

# Getting Creative with Villains & Vigilantes

I have often said here that V&V is a very versatile game system. I had a conversation a few days ago that got me thinking – I've never actually backed that up with anything. So, I figured I would take a whack at some brief articles on how I use the game system, in what I feel to be an "imaginative" way. This is just how I do it, and I'm not telling anyone to do it this way. I do know that the more we share, the better the community will be.

For my initial foray into "Getting Creative with V&V", I'm going to the topic that spurred this brief article in the first place; Power Progression.

Nearly every comic book character acquires new abilities or new ways to use his powers over time. It happens so often, we hardly even think about it. Spiderman, for instance, has been known to make a parachute from his web. It seems totally logical that he can do so, but we never see him learning how perform that trick. Regardless of how Peter Parker did it, it raises the question of how to replicate this mechanic in V&V.

The game, as written, does not have a specifically spelled out mechanism for the growth and evolution of powers. But it does give us clues on creating a mechanic that is in the spirit of the rules.

"Magical Spells" is the only power with a spelled out function for growth; the character invents new spells. But if a similar mechanic is applied to other powers, we can start getting creative. Obviously a character cannot just "invent" a new power (unless it is a device or spell), but he may find new ways to use his existing power.

For the purposes of this example, I'll pick Vibratory Powers. Our hero, Vi-Brawn, is a pretty beefy guy with vibratory powers. He can already shatter things, vibrate through walls, and attack enemies with vibe-pulses, but he feels there is more that he can do with his powers, so he thinks something up, and decides to talk it over with his GM.

Player: I want to do something cool with Vi-Brawn.

GM: Like what?

Player: I want to give him blades that stick out in front of his hands like that dude in the robot movie.

GM: Really?

Player: Yeah [grinning]. It would be all [starts doing bad karate moves].

GM: So how do you plan implementing this brilliant idea.

Player: He can invent it! [more grinning]

GM: Huh?

Player: Well, an inventing point does represent one "Brilliant Idea, right?" And this is a "Brilliant Idea".

GM: Well, yeah but that's not really...

Player: And MysTech [group magic user] gets to invent new spells. How is this different?

GM: It just is. Besides it's not really in the rules like that.

Player: So I could invent a wrist device to channel the vibrations into a blade.

GM: [pondering the effects of these new blades] Okay, but forget the bracelets, they would be silly. What will these blades do?

Player: Sword damage. I can attack with each one in a phase.

GM: [scratching chin] Alright. Power Cost?

Player: One to activate and 10" of movement to maintain.

GM: TWO power points per hand. Nothing to maintain. Roll vs. Agility once per turn keep activated.

Player: [scratching head] What if I fail my save?

GM: Pay the power again, and spend an action to reactivate.

Player: Deal.

GM: Roll to invent, Dude.

The player makes a successful invention roll, marks off his inventing point, and records the information on Vi-Brawn's record sheet.

So, sure, this is not "by the book", but it's a nice way to reward a player's creativity, it mostly makes sense (if you are not too wound around the letter of the law), and it adds some cool-factor to the game.

I should take a moment here and explain a few things. First, I like the rules as they are, and my preference is to add functionality to the game without changing any rules. I also make an attempt to stay in the Spirit of the Rules. What that means is that it may stretch the printed rules (a lot sometimes), but if it adds "cool", and doesn't "alter the existing rules". The final test is does it make the game more interesting for the player. This is, after all, a game – it's supposed to be fun.