

Villains And Vigilantes

Danger Lurks Behind the Mask! Legendary Villains: Vigilantes brings you an incredible array of character options for taking the vigilante class for Pathfinder in a dastardly direction! Inside you'll find 8 notorious new archetypes like the dread champion, fortune thief, protean prowler, and symbiotic slayer, perfect for making your vigilante a master of the malevolent, either as a vile villain striving against the PCs, or an amoral antihero willing to do whatever it takes to see justice-or vengeance-done! You will also find nearly 80 tantalizing talents, fantastic feats, and vigilante-focused magic items suitable for all vigilantes, plus the savage and unstoppable crimson dreadnought prestige class. Last but not least, you'll find statistics for the dashing and deadly Red Love, a ready-to-use vigilante villain for your campaign to showcase the dirty tricks and devilish deeds you'll find within! Grab this 40-page Pathfinder class product for vigilantes and Make Your Game Legendary! If your heroes bend in a more heroic direction, check out Legendary Vigilantes for a ton of great talents, feats, archetypes, and more, including the scion of the city prestige class and Black Star, a perfect foil for the villainous Red Love! https://www.amazon.com/Legendary-Vigilantes-Heroes-6/dp/1537441396/ref=sr_1_1?ie=UTF8&qid=1478501887&sr=8-1&keywords=legendary+vigilantes%2C+legendary+games

Bonded Leather binding

Captain Celebrity and Koichi gave it all they had to hold off the explosive attacks set up by the mysterious high-speed villain. But now, as the Sky Egg stadium plunges earthward, can anyone save the day? And just who is the sinister speedster? What is his connection to Knuckleduster? Koichi's mentor still has a lot of secrets he hasn't told anyone. Later, Aizawa helps Koichi deal with a minor villain and the encounter triggers a memory from his youth... -- VIZ Media

Pretty Violent #10

Villains and Vigilantes

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Batman Unauthorized

Vigilantes International

Batman Unauthorized explores Batman's motivations and actions, as well as those of his foes. Batman is a creature of the night, more about vengeance than justice, more plagued by doubts than full of self-assurance, and more darkness than light. He has no superpowers, just skill, drive and a really well-made suit. One of the most recognized superheroes ever created, Batman has survived through campy TV shows and films, through actors such as Adam West, Michael Keaton and Christian Bale. Batman Unauthorized: Vigilantes, Jokers, and Heroes in Gotham City covers expansive territory ranging from the silly to the solemn. Why is the Joker so good at pushing Batman's buttons? What does Batman's technology say about the times? Why are Batman's villains crazier than average? And why is Batman the perfect, iconic American hero?

With Pop possessed and wreaking havoc as Bee Pop, Koichi must push his Quirk to the limits to try to save her. The pressure is on, because if Pop won't fulfill the duplicitous Number 6's plans, this evil villain is more than willing to sacrifice her. The chaos downtown has also drawn the attention of Endeavor, the fiery number two hero, and his scorched-earth methods of dealing with trouble make no distinction between villain and vigilante! -- VIZ Media

Living Legends is a new superhero role-playing game set in the universe of Villains & Vigilantes! It features point-based character creation with optional random generation, over 80 distinct powers with an extensive array of enhancement and limitation options, and fast and exciting combat. Living Legends continues the V&V world setting with a hypercharged new game system by V&V co-creator Jeff Dee!

A Villains and Vigilantes Sourcebook, with the Adventure of Mind Over Matter

My Hero Academia: Vigilantes

Giant

Legendary Villains

The Story of James King of William and Pioneer Justice in California

A villain incident when Aizawa was a student at U.A. changed him forever. Who could have known that fateful encounter would someday have an impact on the present? But as time goes by, life also changes for Koichi, Pop, Makoto and everyone else. The glory days of Narufest are over, and it's time to move on. Makoto puts an important question to Koichi, and Pop struggles to find herself. But Pop's decision to go it alone may lead her down a dangerous path... -- VIZ Media

A compilation of V&V adventures

One-of-a-kind cultural critic and New York Times bestselling author Chuck Klosterman "offers up great facts, interesting cultural insights, and thought-provoking moral calculations in this look at our love affair with the anti-hero" (New York magazine). Chuck Klosterman, "The Ethicist" for The New York Times Magazine, has walked into the darkness. In I Wear the Black Hat, he questions the modern understanding of villainy. When we classify someone as a bad person, what are we really saying, and why are we so obsessed with saying it? How does the culture of malevolence operate? What was so Machiavellian about Machiavelli? Why don't we see Bernhard Goetz the same way we see Batman? Who is more worthy of our vitriol—Bill Clinton or Don Henley? What was O.J. Simpson's second-worst decision? And why is Klosterman still haunted by some kid he knew for one week in 1985? Masterfully blending cultural analysis with self-interrogation and imaginative hypotheticals, I Wear the Black Hat delivers perceptive observations on the complexity of the antihero (seemingly the only kind of hero America still creates). As the Los Angeles Times notes: "By underscoring the contradictory, often knee-jerk ways we encounter the heroes and villains of our culture, Klosterman illustrates the passionate but incomplete computations that have come to define American culture—and maybe even American morality." I Wear the Black Hat is a rare example of serious criticism that's instantly accessible and really, really funny.

