

The Mace



Origin &

Background: Theodore McIntyre was serving time in prison for assault with a club and theft of his victim's wallet. It was in prison that he realized how much he enjoyed hitting people.

He also worked in the prison machine shop (between fights) and fashioned his first mace weapon there. Using this mace to knock out one of the guards, he made good his escape, dropping his McIntyre identity for ever.

Since then he has made vast improvements over his original model made and is now quite a weapons expert.

Combat Tactics: Mace likes hitting people, particularly his opponents. This he has amply demonstrated. Thus, his tactic is to hit whoever is in range, and he always keeps his mace electrified until it runs out of charges. His mace chemical spray is kept for use in emergencies, such as when he has to escape. He has a tendency to single out the first person to strike him in combat, tracking this person down and beating him senseless.

Living Legends

PHYS 7 (STR 16), REFL 7 (DODG 17), DEFT 7, INTL 7, COOL 11, VITL 11

Deflector Screen Armbands:

Equipment (visible, external) (-2), Small (0.3m) (+2), Fatigue (-1)

* **Heightened Defense:** +10 REFL, only DODG (-3) [7 CP]

* **Extra Hit Points:** 7 hit points [2 CP]

Signature Spiked Mace Weapon:

Equipment (visible, carried, external) (-3), Small (0.6m) (+1), Fatigue (-1)

* **Skill Bonus:** +2 Weapon attack rolls (7), Equipment (-3) [5 CP]

* **Natural Weaponry:** +3 damage (15), Equipment (-3) [10 CP]

* **Power Blast:** 1d10 Electromagnetic [lightning] (22), No range (-3), Linked attack (-1), Equipment (-3) [9 CP]

* **Stretching:** elongation 6" (4), Misc: weapon only, very limited control (-5), Equipment (-3) [1 CP]

* **Extra Hit Points:** 10 hit points [3 CP]

Mace Chemical Spray: Equipment (visible, carried, external) (-3), Small (0.1m) (+4), Fatigue (-1)

* **Sensory Shock:** d6 irritant vs. Sight (8), 6" range (-1), Equipment (+0), 3 charges (-6) [3 CP]

* **Extra Hit Points:** 1 hit point [0]

Heightened Senses (Scent): Analytical Sense (scent) (8), Global (+5), detects odors at range (+3) [17 CP]

Skill (Weapon): +2 levels with clubs (mace) (DEFT/G), d8 effect [5 CP]

Skill (Mechanic): +3 levels with mace weapon systems (INTL/S), d8 effect [9 CP]

Weakness (Compulsion): Hunt down and beat whoever hurts him (Common, Resist 4+) [+15 CP]

Weakness (Persecuted): Wanted by law-enforcement [+15 CP]

Experience Spent: [+20 CP]

