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Basic Guidelines

Assumptions

1. V&V Characters are assumed to be I level characters in GURPS Supers terms.
2. The guidelines try to preserve basic capabilities from V&V while expressing them in GURPS terms.
3. It is assumed that each V&V power is worth around 100 points in GURPS terms. This can vary a lot from power to power..
4. Can't Wear Armor can be interpreted in a number of ways. Physique: The character's body won't fit conventional armor. Functional: The character's gadgets interfere with wearing armor (e.g., Powered Armor bought with points.) Genre Pact: The character simply relies on innate armor. It's recommended that the more survivable guns option (half base damage but guns are armor piercing by default) be used.
5. Damage is loosely converted as 1d for every point of V&V damage.
6. For Range, multiply inches by 5/3 to get Yards. Round up to an appropriate GURPS range. Assume that the V&V range is the half damage range.
7. For V&V abilities that cost Power, assume a Fatigue cost equal to the V&V cost divided by 4, rounded *down*. Most powers will not cost Fatigue in GURPS.

Attributes and Characteristics

1. Strength: Multiple V&V Carrying Capacity by 2/3 and then take the square root to get lifting ST. Base

Striking ST on damage. Note that it is easy to dramatically boost unarmed damage with skills like Boxing or Karate and Advantages like Blunt Claws.

2. Dexterity: If V&V Dexterity is 20 or less, multiply by 2/5 and add 6. If V&V Dexterity is 21 or more divide by 5 and add 10.
3. IQ: If V&V Intelligence is 20 or less, multiply by 2/5 and add 6. If V&V Intelligence is 21 or more divide by 5 and add 10.
4. Health: If V&V Constitution is 20 or less, multiply by 2/5 and add 6. If V&V Constitution is 21 or more divide by 5 and add 10.
5. Will: If V&V Charisma is 20 or less, multiply by 2/5 and add 6. If V&V Charisma is 21 or more divide by 5 and add 10.
6. Speed: Based on converted HT and DX rounded down to the nearest whole number. This may be modified based on V&V Powers.
7. Fatigue: Equals V&V Power divided by 4, rounded down.
8. Move: Equal to V&V Move divided by 6. Note that if V&V Move is boosted by powers it may be necessary to use Advantages such as Enhanced Move. For Move measured in MPH, divide V&V speed in MPH by 2 and treat as Move.
9. Hit Points: This is a little tricky because V&V Hit Points are like old school D&D Hit Points and incorporate the ability to avoid attacks through modifiers for Dexterity and Intelligence. This conversion takes base hit points from mass and modifies by V&V Strength and Constitution. V&V Dexterity and Intelligence are incorporated into Defense rolls.
 - a. Base Hit Points: Multiple V&V character weight in pounds by 2/3 and then take the square root. Note that permanently shrunk

- characters use original weight for this calculation.
- b. Multiply base Hit Points as calculated by $(V\&V \text{ Strength} + 5)/15$ and $(V\&V \text{ Endurance} + 5)/15$.
 - c. For example, a V&V character weighing 125 pounds would have base Hit Points of 9. If the character had V&V Strength 15 and Endurance 25, base Hit Points would be multiplied by 1.33 for Strength and 2 for Endurance, resulting in 24 GURPS Hit Points.
 - d. For characters with exceptionally high Hit Points for their mass, you may want to use Injury Tolerance (Damage Reduction) instead of Hit Points.
10. Characters are assumed to have appropriate combat skills. All characters are likely to have at least one unarmed striking and grappling skill, plus appropriate attack skills for any Innate Attacks, etc
 11. Base Attack Skill: $11 + V\&V \text{ Accuracy}$. Add $\frac{1}{2}$ level (rounded down) and any relevant attack bonuses such as Heightened Expertise.
 12. Base Defense Skill: $7 + (V\&V \text{ Agility}/10) + ((V\&V \text{ Intelligence} + 5)/15)$. Add $\frac{1}{4}$ level (rounded down) and half of any V&V Defense modifiers such as Heightened Defense.
 13. Alternately, for high level characters instead of converting levels as increased attack and defense skills, convert them to Advantages such as Luck or Combat Reflexes, spending 10 points per level.
 14. In addition, the GURPS character gets points in influence related Advantages/Disadvantages such as Appearance, Charisma, Smooth Operator, Voice, etc depending on V&V Charisma. If V&V Charisma is 20 or less, multiply V&V Charisma

by 2 and subtract 20. That is the total points in influence related Advantages. If the total is negative then that means the character has Disadvantages such as Ugly, Disturbing Voice, etc. If V&V Charisma is above 20, points in GURPS Advantages equals V&V Charisma.

15. This creates a rough estimate that may need to be tweaked. For example, if combat skills are much higher than converted Dexterity, GURPS Dexterity may need to be increased. Likewise, if combat skills are lower GURPS Dexterity should be reduced while adding advantages such as Perfect Balance.

Other Abilities

Other V&V character abilities can be converted as follows..

1. Characters are assumed to typically have another 25 points per level to buy increased DX, skills, Will, etc
2. Default assumption is that characters have the Supersuit Perk where appropriate, as well as the Cloaked and Masked Perks, If the character has the Can't Wear Armor Limitation on Damage Resistance, he should also take the Non-protective Clothing Perk.
3. While the V&V game seems to rarely employ the Security Clearance score in the rulebook, it does suggest characters might have Advantages such as Legal Enforcement Powers, Police Rank and Security Clearance, with the Informal Limitation. Suggested points toward this might equal $(V\&V \text{ Level} + V\&V \text{ Reaction Bonus}) * 2$.
4. Characters may be permitted access to some early TL 9 technology, at 100* the usual price. This can be

bought as Signature Gear. So for example a full body TL 9 Reflex Suit could be bought for \$135,000 or for 14 points as Signature Gear. If a character can make the technology himself (typically this would require the Gadgeteer Advantage and Inventor!), price is merely 10* normal. Alternately use the Metatech rules for common gadgets.

Powers

General Guidelines

1. When in doubt, assume a Power should be worth around 100 points.
2. Assume that each Power has a -10% limitation such as Super or Magic, as seems appropriate.
3. V&V Attacks should typically do as many dice of damage in GURPS as average damage in V&V. E.g., a Power Blast does 1d20 or an average of 10.5 in V&V. That amounts to 10d or 11d damage in GURPS.
4. V&V attacks should usually have the Variable enhancement.
5. Choose an appropriate amount of damage as well as enhancements for Accuracy and range. Alternately, consider adding enhancements like Rapid Fire and Armor Divisor. Again, aim for around 100 points.
6. Remember to take appropriate skills such as Innate Attack to use the powers.

Absorption

1. This V&V Power works in a number of ways. One version would be Damage Resistance with the Absorption Enhancement, usually to boost only one trait.
2. This could also be Neutralize with the Power theft Enhancement.
3. Use the Leech Advantage from GURPS Powers to represent V&V

Absorption that drains other characters' abilities to boost the character's own.

