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Kammer

Origin & Background: Kammer is an experienced mercenary. He keeps his identity secret, but it is known he was evicted from the army of one of the Arab nations. While doing duty in central Africa, he was badly injured and spent a week nursing his injuries by an odd smelling stream, surviving by sheer force of will. Shortly thereafter, he returned to his unit possessed of superhuman strength. He decided that he could make even more money as a mercenary supervillain, and took on his new life as Kammer. Shortly after arriving in Europe, he committed to a long term contract with the Italian branch of Intercrime. This takes him all over the world, but especially throughout the United States where he acts as a trouble-shooter. Normally, he acts against Asian gangs and police targets, but he has tangled with other supers on numerous occasions. Kammer is often assigned to lead a squad of Powered Infantry, especially when facing powered opposition.

Tactics & M.O.: Classic military fighter – take cover, use stealth and flanking, soften the foe with grenades or traps before engaging.

***Living Legends*¹ - Kammer**

PHYS 22 (STR 25), REFL 11 (DODG 16),
DEFT 11, INTL 7 (PERC 11), COOL 11, VITL
11, Mass 90 kg (d4 Mass effect), Fame 11

Skills: 10 @ +2 levels (5) (+9) [17 CP]

Set/Disarm Trap: (DEFT/S), d8 effect

Sneak: (DEFT/G), d10 effect

Tactics: (INTL/G), Urban, d8 effect

Tracking: (INTL/G), d8 effect

Unarmed: (DEFT/G), Grapple, d10 effect

Unarmed: (DEFT/G), Kick, d10 effect

Unarmed: (DEFT/G), Punch, d10 effect

Vehicle: (DEFT/G), Passenger Car, d10 effect

Weapon: (DEFT/G), Pistols, d10 effect

Weapon: (DEFT/G), Rifles, d10 effect

Languages: 10 @ basic (1) (+9), 3 @ fluent with accent (2) (+5) [7 CP]

Native fluency - English, Italian, Korean and Mandarin Chinese (1 is free)

Basic - Arabic, Spanish, French, German, Russian, Dutch, Japanese

¹ Uses optional rules from the *Unofficial Living Legends Companion* by Patric L. Rogers.

Literacy: All languages spoken (1) (+9) [3 CP]

Equipment:

- **Medium Body Armor**
Armor: 3 vs. All Physical damage types (15), Partial Coverage [medium] (-2), Equipment [suit] (-3)
- **Knife**
Natural Weaponry: Add +1 damage to Weapon (daggers) (4), Equipment [carried, size 0.3m] (-3)(+1) [3 CP]
- **Automatic Rifle** (2 extra clips, laser sight)
Skill Bonus: Add +1 to Weapon [rifles] skill (3), Equipment [carried, size 1.2m, two-handed] (-3)(-1)(-1) [2 CP]
Power Blast: 2d8-1 Sharp Kinetic [piercing] (37), Range [24"] (+1), Equipment [carried, size 1.2m, two-handed] (-3)(-1)(-1), Charges [22ch, clip, reload full turn] (-0) [11 CP]
Skill Bonus: +1 to hit (3), Variable [any projectile weapon] (+8), Miscellaneous Restriction [only the weapon it is attached to] (-2), Equipment [carried, size 0.3m] (-3) (+1), Slow Activation [3 minutes to attach] (-2) [4 CP]
Telescopic Sense: Visible Light, +5 levels (5), Equipment [carried, size 0.3m] (-3) (+1) [4 CP]
- **Medium Handgun** (2 extra clips)
Power Blast: d8 Sharp Kinetic [piercing] (16), Equipment [carried] (-3), Charges [7ch, clip, reload 1" movement] (-0) [11 CP]
- **Radio Transceiver**
Radio Transmission: 3 channels, audio only, 10 km (4), Verbal Trigger (-1), Linked [to Basic Radio Sense] (-1), Equipment [carried, size 0.1m] (-3) (+3) [3 CP]
Heightened Senses: Basic Radio Sense (2), Only 3 Channels (-2), Ranged (+3),

Activation Required [to a Persistent power] (-2), Equipment [carried, size 0.1m] (-3) (+3) [2 CP]

- **Hand Grenade Belt**
Power Blast: d6+2 Blunt Kinetic [crushing] (22), Equipment [carried, size 0.1m, thrown] (-3) (+3) (-1), Area Effect [5" dia.] (+4), Charges [1ch] (-12), Can't Hold Back (-1), 3 Duplicates (+4) [10 CP]
- **Smoke Grenade Belt** (3 grenades) (Full Darkness, Thrown, 5" area)
- **Darkness:** Full Darkness vs. Normal Sight (7), Equipment [carried, size 0.2m, thrown] (-3) (+2) (+2), Area Effect [5" dia., vaporous] (+1), Charges [1ch] (-12), Can't Hold Back (-1), 3 Duplicates (+4) [3 CP]

Villains & Vigilantes

S 24, E 15, I 12, A 16, C 14, 200 lbs., level 6

Basic Hits 4, Carrying Capacity 1532 lbs., Basic HTH 1d10, Hit Modifiers (2.0) (1.8) (1.1) (1.6) = 6.336, Hit Points 25, Power 67, Move 55" ground, Healing Rate 1.6, Damage Modifier +4, Accuracy +2

Heightened Strength A: +15

Willpower: Type A

Training: +2 "to hit" with unarmed HTH, +2 "to hit" with automatic pistols

Equipment: Medium body armor, combat knife, automatic rifle with 2 extra clips and targeting sight, automatic pistol with 2 extra clips, headset radio (3 mile range, 3 encrypted channels, plus police band and CB), fragmentation grenades (3), smoke grenades (2)

Combat Summary

Unarmed: +4 attack, 1d10+4 damage

Pistol: +7 attack, 1d8+4 damage

Rifle: +6 attack, 1d10+4 damage

Grenade: +4 attack, 1d10 damage

Hero System

STR 30, DEX 21, CON 22, BODY 10, INT 12, EGO 16, PRE 18, COM 12, PD 12, ED 8, SPD 5, REC 10, END 44, STUN 40

Equipment Pool: Power Pool, 80 points, only change at base; Resistance +3; +3 levels Combat; +1 level HTH; +1 OCV pistols; Survival, 13-; KS: Africa, 13-; PS: Soldier of Fortune, 13-; Stealth, 14-; Tactics, 12-; TF: all ground vehicles; WF: small arms, grenades, rockets, common melee weapons

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As an odd bit of trivia, I think Kammer may be where my Alternate Skill Cost Method rules began (see the *Unofficial Living Legends Companion*). He was one of (if not the) first characters I converted from V&V to LL. I like the simplicity of his concept and design, but under the skill cost method of the core rules, he lost 50 CP on skills. That was such a staggering number, I immediately started reviewing the rules for an alternative. I posted an earlier revision of Kammer online and Jeff Dee pointed out that the Variable Enhancement applies to Weapons and the seeds of the new model grew from there.