

# Borg

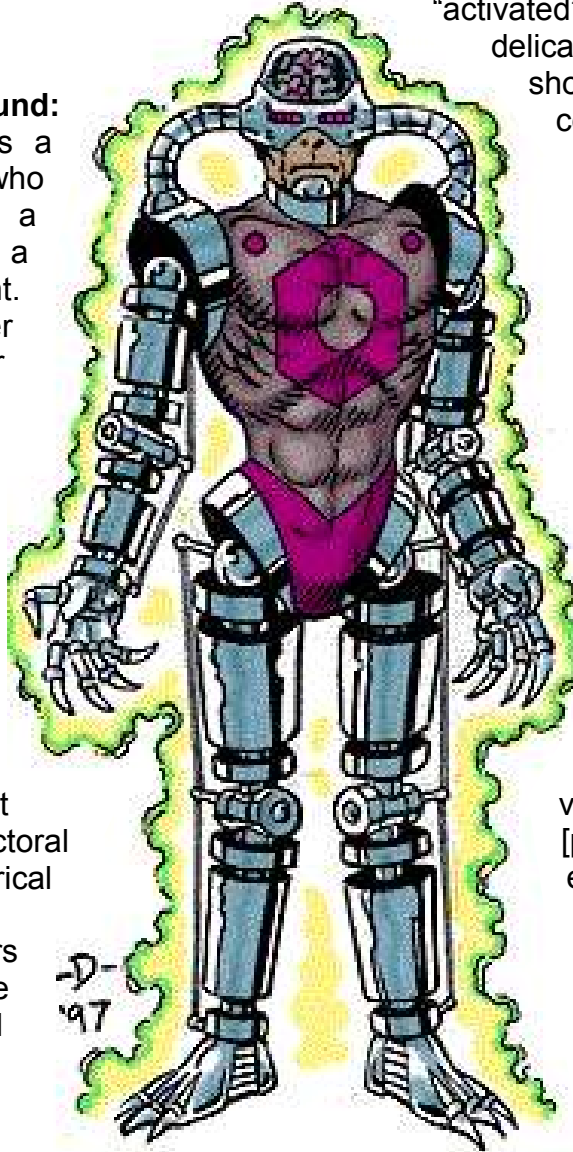
## Origin & Background:

Dave Johnson was a talented engineer who became a quadriplegic in a motorcycle accident. Crime Teacher recruited the bitter young man for her Terroid masters. They rebuilt him using "transformable macro-nano technology." Dave is a Northwestern University grad student and teaching assistant working on his doctoral thesis in electrical engineering.

When his powers are inactive, he looks just like (and is as fragile as) a normal human. He activates his powers by an active of will, triggering a series of shifting plates and fluid resevoirs to absorb the synth-flesh covering and extrude the various tubes, pipes, wires and conduits that power his bionic enhancements and fully enable him to use all his abilities.

**Tactics & M.O.:** Transform, activate the force field, then wade into melee with the claws and super-strength.

His cybernetic systems exist in both his "human" forms (even though he cannot use them) and



"activated" form, and their delicate control systems short-circuit and go completely haywire in very strong magnetic fields causing him tremendous pain and harm.

## Living Legends – Borg

PHYS 18 (STR 26), REFL 7, DEFT 11, INTL 29, COOL 7, VITL 16

**Immune to**  
**Poison:** Armor 10 vs Biochemical [poison] (23) (-5), equipment (cybernetics) (-1) [10 CP]

**"Personal force field":** Armor  
Generation 4 vs all physical (10), Charges (11/day) (+0), equipment (cybernetics) (-1) [9 CP]

**Speed Bonus:** Ground move top speed and acceleration x2 (3) (+3), equipment (cybernetics) (-1) [3 CP]; top speed x10.67 (7) [6 CP], equipment (-1). Final acceleration 16", top speed 85"

**Heightened Senses:** "X-ray vision" {sight, penetration, not vs lead}, cybernetics (-1) [6 CP]; "radar sense" {basic sense (2), detect shapes and motion (+3), global (+5), range (+3)}, equipment (cybernetics) (-1) [6 CP]

