



# "OIL PRESSURE"

A MICRO-ADVENTURE FOR  
VILLAINS AND VIGILANTES™  
and LIVING LEGENDS™



by Talzhemir

Thanks to everyone for making  
the Villains and Vigilantes™  
re-launch such a huge success!

-Jeff & Jack  
Monkey House Games

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# OIL PRESSURE

## A Micro-Adventure for Villains and Vigilantes™ and Living Legends™

Written by Talzhemir

Illustrations by Talzhemir and Jeff Dee

### INTRODUCTION:

Around town, gas stations have mysteriously gone dry...

This is a short adventure for one to three characters of Level 1. It's fairly straightforward, and features a villain of a not-quite-so-serious nature.

A player who has not yet generated their very own V&V (TM) hero can be offered American Woman, a ready-made character. She can also be run as an NPC requested by the government to assist a lone player character.

### SCENE 1: "FAST, CHEAP, AND OUT OF CONTROL"

#### SUMMARY FOR THE GM:

The players learn about a mysterious crime wave in which gas stations discover their underground tanks have somehow been emptied. (If the heroes are already together, they can discover this first-hand, as someone goes to pump gas and nothing comes out.)

While they are investigating the most recent of these incidents, a block away people discover a half-meter wide circular opening from which diesel oil is pouring. The hero(es) must figure out some way to safely plug the opening.

Oil Baron's crew of Mole-Bots dig a tube to a gas station's underground reservoir. They puncture and drain the oil into a tanker. Then Oil Baron sells it through his small chain of CheapCo gas stations along the highway.

Everything was going as planned until several of his Mole-Bots failed to return when signaled. Oil Baron's tanker was full; he decided to simply leave. Meanwhile, the Mole-Bots kept digging, from the Premium Unleaded right into the underground Diesel container.

After the heroes have plugged the leak, the gas station attendant puts in a call for help: he/she is being menaced by dog-sized creatures with muzzles like a giant conical screw.

Depending on the characters, 2 Mole-bots for each 1st Level hero is probably about right. If it becomes clear that the players are out-matched, you can have a light on the forehead of a Mole-bot start beeping- the recall signal has finally gone off. Then it tries to burrow into the ground, and escapes, leaving a trail.

### SCENE 2: "CLEANUP"

#### SUMMARY FOR THE GM:

There are multiple ways the adventure can go from here, but they all pretty much lead to a battle with Oil Baron himself, and a few more Mole-Bots.

**Possibility 1:** Pursuing or tracking a Mole-Bot. The hero(es) may end up following a wayward Mole-Bot as it tries to find its way home. It is not very smart, and will try to go in a direct line (causing property damage with its nose as it goes).

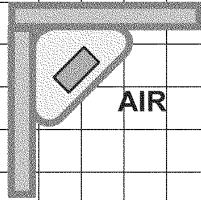
It should be made very clear that the Mole-Bot wants to travel in a straight line and has no urge to attack someone interfering with it. If the Mole-Bot is moved, it simply re-orientes itself and again tries to go towards its goal. By following the directions in which it points, a destination can be pinpointed: a garage built into the side of a CheapCo gas station.

**Possibility 2:** Investigation of the material evidence. If the Mole-Bots are studied, the hero(es) discover that the parts were made by a particular company from Japan and carry serial numbers. If contacted, the Oji Koji Roboto Corporation will inform the hero (es) that these were sold to a Mr. Chapman, and they provide an address. The second scene will probably be a confrontation at Chester Chapman's garage and gas station.

