





RED FURY

SHIP'S MATE -1

SHIP'S MATE -2

SHIP'S MATE -3

SHIP'S MATE -4

SHIP'S MATE -5

SHIP'S MATE -6

SHIP'S MATE -7

SHIP'S MATE -8

SHIP'S MATE -9

SHIP'S MATE -10

SHIP'S MATE -11

SHIP'S MATE -12

SHIP'S MATE -13

SHIP'S MATE -14

SHIP'S MATE -15

BLACK ORCHID

SIREN

STALLION

FLEUR de LIS

the BLACKFIRE

Super-Crooks & Criminals



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EDITORIAL INTRODUCTION

This marks Ken Cliffe's fourth appearance as a V&V author. Several of the characters discussed within the pages of this compendium will be of specific interest to those who have played through Ken's previous adventures already in publication. A number of characters in those books had backgrounds that referred to other characters, both heroes and villains. Many of these characters who had only been alluded to previously are now discussed in detail and the complete view of Ken Cliffe's V&V world is now available.

Though FGU sees a greater need for adventures than for books of villains, such collections of characters are also valuable tools for the Gamemaster, especially when they tie together any loose threads from a series of adventures by a given author/designer. This is especially true in the case of **Super-Crooks & Criminals**, where the detail behind such organizations as C.R.I.M.E. is presented to enable GMs to use the entire group in an ongoing campaign, after having first encountered some members in previous adventuring.

But, enough of this spouting; on to the bad guys!

Scott B. Bizar
Editor-in-Chief

Sample file

INTRODUCTION

A V&V campaign can easily develop an insatiable appetite for more and more villains. Has this situation ever happened to you...?

Gamemaster: Alright, you've found the hidden headquarters of this unknown villain. If you want, you can start to search around.

Player: OK, I'm going to start searching around for this guy. Is there anything around that might give me a clue?

Gamemaster: Well, that's for you to find out. In the room that you are in now there's a desk and what looks like some kind of operations table.

Player: Alright, I'll look at the table.

Gamemaster: (Secretly he rolls a Detect Danger roll) As you're searching you hear the sound of footsteps behind you as if someone is sneaking up. Roll initiative.

Player: Before anything happens, I'm going to change facing out of turn. That costs two Power, right?

Gamemaster: Yup.

Player: Well, who do I see?

Gamemaster: Before you stands the most diabolical villain of all time, the man who is your biggest enemy, (villain of your choice).

Player: Oh, not him again! I'm sick of fighting him every time we play! Don't you have anyone new?

If so, then this is the **Villains and Vigilantes** adventure supplement for you. Within this text are thirty of the sneakiest, foulest, and all around rottenest bad guys around! These characters have been created for the GM's campaign and can easily fit therein with a minimum of work. If you still don't believe that they're bad, just take a peek inside.

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INDEPENDENTS

BLACKJACK

Identity: Jack Dunn

Side: Evil

Age: 29

Powers:

1. Heightened Agility: +7
 2. Heightened Defense: -4 to be hit
 3. Heightened Expertise: +4 to hit with all devices
 4. Gimmicks: Blackjack carries a varied and constantly changing supply of devices. Examples include:
- Deck of Cards: When scrambled in an opponent's face, disorientation is created. Two phases are wasted by the victim to recover. Agility save to avoid this. Costs 5" of movement, 1" range, attacks as HTH.
 - Pellet Gun: +3 to hit, 50" range, no damage
 - Gas Pellet: Causes paralysis on successful hit.
 - Sleep Pellet: Causes victim to fall asleep as if unconscious on a successful hit. Wake up rolls allowed.
 - Mute Pellets: The pellet effects the victim's nervous system, rendering him mute for 1d10 turns.
 - Sling Shot: +1 to hit, HTH +1 damage, Ax2" range, PR=1 per shot. Blackjack carries 20 stones which do above damage as well as the following special "stones"
 - Flare Bomb: Flame power damage is inflicted upon a hit. 1d12 damage.
 - Flash Bomb: Light flash carrier attack (see rule 14) upon a hit.
 - Shadow Bomb: Darkness Control is released upon a hit. A 2" sphere is created.
 - Grapple and Line: To hit the target, an Agility save is made. There is 50' of cable. Blackjack swings at 26" speed.
 - Sneezing Powder: When blown in a Victim's face this powder causes uncontrollable sneezing. To recover, an Endurance save is made every turn. 1" range, attacks as HTH, no PR.
5. Low Self-Control: Blackjack cannot resist playing a prank or joke, even if threatened by capture.