4. V&V Absorption of a substance can be represented in GURPS with the Alternate Form Advantage with a Trigger limitation (must touch substance to be mimicked) and possibly Reduced Time. The template of the Alternate Form should be based on an appropriate Body of X meta-trait.
5. V&V Absorption of Knowledge & Memories can be represented by the Telepathic Learning modular abilities Advantage in GURPS Psionic Powers.
6. V&V Absorption of appearance would be best represented in GURPS with the Morph Advantage and an appropriate Limitation requiring the character to touch the person duplicated.

Adaption

1. V&V Adaption grants numerous Advantages in GURPS. Include Doesn't Breathe, G-Experience 10, Improved G-Tolerance (10 G), Pressure Support 3, Protected Senses (All), Radiation Tolerance 100, Resistant (Metabolic Hazards), Sealed, Universal Digestion and Vacuum Support.
2. In addition, it includes Injury Tolerance (Damage Reduction 2.)

Android Body

1. Typically includes the Advantages Absolute Timing, Digital Mind, Doesn't Sleep, Immunity to Metabolic Hazards, Injury Tolerance (No Blood, Unliving), Intuitive Mathematician, and Photographic Memory. Also includes the Unhealing Disadvantage.
 2. Limits on human like appearance would be represented in GURPS by some level of Unnatural Features.
 3. Depending on the power source, it might include Reduced Consumption or Doesn't Eat or Drink. Restricted Diet could also be a Disadvantage.
 4. Other powers are likely to take limitations like Superscience to reflect their technological nature. .
 5. In V&V this has increased Strength and Endurance, but that should be captured by conversion of attributes to GURPS.
 6. Mechanic (Robots) would be the most likely skill for repair and maintenance of an android body.
- are limited to the kind of animals the character controls.
 - c. Depending on the specific animals (or insects) controlled, this power may also be expressed as an innate attack representing a swarm attack.
 - d. It's not included in the base power, but Speak to Animals might be helpful and fit the power theme.
2. Plants aren't known for their mobility but V&V Plant Control allows a number of GURPS abilities expressed as Plant Control.
 - a. Telekinesis: The ability to manipulate things via animated plants. This should take the Environmental Limitation - obviously it only works where plants are present. The Area Effect Enhancement might also be appropriate.
 - b. Other GURPS Advantages are possible, with Enhancements like Area Effect and Limitations like Environmental. Possibilities include Telekinesis with the Animate Objects Limitation, Binding to wrap opponents up in vines, Innate attack to strike with branches, etc.
 - c. Speak to Plants isn't part of the standard V&V Power but would make an appropriate addition.
 - d. Note that Powers on page 42 suggests the appropriate Environmental Limitation would be worth -40%.

Animal/Plant Control

1. V&V Animal Control includes a number of abilities, including controlling and summoning animals.
 - a. Animal Control: In GURPS this is Mind Control with the Enhancements Extended Duration *30 and Independent and the Limitations Animals Only (possibly more specific) and Suggestion.
 - b. The Ally Group Advantage with the Summonable and Minion Enhancements. Allies

Animal/Plant Powers

1. In V&V, Animal and Plant Powers typically grant other V&V powers appropriate to a given theme. Convert as appropriate to the V&V powers.

Animated Servant

1. In GURPS terms this is an Ally. Suggested build is 75% of the PC's power level, appearing either always or on a 15 or less. Usually the Ally will have the Minion Enhancement. Supernatural servants might have the Summonable Enhancement.
2. Type A would be a supernatural servant, typically with a Magic or Divine power limitation.
3. Type B is high tech and should take Superscience or other related limitations. Build the servant as an NPC robot or android.

Armor

1. This can be either natural (Type A) armor or an actual suit of armor (Type B.) A strict conversion of the V&V Power would probably make it semi-ablative but it's simpler to treat it as straight damage resistance.
2. For either Armor, divide V&V Armor rating by 3 to get GURPS Damage Resistance. Alternately if using the survivable guns option, divide V&V

rating by 3.5 but add the Hardened Enhancement.

3. Type A Armor is natural and might take limitations such as Tough Skin or Flexible. It also leads to increased mass which in V&V means lower Agility and higher Carrying Capacity but that is covered in the rest of the conversion.
4. Type B Armor is actual Armor and should take appropriate gadget limitations as suggested under Devices, as well as an appropriate limitation for power source.
5. Optionally, take the Perk Non-Protective clothing and the limitation Cannot Wear Armor -40%.

Astral Projection

1. The core ability is Insubstantiality with the Enhancement Ghost Air and the Limitations Projection, Costs Fatigue 3, and Temporary Disadvantage (No Sense of Smell/Taste and Numb, only for Substantial.) (-20%).
2. A secondary ability in GURPS terms is Invisibility with the Switchable and Affects Machines Enhancements, and the Limitations Accessibility (Only when Insubstantial) (-30%), Temporary Disadvantage (Mute for anyone substantial) (-20%), and Only Against Substantial (-10%)
3. Another secondary ability is Flight (Accessibility: Only when Insubstantial) (-30%) and 6 or 7 levels of Enhanced Move (Air), also with the (Accessibility: Only when Insubstantial) (-30%) Limitation.

4. The character should also take Can Carry Objects on Insubstantiality and Invisibility or the Perk Astral Clothing (grants the simulation of clothing while astral projecting.)

Bionics

1. Bionics are more of a power source than a specific power. Take the appropriate GURPS Advantage, usually with a Superscience or similar Limitation.
2. GURPS Ultratech suggests that abilities bought as bionics should take the limitations Electrical (-20%) and Requires Weekly Maintenance (-5%.) This can be tweaked depending on the details of the bionics.
3. Likewise, GURPS Ultratech suggests taking Disadvantages for the missing body parts (e.g., One Arm for a bionic arm) with the Limitation Mitigator valued at -70%. I admit I am not sure how this was calculated - the value is linked to Electrical and Maintenance plus Unhealing.
4. The repair skill is usually Mechanic (Robotics.)

Body Power

1. This is undefined in V&V and should be converted on a case by case basis.

Chemical

1. The basic attack of the V&V Power would do 9d damage with the Costs Fatigue 2 Limitation and a $\frac{1}{2}$ Damage Range equal to V&V Strength multiplied by 10/3.
2. Beyond this, there are any number of potential chemical attacks - Toxic, Corrosive or Fatigue based, a gas or acid spray, etc. Consider writing up a few options as Alternative Attacks. GURPS Powers pages 144-145 has some examples.
3. The ability to change into various chemical forms would be covered by Alternative Form with the Enhancement Reduced Time 4 or 5. Remember that you pay for the most expensive Alternate Form and then pay just the base cost of Alternate Form for the other versions.
 - a. The Absorptive Change Enhancement or the Supersuit Perk is likely useful here.
 - b. For simplicity's sake, I'd recommend taking off the ST -10 modifier from the various "Body of" traits.

Cosmic Awareness

1. The base V&V Power in GURPS terms is the Very Blessed Advantage with the Enhancements Reduced Time 12 (+240%) and Reduced Fatigue Cost 9 (+180%.) so use of the power takes 1 turn (second) and costs only one Fatigue.

2. To represent the drawbacks, take Backlash (Stunning, Resistible) (-5%) and Backlash (Unconsciousness & Nightmares, Resistible, Secondary) (-25%.) If the character misses the HT roll, he is physically Stunned. If he misses it by 5 or more, he is Unconscious and upon recovering consciousness is treated as if he suffered from Nightmares and failed the Self Control roll. .

