

# Vulture

Art by Jeff Dee. Color by yocjlol.

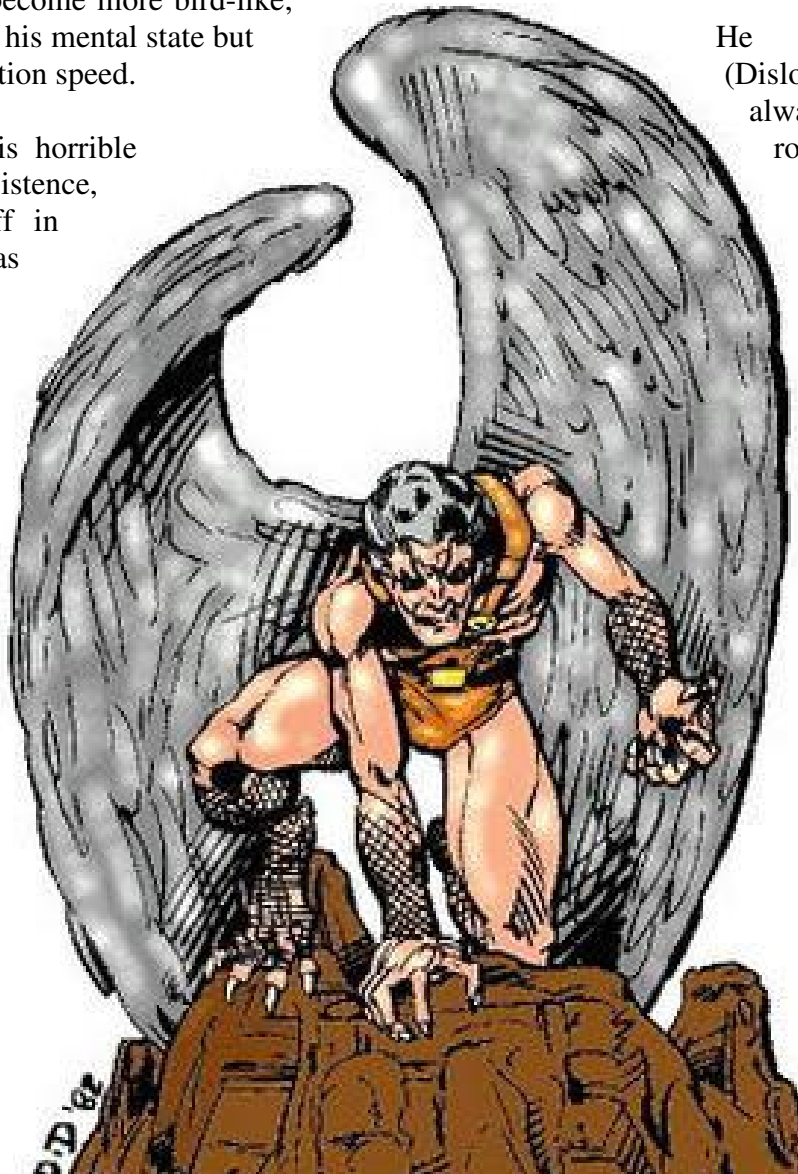
**Origin & Background:** Victor Truttle was a simple lab technician until a ruthless science foundation tricked him into becoming a volunteer for one of their more heinous experiments. He was put through a series of dangerous and uncomfortable operations which grafted new synthetic parts onto his body, including an operative pair of feather wings and talons on his hands and feet. They also successfully altered his physiology to become more bird-like, interfering with his mental state but tripling his reaction speed.

Awaking to this horrible new state of existence, Victor flew off in anguish and has been driven to a life of crime in order to avoid rejoining normal society. He was most recently captured by Manta-Man, but escaped from prison and seeks revenge.

**Battle Tactics:** Vulture's most effective mode of

combat consists of dropping non-flying opponents from a great height—but glancing at is carrying capacity reveals that this tactic is not often used. More commonly, he utilizes his first action each turn to evade, spending the rest of his actions brawling with an opponent—preferably one who flies. Vulture is a dirty fighter; he has to be to compensate for is relative lack of powers. He uses his speed to keep away from foes, making claw slash attacks as he swoops past.

He hates Mocker (Disloyal loyalty rating, always fails his morale rolls) but will not check for morale as long as most of his allies are still present and standing, or as long as his side at least equals his enemies in number. If Manta-Man is one of his opponents, he will fight him to the death.



## Living Legends

PHYS 6, REFL 29, DEFT 22, INTL 11, COOL 11, VITL 11

**Heightened Speed:** +2 levels (he gets

three turns per round due to his superhuman speed and reaction time) [34 CP]

**Natural Weaponry:** +3 damage (15), Body Power (talons that can be clipped or broken, but they grow back with good night's rest) (-1) [13 CP]

**Flight:** Accel 19", Top Speed 80" (15), Body Power: Large (wings that must heal if injured) (-2) (note that with Heightened Speed, his acceleration per turn is still 19", but his top speed per round is 240") [12 CP]

**Skill (Unarmed):** +1 level strike, d12 effect [2 CP]

**Weakness (Distinctive):** Huge wings, clawed hands and feet, red eyes [+15 CP]

**Weakness (Quick):** Feral [+5 CP]

**Weakness (Physical Disability):** Diminished Senses, -1 level PERC rolls [+5 CP]

**Weakness (Persecuted):** Hunted by law-enforcement for criminal actions, hunted by the lab that created him for further experimentation (or to cover their own crimes) (deadly) [+20 CP]

## ***Villains & Vigilantes***

Str 8, End 9, Int 14, Agl 29, Cha 16, 160 lbs., level 4

Basic Hits 4; Hit Modifier (0.7) (1.0) (1.1) (2.2) = 1.694; Hit Points 7; Power 60; Damage Modifier +3; Accuracy +5; Heal Rate 1.0; Carrying Capacity 113 lbs.; Basic HTH 1d3; Move 46" ground, 667" flying; Detect Hidden 5%; Detect Danger 7%

### **Avian Powers:**

- a) **Heightened Agility:** +11
- b) **Natural Weaponry:** +2 attack, +4 damage in HTH combat
- c) **Wings:** PR = 1 per hour, maximum speed is 152 MPH

**Diminished Senses:** ½ normal % to detect danger and hidden objects

*Designer's Notes:* I changed his written tactics a bit to switch emphasis to the options provided by Living Legends.

Artwork captured from

[http://www.paratime.ca/v\\_and\\_v/art\\_jdee\\_v\\_av.html](http://www.paratime.ca/v_and_v/art_jdee_v_av.html)

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