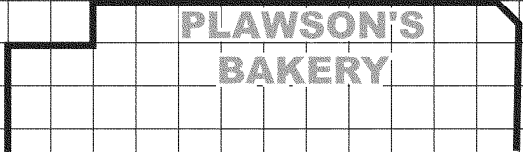
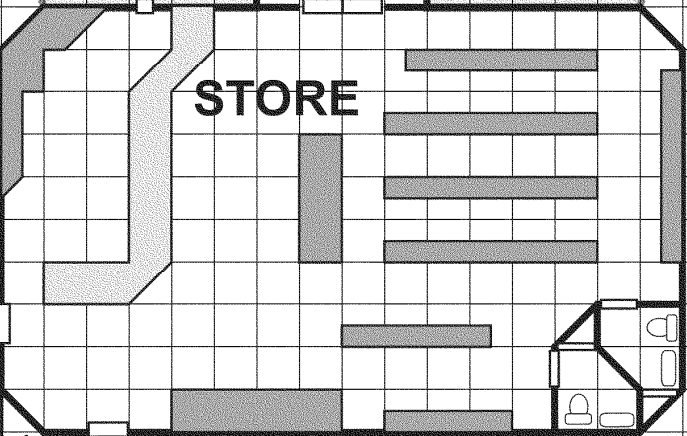
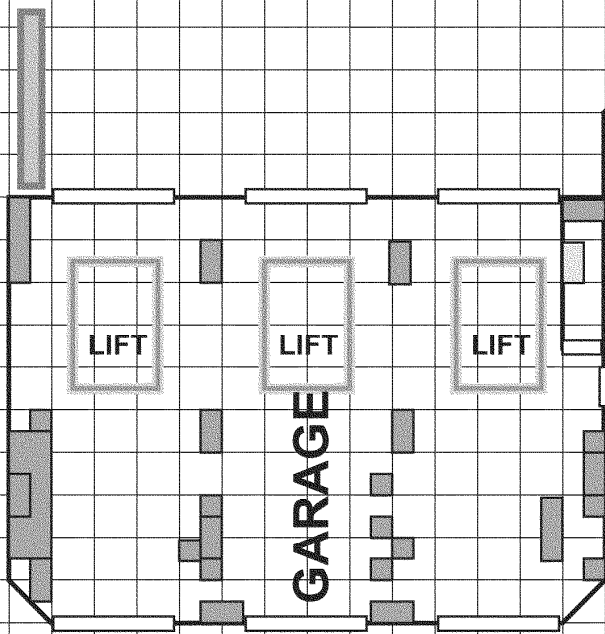
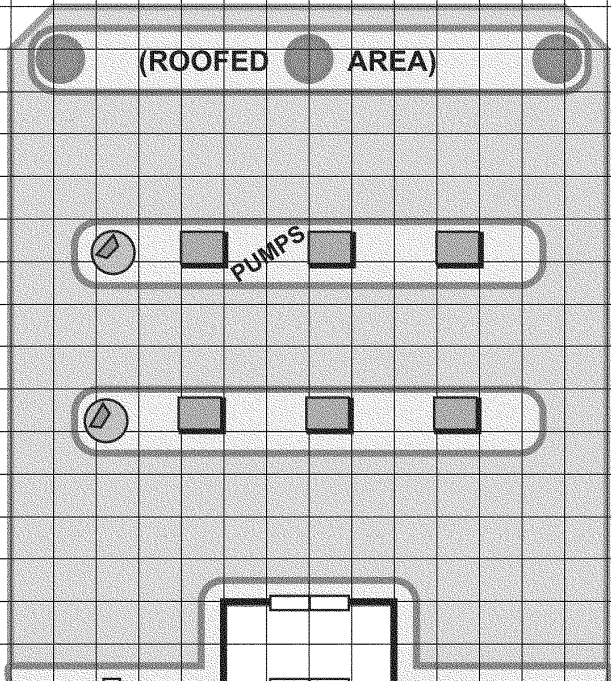
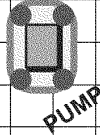
**Possibility 3:** Oil Baron hates losing anything, especially something as expensive as the Mole-Bots. If he does not know the hero(es) have discovered them, Oil Baron may return to the scene of the crime to search for them. He may be spotted by civilians as he and more Mole-Bots root about.

**Possibility 4:** Oil Baron strikes again. If the players seem to be at a loss, Oil Baron can strike again the next day. This time, a good citizen happens to notice the oil tanker and calls 911 assuming that some mishap has befallen the driver or the truck in the dead of night.

