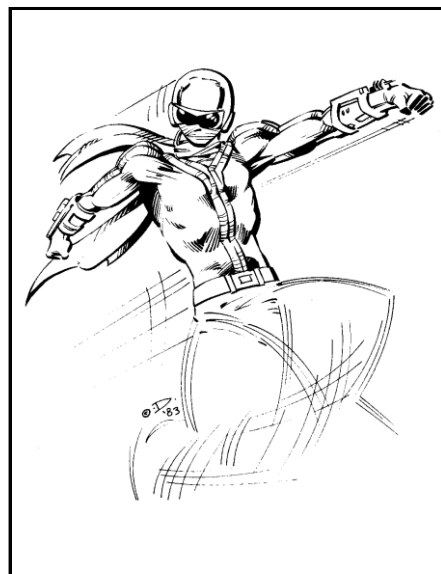


VILLAINS AND VIGILANTES™ 3rd Edition

Character Record Sheet

PLAYER: NPC Villain

NAME: BANDIT TRUE I.D.: Bonn Andromarkin
 BIRTHPLACE: Switzerland, grew up in the USA
 SPECIES: Human CULTURE: Modern
 AGE: 28 SEX: Male
 WEIGHT: 160 lbs MASS: d4
 SKILLS: Sports: Auto Racing x2
 STORY: Former champion racer, paralyzed in accident, received motorized leg braces & pressure suit to resume racing, but he'd lost his edge. So he abandoned his wealth and became a criminal mercenary for the thrill of it.
 MOTIVATION: Thrill Seeker WEALTH: d4
 SIDE: Evil LEGAL STATUS: Wanted
 ORIGIN TYPE: Tech Project



| COST | ABILITIES |
|-----------|---|
| <u>30</u> | <u>EXPERIENCE LEVELS: +3 to hit, +3 defense, +3 Skills</u> |
| <u>20</u> | <u>WILLPOWER: can Push for a bonus of up to +4 at a PR cost of 4</u> |
| <u>15</u> | <u>HEIGHTENED EXPERTISE: +5 to hit with his Disintegration and Paralysis devices</u> |
| <u>15</u> | <u>PARALYSIS RAY: (ENx2)=38" rng, EN-4 Entropy Save / -12 recovery, 8 charges (20), Wrist Gear (-5)</u> |
| <u>15</u> | <u>DISINTEGRATION RAY: (ST)=19" range, 2d10 dmg (20), 12 charges (20), Wrist Gear (-5)</u> |
| <u>15</u> | <u>INVULNERABILITY: Kinetic (20), Suit Gear (-5)</u> |
| <u>10</u> | <u>SPEED: 128", 44 mph (15), Leg Brace Gear (-5)</u> |
| <u>15</u> | <u>VEHICLE: Souped-up car, see separate sheet (15)</u> |
| <u>-5</u> | <u>DISTINCTIVE: Famous</u> |

| COST | SCORE | | | CARRYING CAPACITY: | BASE HTH DMG: | DEFENSES: | | |
|------------|------------------|-------------|------------------------|--------------------|-------------------|------------------|----------|-------|
| <u>18</u> | ST <u>18</u> | SAVE | | <u>480 lbs</u> | <u>d8+1</u> | Physical | Mental | |
| <u>9</u> | EN <u>9</u> | <u>10 -</u> | ATTACKS: | To Hit | Damage | Damage Type | | |
| <u>16</u> | AG <u>16</u> | <u>11 -</u> | <u>Punch</u> | <u>17</u> | <u>d8+1</u> | <u>B Kinetic</u> | | |
| <u>12</u> | IN <u>12</u> | <u>11 -</u> | <u>Paralysis</u> | <u>22</u> | <u>EN -4 Save</u> | <u>Entropy</u> | <u>4</u> | |
| <u>15</u> | CL <u>15</u> | <u>11 -</u> | <u>Disintegration</u> | <u>22</u> | <u>2d10</u> | <u>none</u> | <u>4</u> | |
| V | EXPERIENCE: | PROTECTION: | Kinetic | Energy | Bio | Entropy | Psychic | Other |
| V | BASE <u>150</u> | EARNED | <u>Invulnerability</u> | <u>(1/4)</u> | - | - | - | - |
| V | SPENT <u>50</u> | < <u>50</u> | | | | | | |
| <u>200</u> | TOTAL <u>200</u> | | | | | | | |

INITIATIVE: d6+1 MOVE: Ground 128" Leaping 3.0"
 POWER (55): _____
 HITS (12): _____ HEALING: 1
 CAPS: BCs: 50 Ability: 40 Dmg: 19 GEAR: Break: 13 Take: 14 Disarm: 11 BC: 19.3