Weight: 160 lb.

Agility Mod.: —

Endurance: 11

Intelligence: 14

Reactions from Good: —

Hit Mod: (1) (1.1) (1.4) (1.3) = 2

Damage Mod.: +1

Accuracy: +1

Carrying Cap.: 168 lb.

Movement Rates: 33" ground

Det. Hidden: 10%

Inventing Points: 2.8

Basic Hits: 4

Strength: 10

Agility: 12

Charisma: 11

Evil: —

Hit Points: 8

Healing Rate: 1

Power: 47

Basic HTH: 1d4

Det. Danger: 14%

Origin & Background: Jack Dunn was a petty thief who would steal anything. His specialty was robbery, particularly in high rise buildings, and cracking safes. On one such job, Jack and his partner were scaling a sky-scraper when a flying superhero, the Silver Shrike, spotted them. The hero was known for his dare-devil actions and, in a dangerous stunt, grabbed Jack's partner. However, before the Silver Shrike could pull out of his dive, he lost control and dropped the thief to his death. In his rage, Dunn pulled his pistol and emptied the clip at the hero. A lucky shot struck the Shrike's anti-gravity device and destroyed it. He too plunged to his death. Seeing this, Jack decided that he



could be just as dangerous as the Shrike. All he needed was a costume and a bunch of cheap gimmicks.

"I'll even bet that all those hero jerks get their power from their costumes!"

After disappearing for months, Dunn reappeared as Blackjack with a wide repertoire of devices.

As he always did, Jack still likes to pull off robberies, except now they have grown larger in scale. Jack's most hated type of hero is one who can fly, partly because his friend was killed by one and partly because a flying opponent is harder to fight than a grounded one.

Combat Tactics/M.O.: Blackjack's arsenal of weapons is constantly growing and changing. If he expects to encounter a specific hero or group of heroes, Blackjack will create special devices better suited to these specific heroes.

BLUEGILL

Identity: Nathan Fathom

Side: Evil

Age: 31

Powers:

1. Water Breathing Device: Type A: 72 hours use per recharge, acts as life support, provides deep sea vision.
 2. Heightened Strength: +12
 3. Speed Bonus: +80" swimming
 4. Special Weapon: Trident: +3 to hit, HTH +1d6 damage, A" Range
 - Water Blast: 24" range, 1d12 damage, 15 shots per day, attacks as Vibratory Powers. These blasts are generated within the trident and can be fired on land (even when no

Sex: Male

Level: 7

water is around) or fired in water.

5. Natural Weaponry: +3 to hit, +6 damage
 6. Pet: Kraken: With this beast Bluegill has a telepathic link.
 7. Physical Handicap: Bluegill is missing his left eye and therefore receives a -4 to hit when attacking from this side. Those attacking him from this side get a +4 to hit.

Weight: 205 lb.	Basic Hits: 5
Agility Mod.:—	Strength: 30
Endurance: 17	Agility: 15
Intelligence: 14	Charisma: 21
Reactions from Good: -4	Evil: +4
Hit Mod: 7.6	Hit Points: 39
Damage Mod.: +1	Healing Rate: 2
Accuracy: +2	Power: 76
Carrying Cap.: 2942 lb.	Basic HTH: 1d12
Movement Rates: 62" ground, 142" water	
Det. Hidden: 10%	Det. Danger: 14%
Inventing Points: 9.8	Inventing: 42%



KRAKEN

Side: Neutral (Bluegill's)	Sex: ?
	Level: 4

Powers:

- Modified stats to proportionate size (15' tall)
- Natural Weaponry: +1 to hit, +2 damage
- Speed Bonus: +100" swimming
- Vulnerability: If exposed to air for more than one hour the Kraken will become fatigued and finally die after 5 hours. Returning to sea water returns all power points on contact. Hit Points are now regenerated (in game terms).