# STREET



CHEAPCO



# CHARACTER RECORD SHEET



IDENTITY: Chester Chapman

SIDE: Evil

NAME: OIL BARON

SEX: M AGE: 39

WEIGHT: 211 lbs

EXPERIENCE: 2010 LEVEL: 2

TRAINING: Agility

POWERS:

INVENTING: Mole-Bot upgrades

ARMOR B: ADR = 80

CHEMICAL POWERS DEVICE: Chemical Dispersant spray, 30" range, 2d8 damage, 13 charges

VEHICLE: Semi Truck, 10,000 lbs, 1+1 passengers, 1,500 lbs. cargo, 120 mph top speed, 50/200 hit points.

SR = 9, plus Armor ADR =50. Tanker trailer holds 5000 gallons of gas, but reduces top speed to 70 mph.

ANIMATED SERVANT B x2: Mole-Bots (see separate sheet)

LOW SELF-CONTROL: Greed. Must make a d20 save vs. Charisma to resist temptations placed before him.

STRENGTH: 15

CARRYING CAPACITY: 483 lbs

BASE HTH DAMAGE: 1d8

ENDURANCE: 12

HEALING RATE: 1.5

AGILITY: 8

ACCURACY MODIFIER: -2

DAMAGE MODIFIER: 0

INTELLIGENCE: 11

DETECT HIDDEN: 8 %

DETECT DANGER: 12 %

CHARISMA: 12

REACTION FROM GOOD: -1

REACTION FROM EVIL: +1

BASIC HITS: 5

HIT MOD.( 1.4 )( 1.4 )( 0.7 )( 1 )= 1.37

HIT POINTS ( 7 ):

POWER ( 46 ):

MOVEMENT RATES: Ground: 35

INVENTING POINTS: 2.2 CASH: \$ 10,296

ORIGIN AND BACKGROUND: British, Business/Sales and

Transportation

LEGAL STATUS: No Record; Not Wanted

(SECURITY CLEARANCE = )

OTHER INFORMATION: Owner of 6 CheapCo gas stations



portrait

# OIL BARON

## History:

Chester Chapman came from a high-society family. His brother Lewis inherited the family title and the lion's share of the wealth. The young men fell in love with the same upper-class lady, and when she chose Lewis over Chester, he chose to believe it was because of Lewis's money and title.

Worried that their envious son would cause trouble, Chester's parents packed him off to Harbor Business College in America. He discovered his accent and social class were a ticket to instant popularity. He made a small fortune through risky stock gambles, and he used the money to buy gas stations, uniting them into a company called CheapCo.

## Origin:

On a business trip in Hawaii, Chester was on a yacht near a tanker when it sprang a leak. Rather than report this, the company illegally used toxic chemicals to hide the spill. The fumes made Chester deathly ill. He spent months in a hospital in Honolulu with pneumonia, hallucinating.

## Recent History:

Chester inherited millions of pounds, but he imagines he was given almost nothing. He lives in terror of losing it all in another Great Depression. He's a miser, hoarding much of his wealth as precious metals. (His crown and ornaments are real gold.)

## Personality:

In his civilian identity as Chester Chapman, he is very normal: a congenial gentleman; a conservative dresser. As Oil Baron, it becomes apparent that he has quite a few screws loose. Dressed in garish white, purple, gold, and red, he views himself as a hero. He thinks he's a modern day Robin Hood, taking from the rich and selling to the poor at a discount.

## Quote:

"You'll pay for that, you caped thug."

"Mole-Bots, attack! Liquidate his assets!"

"No, not my beautiful semi!"

# CHARACTER RECORD SHEET



IDENTITY: - \_\_\_\_\_ SIDE: Oil Baron  
NAME: MOLE-BOT SEX: - AGE: - WEIGHT: 44 lbs  
EXPERIENCE: - \_\_\_\_\_ LEVEL: 4 TRAINING: - \_\_\_\_\_  
POWERS: \_\_\_\_\_ INVENTING: - \_\_\_\_\_

ROBOTIC BODY: 0% human appearance, x2 weight, +11 Strength, no internal repair.

Robotic System, BIONICS: Digging Claws, can move at 1/2 speed through solid objects up to SR 6.