**Adaptation:** Biochemical (3) and Low Temperature (+3), equipment (cybernetics) (-1) [4 CP]

**Skill Bonus:** +1 Unarmed (3), all maneuvers (+5) [6 CP]

**Natural Weaponry:** +2 damage (9), equipment (cybernetics) (-1) [8 CP]

**Transformation:** Change to non-powered form of Dave Johnson.

**Skill (Electronics):** (INTL/S) +1 level (2), d12 effect [2 CP]

**Skill (Science):** Electrical engineering (INTL/S) +1 level (2), d12 effect [2 CP]

**Skill (Mechanic):** Cybernetic systems (DEFT/S) +1 level (2), d6 effect [2 CP]

**Weakness (Distinctive):** Covered in humming, buzzing tubes, sparks of energy, obviously mechanical limbs, etc. Notice INTL 2+, Disguise 4+, unattractive [+20 CP]

**Weakness (Persecuted):** Not wanted by police yet, but closely monitored by his Terroid masters. [+10 CP]

**Weakness (Susceptibility):** d4 damage per round in strong magnetic fields (rare, d4, 1 round) [+5 CP]

**XP:** [+4 CP]

### ***Living Legends – Dave Johnson***

PHYS 7 (STR 10), REFL 7, DEFT 11, INTL 16, COOL 7, VITL 11

**Skill (Electronics):** (INTL/S) +1 level (2), d12 effect [2 CP]

**Skill (Science):** Electrical engineering (INTL/S) +1 level (2), d12 effect [2 CP]

**Skill (Mechanic):** Cybernetic systems (DEFT/S) +1 level (2), d6 effect [2 CP]

**Weakness (Persecuted):** Not wanted by police yet, but closely monitored by his Terroid masters. [+10 CP]

**Weakness (Susceptibility):** d4 damage per round in strong magnetic fields (rare, d4, 1 round) [+5 CP]

### ***Villains & Vigilantes – Borg***

Str 27, End 12, Int 30, Agl 12, Cha 12, 155 lbs., level 2

Basic Hits 4; Hit Modifier (2.8) (1.4) (1.7) (1.2) = 7.9968; Hit Points 32; Power 81; Damage Modifier +2; Accuracy +1; Heal Rate 1.2; Carrying Capacity 1,619 lbs.; Basic HTH 1d10; Move 249" ground; Detect Hidden 14%; Detect Danger 18%

#### **Bionics:**

**Speed Bonus:** +198" ground

**X-ray Vision**

**Immune to Poisons**

**Radar Sense:** 360-degree, cannot be flanked

**Personal Force Field Device:** Spend 1 action and 1 charge to create an obvious energy field that counts as Armor with ADR 60. 13 charges per day. Spending a charge before the ADR is gone refreshes the existing field to ADR 60.

**Natural Weaponry:** Cybernetic claws provide +2 "to hit" and +4 damage with unarmed HTH.

**Transformation:** To non-powered form. No PR, but 1 action to change

between “activated” and “non-powered” forms.

### ***Villains & Vigilantes – Dave Johnson***

Str 12, End 12, Int 18, Agl 12, Cha 12, 155 lbs., level 2

Basic Hits 4; Hit Modifier (1.3) (1.4) (1.3) (1.2) = 2.8392; Hit Points 11; Power 54; Damage Modifier +4; Accuracy +1; Heal Rate 1.2; Carrying Capacity 227 lbs.; Basic HTH 1d4; Move 36” ground; Detect Hidden 22%; Detect Danger 26%

*Designer’s Notes:* Except for the part about being a grad student I invented the entire background and tactics sections out of whole-cloth. I extrapolated from Jeff’s adventure notes to create what seemed plausible for background, tactics, power restrictions and weaknesses.

---

The character of Borg is Copyright © 1997 by Jeff Dee. All rights reserved. Portions copyright and trademark other entities. Use here does not constitute an attempt to infringe upon their rights.

Jeff Dee’s V&V pages –

<http://www.io.com/unigames/vandv.html>

Character art and background copied from –

<http://www.io.com/unigames/eit/eit.html>

---