



Character Templates

There are a number of character types that recur frequently in comics, and comic book RPGs. I've made a few templates that make generating these types of characters quicker and easier. Just follow the basic instructions included with each template. Need a quick group? Roll one of each! These templates work equally well for both player characters and NPCs, except for the Master Criminal. For use with the Rules Upgrade, just use the same rules that apply for rolling random characters.

[Aquatic](#) | [Cyborg](#) | [Energy Projector](#) | [Martial Artist](#) | [Master Criminal](#)
[Predator](#) | [Robot/Android](#) | [Speedster](#) | [Stretcher](#) | [Strongman](#) | [Weapon Specialist](#)

Aquatic Template

Description: They work well both beneath the waves and above. They come from lost cities, civilizations, and races beneath the sea. Examples of this type include Sub-Mariner, Aquaman, Namora, Dolphin, Namorita, Aqualad, Marina, Abe Sapien, and Tiger Shark.

1. Base Powers/Skills (The character gets these by default):
 - Water Breathing
 - Speed Bonus (swimming)
2. Roll or choose 1d4 additional powers from the list below:
 1. Animal Powers (Fish)
 2. Animal Control (Fish or Undersea Creatures)
 3. Flight
 4. Heightened Agility B
 5. Heightened Endurance B
 6. Heightened Senses (Radar, Sonar, Magnetic Fields, Smell)
 7. Heightened Strength B
 8. Invulnerability
3. If the character has less than 5 powers you can roll or choose more from any table until they have 5.
4. Most Aquatics look slightly unusual (pointed ears, etc.) Only 1 in of 6 of these types do not look

normal at all. Roll a d6, a six means the character looks completely human, 2-5 means the character has a slightly unusual appearance, a 1 indicates they are extremely unusual (green or blue skin, obvious gills, etc.).

5. Since Aquatics tend to be either hybrids or from non-human races (Atlantean or Ichthyosapien) they have a 2 in 6 chance of suffering the weakness "Prejudice."

Cyborg Template

Description: These were once normal(?) people, changed into an amalgam of natural and artificial parts. They may appear relatively normal, but often are obviously different. Some notable examples are Cyborg, Creech, the Six Million Dollar Man, Deathlok, Spiral, and the entire CyberForce team.

1. Base Powers/Skills (The character gets these by default):
 - Bionics (see table below)
 - Heightened Strength B
2. Roll or choose 1d4 additional powers/devices from the list below:
 1. Armor B
 2. Bionics (yes, a second time)
 3. Heightened Agility B
 4. Heightened Endurance B
 5. Heightened Senses
 6. Life Support
 7. Natural Weaponry (claws, blades, and such)
 8. Power Blast
 9. Special Weapon
 10. Speed Bonus
3. Sample Bionics are listed below:
 1. Access Terminal (Control computers by 'jacking in', as in Lightning Control)
 2. Black Box (Record audio and video the character experiences for later playback)
 3. Extendible Arm(s) (up to 30" reach)
 4. Multiple Arms (+1d4 arms, +15 initiative per extra arm)
 5. Replacement Limb (effectively +20 STR in that limb only)
 6. Secret Compartments in Limb (could hold cash, tools, weapon, etc)
4. If the character has less than 5 powers you can roll or choose more from any table until they have 5.
5. At least 5 out of 6 of these types do not look normal at all. Roll a d6, anything other than a 6 means the character has an unusual appearance, 2 or less means they have the weakness "Predjudice" as well.

Energy Projector Template

Description: The purveyors of power. Ladies of lightning, and men of magnetism. They hurl thunderbolts like the gods themselves. Some examples of this type are Cyclops, Dr. Light, Heatwave, the Human Torch, Live Wire, and Tempest.