SIZE CHANGE B: 3' scale, Height Factor 2, Weight Factor .125, Permanent

ARMOR B: ADR = 80

NATURAL WEAPONRY: Nosedrill, +2 to hit, +4 damage

STRENGTH: 19 CARRYING CAPACITY: 177 lbs BASE HTH DAMAGE: 1d4  
ENDURANCE: 12 HEALING RATE: 0.3  
AGILITY: 19 ACCURACY MODIFIER: +3 DAMAGE MODIFIER: +1  
INTELLIGENCE: 5 DETECT HIDDEN: 4 % DETECT DANGER: 10 %  
CHARISMA: 12 REACTION FROM GOOD: -1 REACTION FROM EVIL: -1  
BASIC HITS: 1 HIT MOD.( 1.6 )( 1.4 )( 1.9 )( 0.8 )= 3.4  
HIT POINTS ( 3 ): \_\_\_\_\_  
POWER ( 55 ): \_\_\_\_\_  
MOVEMENT RATES: Ground: 25 Digging: 13

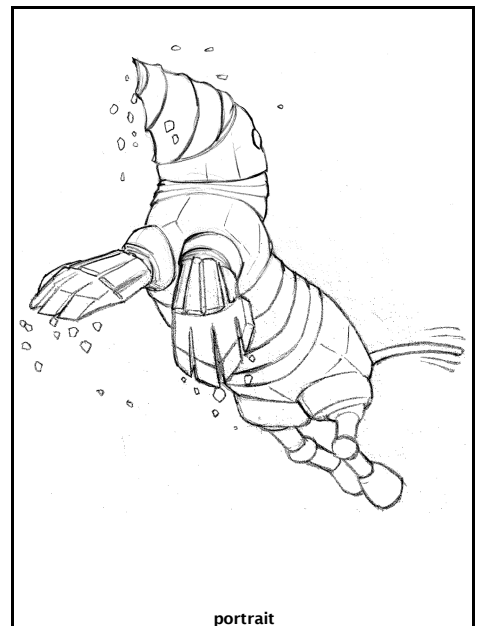
INVENTING POINTS: 2 CASH: \$ - \_\_\_\_\_

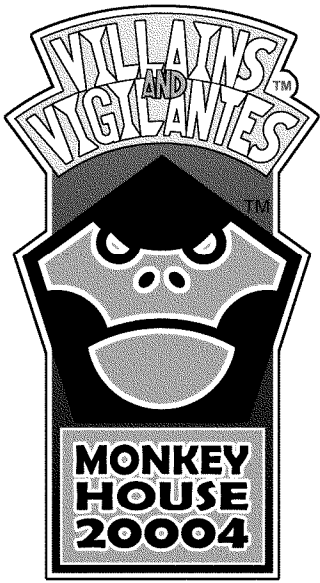
ORIGIN AND BACKGROUND: Oil Baron's Oil-Drilling Robot

LEGAL STATUS: No Record, Not Wanted

(SECURITY CLEARANCE = \_\_\_\_\_ ) \_\_\_\_\_

OTHER INFORMATION: \_\_\_\_\_





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# CHARACTER RECORD SHEET



IDENTITY: Christine Penney SIDE: Good  
NAME: AMERICAN WOMAN SEX: F AGE: 21 WEIGHT: 115 lbs  
EXPERIENCE: 1001 LEVEL: 1 TRAINING: Light Beam Combat Accuracy

POWERS: INVENTING: Flight Cape Armor

LIGHT CONTROL: Beam, 28" range, 2d8 damage, PR = 1 per shot. Flash, 28" radius, PR = 1 per use.  
Glow Defense: 1 Action to use, PR = 1 per turn.

ADAPTATION: PR = 1 per hour for life support, PR = 1 per use as a defense.

HEIGHTENED CHARISMA A: +11 HEIGHTENED ENDURANCE B: +17

FLIGHT DEVICE: Maximum speed = 250 mph, PR = 1 per hour.

