

**VILLAINS
AND
VIGILANTES**™

FANTASY GAMES UNLIMITED PRESENTS

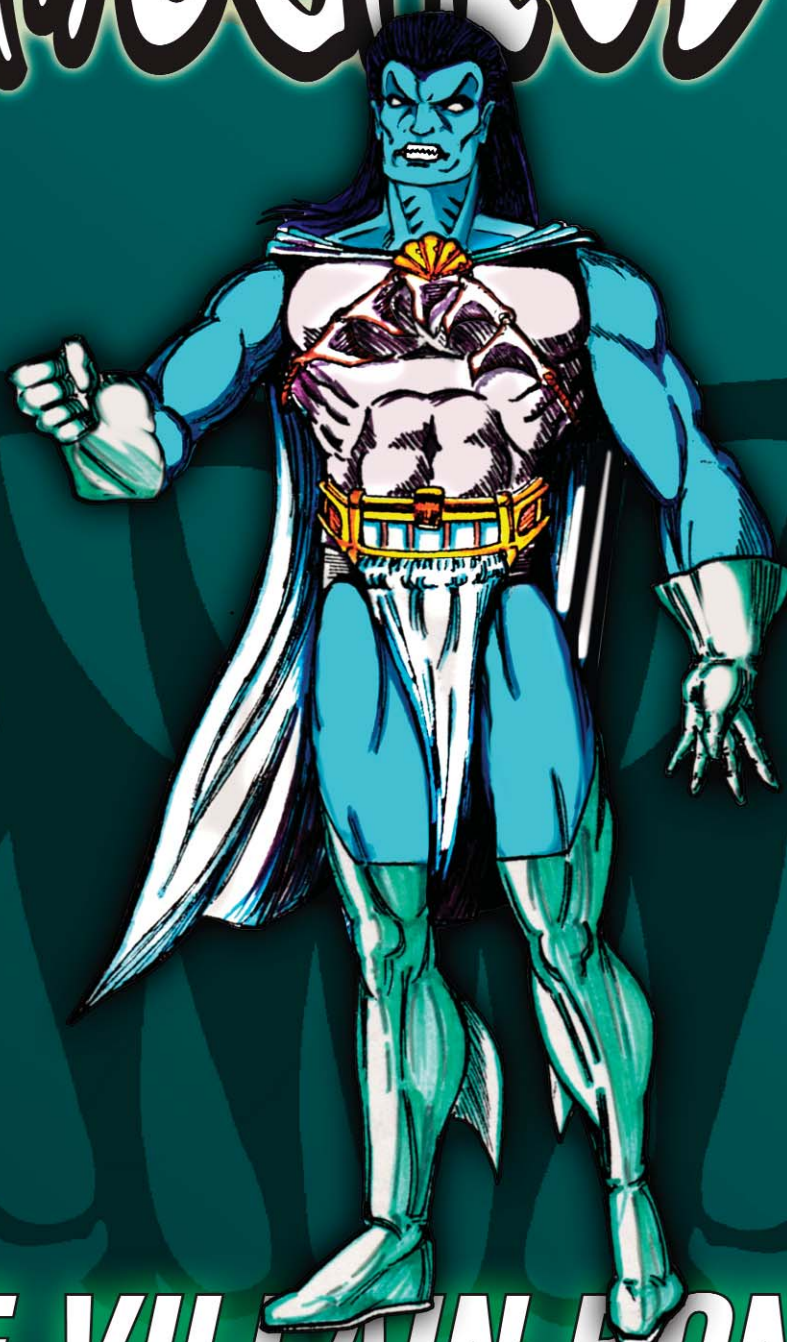


MEGALODON

FREE

3

SEP



FREE VILLAIN BONUS!

MEGALODON

Identity: Sharakti Zhul
Sex: Male
Age: Unknown
Side: Evil
Level: 13
Training: +6 w/ HTH combat
+6 with Animal Control

Powers:

1. Heightened Strength B: +22.
2. Heightened Endurance B: +20.
3. Armor: Zhul gains a bonus of type A, ADR of 25 due to his dense flesh. His weight already has been accounted for in his increased mass.
4. Heightened Senses: Zhul can see in complete darkness regardless of environmental or supernatural factors.
5. Hyperswimming: Zhul's movement rates are tripled in water.
6. Natural Weaponry: +2 HTH, +4 damage. Zhul has razor sharp teeth which he may inflict a horrific bite attack.
7. Communication: Zhul, like all Aquins, may communicate underwater with other Aquins with no interference using the noises and sounds of their common language. They may also speak other languages without difficulty underwater where humans could not do the same.
8. Increased Size and Mass: Zhul is a giant among Aquins and has permanent height and weight (1.5 and 3.4 respectively). He also gains 4 pts. Charisma. These have already been factored into his stat block below.
9. Adaptation: 1 PR per hour as a defense. He also has immunity to oceanic pressures and temperatures.
10. Waterbreathing Special: see Villains and Vigilantes rulebook, p. 18. Zhul gains both versions of the power in that he may also breath on land per the rules for version A at 1 PR per hour. Note, he does NOT have the degree of weakness conferred by the B version that he does not become fatigued by simply not being immersed.
11. Shark Control. Zhul is a master of sharks. Use the stats as follow for the typical shark Zhul controls. While under his control, sharks will obey command and not be susceptible to their weakness as detailed below. In any event, Megalodon does not fear attack from a shark: They will not under any circumstance attack him.

