

**VILLAINS  
AND  
VIGILANTES™**

**FANTASY GAMES UNLIMITED PRESENTS**



**FREE**      **5**  
**JUNE**



**Scarrie!**  
**Lawroller**

梅逸明  
2012

**FREE VILLAIN BONUS!**



Reactions from GOOD: -2  
 Hit Mod: 5.5  
 Damage Mod: +5  
 Accuracy: +2  
 Carrying Cap.: 524 lb  
 Movement Rate: 91" ground  
 Detect Hidden: 26%  
 Inventing Points: 6.4  
 Knowledge Areas: Engineering, Sailing

EVIL: +2  
 Hit Points: 11  
 Healing Rate: 1.5  
 Power: 85  
 Basic HtH: 1d8  
 Detect Danger: 30%  
 Inventing: 111%

### ORIGIN AND BACKGROUND:

For the record, my real name is Lorelei Cavilier, and I'm smart. Really smart. I graduated first in my class at the Grand Rapids Institute of Technology with a Doctorate in Micro-Electro-Mechanical Engineering, when I was 17! Know what that got me? A mountain of freaking debt and no job! No one wanted a 17-year-old girl working in their super-secret, mega-important, lab... Whatever! The only job I did get was at Hardluck's coffee, and I lied on my application to get that. I said I was in High School. So I guess that was the first step on my path to being labeled "evil"! As if handing out shockingly over-priced coffee's to the mindless horde wasn't bad enough, I was forced to move back in with my parents, Herb and Irene. It was hell. Fortunately Mr. Wallace, one of my dad's bowling buddies, let me stay on his boat. Nothing weird, okay, he's like fifty (ewh!), but he's a nice guy. He lives in this big house near the golf course, so I had the little boat all to myself. It was cozy, quiet, and cheap - all I had to pay was the slip fee at the marina.

So I was watching the boats one day as they sailed in and out of the little marina, and it hit me. The sail boats were only using a fraction of the power available to them, the wind! If they could use the sun as well, they could triple or even quadruple their power collection. Once I get an idea, I kinda get wrapped up in it, and this was a big idea. I didn't sleep for two weeks! It was the only time I was ever happy to have access to so much coffee. In the end I figured it out; a sail that collected wind and light and converted them both into electricity, and even retained the functionality of a conventional sail. Any idiot can see that this would be an incredible invention worth billions to whoever brought it to market.

With a little begging, borrowing, and flirting, I was able to get all the material I needed to create a prototype "Power-Sail". Three months later, I had the prototype up on the mast of old Mister Wallace's sailboat, predictably, it worked perfectly. I contacted "Green Future" a local enviro-friendly company with a few details about my creation and they sent some suits and lab-coat types over to check it out. They were impressed. So impressed that when I went to Hardluck's the next day, they stole the futzing boat! What kind of jack-wagon steals a sailboat? Especially one called "Puff"?

Fortunately, I had all the data on my trusty lap-top. And, with a bit pleading and flirting, and a few things I'm not super proud of, Mr. Hoyle, the marina owner, agreed to let me stay in a boat that the bank had repossessed until I found another place to stay. It took a bit more scrounging, and flirting, and several promises I had no intention of ever keeping to build the second Power-Sail. This one was even better than the first. While I was installing the system, I had a revelation; it could also be used to directly propel a craft. My tests showed a rigid form of the sail, similar to an airplane wing, could produce a significant amount of thrust. Once I had that figured out, it was a pretty short leap to a device that worked like a gun, creating a cohesive stream of flowing energy. Once I had everything installed, I was ready to exact my revenge. Look, there is only so much screwing-over a teen genius can deal with, and when those corporate apes at Green Future took my boat, they pushed me too far. I had all of my stuff in that thing! Clothes, shoes, underwear, snacks, game-box, everything!