The Kraken is mentally controlled by Bluegill with a limitless range. When the villain loses consciousness or mental control, this control is lost and the Kraken is free. It will head

for the closest body of sea water to escape, unless provoked. If Bluegill was only temporarily disconnected, he can then resume his control.

Weight: 2000 lb.	Basic Hits: 40
Agility Mod.: -10	Strength: 100
Endurance: 40	Agility: 2
Intelligence: 1	Ferocity: 30
Reactions to Good:—	Evil: —
Hit Mod.: 5.04	Hit Points: 202
Damage Mod.: -4	Healing Rate: 48
Accuracy: -6	Power: 147
Carrying Cap.: 1,004,000 lb.	Basic HTH: 9d10
Movement Rates: 146" ground, 246" water	
Det. Hidden: 2%	Det. Danger: 9%
Inventing Points: —	Inventing: 3%

Origin & Background: Nathan Fathom was a marine biologist with a government grant for a special investigation he was conducting. In this he was testing a new deep sea pressure suit. He was lowered deeper and deeper into the ocean depths. At an incredible depth, visibility was close to nil. No independent man had ever reached such a depth in the ocean before. The creatures found here would, no doubt, mean fame for Fathom as he discovered them.

Strangely, something moved only feet away from the biologist. Suddenly, a gruesome creature came face to face with Nathan. The fear instilled within him threw Nathan Fathom away from the beast. Strangely enough, the creature fled as well.

After having been pulled from the watery depths, Nathan Fathom spent a week in the hospital, suffering from shock. In this time the biologist had time to reflect upon his experience. It then occurred to Nathan Fathom that his fear of this creature may have had some kind of effect upon its reactions. When Fathom recovered he set out in search of the beast. Some beforehand research brought him to the conclusion that this creature was the real Kraken from mythology. After a period of intense searching, the Kraken was finally found. Fathom had tracked it to its lair. Here the two did battle and Nathan Fathom was the victor. This was a result of his long-held theory; there was some kind of mental link between the man and monster. The payment for this discovery, though, was Fathom's left eye.

Since this time, Nathan Fathom has become the Bluegill, using his modified deep sea diving suit. Since then he has also begun a wave of crime.

Combat Tactics/M.O.: In doing a job, the Bluegill will never stray far from the ocean. This is why all his actions seem to take place near the sea. If in danger on a job, the Bluegill will always try to escape to the sea where he has the most freedom of action.

Bluegill will use the Kraken to destroy buildings, burst open bank vaults, etc., so that they can be robbed. The Gill himself will most commonly fire his Water Blast at an opponent to keep him at a distance.

BLUE MAX

Identity: Hans Overman	Sex: Male
Side: Evil	Level: 9
Age: 68	

Powers:

- Pilot Skills: Any feat requiring an Agility save while flying receives a +3. Attacking with bombs or machine guns is supplemented by a Heightened Expertise, +4 to hit.

- Heightened Charisma: +16

Weapons Carried:

Pistol: +3 to hit, 1d8 damage, 90" range, 12 shots per clip
 Knife: +1 to hit, HTH +1d2 damage, A" range

Weight: 150 lb.	Basic Hits: 3
Agility Mod: —	Strength: 9
Endurance: 10	Agility: 15
Intelligence: 14	Charisma: 26
Reaction from Good: -5	Evil: +5
Hit Mod.: 1.92	Healing Rate: .75
Accuracy: +2	Power: 48
Carrying Cap.: 130 lb.	Basic HTH: 1d4
Movement Rate: 34" ground	
Det. Hidden: 12%	Det. Danger: 16%
Inventing Points: 12.6	Inventing: 42%

Origin & Background: Hans Overman was born in 1917 as the son of a WW I German pilot and his wife. Otto Overman, Hans' father, had