SHARK

Weight: 2400
Ferocity: 20
Accuracy: +3
Power: 58
Agility: 7
Hits: 34
Damage: 2d10
Movement: 72"

Weakness: Low Self-Control: Any blood spilled during a shark attack will draw in 1d8 other sharks (refer to Villains and Vigilantes rulebook, p. 46) in 1d10 turns. These animals will attack anything in sight, including each other. This attack type is in a blind search for food. A shark will flee once taking ¾ of its Hit Points in damage.

Weight: 545
Agility Mod: -4 —
Endurance: 32
Intelligence: 17
Hit Mod: 24.5
Reactions from Good: -4
Damage Mod. : +2
Accuracy: +1
Carrying Capacity: 12,555 lbs.
Movement Rates: 80" ground, 240" swimming
Detect Hidden: 12%
Inventing Points: 16
Basic Hits: 11
Strength: 35
Agility: 13
Charisma: 21
Hit Points: 170
Evil: +4
Healing Rate: 9.9
Power: 97
Basic HTH Damage: 2d10
Detect Danger: 16%
Inventing: 51%

Legal Status: No Record, Wanted for questioning. Under Shale's reign in Aquina, he is not wanted and is considered by her as somewhat of an ally. If Prince Kalm is in control, Zhul becomes an enemy of Aquin City.

Origin and Background: Sharakti Zhul began life the son of a Aquin harlot in an 'barbarian' outpost settlement. These Aquins had been outcasted for their worship of violence and practices of sacrificing captured prisoners in bloody rituals. Among them, he was considered a runt, and was often shunned from every table as a child. From this harsh treatment and the

untimely death of his mother, he learned a tough survival ethic. Curious to a fault, he often was mesmerized by the actions of the tribe's shaman during tribal council that he would sneak into uninvited. It was not long before he found himself reading from ancient lore in the shaman's dwelling. The shaman took notice of the whelp, but allowed the young Sharakti to believe he was still achieving his stealthy infiltration into the shaman's libraries. It was here that Zhul first learned of the Great Beast of the Deep, a legend of a shark so powerful that it would take an army to hunt him and put him down. He had found his destiny: To hunt and kill the Great Beast of the Deep.

As he grew to manhood, the old shaman took notice of his ferocity and determination, further spurring the young hunter with stories of the beast and encouraging him to partake of many hunts over the years. Eventually the old shaman declared he was leaving to take a final journey, leaving Sharakti with a blessing that one day he would become the greatest warrior of the Aquin.

It was during a subsequent and far-reaching hunt that Sharakti Zhul heard a distant voice ring in his ears and strayed from the hunting party. Soon it was clear that he was lost in unfamiliar, almost surreal surroundings. Swimming through rock formations he came across a cave wherein originated an eerie red glow. Following the tint of the glow into a magnificent cavern with jeweled walls he came face to face with the Great Beast of the Deep.

At first rising to confront the beast, the warrior thrust his spear in the creature's side, only to be amazed as the beast easily shewed him away and began to speak. The giant shark asked Zhul why he sought to destroy it and to Zhul's amazement, the beast transformed into the old shaman. The elder was in fact dying, although not from the minor wound of the spear. Claiming Zhul was drawn to him by destiny, the shaman performed one last ritual, conferring all his power as the Great Beast of the Deep into Sharakti Zhul, transforming his body into a giant version of itself with even more muscle and sinew, teeth as a shark and the ability to control those creatures at will. Zhul returned and conquered his own tribe becoming a ruler of his own undersea realm.

It would not be unusual to see Zhul and his peoples assault coastal areas for food and sacrifices...

Combat Tactics: Megalodon is often in combat fixated on the opponent who is the most taunting and will engage that upstart while having his sharks swarm any others who may be in line to experience his tender mercies. It should be noted that Zhul is like his shark pets in that he does not stay long in a fight he does not believe he can win.

Personality/Character Traits: Zhul has a simple Darwinist mindset and treats all others as beneath him.