BALD KNOBBERS

My Hero Academia: Vigilantes, Vol. 8

Gold, Guns, and Gallows

My Hero Academia: Vigilantes, Vol. 10

Vigilante City - The Villain's Guide, SURVIVE THIS!! OSR RPG

Koichi Haimawari couldn't make the cut to become an official hero, so he uses his modest Quirk to do good deeds in his spare time. Then one day a fateful encounter with some local thugs leads him to team up with two other unlikely heroes. None of them really know what they're doing, but they've got the courage—or foolishness—to try. But they soon discover fighting evil takes more than just being brave... -- VIZ Media

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NOTHING THIS EVIL EVER DIES! Welcome to Kingstown, a sleepy hamlet cut off from the outside world. It's a place where traditional values are held sacred, there's little tolerance for strangers, and folks just want to live undisturbed. But now something unimaginable dwells nearby Kingstown, something that wants to eradicate free thought, and subject humanity to enslavement and genocide. It is a pure malevolence older than Mankind's darkest primal nightmares. It is Ancient Evil. This book contains a superhero role-playing game adventure for a team of 4 to 6 characters of intermediate experience level. It includes maps, encounter tables, a timeline of events, and character stats, plus optional rules covering Underwater Combat and Zero-G Combat. This adventure requires either the Villains and Vigilantes(TM) 2.1 rulebook or the Living Legends(TM) rulebook. Villains and Vigilantes is a trademark of Scott Bizar, used with permission.

Vigilantes

F.O.R.C.E.

Villains and Vigilantes; the Story of James King, of William, and Pioneer Justice in California

The Legion of Nothing

Vigilantes, Jokers, and Heroes in Gotham City

Not everyone needs a license to fight for justice! In a superpowered society, there is nothing ordinary about evil anymore. Heroes, trained and licensed to protect and defend the public against supervillains, stand above all the rest. Not everyone can be a hero, however, and there are those who would use their powers to serve the people without legal sanction. But do they fight for justice in the shadows, or for reasons known only to themselves? Whatever they fight for, they are called...vigilantes. As O'Clock and his accidental allies Tiger Bunny and the Rapper try to escape the underground arena, shadowy figures observe the chaos from afar. O'Clock takes on a hooded fighter who seems to be targeting him specifically. Back in the present day, Pop has been rescued, but Koichi and his friends have only a brief respite before the villainous Number 6 puts a terrifying new plan into action. In true vigilante fashion, Koichi must evade the law in order to protect Pop...

SURVIVE THIS!! Vigilante City - Villain's Guide is designed with Game Masters in mind. This book contains a detailed City Generator to allow the GM to build the exact city they want to base their game in. There's also, GM advice to running the game, a HUGE selection of villain-based Adventure Seeds, Quick NPC and Villain Generation Tables, Mutant Island Adventure/optional setting and so much more!

Historians and novelists alike have described the vigilantism that took root in the gold-mining communities of Montana in the mid-1860s, but Mark C. Dillon is the first to examine the subject through the prism of American legal history, considering the state of criminal justice and law enforcement in the western territories and also trial procedures, gubernatorial politics, legislative enactments, and constitutional rights. Using newspaper articles, diaries, letters, biographies, invoices, and books that speak to the compelling history of Montana's vigilantism in the 1860s, Dillon examines the conduct of the vigilantes in the context of the due process norms of the time. He implicates the influence of lawyers and judges who, like their non-lawyer counterparts, shaped history during the rush to earn fortunes in gold. Dillon's perspective as a state Supreme Court justice and legal historian uniquely illuminates the intersection of territorial politics, constitutional issues, corrupt law enforcement, and the basic need of citizenry for social order. This readable and well-directed analysis of the social and legal context that contributed to the rise of Montana vigilante groups will be of interest to scholars and general readers interested in Western history, law, and criminal justice for years to come.

the story of James King of William and and pioneer justice in Caliifornia

My Hero Academia: Vigilantes, Vol. 12

GALAXY CHESS.

