

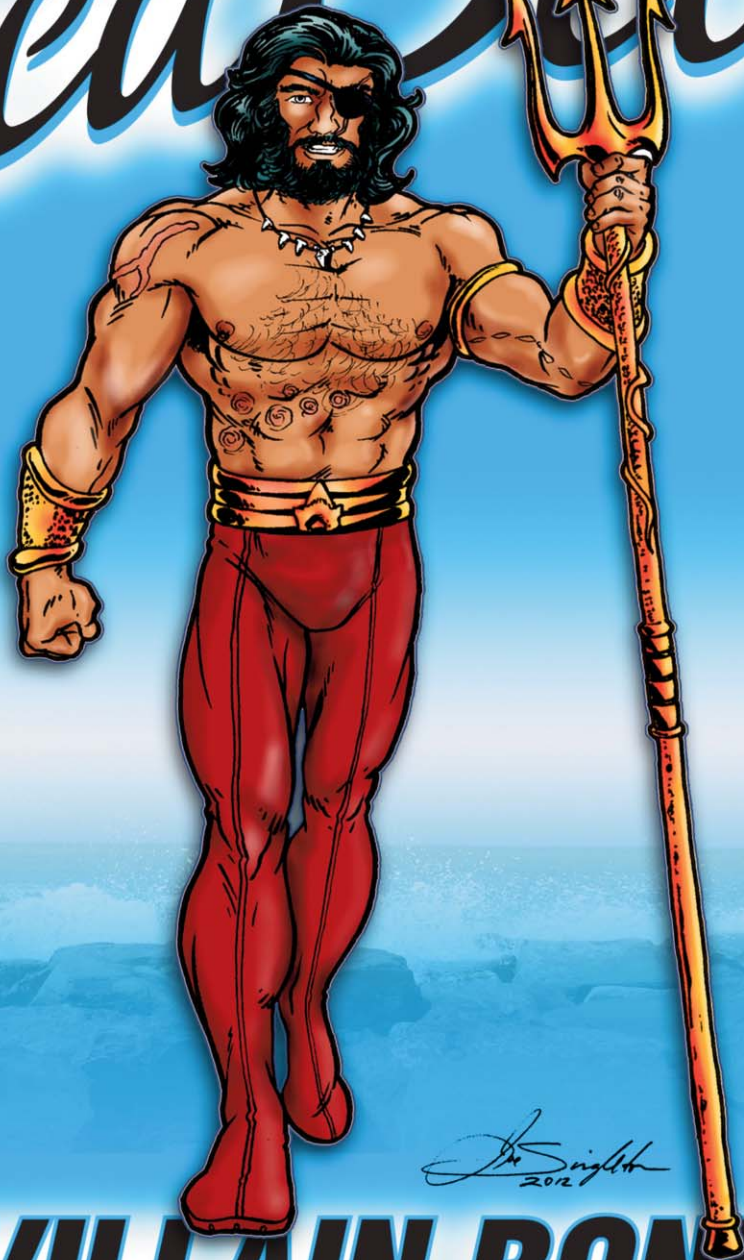
**VILLAINS
AND
VIGILANTES™**

FANTASY GAMES UNLIMITED PRESENTS



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Sea Devil



John Snygg
2012

FREE VILLAIN BONUS!

THE SEA DEVIL

Identity: Pieter Jordaan
Sex: Male
Age: 38

Side: Neutral
Level: 8
Training: +3 to hit
w/Underwater Combat

Powers:

1. Fish Powers: +4 Endurance, -4 Agility.
 - a) Water Breathing A (Land Dweller): PR=1 per hour.
 - b) Heightened Endurance: +11.
 - c) Heightened Strength: +14.
 - d) Speed Bonus: 80" Swimming.
 - e) Heightened Senses: Low Light Level Vision: Penalties for darkness reduced by ½.
2. Willpower (A): PR=1 per turn when used as a defense.
3. Heightened Defense: -4 to be hit while conscious and mobile.
4. Natural Weaponry (Unarmed Combat Training): +2 to hit, +4 HTH damage.
5. Body Power: 2x normal healing rate when in water.
6. Weapon: Trident: +3 to hit, HTH+1d4 damage.
7. Prejudice: See below.

Weight: 210 lbs.	Basic Hits: 5
Agility Mod: -	Strength: 29
Endurance: 26	Agility: 19
Intelligence: 14	Charisma: 20
Reactions from Good: -3	Evil: -3
Hit Mods.:13.794	Hit Points: 69
Damage Mod.: +2	Healing Rate: 3.5 (7)*
Accuracy: +3	Power: 88
Carrying Capacity: 2,834 lbs.	Basic HTH: 1d12
Movement Rates: 74" ground, 154" swimming.	
Detect Hidden: 10%	Detect Danger: 14%
Inventing Points: 11.2	Inventing: 42%
Knowledge Areas: Fishing, Maritime Industry	

Origin and Background: Pieter Jordaan was born the son of a wealthy businessman who owned a large South African fishing company. Spending most of his early life under his father's tutelage, it was assumed by all that when he came of age, he would join his father in running the family business. But to everyone's shock, after graduating from college, Pieter instead set out to explore the world's oceans.

After several years of travel, Pieter found himself in a small village somewhere in South East Asia, hoping to get a chance to explore the local rivers. Everything was going along as planned until a group of the local warlord's men raided the village, looking for new recruits to fill his dwindling ranks. Pieter, not one to stand by idly, attempted to aid the villagers in their defense, but was severely wounded, and captured. After a long night of torture at the hands of the warlord's men, his body was unceremoniously dumped into the local river, to be washed out to sea. But instead of dying, Pieter found that something had been awakened in him. An inner power that he never knew he possessed. Within days of the attack, he found that he had mastered his new found abilities.

Upon his return to the village, found it burned to the ground, and its inhabitants slaughtered by the warlord's men. While never a violent or spiteful man, Pieter felt that those who could

perpetrate such evil on the world, needed to be punished, and vowed to avenge those who'd died.

When the authorities found the bodies of the warlord and his men, floating in the river, they first assumed their deaths to be the result of a battle with one of the warlord's many enemies. Little did they suspect that it was the work of the man who would one day be known as the Sea Devil.

Combat Tactics/M.O.: The Sea Devil prefers underwater to land combat, as the water is where he is most effective. If possible, he'll try to initiate combat near large bodies of water to either force his opponent to fight him in the water, or to provide him with a quick escape route in the event he has to beat a hasty retreat. He'll normally hold an action, while evading, allowing his opponent the first move, before deciding where he wants to strike. When he does, he'll usually go for a special attack designed to finish, or at least incapacitate his foe with one or two carefully placed blows from his trident.

Personality/Character Traits: Pieter tends to be a loner, leading a solitary life, spending much of his time in the oceans waters around the southern coasts of Africa. While some may deem his methods as harsh, he sees them as fair and even handed, handing out his particular brand of justice to those he sees as truly deserving of punishment.

GM Notes: Sea Devil isn't a villain in the classic sense, and should provide the PCs with an interesting encounter or two. If the PCs spend a little time actually talking to him, he might even be convinced to help them out every now and then.

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