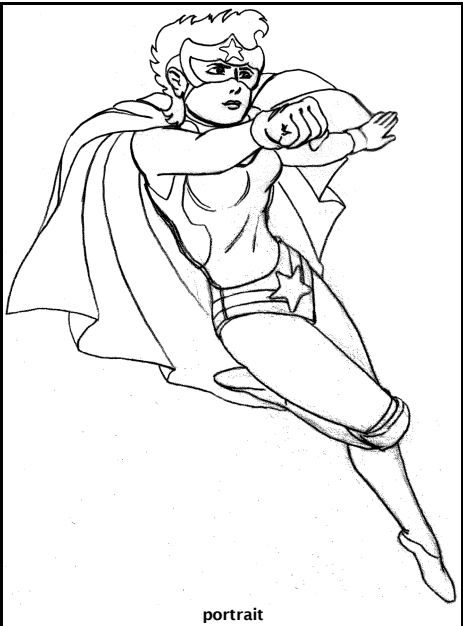
PHOBIA/PSYCHOSIS: Fear of plants and plant powers.

STRENGTH: 10 CARRYING CAPACITY: 213 lbs BASE HTH DAMAGE: 1d4  
ENDURANCE: 27 HEALING RATE: 2.4  
AGILITY: 14 ACCURACY MODIFIER: +1 DAMAGE MODIFIER: +1  
INTELLIGENCE: 10 DETECT HIDDEN: 8 % DETECT DANGER: 12 %  
CHARISMA: 21 REACTION FROM GOOD: +4 REACTION FROM EVIL: -4  
BASIC HITS: 3 HIT MOD.( 1 )( 3.4 )( 1.3 )( 1 )= 4.42  
HIT POINTS ( 13 ): \_\_\_\_\_  
POWER ( 61 ): \_\_\_\_\_  
MOVEMENT RATES: Ground: 51

INVENTING POINTS: 1 CASH: \$ 4,410

ORIGIN AND BACKGROUND: American, Social Work/Charity,  
Scholar: Physics

LEGAL STATUS: \_\_\_\_\_  
(SECURITY CLEARANCE = ) \_\_\_\_\_  
OTHER INFORMATION: \_\_\_\_\_



portrait

# AMERICAN WOMAN

## History:

Christine Penney's mom died when she was born, so Dad brought her all over on his quest to discover new plants. She traveled the world with him. Once, after handling an innocent-seeming flower, Dad fell over in convulsions and vomiting. On another occasion, Christine was caught on thorns, and the sap they oozed gave her very painful welts. Christine developed a deep horror of plants, a fact that she keeps secret.

## Origin:

Following rumors of an orchid shaped just like a bird, Dad and Christine rediscovered ancient alien ruins. Christine reached out to touch a golden bauble when it fused with her hand. It gave her light powers and an ability to withstand extreme temperatures while not breathing. Upon her return to the U.S., the government took her in and trained her to be a superhero. They also gave her the flight "cape" device.

## Recent History:

It seems like everyone wants to know what American Woman is up to. If she stays in one place for long and the word gets out, reporters come to interview her. Photographers fight for the privilege of being sent to get pictures of her. Despite all the attention, the fame hasn't gone to her head.

## Personality:

Christine is a good-hearted sort, with inner beauty to match her amazing good looks. She has a sense of humor; she doesn't tend to get angry. If opportunity presents, she'll throw in a silly pun. She may be very frightened, but she puts up a brave face, and she has a talent for lifting the spirits of those around her.


As for being patriotic, she tries very hard to set an excellent example. She doesn't smoke or drink, and she does a lot of charity work in arid rocky countries. She works with women and children in refugee camps, teaching about solar power.

## Quote:

"I tend to look on the bright side."

"I'll be back in a flash!"