1. Base Power (The character gets one by default, select one or roll 2d6-1):
 1. Darkness
 2. Disintegration Ray
 3. Flame Power
 4. Gravity Control
 5. Ice Powers
 6. Light Control
 7. Lightning Control
 8. Magnetic Powers
 9. Power Blast
 10. Sonic Abilities
 11. Vibratory Powers
2. Most Energy Projectors have flight, either select flight or roll d6 (4 or less) to see if the character has it.
3. Roll or choose 1d4 additional powers from the list below:
 1. Absorption (Energy)
 2. Adaption
 3. Flight
 4. Force Field
 5. Heightened Agility B
 6. Heightened Attack
 7. Heightened Endurance B
 8. Heightened Expertise
 9. Heightened Intelligence A
 10. Heightened Strength B
 11. Heightened Senses (Sense Energy)
 12. Illusions
 13. Illusions (Solid Energy Projections)
 14. Invisibility
 15. Invulnerability
 16. Non-corpealness
 17. Paralysis Ray
 18. Regeneration
 19. Speed Bonus
 20. Transformation

4. If the character has less than 5 powers you can roll or choose more from any table until they have 5.

Martial Artist Template

Description: Masters in the art of war. These experts may have trained in the Far East, the back alleys of Brooklyn, another dimension, or even the local Dojo. They are usually calm and serene until prompted into action. Among the examples of this type are Master of Kung Fu, Karate Kid, Iron Fist, Stick, Elektra, and Bronze Tiger.

1. Base Powers/Skills (The character gets these by default):
 - Natural Weaponry (Martial Arts)
 - Heightened Agility A
2. Roll or choose 1d4 additional powers from the list below:
 1. Heightened Agility A (yes, a second time)
 2. Heightened Attack
 3. Heightened Defense
 4. Heightened Endurance A
 5. Heightened Expertise
 6. Heightened Intelligence A
 7. Heightened Strength A
 8. Special Weapon
 9. Weakness Detection
 10. Willpower
3. If the character has less than 5 powers you can roll or choose more from any table until they have 5.

Master Criminal Template

Description: The insane, often inane, geniuses who have turned their prodigious talents to criminal enterprise. These strange, pathetic creatures often leave some calling card - or act in an obscurely predictable manner. Is it a call for help that drives them to leave these clues, or are they playing a dangerous, but thrilling, game? The legions of classic examples include the Joker, Lex Luthor, Arcade, Toyman, Riddler, Penguin, Catwoman, Mad Hatter, Scarecrow, and .

1. Base Powers/Skills (The character gets these by default):
 - Heightened Intelligence B

- Heightened Charisma B

2. Roll or choose a weakness from the list below:

1. Low Self Control: Anti-Social or Homicidal Behavior
2. Psychosis: Megalomania
3. Psychosis: Obsessive-Compulsive Behavior (recurrent theme or motif in devices, crimes, hide-outs, etc.)
4. Psychosis: Paranoia

3. Roll or choose 1d4 additional powers from the list below:

1. Heightened Agility A
2. Heightened Charisma A
3. Heightened Defense
4. Heightened Endurance A
5. Heightened Intelligence A
6. Poison/Venom Device
7. Special Weapon
8. Vehicle

4. If the character has less than 5 powers you can roll or choose more from any table until they have 5.

Predator Template

Description: The animalistic hunters of the comic book world. They usually have sharp teeth and claws, or occasionally martial arts skill. The best examples of this template are Ripclaw, Wolverine, Wildchild and Sabretooth.

1. Base Powers/Skills (The character gets these by default):

- Heightened Senses
- Natural Weaponry

2. Roll or choose 1d4 additional powers from the list below:

1. Animal/Plant Powers
2. Heightened Agility B
3. Heightened Attack
4. Heightened Defense
5. Heightened Endurance B
6. Heightened Expertise
7. Heightened Intelligence A
8. Regeneration
9. Weakness Detection

10. Willpower

3. If the character has less than 5 powers you can roll or choose more from any table until they have 5.

Robot/Android Template

Description: Men and women made of metal. These may have once been normal men or women, but now occupy a high-tech body of steel and chrome. Examples of this type include Robotman, Machine Man, Brainiac, Jocasta, Computo, Vision, Ultron, Noman, and Nimrod.

1. Base Powers/Skills (The character gets these by default):
 - Choice of Android Body or Robotic Body
 - Heightened Strength B
2. Roll or choose 1d4 additional powers from the list below:
 1. Adaption
 2. Armor B
 3. Heightened Agility B
 4. Heightened Endurance B
 5. Heightened Intelligence B
 6. Heightened Senses
 7. Invulnerability
 8. Power Blast
3. If the character has less than 5 powers you can roll or choose more from any table until they have 5.
4. At least 5 out of 6 of these types do not look normal at all. Roll a d6, anything other than a 6 means the character has an unusual appearance, a 2 means they have the weakness "Predjudice", a 1 means they have "Reduced Charisma."