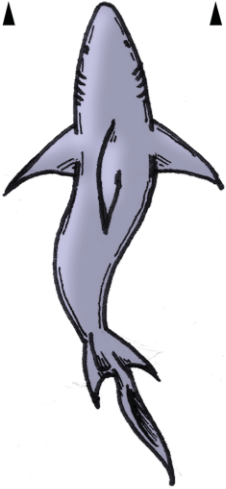
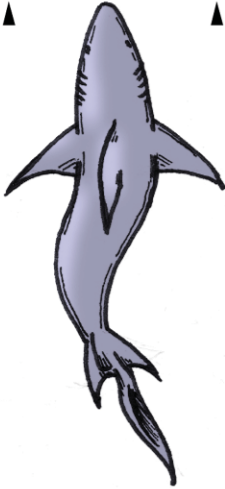
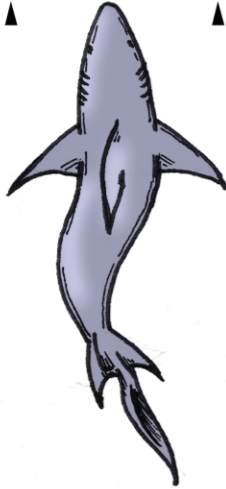
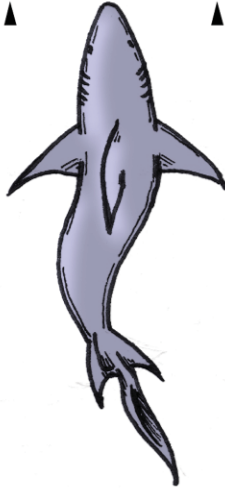
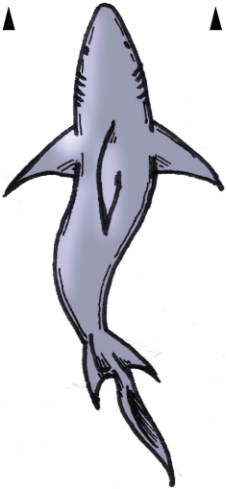
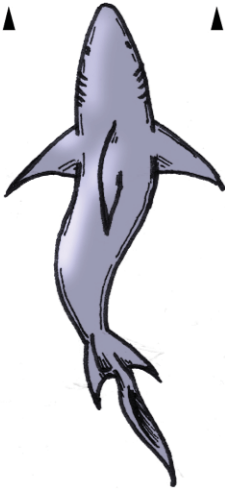
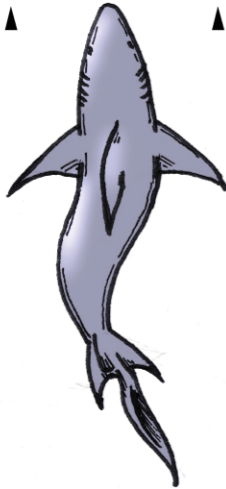
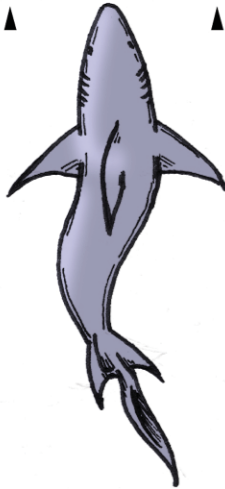
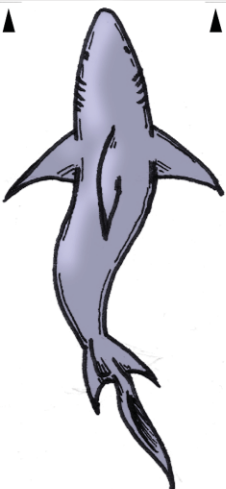
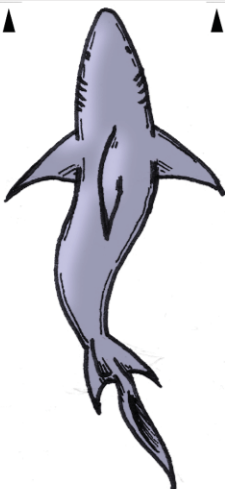
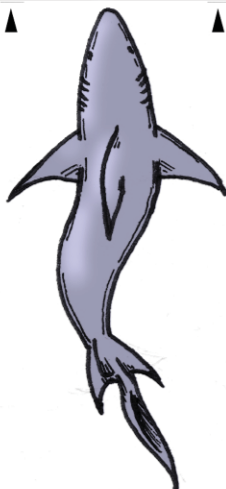
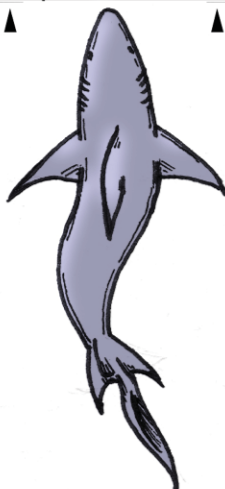


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