# LIVING LEGENDS™


<b>Name:</b> OIL BARON, aka Chester Chapman			<b>Age:</b> 39		<b>Sex:</b> Male		<b>Race:</b> Human			
Basic Characteristics:					Secondary Characteristics:					
Score:	Effect:	Notes:	Cost:		HITS (	):				
<b>PHYSIQUE</b>	11	d6	11		<b>Move:</b>	8				
<b>REFLEX</b>	4	d3	4		<b>Leap:</b>	1.25				
<b>DEFTNESS</b>	7	d4	7		<b>Mass (kg):</b>	96		<b>Mass Effect:</b>	d4	
<b>INTELLECT</b>	11	d6	11		<b>Carry (kg):</b>	120				
<b>COOL</b>	11	d6	11		<b>NRG (</b>	<b>)</b> : 7				
<b>VITALITY</b>	7	d4	7		<b>Luck Roll:</b>	d3		<b>Wealth Roll:</b>	2d10-1	
<b>BC Subtotal:</b>			51		<b>Fame:</b>	1		<b>Fame Effect:</b>	d1	
Other Abilities:			Base Cost:	Modifier:	Cost:		Base Points:	<b>Unspent Eps:</b>		
HEIGHTENED PHYS (C): +5, STR Only			5	-3	3		100	0		
<b>ARMORED SUIT</b>										
ARMOR (C): 8 vs. All Physical, Medium Coverage, Ablative, Suit			63	-8	22		<b>Weaknesses:</b>	50		
<b>DISPERSANT SPRAYER</b>										
POWER BLAST (V): 2d8-1 Biochemical, 24" range, Charges [11], Equipment [Carried]			37	-4	22		<b>Spent Eps:</b>	5		
<b>SEMI TRUCK</b>										
HULL: 20 spaces, 3200 kg/2d8 Mass, 43 hits										
DECK: 1 space (2 seats, 1 bunk), -2 cost modifier										
MOVEMENT: 8 acceleration (4 with trailer)			2			2		<b>Balance:</b>		
SPEED BONUS: 213 top speed (107 with trailer)			14	-5	7		0			
ARMOR (C): 8 vs All Physical, Medium Coveager, Ablative			63	-7	25		<b>Total Cost:</b>		155	
Minus free vehicle armor					-13					
<b>FAMILY FORTUNE</b>										
WEALTH (C): \$1,280,000 annual income			12			12				
<b>SKILLS</b>										
VEHICLE [Truck] (DEFT/S): d6			5			5				
MECHANIC (DEFT/S): d8			9			9				
PROFESSION [Salesman] (INTL/S): d8			5			5				
DISPERSANT SPRAYER (DEFT/G): d8			5			5				
<b>Total Cost:</b>					155		Character Portrait			
Weaknesses:					Value:		Background:			
HUMAN CHARACTERISTICS					10		<b>Home:</b> Britain			
COMPULSION: Can't resist financial temptation. Common, COOL 4+ to resist/recover					15		<b>Career Fields:</b> Business & Transportation			
DISTINCTIVE: Squat build, PERC 2+ to notice, Skill 4+ to disguise					15		<b>Origin:</b> Technological Project			
QUIRK: Flamboyant dress and manner while in costume					5		<b>Motivation:</b> Greedy / Egotist			
UNLUCKY: -1 Level					5		© 2010 Monkey House Games. Living Legends is a trademark of Monkey House Games. Permission is granted to copy this file for private use.			
<b>Total Weaknesses:</b>					50					

# LIVING LEGENDS™

Name: MOLE-BOT				Age: -		Sex: -		Race: Robot	
Basic Characteristics:						Secondary Characteristics:			
Score:		Effect:		Notes:		Cost:		HITS ( 7 ): Move: 8	
<b>PHYSIQUE</b>		7		d4		7		Leap: 3	
<b>REFLEX</b>		12		d6		12		Mass (kg): 20    Mass Effect: d2	
<b>DEFTNESS</b>		11		d6		11		Carry (kg): 60	
<b>INTELLECT</b>		4		d3		4		NRG ( 11 ): Luck Roll: d4    Wealth Roll: -	
<b>COOL</b>		7		d4		7		Fame: 1    Fame Effect: d1	
<b>VITALITY</b>		11		d6		11			
<b>BC Subtotal:</b>						52			
Other Abilities:				Base Cost:		Modifier:		Cost:	
<b>ROBOTIC CUNNING</b>								<b>Base Points:</b> 80	
HEIGHTENED INTL (C): +3, PERC Only				3		-3		2	
<b>SMALL SIZE</b>								<b>Weaknesses:</b> 40	
SHRINKING (C): 1 level, .5 profile, .125 mass, Stay Active, Can't Hold Back				5		-1		4	
<b>ARMOR PLATING</b>								<b>Spent Eps:</b> 0	
ARMOR (C): 8 vs. All Physical, Mdm Coverage, Ablative				63		-5		32	
<b>DIGGING CLAWS</b>								<b>Total Cost:</b> 120	
BURROWING (V): Max. SR = 6, Body Power [Foreclaws], Misc. [not used for combat]				10		-6		4	
<b>NOSE DRILL</b>									
NATURAL WEAPONRY (V): d4+4 Sharp Kinetic damage				22				22	
<b>PROGRAMMING</b>									
NOSE DRILL (DEFT/G): d8				2				2	
FIND DIRECTION (DEFT/G): d6				2				2	
<b>Total Cost:</b>						120			
<b>Weaknesses:</b>								<b>Character Portrait</b>	
								<b>Background:</b>	
HUMAN CHARACTERISTICS						10		<b>Home:</b> -	
DISTINCTIVE: Robotic Mole. PERC 2+ to notice, skill 4+ to disguise						15		<b>Career Fields:</b> Oil-Drilling Robot	
PHYSICAL DISABILITY: No internal repair capability.						15		<b>Origin:</b> created by Oil Baron	
<b>Total Weaknesses:</b>						40		<b>Motivation:</b> Servitor	
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# LIVING LEGENDS™