Darkness Control

1. Default V&V Darkness Control corresponds to 10 levels of Obscure, with the Enhancements Ranged (+50%), Area Effect increased from 2 to 16 yard (+150%), Variable (+5%) and the ability to vary darkness within the area of effect (Cosmic, +50%).

Death Touch

1. In GURPS terms, this is an Affliction 3 with the Enhancements Cosmic (Ignores Damage Resistance) (+300%) and Causes Death (+300%) and the Limitations Melee Attack (Reach C) (-30%) and Costs Fatigue 2 (-10%).
2. Using the Malediction (+100%) might be more cost effective.

Devices

1. This represents a gadget limitation rather than a power. Here are a few suggested limitations for various kinds of devices.
2. Amulet: Can Be Stolen, Quick Contest of DX (-30%). Either Unique (-25%) or Breakable, SM -7 (varies).
3. Armor: Unique (-25%) or Breakable, SM 0 (varies). Can Be Stolen, Forcible Removal, -10%.
4. Belt: Unique (-25%) or Breakable, SM -5 (varies). Can Be Stolen, Forcible Removal, -10%.
5. Cloak: Unique (-25%) or Breakable, SM -1 (varies), Can Be Stolen, Contest of DX from behind or grapple and contest of DX from the front (-30%).
6. Helmet: Unique (-25%) or Breakable, SM -4 (varies), Can Be Stolen, Forcible Removal (-10%).
7. Pistol: Can be stolen (-30%). Unique (-25%) or Breakable, SM -5 (varies).
8. Rifle: Can be stolen (-30%). Unique (-25%) or Breakable, SM -3 (varies).
9. Ring: Unique (-25%) or Breakable, SM -11 (varies), Can be removed by stealth or trickery (-20%).
10. Shield: Unique (-25%) or Breakable, SM -2 (varies). Can be removed, quick contest of ST (-30%).
11. Wand: Unique (-25%) or Breakable, SM -5 (varies). Can be removed, quick contest of ST (-30%).
12. If the device is complex machinery, add -5%.
13. Devices can also be represented as Meta-tech.
14. HP for devices should be the cube root of the weight in lbs, times 4 for complex devices or 8 for simple devices.
15. Alternately, use suggested HP based on Size and Weight. Use the lower HP for complex devices:
 - a. SM 0: 300 lbs, 30/60 HP
 - b. SM -1: 100 lbs, 20/40 HP

- c. SM -2: 30 lbs, 15/30 HP
- d. SM -3: 10 lbs, 10/20 HP
- e. SM -4: 3 lbs, 7/15 HP
- f. SM -5: 1 lb, 5/10 HP
- g. SM -6: 5 oz, 3/6 HP
- h. SM -7: 1.5 oz, 2/4 HP
- i. SM -8: 0.5 oz, 1/3 HP
- j. SM -9: 0.15 oz, 1, 2 HP

Devitalization Ray

1. In V&V this is an attack that reduces Power. In GURPS terms that corresponds to a Fatigue based attack. Translated literally, this would be a low powered attack - about 1d6 Fatigue - but with a high Armor Divisor, about 10 or so. A more practical compromise would be to increase base damage and add one level of Armor Divisor - e.g., a 4d6 Fatigue attack with Armor Divisor 2. Base ½ damage range is equal to V&V Endurance multiplied by 10/3.
2. As described, this is a ray but it could also be interpreted as a sleeping gas attack, anesthetic dart, etc. Modify accordingly.

Dimensional Travel

1. There are three kinds of V&V Dimensional Travel - travel to a specified alternate dimension, travel to a parallel world simulating a different time or place on Earth and travel to undefined alternate dimensions that are not parallel Earths.

2. Type 1 Dimensional Travel is the Jumper (World) Advantage in GURPS with the Enhancement Reliable +10 (+50%) and the Limitation: One Predetermined Dimension (-50%).
3. Type 2 Dimensional Travel is the Jumper (Time) Advantage with the Modifier that the character is not truly traveling through time but to worlds that are potentially Earth's past or future (+0%).
4. Type 3 Dimensional Travel is the Jumper (Worlds) Advantage.

Diminished Senses

1. A Disadvantage, not an Advantage. Choose the appropriate GURPS Disadvantage to represent the V&V weakness.

Disintegration Ray

1. In V&V, the Disintegration effect only affects nonliving creatures. The ray itself does about 11d in GURPS terms - possibly represented as a Corrosion Attack.
2. The Disintegration effect can be treated as an Affliction with the Follow-Up Enhancement and the Enhancements Causes Destruction +250%, Cosmic (Disintegrated) +50% and only affects nonliving -50%.
3. To get ½ Damage range in GURPS, multiply V&V Strength by 5/3 and round up to the nearest appropriate Range (10/20/50/100 etc.)

Emotion Control

1. This V&V Power is the GURPS Advantage Mind Control. With the Enhancement Independent and Limitation Costs Fatigue 1 (-5%), and Emotions Only (-50%) or One Emotion Only (-80%). By default, the V&V Power can only cause one predetermined emotion.
2. Alternatively, the character may radiate the emotion. Add the Enhancement Area Effect 16 yards and the Limitation Emanation. Increase Cost Fatigue to 2.

Flame Power

1. This V&V Power has two variations. Flame Power 1 is simply a Burning Attack, doing 7d damage.
 - a. The attack might take the Jet Modifier as seems appropriate or simply be regular Innate Attack.
 - b. Consider taking Alternative Attacks as variations on the main attack.
 - c. For defensive uses, take Damage Resistance with the Limitations Directional, Only Against Ranged Projectiles and Heat/Light Based attacks, and the Linked Enhancement, plus Burning Attack with the Aura Enhancement and the Melee Attack (Reach C) and Directional Limitations.

- d. To get $\frac{1}{2}$ Damage range for the Flame attack in GURPS, combine V&V Strength and Endurance and multiply by $\frac{5}{3}$. Round up to the nearest appropriate Range (10/20/50/100 etc.)
2. Flame Power 2 allows the character to project fire, burst into flames and fly.
 - a. The ability to burst into flames in GURPS is the Advantage Burning Attack with the Aura and Link Enhancements and the Limitations Melee Attack (Range C) and Costs Fatigue 1, plus Damage Resistance with the Enhancement Linked and the Limitations Only Against Ranged Projectiles and Heat/Light attacks, and Costs Fatigue 1.
 - b. Flight is the GURPS Flight Advantage plus enough levels of Enhanced Move (Air) to match the V&V flying speed. Flight should take the Limitation Accessibility: Only When Flame is on (-30%.)
 - c. The base Flame Power attack is a 7d Burning Attack. As with Flame Power 1, it is possible to take alternative versions.
 - d. To get $\frac{1}{2}$ Damage range for the Flame attack in GURPS, combine V&V Strength and Endurance and multiply by $\frac{5}{3}$. Round up to the nearest appropriate Range (10/20/50/100 etc.)

