Go Team Venture!

Welcome to the world of the Venture Bros.

This world is similar to your own but science is significantly more advanced here and magic and monsters exist. Super Villainy has become an industry and is controlled rigidly by the Guild of Calamitous Intent. The OSI (Office of Secret Intelligence) trains agents to keep the peace.

Some time ago the great Jonas Venture died, leaving his son to carry on his legacy. Dr. Thaddeus Venture (his son and the once promising boy-adventurer "Rusty" Venture) has done a remarkably poor job of it, relying heavily on the work of his father to keep the once highly profitable Venture Industries afloat. He has his own Super-Villain, an incredibly dangerous bodyguard and two somewhat disappointing sons.

It is a world of adventure, evil schemes and frequent failure.

You arrive at the start of the first episode.

You have 1000 CP

Identities

Choose an Identity to determine your history and role in this world. Roll 16+3d8 to determine your age. Pay 50 CP to change gender.

Drop-In

+No memory set affecting your actions. Discounted super-powers.

- No friends or memories in this world.

Please do not be alarmed. We are about to engage… The Nozzle. Please do not move while The Nozzle is engaging. Moving will disrupt calibration of… The Nozzle. Please wait while we calibrate… The Nozzle. Please do not look away from… The Nozzle. The Nozzle is now calibrating. The Nozzle is still calibrating. The Nozzle has completed calibration. Thank you.

You wake up from strange dreams on the floor somewhere in your starting location. You feel violated, confused and altered somehow.

Secret Agent

+Incredibly well trained, ridiculously tough, supremely deadly.

- Not much education beyond killing people and espionage.

You're an agent of some sort. Whether a heartless mercenary, an overqualified bodyguard or a camp sailor-themed marksman your training is superb. Whether you received it from the OSI, the Guild, SPHINX or elsewhere is up to you. You begin in a nicely furnished hideout in your starting location. You have a small armoury with several guns and many boxes of ammunition.

Super Scientist

+Great education in science, extremely intelligent.

- Not necessarily any good at anything else.

You're a scientist capable of more than could be realistically expected from a person. You have expertise in numerous fields and can be expected to excel in each of them. You can likely make money from military contracts or turn your brilliance to more nefarious purposes. You begin in a small but well stocked lab attached to an apartment in your starting location, your rent is paid for the next few months.

Necromancer

+Magical ability, great potential for further amassing of power. DRAMATIC!

- A lot of what you can do can be done by Super Scientists in some roundabout way.

The term is used loosely these days. Magician, wizard, warlock; they sound rather goofy. Necromancer is all we've got left. Comes with an optional flair for the dramatic and an easy to sustain authoritative voice. You begin in an old-fashioned but comfortable apartment with the rent paid for a few months. You have a library of arcane tomes from this world.

Locations

Roll 1d8 to determine your starting location. You may choose yourself for 50 CP.

The Venture Compound

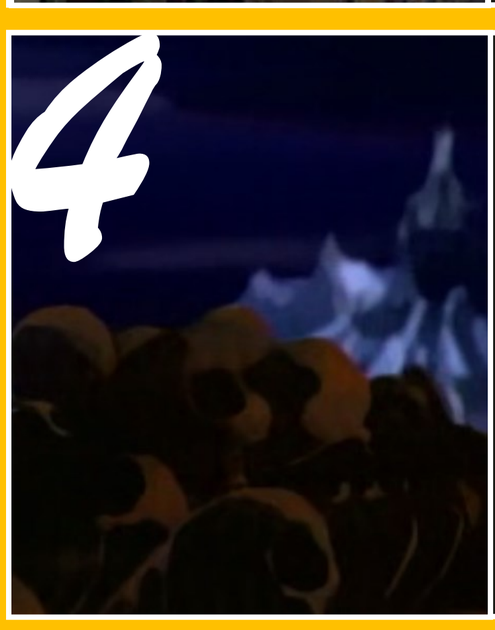
The home of the Venture Family and headquarters of the (currently struggling) Venture Industries. Home to Dr. Venture, his two boys and one Brock Samson.

New York City

The largest city in the US. Home of Professor Richard Impossible and the highly successful Impossible Industries. Also home to that beloved web-slinger the Brown Widow.

Spider Skull Island

The one time home of the Fraternity of Torment, taken over by Team Venture and currently in the possession of Dr. Venture. Largely empty at the moment.



