

Steamroller

Created 1989 by William Louthan

Real Name: Clarence, Thomas

Origin and Background: Thomas Clarence grew up in Chicago (USA), and joined the U.S. Army to get out of the city. It was in the Army that his life really began; he earned his college degree in Chemistry and his mutant powers manifested. He excelled as a squad leader, and received training in how best to use his mutant powers.

After his term with the Army was up, he became a founding member of a Los Angeles (USA) based superteam. However, his term with them was short as he was the least powerful member of the team, and they had no sense of tactics, and never listened to him. He left that group, angry and frustrated. He floated around for a while, before falling in with "questionable elements" who appreciated his Army training. It wasn't long before his remaining scruples were eroded and he was a full time supervillain.

Combat Tactics/M.O.: Steamroller holds back to evaluate his foes before combat. True to his name, at the right moment he charges full speed into his adversary, intending to use his speed and momentum to topple the target. After striking his target, he withdraws to re-evaluate the situation and lead his troops.

Personality/Character Traits: Clarence has a strong sense of self-identity and demands the best of himself and those under his command. Steamroller is skilled in tactics, military leadership and stealth.

Living Legends¹ – Steamroller **[150 CP]**

PHYS 29, REFL 11, DEFT 11, INTL 7 (PERC 11), COOL 7 (WILL 11), VITL 11, Mass 118 kg (d6 Mass effect), Fame 4

Skills: 4 @ +1 level (2) (+7), 2 @ +3 levels (7) (+3) [15 CP]

Profession (career military): (INTL/S), +3 levels, d8 effect

Tactics (urban): (INTL/G), +3 levels, d10 effect

Unarmed (punch): (DEFT/G), d8+2 effect

Weapon (rifles): (DEFT/G), d8 effect

Skill Bonus: +2 bonus (7) to all Unarmed skills (+5) [14 CP]

Wealth: +1 level, d6 effect (2) [2 CP]

Armor: 9 vs. All Physical (72), Ablative (-3), Equipment [suit, fatigue] (-4), Partial Coverage [heavy] (-1) [25 CP]

Speed Bonus: Ground move x8 (9), both top speed and acceleration are 64" (+3) [13 CP]

Weakness (Bad Reputation): Used to be a superhero – heroes think poorly of him, and villains don't trust him [+5 CP]

Weakness (Persecuted): Wanted for questioning by law enforcement (Uncommon, Major) [+10 CP]

Villains & Vigilantes – ***Steamroller***

Str 25, End 18, Int 12, Agl 13, Cha 10, 260 lbs., level 3

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

Basic Hits 6, Carrying Capacity 2265 lbs.,
Basic HTH 1d12, Hit Modifiers² (2.5) (2.2)
(1.1) (1.2) = 7.26, Hit Points 44, Power 68,
Move 188" ground, Healing Rate 3.0,
Damage Modifier +1, Accuracy +1, Detect
Hidden 10%, Detect Danger 14%

Armor B Device: ADR 90

Speed Bonus (x2): +132" ground
movement

Heightened Expertise: +4 unarmed HTH

Heightened Strength B: +15

Combat Summary:

Unarmed: +5 attack, 1d12+1 damage

Hero System - Steamroller

STR 26, DEX 18, CON 22, BOD 12, INT
12, EGO 10, PRE 15, COM 10, PD 15, ED
15, SPD 4, REC 9, END 44, STN 45

+18" Running (24" total); 1/2 End 24"
Running [2 End]; Armor (10, 5), OIF: Body
Armor; +4" Swimming

SCI: Chemistry, 12-; KS: Tactics, 11-;
Stealth, 13-; +1 level Combat; +2 OCV
punch; WF: Small Arms

Miscellaneous Campaign Notes

When the game group first rolled up
characters, it was just a strange combination
that left Steamroller as the *least* powerful of
the player characters. I think it was during
the first battle that Bill felt so frustrated he
decided he wanted to roll up a new PC.
During that battle was when the GM joked

"He's going to join the villains." And he did
:-)

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*V&V transliteration to Hero System performed using
conversion notes presented in a number of V&V products
V&V transliteration to Living Legends performed using
conversion notes provided by Jeff Dee.*

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Send comments and suggestions to morpheus@patric.net.

² Errata as per Jeff Dee