3. In either case, abilities based on the V&V Flame Power should take the Elemental (Heat/Fire) Limitation.

Flight

1. Logically enough, this is the GURPS Flight Advantage plus enough Enhanced Move (Air) to match the V&V speed.
2. V&V allows for FTL travel in some cases. The simplest way to handle this is many levels of Enhanced Move with the Accessibility: Only in Space Limitation. Alternatively, consider Warp with Accessibility: Only in Space.
3. Depending on other powers, the GM might allow other appropriate Limitations.

Force Field

1. Force Screen: Represented by a 12d Crushing Attack with the Area Effect, Persistent, Extended Duration *10, and Wall (Rigid, any shape) Enhancements. The V&V version costs Power (Fatigue) when taking damage. The GM might allow a -20% Limitation: Takes 1 Fatigue for every 20 full points of damage blocked by the force field.
2. Pummeling Blast: Crushing Attack. Damage converted based on V&V hand to hand damage. Add the Increased Range *5 (+20%) Enhancement. The GM might consider adding a Doubled Knockback Enhancement.

- a. To get ½ Damage range in GURPS, multiply V&V Endurance by 10/3. Round up to the nearest appropriate Range (10/20/50/100 etc.)
3. The V&V power does not allow a personal force field, but if desired, take Damage Resistance with the Force Field Enhancement and either Switchable or Costs Fatigue.

Gravity Control

1. This V&V Power is represented in GURPS by the Control (Gravity) Advantage with the Ranged Enhancement. Base cost is 20/level.
 - a. To get ½ Damage range in GURPS, multiply V&V Strength by 5/3. Round up to the nearest appropriate Range (10/20/50/100 etc.)
2. Characters with this V&V Power might also take the Walk on Air Advantage with the Planetary Limitation as well as Telekinesis with the Limitation Attraction/Repulsion and the Modifier that Attraction/Repulsion runs along the line of gravity.
3. Other Advantages are possible - see SU47 and P128.

Heightened Agility

1. By straight conversion, this V&V Power grants increased DX.
2. In addition, the character might put points into Advantages such as

Flexible or Double Jointed, Perfect Balance, Enhanced Dodge, etc.

Enhanced Time Sense (Combat Only.)

Heightened Attack

1. This V&V Power in GURPS terms should increase damage by 1d for every +1 in V&V. Note this can get pretty extreme for high level characters.
2. Depending on the character's main attack mode, this could also be interpreted as Striking ST or other Advantages or Enhancements that increase the effect of the player's attacks.

Heightened Charisma

1. By straight conversion, this V&V Power grants increased Will in GURPS.
2. Beyond that, Heightened Charisma could cover any Advantages that improve influence, including Charisma of course as well as Appearance, Voice, and Talents affecting social skills.

Heightened Defense

1. To reflect the base power, add Defense Bonus 2. That is a combination of Enhanced Block 2, Enhanced Dodge 2 and Enhanced Parry (all) 2.
2. In addition, the V&V power could be represented in GURPS terms by Combat Reflexes, Danger Sense or

Heightened Endurance

1. The base V&V Power is reflected by increased HT in GURPS. This is incorporated in converting Attributes.
2. In addition, this power could represent Fit or Very Fit, extra Fatigue Points, Disease or Poison Resistant, Hard to Kill or Hard to Subdue, etc.

Heightened Expertise

1. This ability should give +4 to skill with all appropriate attack skills, depending on the V&V range.
2. This could simply mean high GURPS skills, a Talent affecting the relevant skills or for all Combat even increased DX.
3. Alternatively, take a Wild Card skill to represent a range of combat skills.
4. To boost this power, add Trained by a Master, Gunslinger, Heroic Archer or Weapon Master as seems appropriate.

Heightened Intelligence

1. By straight conversion, this V&V Power grants higher IQ in GURPS.
2. In addition, V&V Heightened Intelligence can justify abilities such as Eidetic or Photographic Memory,

Versatile, Single Minded, Intuition, Intuitive Mathematician, etc.

5. Note this does NOT improve DX or defense rolls.

Heightened Senses

1. Convert this V&V Power based on the appropriate GURPS Advantage. Look for whatever GURPS Advantage matches the effect.
2. Improved normal senses are represented by increased Perception or Acute Senses.
3. More exotic senses are reflected by Advantages such as Night Vision, Discriminatory Smell, Dark Vision, Scanning Sense, et cetera.
4. An increase in V&V Detect Danger score likely indicates Danger Sense in GURPS.

Heightened Speed

1. Convert V&V Move to the matching GURPS Move. In GURPS, it's likely to be more efficient to use Enhanced Move (Ground) with the Natural Enhancement rather than just Move.
2. To convert improved Initiative, add Extra Attack with the Multistrike Enhancement. Add as many levels as the V&V Initiative Bonus divided by 15, rounded down.
3. If the character has Innate Attacks, consider adding the Rapid Fire Enhancement to a level matching Extra Attacks.
4. Consider adding Enhanced Time Sense or some other Advantage allowing the character to act first.

Heightened Strength

1. The base power is simply increased GURPS ST bought with an appropriate power limitation. Choose enough ST to match the increase in GURPS.
2. For exceptional ST, consider taking the Super Effort Enhancement.
3. V&V has damage increase linearly as lift increases exponentially. If you want to get fussy, convert accordingly:
 - a. Set GURPS Striking ST to match V&V HtH damage. E.g., d10 in V&V should be around 5d in GURPS. Remember that unarmed striking skills and Blunt Claws can do a lot to boost unarmed damage.
 - b. Set Lifting ST to match V&V Carrying Capacity.
 - c. Set HP based on the conversion rules above.

Ice Powers

1. The base power includes an ice generation attack, the ability to generate ice armor and the ability to create ice.
 - a. The base icing attack is a 3d Fatigue attack with the Enhancements Armor Divisor 3 (+100%) and Linked (to Binding attack) (+10%), and

- the Costs Fatigue 1 (-5%) Limitation,
- b. Linked to the icing attack is a Binding attack - Binding 20 with the Engulfing Enhancement. Borrowing from GURPS Powers, FP lost to failed attempts to escape are treated as lost to freezing but the victim is not helplessly entangled on a roll of 17-18.
- c. To get ½ Damage range for the above attacks in GURPS, combine V&V Strength and Endurance and then divide by 3. Round up to the nearest appropriate Range (10/20/50/100 etc.)
- d. Ice armor is an Affliction granting the Advantages Damage Resistance 20 and Damage Resistance 10 (Fire Only), both with the Semi-Ablative Limitation (a +700% Enhancement), Cancellation (+10%), the Malediction Enhancement, and the Limitations No Range. Costs Fatigue 1, and Self Only.
- e. Create Ice 12 with the Ranged Enhancement. This could be bought as an Alternative Attack to the Icing Attack.
- 2. Note that the base attack in V&V does straight up damage - converting to Fatigue damage seemed more appropriate.
- 3. Consider taking other abilities such as Flight with the low ceiling Limitation

- 4. Ice Powers should all take the Elemental (Cold/Ice) Limitation in GURPS.