Ünderland

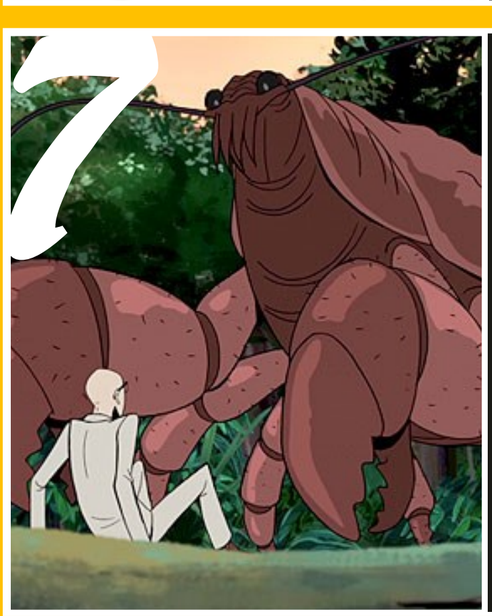
A dictatorship run by the super villain Baron Ünderbheit. Smaller than Delaware, borders Michigan and is rife with volcanic activity. There is an active rebel movement known as the Ünderground.

State University

A largely unremarkable university that a ridiculous amount of the prominent players in this world either attended or taught at during the 80's. The quality of education is reasonably high

Tangiers

A city in Morocco and the home of Colonel Gentleman and his boyservant Kiki. Full of men in fezzes, shady bars and hashish.



The Amazon Rainforest

An immensely large jungle in South America. Predominantly uninhabited but there are a large number of mad scientists, the monsters they've made, dangerous wildlife and your usual angry natives.

Free Choice

You may choose to begin more or less anywhere within the VentureVerse.

Skills

Companions and abilities.

Discounts cost 50% of their full price.

Number 2(s)

You may import or create new companions here. They have an appearance and personality which you may decide upon the details of and you may also decide the nature of your relationship. Regardless of your incompetence and pettiness they have an unshakable sense of loyalty (and perhaps love) for you. 50 CP grants one companion, 100 CP grants up to four and 200 CP grants up to eight.

They gain a free Identity, the free perk(s) and 500 CP to spend as they wish.

50, 100, 200 CP

Quizboy

You have an insanely good general knowledge. As well as this your memory is enhanced to retain pretty much everything you hear and read.

100 CP

Hench 4 Life

You tend to inspire a great deal of loyalty in those under your command. Once sworn to your service people will generally be willing to risk their lives in whatever crackpot scheme you've come up with.

200 CP

Shapeshifter

You are a shapeshifter, able to instantly change shape into practically anything between the sizes of a cigarette and an elephant. You can change into perfect copies of people although you will not have any of the special powers they possess.

500 CP

In

You are in with either the OSI or the Guild and have a good reputation. You can expect good funding for whatever projects you have that work in their interests. You also find it much easier to ingratiate yourself to large organisations.

100 CP, Free Drop-In

Phantom Limbs

Your limbs are invisible and are capable of violently electrocuting people, animals and things in general. This makes you a highly dangerous combatant and is generally lethal.

200 CP, Discount Drop-In

Sunshine Power

You have superpowers in direct sunlight. You are able to fly at around the speed of a plane as well as blast people with powerful sunlight. Such blasts can be used to burn and blind enemies. Also any of your physical abilities are given a considerable boost while in direct sunlight.

300 CP, Free Drop-In

Stretchy

You have remarkable stretching powers, capable of stretching any part of your body into practically any shape. It is also significantly more durable but still vulnerable to being pierced. Stretching too far is dangerous as it may lead to lack of control. Your maximum size is limited.

600 CP, Discount Drop-In

Peak Human Fitness

You are at the very peak of human physical fitness and seem to have complete control over your own bodily functions. You could will your body temperature to increase and simply force any pain you are feeling away.

200 CP, Discount Secret Agent

Super-Competent

You have the greatest training it is possible to get in the fields of espionage and combat. From intimidation to interrogation, from decapitating someone with a dead shark to killing a polar bear armed with nothing but a knife. You are guaranteed to stay cool, and be an absolute badass, under pressure.

400 CP, Free Secret Agent

Lucky

You have uncanny luck. Bits of shrapnel, bullets and shark teeth will tend to miss vital organs and the wounds will never become infected. You also find that plans and actions that leave some things to chance will go your way significantly more often. Synchronises magnificently with *Super-Competent*.

600 CP, Discount Secret Agent

Cloning

You have mastered various cloning techniques. You are capable of building the machines required to clone people, bring them to a suitable age and even copy and implant appropriate memories.

200 CP, Discount Super Scientist

Superscience

You are an expert in practically every mundane scientific discipline as well as engineering. Along with your considerable knowledge and intelligence you have an innovative streak that means you are definitely going to expand what is possible in various fields and invent things with real application.

400 CP, Free Super Scientist

Robotics

You have a real knack with robotics of all sorts. Strength suits, giant flying battle robots and intelligent AIs with real personalities are well within your grasp. Within this field inspirations and discovery come incredibly thick and fast.

600 CP, Discount Super Scientist

Master

Through any door you may create a portal to a realm with an omnipresent and powerfully magical shapeshifting entity. He will not leave the realm or help you physically but he will give you sage advice (sometimes in riddles) and will teach you in the magical arts.