It took months of work, but it was all worth it when on a clear, cold morning, I raised the black Power-Sail, deployed the wings, made a couple of mouse clicks, and my new boat lifted off the dry-dock with not so much as a whisper. Old Man Hoyle probably had an involuntary bowel movement when he looked out of his office window and saw the

## MARIE La ROUGE

Identity: Lorelei Cavilier  
 Sex: Female  
 Age: 21

Side: Evil  
 Level: 4  
 Training: Combat accuracy  
 (Unarmed HtH)

### POWERS:

1. Mutant power: Invention – Upon reaching a new experience level, Marie gains one extra Inventing Point in addition to the inventing points she would normally receive, and receives a permanent +1% bonus to her Inventing Percent. Marie's inventions may be nearly as powerful as "Powers".
2. Heightened Intelligence B: +23
3. Vehicle: "Flying Dutchess" (see page 3)

Invention: Contact Lenses - Night vision and immune to "Blinding Flash" (See Light Control VV2 pg 14)

Invention: Spider-Silk composite armor. Looks and feels like normal silk ADR=60.

Invention: Sonic ear-rings. Heightened hearing (double % to detect Hidden and/or Danger if sound is involved) and -4 from sonic attacks.

Invention: Energy Cutlass - HtH+1d12 damage, +2 to hit, 10 attacks per charge (1hr recharge). When discharged, becomes normal sword: +2 to hit, HtH+1d6 damage.

Invention: Plasma Pistol (appears to be normal pistol) - 1d10 damage, 50" range, 10 shots per charge.

Invention: Performance Enhancing Exo-Suit (PEE-Suit) - appears to be leather (counts as 2 inventions)

- Heightened speed: +42"/turn, +14 to all initiative rolls
- Heightened Strength A: +11.

Weight: 90  
 Agility Mod: +2  
 Endurance: 10  
 Intelligence: 36

Basic Hits: 2  
 Strength: 22  
 Agility: 17  
 Charisma: 15



40' luxury sailing yacht fly off into the distance. An hour later I was at the Green Future corporate headquarters in Au Gres. They had stolen from me, and I returned the favor. It took a few shots from the deck gun, but in the end, the board was very cooperative. They didn't have any cash, of course, but they did have a lot of other nice stuff. Watches, jewelry, tablets, smart phones, you name it. Best of all was all that data. Extortion is ugly. Profitable, but ugly. Do you know what a guy will pay to keep his empty headed trophy wife from seeing the pictures on his hard drive? The short answer is "A LOT"!

I kept the useful data, and hawked the merchandise for a very tidy return on my investment. Can you believe I was so naïve that I almost made a student loan payment with that money? Yeah, well, I realized pretty quickly that if I was going to be a corporate pirate in a flying ship, I didn't need to pay off my flippin' student loans. You know what else I realized? Being a corporate pirate in a flying ship was a whole lot of fun! So I dyed my hair, got a little "work" done, and changed my name to Marie la Rouge. A few months later I even had me a fine crew of pirate gals (don't use the "W" word, we'll land-haul\* you for that one).

Now me and the crew of my ship, "The Flying Dutchess" (Yeah, I spelled it like that on purpose), cruise the seas in search of yachts owned by the rich and famous. When we board them, my crew goes to work. My first mate, Claudia, keeps my gals in line. Pearl is the one who keeps the rich folks in line, she may look all lady-like and proper, but she knows where to touch a big man to make him cry like a little

girl. Added bonus; she used to work in a high-end jewelry shop and knows the real thing when she sees it. Try to pass off fake stuff for the real thing, and she'll chum the waters with your insides. The twins, Jessie and Jamie do most of the actual looting, and are extremely efficient at taking care of any armed security. Most times, Claudia keeps 'em pretty well reigned in, but when someone gets too uppity, we let the twins make a good example out of them. Sweetie may not seem too bright, and she's not, but she has a knack for finding those precious treasures that others tend to overlook (she's also quite good at cooking and blowing things to very small pieces). That just leaves Specs. She usually stays aboard the Dutchess. Don't let the glasses fool you, she's a fine lookout, always sniffing around for navy, coast guard, or other pirates. She's also one heckuva shot with the deck gun, and a darn fine nurse.

Don't think that just because were criminals, or even "evil"; that we're monsters. Paid crew and kids are off limits. The crew is just trying to earn an honest buck. I guess word has gotten 'round to some of these guys 'cause lately crews have been very helpful. As for the kids, well, it's not their fault that their parents are blood-sucking capitalist scum.