Illusions

- 1. V&V Type A Illusions are simply the GURPS Illusion Advantage. Take the appropriate Modifiers to represent the senses affected.
- 2. V&V Type B Illusions are a bit trickier to create as they involve virtual creations. The ability to create inanimate objects might be converted to GURPS as Create Matter of some sort. Multiply V&V Creation Points by 5 and take the square root to get the GURPS Level of Create. The ability to create animate objects might be converted as Ally Group, always appearing with the Summonable and Minion Modifiers and Slave Mentality. Consider making one an Alternate Ability of the other.

Invisibility

- 1. Usually this will have the Affects Machines (+50%) and the Switchable (+10%) Enhancements.
- 2. The Supersuit Perk or Encumbrance Enhancements are also recommended.

Invulnerability

1. In GURPS this roughly corresponds to Damage Resistance. Multiply V&V Invulnerability by 5/3 to get GURPS Damage Resistance.
2. If using the survivable Guns option, multiply Invulnerability by 1.5 but add the Hardened Enhancement.

Life Support

1. As written, this is a device that provides the following Advantages.
 - a. Damage Resistance 15
 - b. Doesn't Breathe
 - c. Doesn't Eat or Drink
 - d. Pressure Support 3
 - e. Temperature Tolerance
 - f. Vacuum Support
2. For a straight V&V conversion, this will be a Gadget with the Breakable (SM 0) Limitation, Damage Resistance comparable to the underlying Advantage.

Emanation and Reduced Duration (3 seconds) Limitations.

- c. To get $\frac{1}{2}$ Damage range for these attacks in GURPS, multiply V&V Agility by 10/3. Round up to the nearest appropriate Range (10/20/50/100 etc.)
- d. The ability to light up in GURPS terms is Damage Resistance 16 (suggested) with an additional 8 Damage Resistance versus energy attacks and the Enhancement Force Field (+20%) and the Limitation Costs Fatigue 1 (-5%).
2. Alternative attacks could include a pulse laser acting as a Crushing Attack with an Armor Divisor or a directed ranged Flash power.
3. All Light Control powers should take the Elemental (Light) Limitation (-10%,)

Light Control

1. The base power includes a light attack, a flash ability and the ability to "light up" as a defense,
 - a. The basic light attack in GURPS is a 9d Burning Attack. Other attack abilities should be bought as Alternative Attacks,
 - b. Flash power is an Affliction causing the Blindness Disadvantage (+50%) with the Area Effect and Vision Based (+150%) Enhancements and the

Lightning Control

1. The base V&V power grants a lightning attack, the ability to control machines and a defensive force field.
 - a. The base attack ability is a 9d Burning Attack with the Enhancements Surge (+20%) and Stunning (+50%) and the Limitation Costs Fatigue 1 (-5%).
 - b. For the ability to short out electronics, take an Alternative Attack as above but without the Stunning

Enhancement and with the No Wounding Limitation.

- c. For a Taser effect, use 9d Burning with the Enhancements Stunning (+50%) and Secondary Effect Unconsciousness (+40%) and the No Wounding Limitation.
 - d. For all attacks, $\frac{1}{2}$ Damage range in GURPS is equal to V&V Endurance multiplied by 10/3 in yards. Round up to the nearest appropriate range.
 - e. The ability to control electrical machines would be the Mind Control Advantage with the Enhancements Extended Duration *3 (+20%) and the Limitations Costs Fatigue 1 (-5%), Only on Electrical devices (-20%) and Puppet (-40%).
 - f. Defensive use is Damage Resistance 16 (suggested) with an additional 8 Damage Resistance versus energy attacks and the Enhancement Force Field (+20%) and the Limitation Costs Fatigue 1 (-5%).
 - g. Optionally, add Linked (+10%) to the Force Field and add Affliction with the Enhancements Aura (+80%) and Linked (+10%).
2. All Lightning Control powers should also have the Elemental (Electrical) limitation.

Lowered Intelligence

1. The base V&V weakness would be reduced IQ in GURPS and would be reflected as part of the conversion of attributes.
2. At the GM's discretion, this could also include Disadvantages such as Short Attention Span or Oblivious.

Low Self-Control

1. This V&V Weakness can be interpreted in a number of ways. One is as one or more GURPS Disadvantages such as Bad Temper, Berserk, Compulsive Behavior, Impulsive, etc.
2. Alternatively, take the Uncontrollable Limitation on the character's powers.

Magical Spells

1. The best way to handle V&V magic spells in GURPS terms is treat it as Alternative Abilities. The power framework could be Sorcery from GURPS Thaumatology: Sorcery, Divine Favor from GURPS Powers: Divine Favor or simply pay full price for the most powerful spell and treat the others as alternative abilities from that. Choose what seems appropriate.
2. Consider allowing Compartmentalized Mind (Only to switch the active sorcerous spell, -60%, No Mental Separation, -20%)

- to switch between spells without concentration.
- 3. Buy attack spells normally.
- 4. For spells buying Advantages, buy as Afflictions granting Advantages. Add the Malediction Enhancement (+100%) and Fixed Duration (+0%.) Add the Extended Duration Enhancement if you want the spell to last longer.
- 5. Take Cancel Spells (Neutralize Magic, Own Spells Only -50%, Interruption -50%, Precise +20%) to shut off your own spells once cast.
- 6. Spells will probably take Magic (-10%) as the power source and limitations such as Incantations and Gestures. Cost Fatigue is also a possibility.
- 7. For more elaborate rituals, add Requires Preparation and perhaps Trigger.

Magnetic Powers

- 1. The base power is Telekinesis with the Enhancement Increased Range 1 (+10%) and Limitation Magnetic (-50%.) Base Strength on converted Carrying Capacity in V&V.
- 2. A Magnetic Blast is a Crushing Attack. Damage should be equal to Thrust damage for the Strength of the Telekinesis. This should take the Costs Fatigue 1 (-5%) and the Elemental (Magnetism) (-10%) Limitations.
 - a. $\frac{1}{2}$ Damage Range in GURPS is equal to V&V Strength multiplied by 5/3. Round up to the nearest standard GURPS range.

- 3. Defense is Damage Resistance 20 with the Force Field Enhancement (+20%) and Costs Fatigue 1 (-5%.)

Mind Control

- 1. In GURPS terms, this is Mind Control with Extended Duration *30 (+60%), Independent (+70%), Puppet (-40%), Cosmic (uses Long Distance Modifiers) (+50%), and Accessibility: Only out to 100 yards (-40%.) The accessibility limitation is based on the limitation for Warp in GURPS Basic.
- 2. Fatigue cost converted from V&V is 5 Fatigue (-25%) but only if successful. I would reduce that to Costs Fatigue 2 (-10%),
- 3. If you want to be more precise, range should equal $(V\&V \text{ Intelligence} * \text{Charisma})/3$ in yards.

Mutant Power

- 1. As with Body Power, convert on a case by case basis.
- 2. Depending on the world background, this may come with required Limitations or a meta-trait for mutants.

Mute

- 1. This is simply the Mute Disadvantage in GURPS.

2. It is advisable for the character to take the Gesture skill and sign language.

Move can't exceed ground Move (-25%.)