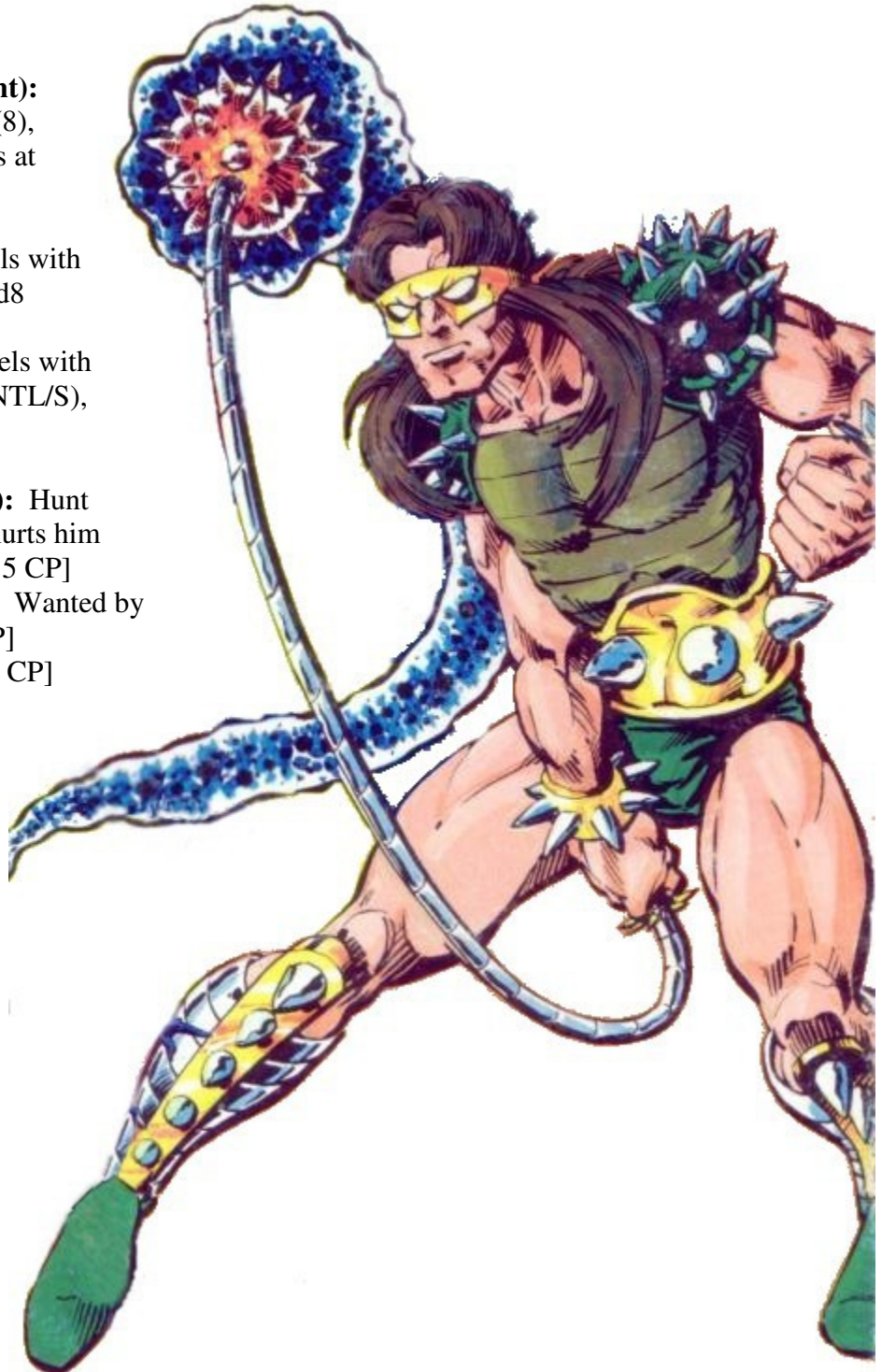
Villains & Vigilantes

Str 15, End 13, Int 11,
Agl 12, Cha 14, 180
lbs, level 6

Basic Hits 4; Hit
Modifier
(1.6)(1.4)(1.0)(1.2) =
2.69; Hit Points 11;
Power 61; Damage
Modifier +1; Accuracy
+1; Heal Rate 1.2;
Carrying Capacity 421
lbs.; Basic HTH 1d6;
Movement Rate 40"
ground; Detect Hidden

8%; Detect Danger 12%; Inventing
Points 6.6

Special Weapon (Spiked Mace): With training, total +4 "to hit", +1d12+2 damage HTH. Retractable chain reaches



to a maximum of 7” range. Electrified, the mace allows subsequent lightning type attacks on any hit for an additional 2d8 damage. 12 electrical shocks per recharge.

Heightened Defense Device: His armbands can generate a shield like screen that he can use to deflect incoming attacks. Opponents are -4 “to hit” him while he is conscious and mobile.

Heightened Senses (Tracking Scent): He can track by scent, 12” upwind, 18” normally, or 60” downwind.

Poison/Venom Device (Mace Spray): 6” range, Chemical Power attack for temporary blindness (wake-up rolls to recover). 3 shots per recharge.

Artwork captured from
http://www.paratime.ca/v_and_v/art_jde_e_vav.html