Now you know the truth, not what those brain-dead, lap dogs in the press have been telling you. If you can find us, and best us, you can drag us off to the mega-max prison and be a big futzin' hero. I know you're thinking you have what it takes - that you're tough enough, quick enough, and smart enough... but you're wrong.

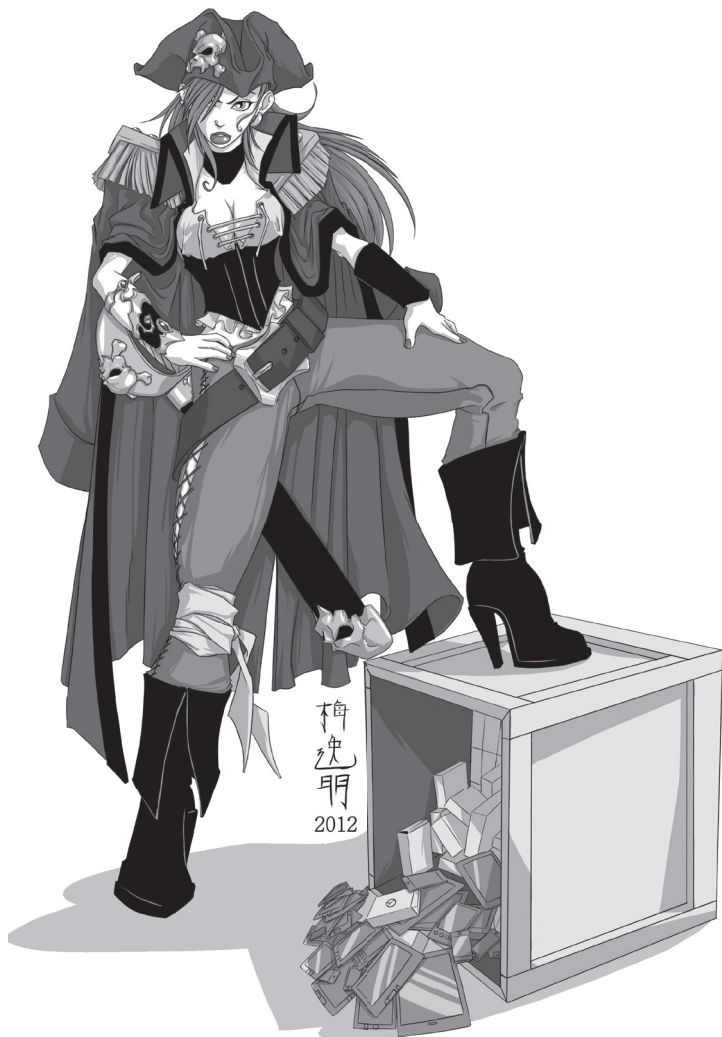
\*Land-Hauling: The act of dragging an individual behind a flying boat or airship, typically over rocky terrain, for the purpose of inflicting massive physical trauma.

**Tactics and MO:**

On the high seas, Marie will normally approach the target vessel at a fairly high speed and fire a couple of warning shots. Once the vessel is stopped, she and her crew board the vessel and relieve the passengers of their belongings. Interestingly the crews of these vessels are normally left alone, provided they don't resist too strenuously. Marie and her crew have, at the time of the writing, fully embraced their pirate personas, adopting the dress and even some of the speech of classic pirates. They are not, however overly cruel, so long as Marie and her First Mate Claudia are able to reign in their coarser shipmates. They will fight viciously if attacked and are not above sinking the odd yacht here or there.

On land, Marie and her crew normally appear just as the business is opening for the day. They will usually start off by using the deck guns to demolish a couple of German-made vehicles, and will then issue their demands. Normally, they will not mount an assault on the building, but will, instead, continue to demolish expensive vehicles and parts of the building until those inside agree to Marie's demands. Should police arrive, Marie will simply take her ship and leave. Ms. La Rouge has shown great loyalty towards her crew, and has never left a member behind.

It should be noted that as far as booty is concerned, very little is off limits. While gold, jewelry, and cash are at the top of the list, they are also quite happy to liberate smart phones, tablets, lap-tops, portable storage media, suits, weapons (normally from security personnel), office supplies, coffee, the contents of vending machines, food, tobacco products, and even toiletry items.