Natural Weaponry

1. As described, this can represent unarmed combat training as well as genuine natural weapons such as Claws, Strikers, etc.
2. For Martial Artists, take appropriate unarmed combat skills at a level to represent the attack bonus. Add Striking Strength and perhaps Blunt Claws or Strikers with the limb limitation to represent increased damage. Possibly add Trained by a Master or Extra Attack.
3. For genuine natural weapons, take some variety of Claws or Striker and perhaps Striking Strength. Take an appropriate skill to use with the natural weaponry at a level fitting the attack bonus.

Paralysis Ray

1. To represent the V&V Power as written, take Affliction with the Enhancements Paralysis (+150%) and Cosmic (Ignores Damage Resistance (+300%.))
2. Alternatively, to represent something like an electrical attack that locks muscles, take a Burning Attack with the Enhancement Side Effect (Paralysis) (+150%) and the Limitation No Wounding.
3. Take other appropriate modifiers to represent an attack that works as a poison or a gas.
4. Either way, the Attack should take the Costs Fatigue 1 Limitation (-5%) and $\frac{1}{2}$ Damage Range should be equal to V&V Endurance multiplied by $\frac{10}{3}$ in yards.

Noncorporeal

1. In GURPS terms, the base power is the Insubstantiality Advantage with the Partial Change Enhancement.
2. The character should also take either the Can Carry Objects Enhancement or the Supersuit Perk. Note that the former increases the cost of the Partial Change Enhancement.
3. The V&V power also includes Flight with the Limitations Accessibility: Only When Insubstantial (-10%) and

Pet

1. As with Animated Servant, this is the Ally Advantage in GURPS terms. Frequency should be 15 or less, or Always. Unlikely Animated Servants, pets are unlikely to have the Minion or Summonable Enhancements.
2. Some form of Animal Handling or Speak with Animals might be useful but not essential.
3. For a small ordinary animal, the Perk Pet would suffice.

Phobia/Psychosis

1. In GURPS terms, a Mental Disadvantage. Choose the appropriate Phobia or other Mental Disadvantage that best reflects the V&V weakness.

Physical Handicap

1. This is a physical Disadvantage in GURPS terms. Choose the appropriate Disadvantage matching the V&V weakness.

Poison/Venom

1. The VV Poison/Venom power can be represented in a number of ways. Typically it has the Limited Uses Limitation.
2. GURPS Powers, pages 144-145 has numerous versions of poison attacks that could be used to model specific V&V Poison/Venom powers.

Power Blast

1. The base V&V Power translates roughly as a 10 to 12d Innate Attack in GURPS. However the details are vague. Budget 100 points for the power and choose the type of Attack (Crushing, Burning, Piercing, etc.) that fits the V&V power.

2. Add Accuracy, Increased Range and other such Enhancements that fit the specific V&V version of the power.
3. Consider lowering base damage and adding Enhancements like Armor Divisor or
4. For a generic version, consider an 12d Burning or Crushing Attack with the Enhancements Increased Range *5 (+20%), Accuracy +4 (+20%), and Variable (+5%.) With a -10% Power Limitation that would put the Power around 81 points in GURPS. Then take an Alternative Attack, essentially the same but with the Enhancement Stunning and Limitation No Wounding. Combined that would be a little over 100 points.

Prejudice

1. In GURPS terms, this weakness is represented by Disadvantages such as Social Stigma, negative Reputation, etc.
2. In addition, the character is likely to have some kind of legal authority as an Enemy, perhaps only watching.
3. A character with the V&V Prejudice weakness is unlikely to have Police Rank, Security Clearance or Legal Enforcement Powers.

Psionics

1. This is another undefined V&V Power - convert on a case by case basis depending on how exactly the specific character's power works.

Power source of course is likely to be Psionic.

2. If the GM wants to make Psionics highly distinct, consider using the GURPS Psionic Powers framework.

Reduced Agility

1. This reduces Agility in V&V and thus reduces DX in the conversion to GURPS.
2. At the GM's discretion, this can also lead to Disadvantages like Klutz, Ham Fisted or even Unlucky.

Reduced Charisma

1. This weakness is reflected in Attribute conversion - reduced Will, Disadvantages such as Appearance (Unattractive) or worse, Odious Personal Habits, etc.
2. Depending on power source, this weakness may also include supernatural Disadvantages.

Reduced Endurance

1. In GURPS terms this is basically reduced HT and is reflected in the process of converting attributes.
2. The GM might consider adding thematically appropriate Disadvantages such as Unfit or Very Unfit or Susceptibility.

Reduced Strength

1. This is simply reduced ST in GURPS and is captured as part of the conversion process for Attributes.

Regeneration

1. This is Fast Regeneration in GURPS terms. The standard V&V version includes an "Achilles' Heel" Limitation - some kind of damage that Regeneration doesn't work on. If the GM wants to include this, price as the Achilles' Heel Limitation for Unkillable.
2. The GM might add Regrowth, Unkillable 1 and the Radiation Healing Enhancement to boost this ability.

Revivification

1. Buy this as Affliction with the Enhancements Cosmic (Irresistible) (+300%), Grants Advantages (+2,250%) (Regeneration, Very Fast, Cosmic: Works on the Dead) and Unkillable 1 (Cosmic, Works on the Dead) and the Limitations Contact Agent (-30%), Melee Attack (Reach C, Cannot Parry) (-35%), Costs Fatigue 6 (-30%) and Usable only once a week (-60%).
2. This is built off of the Resurrection power in GURPS Powers: Divine Favor

Robotic Body

1. As with Android, typically includes the Advantages Absolute Timing, Digital Mind, Doesn't Sleep, Immunity to Metabolic Hazards, Injury Tolerance (No Blood, Unliving), Intuitive Mathematician, and Photographic Memory. Also includes the Unhealing Disadvantage.
2. As with an Android, a Robot is likely to have the Unnatural Features Disadvantage, typically at a higher level,
3. In V&V Robots have higher mass which translates into higher Carrying Capacity. This is already captured by the conversion to GURPS ST.
4. As with Android Body, Mechanic (Robots) would be the most likely skill for repair and maintenance of a robot.

Size Change (Larger)

1. This is the Growth Advantage in GURPS. Choose a number of levels matching the V&V size. E.g., a character with a Height Factor of 5 would correspond to 4 levels of Growth.
2. Strength should be calculated based on Carrying Capacity. Buy the difference between Strength at normal size and enlarged size with the Size Modifier limitation.
3. Buy increased Move with the Accessibility: Only when grown Limitation (-10%) for Move at full size. For larger sizes, it might be

more cost effective to take Enhanced Move (Ground) with the Natural Enhancement (+150%) and the Accessibility: Only when grown Limitation (-10%).

4. A permanently enlarged character does not have the Growth Advantage in GURPS, Assign an appropriate Size Modifier to the character. Simply buy the appropriate Strength and Move, with Strength taking the Size Modifier limitation.

Size Change (Smaller)

1. This power corresponds to the Shrinking Advantage with the Enhancements Full Damage, Full DR, Full HP, and Full Move. Levels of Shrinking should match the V&V level of shrinking. E.g., a V&V character who can shrink to 3" tall has 8 levels of Shrinking in GURPS.
2. Characters should also take the Can Carry Objects Enhancement or the Supersuit Perk.
3. Optionally, add one level of Silence for every two levels of Shrinking with the Accessibility: Only When Shrunk (-10%) Limitation.
4. Permanently shrunk V&V characters do not have the Shrinking Advantage. Grant the character an appropriate Size Modifier as with Shrinking.