200 CP, Discount Necromancer

Magic

Whether it's rising into the air with a thought, incinerating an entire lab, making someone believe they were a very special episode of Blossom or shooting lightning from your hands magic is a very diverse and useful thing to have on your side. You might not be a master yet but you've got the potential.

400 CP, Free Necromancer

Necromancy

You have the power to raise the dead. It is a rather complex matter and not to be taken in lightly but you can perform full resurrections. You can also create and control zombies which is a lot less difficult but usually messy.

600 CP, Discount Necromancer

Items

Useful gear to help you carve a place for yourself in this world.

Bowie Knife

You have a high quality, near indestructible and never dull bowie knife. Good for killing and skinning.

50 CP. Free Secret Agent

Speedsuit

For the science-minded man who knows both comfort and ease and demands them. In a speed suit you say to the world, 'Look out! I know what I'm wearing for the rest of my life'. A short sleeved jumpsuit, insanely comfy.

50 CP. Free Super Scientist

Ornate Robes

An ornate set of robes, a cape and some pointed shoes. Your choice of colour and patterns. Gives an ominous impression of power and arcane mastery.

50 CP. Free Necromancer

Walking Eye

A large four-legged spider-like robot with a spherical body. Has a camera in it that you can access remotely, good for reconnaissance applications and does general walking eye stuff.

50 CP. Free Drop-In

Learning Bed

Can teach you while you sleep! Some information may be obsolete but you can reprogram it with the right know-how and it comes with a manual for doing so.

100 CP

Memory Eraser

A pod that can be used to erase memory. Shaves away your last memory patterns, you can't select what you want to save just how far back you want to forget. Fortunately the kinks have been worked out and this one cannot cause brain damage.

100 CP

Nuclear Jetplane

A sophisticated plane with a nuclear engine capable of both supersonic and vertical flight. Allowing it to take off and land almost anywhere. Does not run out of fuel or require maintenance.

100 CP

Shrink Ray

A gun that shoots a ray that shrinks objects and people. Things seem to function as normal while shrunk. With enough finesse you can even use it to shrink people's individual bodyparts and organs.

200 CP

Strength Suit

A highly advanced robotic suit. Can perform great acts of strength and acrobatics. Also has a built in combat AI meaning even an incompetent idiot is a deadly combatant while in it. Roughly of your design and unusually easy to upgrade and customize.

200 CP

Fiery Mount

A magical, fiery, spectral horse capable of flight and carrying you to metaphysically nearby dimensions.

400 CP

Drawbacks

Taking Drawbacks grants additional CP.

You may take up to 600 CP of Drawbacks.

Testicular Torsion

At some point over the next 10 years you will suffer a debilitating painful problem with your genitals. You will be taken to an only somewhat competent doctor and it will all be very embarrassing.

+100 CP

Really Tragic Voice

You have a hideously ill-fitting voice that people cannot help but to mention. If female it is low and incredibly manly, if male it is shrill, high pitched and very grating.

+100 CP

Albino

You are an albino. Going out in direct sunlight will result in horrible painful sunburns and the probability of you getting skin cancer is through the roof.

+100 CP

Parasitic Siamese Twin

You ate your twin in utero. He will emerge at some point in your first year, possibly try to kill you and then proceed to have a much better life than you. Even your loved ones will find him more attractive despite his small body. You will not be able to kill him and he has a tendency of showing you up.

+200 CP

Waylaid by Jackassery

Every time you need to get somewhere or do something it seems that an insane and usually unpleasant or dangerous series of events seems to unfold with you in the middle. From chupacabra attacks to the unfortunate presence chastity belts.

+200 CP

To Build an Empire

...to house the machine to kick his ass! You are obsessed by one particular person who you consider to be your arch-enemy. You will not be able to seriously focus on anything that doesn't concern killing or harming this enemy. Attempts on his life will generally be failures but should you succeed you will spiral into depression for about a month before choosing another arch-enemy.

+200 CP

Small Body

You have a stunted, small, relatively weak body but an ordinary (or larger if you like) sized head.

+300 CP

Metamorphosis

You pissed in God's eye and he blinked. You are a giant caterpillar with a human face and are completely unable to take any other forms. It is rather inconvenient as you don't have hands, you look rather grotesque and you have occasional caterpillar urges.

+300 CP

Failure

Your attempts at practically everything will result in dramatic failures (albeit generally not fatal ones). You will generally be seen as highly incompetent and life will be very frustrating.

+300 CP

Future

After 10 years in this world you will be given a choice. Regardless of what you choose, you will lose all ***Drawbacks*** *but keep any* ***Skills*** *or* ***Items****.*

Go Home

You go home and wake up in your bed in your own world.

Stay

You choose to stay in the VentureVerse for the rest of your life.

Move On

You move on to the next universe and the next adventure.

Notes

- *Companions can’t buy companions, obviously.*
- *Cool cats don’t trip.*