EXP Value: 786

Inventing points used:

Training Record:

Invention Record:

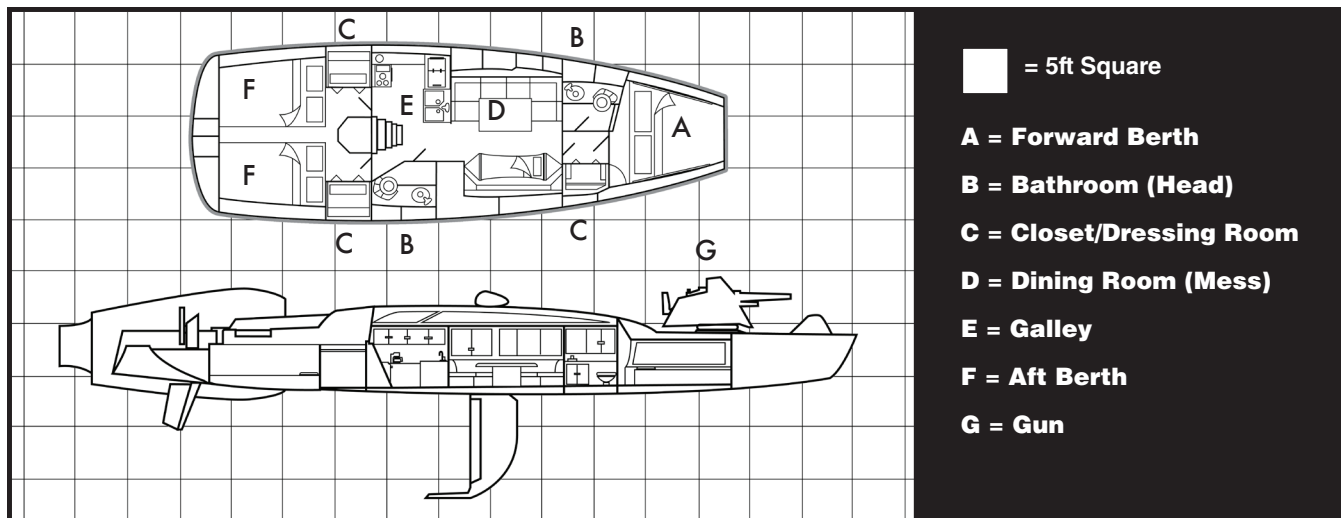
| Level | Training             | Level | Invention      |
|-------|----------------------|-------|----------------|
| 1     | + 1 to hit w/Cutlass | 1     | Multiple       |
| 2     | + 1 to hit w/Pistol  | 2     | Armored Jacket |
| 3     | + 1 to hot HtH       | 3     | Multiple       |



The crew of the “Flying Dutchess” (from left to right): Specs, Sweetie, Jessie, Jamie, Claudia, and Pearl

| Name     | Hits | Pwr | LVL | Acc. | Dmg. | Move | HtH | React (G/E) | Weap |
|----------|------|-----|-----|------|------|------|-----|-------------|------|
| Specs    | 4    | 45  | 1   | +1   | +2   | 30   | 1d3 | -1/+1       | S,D  |
| Sweetie  | 5    | 39  | 1   | -    | -    | 32   | 1d4 | -3/+3       | Dx2  |
| Jessie   | 4    | 44  | 2   | +1   | +1   | 33   | 1d3 | -1/+1       | G    |
| Jamie    | 4    | 44  | 2   | +1   | +1   | 33   | 1d3 | -1/+1       | G    |
| Claudia* | 4    | 44  | 4   | +1   | +2   | 32   | 1d3 | -1/+1       | S,G  |
| Pearl    | 3    | 41  | 3   | +1   | +1   | 31   | 1d3 | -2/+2       | S,G  |