Sonic Abilities

1. The basic Sonic attack is a 9d Burning Attack with the Works Underwater (+10%) Enhancement and the Non-Incendiary (-10%) and Elemental (Sonic) (-10%) limitations.
 - a. To get ½ Damage range in GURPS, multiply V&V Strength by 10/3. Round up to the nearest appropriate Range (10/20/50/100 etc.)
2. The V&V Sonic Attack includes the ability to potentially shatter glass, brick, complex devices and other items as allowed by the GM. In GURPS this is treated as a +50% Enhancement. Objects damaged must resist as for a Side Effect except at +5. Failing to resist results in destruction. Price is based on a Side Effect (+50%) that results in destruction (+250%) but only against certain objects (reduces Enhancement to +250%) then further reduced to one fifth or +50% as this is a secondary effect resisted at +5.
3. Other alternate abilities may be bought as Afflictions or different kinds of attacks. Such abilities should take the Elemental (Sonic) Limitation and where appropriate the Works Underwater Enhancement (+10%).

Speed Bonus

1. This is simply an increase in Move for a particular mode of movement. Buy increased Move and/or Enhanced Move to match the V&V move.

Special Requirement

1. This V&V Weakness is typically represented in GURPS as a Limitation on the relevant Advantage. This might be a Trigger, a ritual of some sort, Accessibility, et cetera.
2. If the Weakness limits switching to a powered state, it is likely a Limitation on an Alternate Form. Incantation is a classic.
3. For the examples in the V&V Rulebook, a magic word is the Incantation Limitation, a secret formula is a Trigger, and powers that only operate at day or night have the Accessibility Limitation.

Special Weapon

1. This would typically be bought as a Gadget - choose appropriate Advantages to reflect the weapon.
2. Check Devices for appropriate Limitations.
3. The character ought to have the skill to use the weapon, perhaps with other Advantages such as Weapon Master, Gunslinger, etc.
4. This could also be bought as signature gear - e.g., a Very Fine Sword.
5. This could also be created as equipment from Meta-Tech.

Stretching Powers

1. This is a bit vaguely defined in V&V. The base power corresponds to Stretching 5 in GURPS with the Reduced Time 3 Enhancement.
2. This could also be used to buy a number of other GURPS Advantages - Constriction Attack, Double Jointed, Elastic Skin, Flight with the Gliding Limitation, High Manual Dexterity, Injury Tolerance (Unbreakable Bones, No Vital Organs, Damage Reduction), Striker (Crushing) with the Limb Limitation, Super Jump, etc. See the Rubberman template on SU51 for more ideas and details.

Telekinesis

1. This is the Telekinesis Advantage in GURPS. Calculate ST based on V&V Carrying Capacity.
2. For exceptionally powerful Telekinesis, the Super-Effort Enhancement might be more cost effective.
3. V&V characters who are able to levitate with their power of Telekinesis should have Flight in GURPS.

Telepathy

1. The V&V power's ability to communicate via thought is in GURPS Mind Reading with the Enhancements Long Range 2 (+100%),, Linked (+10%), and Can Communicate with up to 15/30 individuals (+110%/+160%) and the

Limitations projected thoughts only (-20%), and Telecommunications (-20%), and the Limitation Maximum Range 500 yards (-35%) plus Telesend with the Enhancements Linked (+10%), and Long Range 1 (+50%), and Can Communicate with up to 15/30 individuals (+110%/+160%), and the Limitation Maximum Range 500 yards (-35%).

- a. Use of power in V&V has no range penalties so I assumed the same in GURPS.
 - b. Price of the range limit is based on Warp.
 - c. Cost for the Enhancement to link up multiple individuals is based on the Rapid Fire/Selective Fire Enhancement. Each link must still be created individually.
2. The V&V Power to sense other minds is Detect (Sentient Minds) with the Enhancements Lock On (+50%) and Long Range 2 (+100%), and the Limitation Maximum Range 500 yards (-35%).
 3. The V&V Telepath's ability to read minds is Mind Reading and Mind Probe in GURPS. The V&V Power requires being close enough to touch but doesn't specify touch, One simple solution is to take the Short Range (-10%) Limitation on both Mind Reading and Mind Probe. Alternately, a -20% Limitation: Subject must be close enough to touch.
 4. The V&V Power also grants Mind Shield and possibly Obscure versus Telepathic Detects.
 5. The V&V Power doesn't specify whether a telepath can interpret

thoughts in different languages. A generous GM might allow the Universal Enhancement to Mind Reading abilities.

Teleportation

1. This is the Warp Advantage with the Enhancement Carrying Capacity (Extra Heavy) (+50%) and the Limitations Range Limit (Varies) and Costs Fatigue (Varies.) In addition, take the Reliable 10 (+50%), Blink (+25%) and No Strain (+25%) Enhancements.
2. Set Range Limit based on V&V range. Set Fatigue cost equal to V&V Power cost divided by 4, rounded down but a minimum of 1.
3. V&V teleporters have the option of creating portals (this is decided when taking the power.) In GURPS, this is the Tunnel Enhancement at +100% and the Take Extra Time Limitation (-10%.) Drop the Carrying Capacity Enhancement. Adding Fixed Duration (+0%) and perhaps a level of Extended Duration would fit the V&V power.

Transformation

1. Power Activation: In GURPS this is the Alternate Form Advantage with the Reduced Time 4 Enhancement plus a template for the empowered form costing 90% of the cost of the template.
2. Weaker Form: Functionally this is similar to Power Activation.

However, since the alternate form is weaker, the template for the Alternate Form has a cost of 0. The base Alternate Form Advantage still takes the Reduced Time 4 (+80%) Enhancement

3. Shapeshifter: The character has the ability to alter his form in one or more of the following ways.
 - a. Disguise: This V&V Power in GURPS is Morph with the Enhancements Cosmic (Can duplicate physical abilities as if they were a racial template) (+50%), Reduced Time 4 (+80%) and the Limitation Retains Shape (-20%.) The Cosmic Enhancement covers the ability to duplicate physical abilities such as wings and claws.
 - b. Inanimate Objects: This V&V Power is Morph with the Enhancements Reduced Time 4 (+80%), No Memorization Required (+50%), and the Modifier Unliving Forms Only (0%.) Extra points are useful for purchasing a machine's template.
 - c. Creatures: This V&V Power is Morph with the Enhancements Reduced Time 4 (+80%), No Memorization Required (+50%), and the Limitations Flawed (-10%.) and Animals (or another class of creatures) Only (-10%.) Take enough additional points to cover any creatures the character can duplicate. The

wildcard skill Move! might be useful.

Transmutation

1. The base V&V Power allows an attack doing 9d damage - Corrosion seems appropriate - with a $\frac{1}{2}$ damage range based on V&V Intelligence multiplied by 10/3 in yards. The attack should have the Costs Fatigue 2 (-10%) Limitation.
2. Alternately, Transmutation could be an Affliction altering the target to an inanimate object. E.g., petrification would be an Affliction causing a variation on Paralysis as an effect. Normally such an affliction would have the Permanent Enhancement as well, but the V&V Power requires either a limited duration or a way to reverse the effect.