<b>Name:</b> AMERICAN WOMAN aka Christine Penney		<b>Age:</b> 21	<b>Sex:</b> Female	<b>Race:</b> Human		
Basic Characteristics:				Secondary Characteristics:		
Score:	Effect:	Notes:	Cost:			
<b>PHYSIQUE</b>	11	d6	16 / d8 CON	11	<b>HITS (</b> 16 <b>):</b>	
<b>REFLEX</b>	11	d6		11	<b>Move:</b> 8 Fly 29 / 384	
<b>DEFTNESS</b>	11	d6		11	<b>Leap:</b> 2.3077	
<b>INTELLECT</b>	7	d4		7	<b>Mass (kg):</b> 52 <b>Mass Effect:</b> d3	
<b>COOL</b>	16	d8		16	<b>Carry (kg):</b> 120	
<b>VITALITY</b>	11	d6		11	<b>NRG (</b> 11 <b>):</b>	
<b>BC Subtotal:</b>				67	<b>Luck Roll:</b> d4 <b>Wealth Roll:</b> d4	
					<b>Fame:</b> 7 <b>Fame Effect:</b> d4	
Other Abilities:		Base Cost:	Modifier:	Cost:	Base Points:	Unspent Eps:
					100	0
					<b>Weaknesses:</b> 50	<b>Balance:</b>
					<b>Spent Eps:</b> 0	0
					<b>Total Cost:</b> 150	0
<b>MYSTICAL PHYSIOLOGY</b>						
HEIGHTENED PHYS (C): +5 (CON Only)		5	-3	3		
ADAPTATION (C): All Physical, plus Ashyxiation		3	9	10		
ARMOR (C): 1 vs. All Physical		2		2		
<b>LIGHT CONTROL</b>						
POWER BLAST (V): d12 Laser, 12" range		29		29		
SENSORY SHOCK (V): d8 Normal Light Overload, No Range, 7" Diameter Area, NRG Cost [1 per use]		12		12		
DEFENSE (V): +2 Targeting Difficulty & Dodge Levels, NRG Cost [1 to activate], Misc [not vs protected senses]		13	-3	9		
<b>FLIGHT CAPE</b>						
FLIGHT (V): 29 acceleration, 384 top speed, Accessory [Cape]		22	-2	17		
<b>SKILLS</b>						
SCHOLAR [Physics] (INTL/S): d3		1		1		
				<b>Total Cost:</b>	150	<b>Character Portrait</b>
Weaknesses:				Value:	Background:	
COMPULSION: Fear of plants and plant powers. Common, COOL 6+ to resist and recover.				20	<b>Home:</b> American	
PERSECUTED: Paparazzi, Common, Minor				10	<b>Career Fields:</b> Social Work & Scholar	
QUIRK: Good sense of humor				5	<b>Origin:</b> Mystical Accident	
QUIRK: Patriotic				5	<b>Motivation:</b> Utopian	
DISTINCTIVE: Hot blonde, PERC 3+ to notice, Skill 4+ to disguise				10	© 2010 Monkey House Games. Living Legends is a trademark of Monkey House Games. Permission is granted to copy this file for private use.	
<b>Total Weaknesses:</b>				50		