\* - First Mate G = Plasma Pistol (Gun) D = Dagger S = Sword

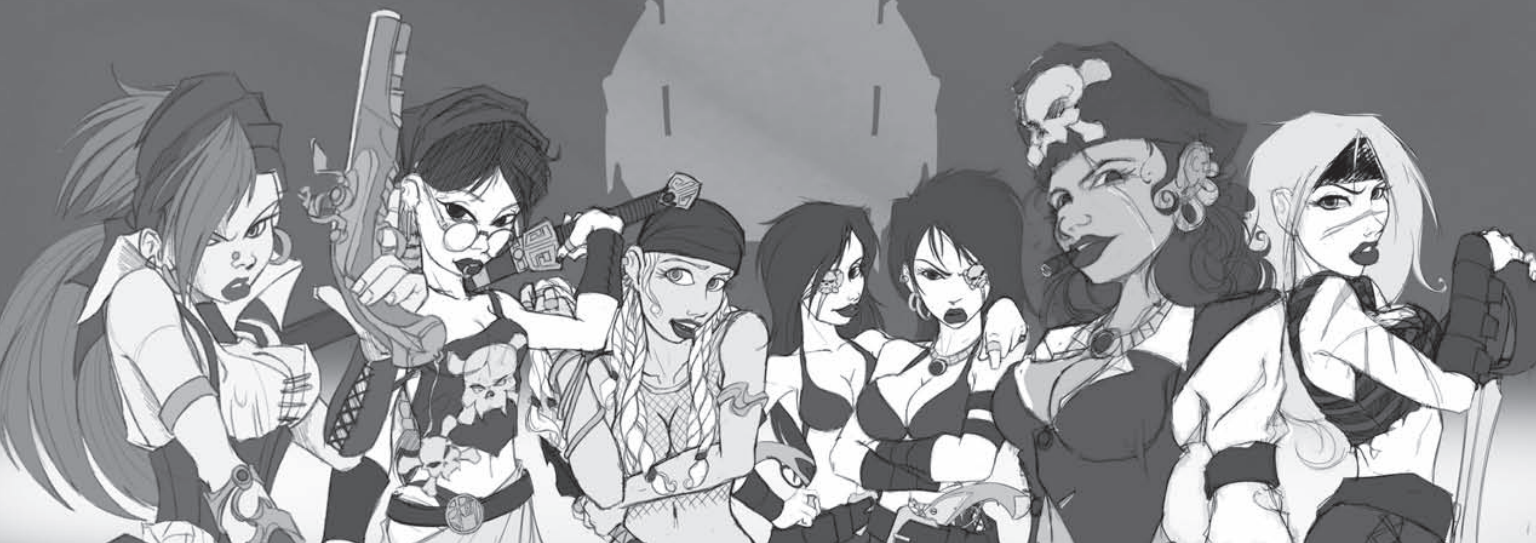


## The Flying Dutchess:

| Weight | Passengers | Cargo Capy | Speed (MPH) | Disable | Demolish |
|--------|------------|------------|-------------|---------|----------|
| 16,000 | 1+6        | 8,000      | 120 (Air)   | 80      | 320      |
|        |            |            | 20 (Water)  |         |          |

**Weapons:** Vibratory Cannon (x2), located at fore-deck in a turret. 60” range, 2d8 damage per cannon (both may be fired at same time), 10% chance that a special attack to do so will demolish target completely.

**Thank you for Checking out this FREE Villain from  
Fantasy Games Unlimited's Villains & Vigilantes  
Check out the Villains and Vigilantes products available at  
[www.FantasyGamesUnlimited.net](http://www.FantasyGamesUnlimited.net)**