Vehicle

1. This is typically bought as an Ally with the Minion modifier (+0%), appearing always or 15-. Typically the vehicle will have an IQ of 0. Be sure to buy Payload and other appropriate features for the vehicle.
 - a. All Vehicles: IQ 0 [-200]; Compartmentalized Mind 1 (Controls) [25]; Injury Tolerance (No Brain) 5; Insensate [0]; Nonautonomous [0]; Social Stigma (Subjugated) [-20]; Taboo Trait (Fixed IQ) [0].

- b. Car: Horizontal [-10]; No Legs (Tracked or Wheeled) [-20]; No Manipulators [-50]; Numb [-20]
- c. Boat: Horizontal [-10]; No Legs (Aquatic) [-10]; No Manipulators [-50]; Numb [-20].
- d. Submersible: Horizontal [-10]; No Legs (Aquatic) [0]; No Manipulators [-50]; Numb [-20]
- e. Plane: Flight (Cannot Hover, -15%; Nuisance Effect, Noisy and dangerous, -5%; Winged, -25%) [22]; Horizontal [-10]; No Legs (Tracked or Wheeled) [-20]; No Manipulators [-50]; Numb [-20]
- f. Helicopter: Flight (Nuisance Effect, Noisy and dangerous, -5%; Winged, -25%) [28]; Horizontal [-10]; No Legs (Tracked or Wheeled) [-20]; No Manipulators [-50]; Numb [-20]

2. A generous GM might allow for multiple vehicles, taken as Alternative Abilities.
3. Alternatively, buy the vehicle as per equipment in GURPS Meta-tech or with the rules on SU84-SU85.

Vulnerability

1. A Type A V&V Vulnerability is (conveniently) the Vulnerability Disadvantage in GURPS terms. Alternatively it could be a Susceptibility.
2. A Type B V&V Vulnerability is the Weakness Disadvantage in GURPS.

Optionally, a Type B Vulnerability might also include a Limitation on powers, neutralizing them in the presence of the Weakness.

Vibratory Powers

1. Base Attack is a 9d Burning Attack that like the Sonic Attack has the Works Underwater Enhancement (+10%) and Non Incendiary Limitation (-10%), as well as the Costs Fatigue 1 (-5%) Limitation,
2. As with the Sonic Attack, the V&V Vibratory Attack includes the ability to potentially shatter glass, brick, complex devices and other items as allowed by the GM. In GURPS this is treated as a +50% Enhancement. Objects damaged must resist as for a Side Effect except at +5.
3. As a defense, V&V Vibratory Powers are described as allowing attacks to pass through the character and requiring an action to set up. In game terms, treat this as Enhanced Dodge 2 (or more) with power limitations, Takes One Turn to activate (-5%) and Not against attacks that affect insubstantial (-5%.) plus Costs Fatigue 1 (-5%.)
4. This Power also includes Insubstantiality with the Costs Fatigue 1 (-5%) Limitation. Characters should take the Can Carry Objects Enhancement or the Supersuit Perk.

Water Breathing

1. Type A would include the ability to survive underwater as well as on land. In GURPS terms it would include
 - a. Amphibious
 - b. Doesn't Breathe with the Gills or Oxygen Absorption Limitation,
 - c. Pressure Support 1, possibly 2 or 3.
2. Type B Water Breathing includes the same abilities as above, as well as the ability to rapidly replenish energy when in water as well as weaknesses when out of water.
 - a. Amphibious
 - b. Doesn't Breathe with the Gills or Oxygen Absorption Limitation,
 - c. Pressure Support 1, possibly 2 or 3.
 - d. Instant Regeneration (Fatigue +0%.)
 - e. Dependency (Water) Daily
 - f. Unhealing (Mitigator, Daily Immersion in Water -50%)

Weakness Detection

1. The base V&V Power is a Detect in GURPS with the Analyzing Enhancement..Treat Weaknesses as Common - remember it can be any weakness. Range in V&V is quite short - only 5 feet or so. To reflect this in GURPS, limit range to 10 yards for -50% or 2 yards for -55%.
2. In V&V, a successful use of Detect also grants a bonus to attacks equal to $\frac{1}{3}$ of V&V Intelligence. In GURPS, treat that as a bonus to DX with the Limitations Attacks only (-50%) and

Requires successful Detect Weakness roll (-10%.) DX bonus should equal the V&V attack bonus.

to $\frac{1}{3}$ of the Advantage level as effects of weather. This could duplicate Obscure as Fog, represent winds that give a penalty to ranged attacks, sleet that gives a penalty to balance and so on.

Weather Control

1. The basic V&V Power is represented in GURPS by Control Weather 10 (or more) with the Enhancements Natural, Persistent and Extended Duration *10.
2. To represent the V&V attack abilities, convert as V&V powers into the appropriate GURPS Advantages. Take the Environmental Limitation (-40%) on each attack as appropriate weather is needed. Buy as Alternative Attacks of Control Weather.
 - a. Call Lightning: 9d6 Burning Attack with the Enhancements Stunning, Surge and Overhead.
 - b. Hail: Piercing Attack, with the Enhancements Area Effect, and Overhead, and the Limitation Bombardment.
 - c. Fog: Obscure with the Enhancements Area Effect, Persistent and Extended Duration.
 - d. High Winds: Crushing Attack with the Enhancements Area Effect, Double Knockback, and Overhead, and the Limitations Bombardment and No Wounding.
 - e. Cyclone: Telekinesis with the Enhancements Area Effect and Overhead.
 - f. Keep in mind Control Weather allows modifiers up

3. GURPS Supers has some suggested weather based attacks on page 57,
4. Do not forget that influencing the environment can hamper powers with the Elemental Limitation - a fog could weaken light based attacks, heavy rain can weaken fire powers and so on.
5. It's not automatically included, but Weather Control could include other abilities such as Flight with the Elemental (Air) Limitation.

Willpower

1. Type A Willpower is represented in GURPS by abilities such as increased Will and Fatigue, High Pain Threshold, Eidetic or Photographic Memory, Hard to Kill or Subdue, etc. Anything that can be justified by extreme determination.
2. Optionally, allow the character to take a Limitation on Willpower A driven abilities, on the grounds that the character's dedication to a cause or an ideal are what lets the character push himself beyond normal human limits. This would be based on a self imposed Disadvantage with the Limitation value equaling the cost of the Disadvantage. Failing to live up to the cause would cause rapid loss of

the ability (+0%) and minor effort to recover it (+0%.)

3. Type B Willpower boosts a specific characteristic or power - that should simply be reflected when converting the characteristic or power.

Wings

1. The basic power is Flight with the Wings limitation and Enhanced Move (Air.) Convert V&V speed to the appropriate GURPS Move. Use Winged or Small Wings as seems appropriate. Possibly add the Cannot Hover Limitation.
2. If the Winged Limitation is chosen, consider buying the Wings as Crushing Strikers, with the Long Enhancement and Cannot Parry, Damaged on Parry by Weapon and Limb Limitations. Possibly add Weak as well.
3. The Increased Agility will be reflected in the conversion to GURPS DX.