VILLAINS & VIGILANTES 3™ VEHICLE RECORD SHEET

NAME: Formula 1 Racer MODEL: Bandit's Souped-Up Car OPERATOR: BANDIT

| |
|-----------|
| BASE COST |
| 15 |

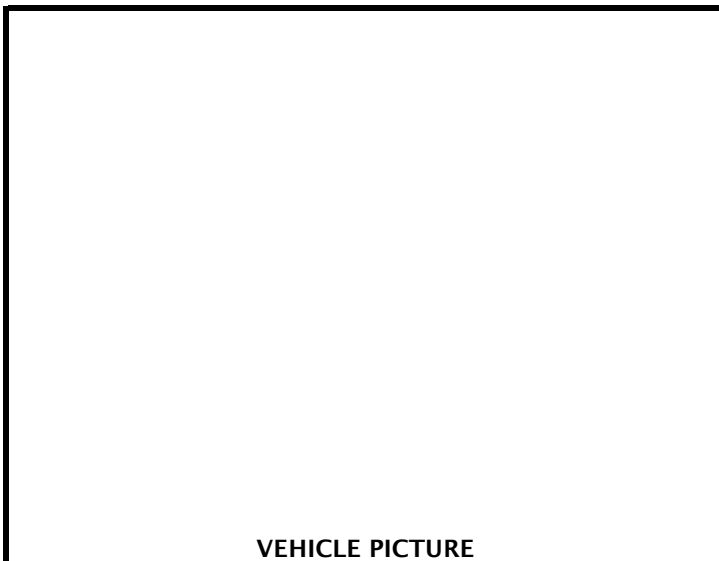
ARMOR: 3 MAP SPACES: 3.5 PROFILE: x4.0 WEIGHT: 2880 lbs MASS: d10+1
 HITS (25 / 100);

VEHICLE SYSTEMS & LIMITATIONS

| COST | SYSTEM SPACES | PROFILE | HITS | DMG | PWR LVL | DESCRIPTION |
|------|---------------|---------|-------------|-----|---------|--|
| | 1 | 1 | (8 / 32) | | 5 | <i>Driver's Seat</i> |
| | 1 | 1 | (8 / 32) | | 5 | <i>Passenger Seat</i> |
| | 8 | 2.83 | (20 / 80) | | 20 | <i>SPEED: 128" (174 mph) max, 24 Charges:</i> OOOOOOOOOOOOOOOOOOOOOOOOOO |
| | 3 | 1.7 | (15 / 58) | | 7.5 | <i>Cargo Space</i> |
| | 1 | 1 | (8 / 32) | | 5 | <i>COMMUNICATORS: 6 points (15), Receive Only (-5), Single (-5),</i> <i>Extra Channels, 80 mile range, Not Takeable, B&W Video,</i> <i>Unlimited Battery</i> |
| | 0 | 0 | (- / -) | - | - | <i>Rooms, storage, corridors etc</i> |

| |
|------------|
| 15 |
| TOTAL COST |

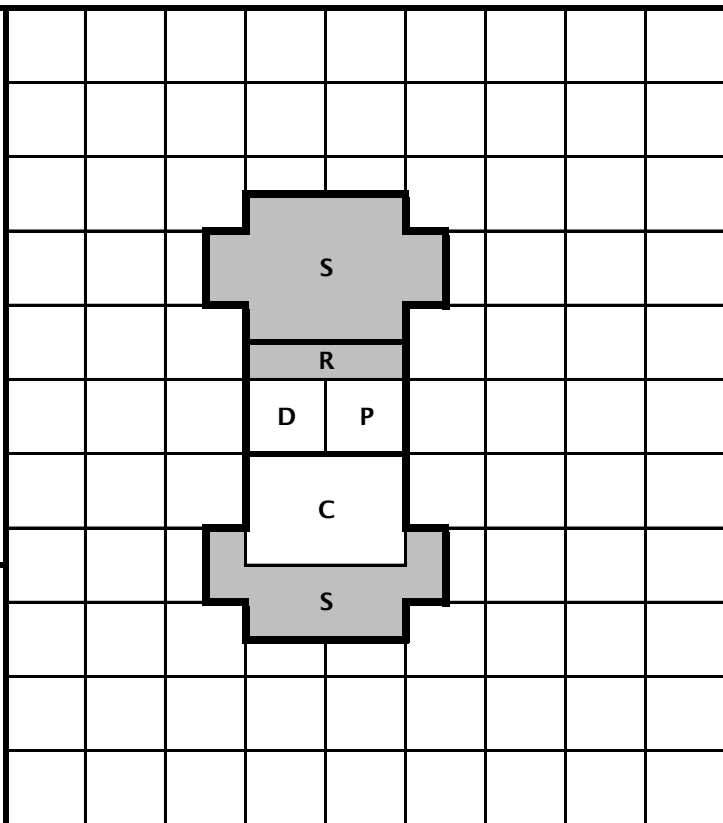
OTHER VEHICLE INFORMATION: *ST & EN = 24*



VEHICLE PICTURE

- D Driver's Seat*
- P Passenger Seat*
- S Speed System*
- C Cargo Space*
- R Communicators*

VEHICLE KEY



VEHICLE LAYOUT