**Characters and Words: John Adams**

**Pictures and Layout: Yad M. Mui**

**Editor in Chief: Scott Bizar**

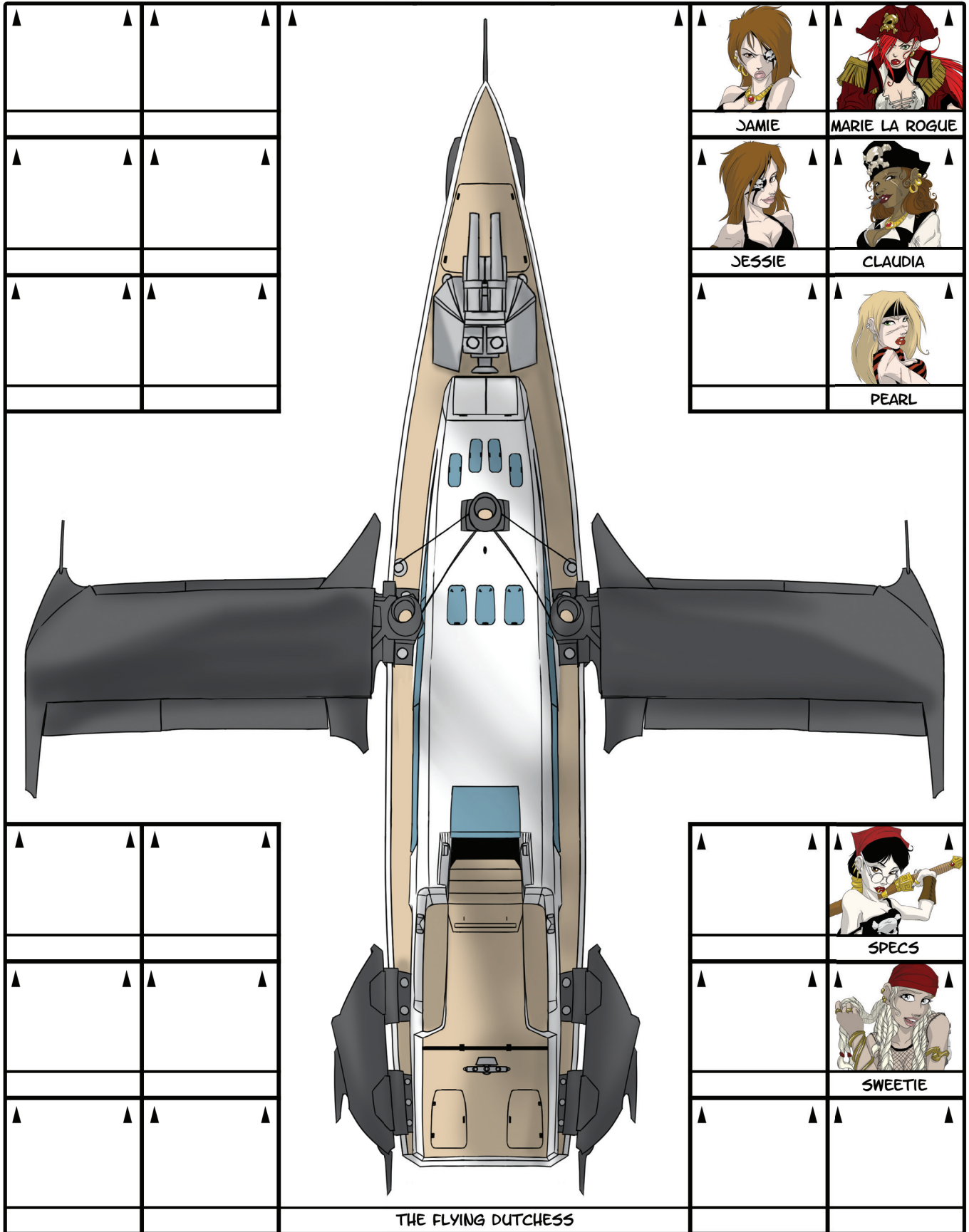
**Scan the code to check out other free villians**

### **U.S. COPYRIGHT NOTICE**

Copyright 2012 by John Adams and Yad Mui. All rights are reserved. No part of this publication may be used or reproduced in any manner whatsoever without permission, except in the case of brief quotations embodied in critical articles or reviews. Villains and Vigilantes is a trademark of Fantasy Games Unlimited. For information contact: Fantasy Games Unlimited, PO Box 1082, Gilbert, AZ 85299.







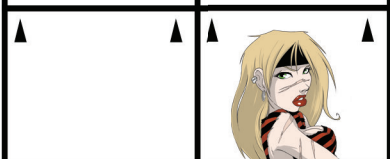
JAMIE

MARIE LA ROGUE



JESSIE

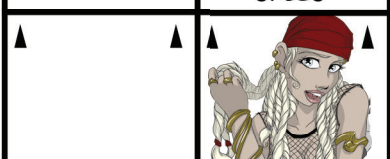
CLAUDIA



PEARL



SPECS



SWEETIE

THE FLYING DUTCHESS