Speedster Template

Description: They move faster than any normal human. Some can run up walls or even break the sound barrier. Examples of this type include the Flash(es), Quicksilver, Johnny Quick, Whizzer, Killjoy, Impulse, Lightning, and Velocity.

1. Base Powers/Skills (The character gets these by default):
 - Heightened Speed
 - Heightened Defense

2. Roll or choose 1d4 additional powers from the list below:

1. Flight
2. Heightened Agility B
3. Heightened Attack
4. Heightened Defense
5. Heightened Endurance B
6. Heightened Senses
7. Invisibility
8. Invulnerability
9. Natural Weaponry (speed punches)
10. Regeneration

3. If the character has less than 5 powers you can roll or choose more from any table until they have 5.

Stretcher Template

Description: They can bend and stretch themselves to incredible length. They are often quite maleable, and more than a bit twisted too! Some of the members of this rubbery band are Mr. Fantastic, Shapeshifter, Elastic Man, Flat Man, Plastic Man, Amorpho, and Madame Rouge.

1. Base Powers/Skills (The character gets these by default):

- Stretching Powers
- Heightened Agility B

2. Roll or choose 1d4 additional powers from the list below:

1. Heightened Charisma A
2. Heightened Defense
3. Heightened Endurance B
4. Heightened Intelligence A
5. Heightened Strength A
6. Invulnerability
7. Speed Bonus
8. Transformation: Shapeshifter

3. If the character has less than 5 powers you can roll or choose more from any table until they have 5.

Strongman Template

Description: Sheer power. Massive strength in a human, or more than human form. Some are more powerful than a locomotive. Examples in this grouping are Black Anvil, Colossus, Blockbuster, the Hulk, Impact, Savage Dragon, Strong Guy, and the Thing.

1. Base Powers/Skills (The character gets these by default):
 - Heightened Strength B
 - Heightened Strength B (again)
2. Roll or choose 1d4 additional powers from the list below:
 1. Adaption
 2. Armor
 3. Heightened Attack
 4. Heightened Endurance B
 5. Heightened Strength B
 6. Invulnerability
 7. Regeneration
 8. Size Change: Larger
 9. Speed Bonus
 10. Willpower
3. If the character has less than 5 powers you can roll or choose more from any table until they have 5.
4. At least 5 out of 6 of these types do not look normal at all. Roll a d6, anything other than a 6 means the character has an unusual appearance, a 2 means they have the weakness "Predjudice", a 1 means they have "Reduced Charisma."

Weapon Specialist Template

Description: These guys are the best they are at what they do, but they don't do much. They specialize in one weapon - and have perfected the use of it to an artform. They include archers (the most common form of this template), but may use bolas, swords, boomerangs, guns, or any other type of alien or manmade weapon you can devise. Examples are Black Knight, Boomerang, Captain Boomerang, Green Arrow, Hawkeye, and Dart.

1. Base Powers/Skills (The character gets these by default):
 - Heightened Expertise
 - Special Weapon
2. Roll or choose 1d4 additional powers from the list below, heightened abilities can be either A or B depending on the campaign:
 1. Armor (device)
 2. Heightened Agility A

3. Heightened Attack
4. Heightened Defense
5. Heightened Endurance A
6. Heightened Expertise (yes, a second time)
7. Heightened Intelligence A
8. Heightened Senses
9. Heightened Strength A
10. Weakness Detection

3. If the character has less than 5 powers you can roll or choose more from any table until they have 5.

4. You can also roll the table below for a weapon type if you can't think of one.

1. Bow\Crossbow
2. Staff
3. Boomerang
4. Bola
5. Sword
6. Darts (thrown, blowgun, dartgun)
7. Throwing Stars (Shuriken)
8. Throwing Knives
9. Throwing Disks (Chakram)
10. Slingshot
11. Gun
12. Grenade

Villains and Vigilantes Campaign Headquarters