage to the character. Unlike the classic *Type A*, this variant does not ablate over the course of the turn. For purposes of falling, triple this defensive value.

Mutant Power

Mutant Power (Cold Aura)

The character radiates temperatures of absolute zero in a five inch radius. All living targets within range must save as Death Touch or be literally frozen solid. All liquids will freeze within one turn, and all solids within 1 turn × Structural Rating and they will become so brittle that they will easily shatter. *q.v. Master Zero from Most Wanted Volume 3.*

Mutant Power (Double Characteristic)

The final value of any one characteristic is doubled after applying all other modifiers for Powers, Weaknesses and the character's weight. Power can also be doubled. *q.v.*

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Behemoth of the Destroyers (Strength) and Sham of the DNAgents (Power).

Mutant Power (Extraction)

PR = 25, the character has the ability to create any physical object which he can read about or see. This creation will have all of the abilities and powers of the described object. Maximum weight of object is 10,000 lbs. The object remains in existence for one hour. *q.v. Extractor from Most Wanted Volume 3.*

Mutant Power (Heightened Initiative)

The character gains a permanent boost of 6d10 points to initiative. *q.v. Heightened Speed.*

Mutant Power (Hyper-Invention)

The character has a supernatural ability to conceive, design and build inventions either technological or mystical (but not both). This also includes an enhanced general creativity and problem solving ability. The character has triple the normal inventing points. The character's chances to succeed at an inventing roll are improved to 4× Intelligence.

Mutant Power (Life Force Manipulation)

The character can manipulate the life force of other beings. This power has no range, costs one action and PR=5. It attacks as Devitalization Ray. The character can steal life from the victim, transferring 1d12 Hit Points from the victim to himself, thus recovering lost Hit Points. The character cannot exceed his normal Hit Points in this way. The character can continue to steal life from victims even if his Hit Points are current at his normal maximum. The victim cannot roll with this attack, although the attack is very painful. The character can

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also lend life force energy, transferring 1d12 of his own Hit Points to another. The recipient's Hit Points cannot exceed his normal maximum in this way, and any extra points transferred are lost.

Mutant Power (Relative Gravity)

The character can alter gravity in a very specific way so that "down" is always beneath his feet (or some other direction he designates). Among other things, this lets him walk on walls, ceilings or at any angle. Anything the character is carrying shares this relative gravity. The character can also choose to "fall" in any direction simulating a very uncontrolled form of flight. The character does not gain any special resistance to injury, so he should be careful about what he is likely to fall on. PR=0.

Mutant Power (Revitalization Ray)

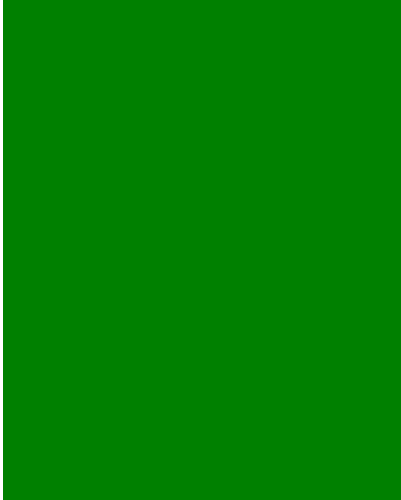
Range = E, PR = 5, attacks as Devitalization Ray. Target is rejuvenated and receives 2d8 points of Power. Cannot be used more than E/2 times in any 24 hour period. Cannot be used on oneself.

Mutant Power (Sand Blast)

Range = S × 2, PR = 4 per use, Special Attacks against eyes have a 4% chance per damage point of blinding, and 1% chance per damage done that permanent blindness will result. *q.v. Dust Devil from Most Wanted Volume 3.*

Mutant Power (Weapons)

By sheer force of will, the character can create any mundane weapon of modern technology level or earlier with a thought. The weapon remains in existence for [1 minute × level] and can be used by other people. When the duration expires, the weapon simply vanishes



without a trace. The character can create any number of weapons at one time. It requires one action and PR = 2 to create a HTH or muscle-powered weapon, PR = 3 for a ranged weapon such as a pistol. Weapons can be fully reloaded as movement only, but the character must be in physical contact with the weapon. By training or using an Inventing Point, the character can develop the ability to create Special Weapons. One Special Weapon per successful Inventing Point. Every weapon must weigh less than E pounds and cannot do more than 1d20 base damage in any case. Other benefits or restrictions may apply at the GM's discretion.

Natural Weaponry

Natural Weaponry

Type A: As presented in the rulebook.

Type B: This variant is inspired by the Intercrime assassins. It emphasizes maneuverability, blocking and defensive postures over striking power. Roll normally to determine the "level" of the power, but for each +2 to damage the character would normally receive, he is -1 to be hit in HTH combat.


Natural Weaponry (Energy Touch)

This is a Special Effect variant that could also be classified as a Body Power. It represents the ability to generate a field of damaging energy around the character's hands or limbs. This is a generic form of energy, and uses the conventional game mechanics for the more traditional Natural Weaponry. The character can deliver the full normal HTH damage with just a touch, at the players option when the power is chosen.

Natural Weaponry (Lethal Contact)

+3 "to hit" with unarmed attacks. Unarmed attacks also score +1d6 damage direct to hit points. This extra

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damage cannot be "rolled with" and taken off Power, regardless of how much Power the target has. The extra damage is applied to Invulnerability and Armor normally, and is counted normally for special attacks. (Optionally: Roll 1d6: roll 1 - +1 "to hit", +1d2 damage; roll 2, 3 - +2 "to hit", +1d4 damage; roll 4, 5, 6 - +3 "to hit", +1d6 damage.)

Physical Handicap

Physical Handicap (Needs Regulator)

Without some external device to tell him, the character has no idea what his Power score is. When attacked, the GM should ask the player how much damage the character will roll with: 1 point, 1/2 as much as possible, or as much as possible. The GM will then keep track of the character's Power score and inform the player of how many Hit Points of damage the character lose Às. *q.v. Tank of the DNAgents.*

Physical Handicap (No Sense of Pain)

While his sense of touch is normal, the character has no sense of pain. Among other things, this means the character does not know how many Hit Points of damage he takes from each attack, nor how many Hit Points he has left at any given time. The player does know when the character is incapacitated. As a side effect, the chances of being stunned by an attack are reduced by 1/2, and Paralysis Rays suffer a penalty of -3 "to hit" the character with No Sense of Pain.

Willpower

Willpower (Pain Resistance)

The character can ignore pain and does not roll for normal unconsciousness until he is brought to zero Power. *q.v. Manslaughter from Most Want Volume 3.*

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Willpower (Power Boost)

The character gains a permanent boost of +40 to Power.
q.v. Extractor from Most Wanted Volume 3.