Grappling with Villains (Real and Imagined)

My Hero Academia: Vigilantes, Vol. 11

Pop has emerged as the new Queen Bee, her transformation forced upon her by the villainous Nomura, a.k.a. Number 6. At his direction, Pop begins to rain destruction down on Naruhata. With a villain on the loose, it's only natural for heroes to be called in to deal with the situation, but Koichi knows his friend's life and soul are at stake. Will inspiration from his old master and training with past foes help him find the hero within? -- VIZ Media
Villains and Vigilantes Villains and Vigilantes Superhero Role Play Villains and Vigilantes Superhero Role Play Version 2. 1 F.O.R.C.E. A Villains and Vigilantes Adventure Villains & Vigilantes Villains and Vigilantes Villains and

Vigilantes

Nick Klein's grandfather was the Rocket. For three decades, the Rocket and his team were the Heroes League—a team of superheroes who fought criminals in the years after World War II. But Nick and his friends have inherited more than their grandparents' costumes and underground headquarters... they've inherited the League's enemies and unfinished business. In the 1960's, Red Lightning betrayed everyone, creating an army of supervillains and years of chaos. The League never found out why. Now, Nick and the New Heroes League will have no choice but to confront their past.

Villains and Vigilantes: Giant

Ancient Evil

Villains and vigilantes

My Hero Academia: Vigilantes, Vol. 9

"In 'The pentacle plot,' the heroic men, women and, er, anthropoid ape of Shadowpact must contend with their evil counterparts known as The Pentacle-- all while dealing with the fact that they've lost a whole year in their lives!"--P. [4] of cover.

When you're not a licensed hero, sometimes you need all the help you can get. For Koichi, unexpected—but not entirely unwelcome—assistance comes in the form of Makoto Tsukauchi, one of Koichi's friends at school. Makoto's got a self-confident vibe that makes Pop Step more than a little anxious and...jealous? Meanwhile, out in the streets of the Naruhata district, the scheming bee user Hachisuka continues her distribution of the "instant villain" drug, Trigger... -- VIZ Media

In the 1880s, the Ozark hills around Taney County, Missouri, echoed with the sound of Winchester rifles. Men were lynched from tree limbs by masked night riders. Bundles of switches were tossed on the porches of "loose" men and women as a grim warning to reform or leave the area. In this action-filled saga of the notorious eight-year career of the vigilantes, journalist Mary Hartman and historian Elmo Ingenthron have produced the most comprehensive account of the Bald Knobber era. They trace the roots of the group in the region's border struggles during the Civil War, and examine the organization of anti-Bald Knobbers which sprang up to oppose them. Giant Nat Kinney founded the Bald Knobbers, and led them in their violent campaign for law and order. Andrew Cogburn wrote satirical songs to infuriate Kinney and the other vigilantes. Seventeen-year-old Billy Walker murdered an innocent family and was hanged by the beleaguered authorities. Five opponents of the Bald Knobbers vowed to kill Nat Kinney, and played cards to decide who would do the deed. Elmo Ingenthron was an Ozarks historian, and collected Bald Knobbers lore for more than thirty-five years. Mary Hartman is a veteran journalist and freelance writer.

Villains For Justice

Superhero Role Play

Vigilantes on the Ozarks Frontier

My Hero Academia: Vigilantes, Vol. 7

Villains and Vigilantes; The Story of James King, of William, and Pioneer Justice in California, by Stanton A. Coblentz

Academic study thoroughly recounting the bloody doings of the two vigilante committees that administered justice in San Francisco from 1851 to 1856, together with an account of the crime wave (1,200 murders in four years) that made them necessary.--Time magazine.

Knuckleduster has saved his daughter Tamao, but for now, he's not letting anyone else know that he's back. That's just as well, since Koichi and Pop Step have their hands full getting ready for an all-out entertainment extravaganza—Captain Celebrity's final appearance in Japan at the Sky Egg stadium! Unfortunately, the high-speed villain from Osaka is also preparing to initiate a major catastrophe at the event. When the chips are down, Captain Celebrity and Koichi may not be the heroes we want, but are they the heroes we need? -- VIZ Media

Villains for Justice By: Marta Nater A story about fictional villains seeking justice where there is injustice instead. With the lives of children and women being affected in the hands of rapists and child abusers, Nina, Cherry, and Cora, in separate but connected stories, shows what can happen when a citizen with built up anger takes justice and the laws into their own hands.

The pentacle plot

The Montana Vigilantes

Villains and Vigilantes. The Story of James King of William and Pioneer Justice in California, Etc. [With Plates, Including Portraits.].

A Villains and Vigilantes Adventure

Living Legends RPG

Villains and Vigilantes: Giant No. 5

Koichi and his "friends"—Kazuho, a.k.a. Pop Step, and the mysterious Knuckleduster—have teamed up to protect their neighborhood (unofficially of course). But even petty criminals with quirks can be dangerous, and taking them on shows Koichi that he'd better not underestimate them. Sizing up the opposition is important, especially when some of the villains are definitely out of Koichi's league and more sinister threats lurk in the shadows... -- VIZ Media

The Unseen war has come to a head. Everyone's involved. The heroes, the fake heroes, the villains, the vigilantes. Surely almost all of them are going to end up dead.

The Story of James King, of William, and Pioneer Justice in California

I Wear the Black Hat

Shadowpact

Superhero Role Play Version 2. 1