

CHAMPIONS

VILLAINS

VOLUME TWO: VILLAIN TEAMS



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DEDICATION

The Champions Universe has grown organically over thirty years thanks to the contributions of dozens of talented people who created the first versions of many of the villains in this trilogy. *Champions Villains* is dedicated to them.

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INTRODUCTION

ABBREVIATIONS

This book uses the following abbreviations to refer to other *HERO System* books:

6E1: *The HERO System 6th Edition, Volume I: Character Creation*

6E2: *The HERO System 6th Edition, Volume II: Combat And Adventuring*

APG: *The HERO System Advanced Player's Guide*

CU: *Champions Universe*

CV 1, 2, 3: The respective three volumes of *Champions Villains*. This book is CV2; CV1 covers master villains and CV3 describes solo villains.

HSB: *The HERO System Bestiary*

HSG: *The HERO System Grimoire*

HSMA: *HERO System Martial Arts*

HSS: *HERO System Skills*

As fun and fascinating a place as it is, the *Champions Universe* wouldn't be nearly as exciting a setting for superhero roleplaying campaigns without one major element: the villains. Player Characters are important, but without equally as impressive adversaries, antagonists, and foils, there wouldn't be much reason for them to be heroes.

Champions Villains — a trilogy of *Champions* supplements — describes the bad guys of the *Champions Universe* in thorough detail. It doesn't describe every single villain, of course (three books, even big ones, aren't enough for that), but within these three volumes you'll find over 300 villains — the most important, intriguing, dangerous, and defining supercriminals in the setting. This book, Volume 2, covers *villain teams*: groups of villains (usually of roughly equal power) who form a group so they can commit more profitable crimes, protect one another, and perhaps even take over the world. (Volume 1 covers master villains, and Volume 3 solo villains.)

Although the characters in *Champions Villains* are tied to the *Champions Universe* setting (which is detailed in the aptly-named *Champions Universe* book), you can adapt them to your game in just a few seconds if you're not using that campaign. Just change the background, and perhaps the name, and *voilà!* — you've got a new villain for your game. Nothing could be simpler.

Similarly, you should feel free to re-arrange or revise the villains in this book to suit your campaign. If you'd rather have Ogre in the *Ultimates* instead of Blackstar, you can easily make the switch. If you need more teams instead of solo villains, pick some likely candidates from Volume 3 and group them into a gang. If Gravatar is too powerful for your game, decrease her Characteristics and the Active Points in her powers. Each character comes with a "Campaign Use" section that includes suggestions on how to make him stronger or weaker, in case you have to adapt him to the power level of your campaign. After all, each game is a little different, so not every published character fits every GM's preferences as-is. The Campaign Use section also discusses possible ways to integrate the character into your game, interesting plot hooks associated with him, and how he'd function as a Hunted, and so on.

As an enemies book, *Champions Villains* is designed primarily for use by GMs. If you're not a GM, you may still find it useful as a source of example powers and character ideas, but get the GM's permission to read it. Some GMs may prefer to keep the information in this book secret until they reveal it during game play, and may not ever want players to read villains' character sheets.

OTHER USES FOR VILLAINS

Although all the characters in *Champions Villains* are costumed supercriminals from a Comic Book Superheroes setting, there are plenty of other ways you can use them if you're running some other type of *HERO System* game than *Champions*. For example, they could be:

- a fallen god the heroes battle in a Fantasy campaign
- a demon who tempts and attacks the heroes in an Urban Fantasy game
- a powerful alien in a Science Fiction campaign
- a mad scientist's creation run amok in a Pulp Hero game

Beyond that, you can adapt specific types of villains to certain campaigns. Any of the martial arts or Oriental-themed villains (such as Dr. Yin Wu, Cheshire Cat, or Spirit Fist) could appear in some form as NPCs in a *Ninja Hero* campaign, for example.

VILLAIN DESCRIPTIONS

In addition to a character sheet, each villain in this book has a description covering the following subjects:

Background/History: This section covers the villain's early life, origin, and general personal history.

Personality/Motivation: In many ways the most important part of a villain's entire description, this section explains how he thinks and why he does what he does. It discusses the traits that give rise to his Psychological Complications, Enrageds, and the like, but may also touch on aspects of his personality that don't rise to the level of Complications.

Quote: A memorable quote that epitomizes the villain.

Powers/Tactics: A general review of the villain's powers and how he prefers to use them in combat. This section may be short and simple, or long and detailed, since not all villains are combat-oriented.

Resources: Master villains, some teams, and some other villains have a section reviewing the resources available to them.

Campaign Use: A brief discussion of how the villain could function in your campaign, as mentioned above.

Associates, Allies, And Adversaries: Some villains have a section discussing their relationships with other members of the Champions Universe. Not every villain's description includes this section, since not every villain has notable associations.

Appearance: A description of the villain, his costume, and so forth.

Additionally, most character sheets include a sidebar of *Facts* concerning that villain. These are tidbits of information the GM can tell PCs if they succeed with a Skill Roll at the indicated penalty. ("N/R" means "no roll required" [any character knows that particular fact if necessary, or if he asks]; "K/R" means "knowable with research" [anyone can learn that particular fact after no more than an hour's research (and often much less!) using the Internet, newspaper archives, and similar readily-available sources of information].) This assumes the PCs use general Knowledge Skills like KS: The Superhuman World or KS: Supervillains. If they have more specific KSs, such as KS: Supervillains Of [City] or KS: The Crowns Of Krim, the GM should reduce the listed penalty for knowing a particular fact, or even change it to an N/R or K/R fact. If more than one fact is listed for a particular modifier, the GM chooses which one to reveal (or may reveal them all if he prefers).

MMO INTO RPG, RPG INTO MMO

The three volumes of *Champions Villains* include material based on the massively multi-player online (MMO) roleplaying game *Champions Online* created by Cryptic Studios. While a lot of effort has been devoted to making sure the MMO content is accurately represented in these books in *HERO System* terms, MMOs and RPGs aren't the same type of game, so the same type of content isn't appropriate for each one. For example, a villain's lair in an MMO is deliberately simple, often with one room leading to another to guide game play. That doesn't make much sense for an RPG, where it's possible (and often very useful) to expand things beyond the scope of an MMO. Similarly, a villain or costume that works well on-screen in an MMO might not be as appropriate for a paper-and-pencil RPG (and vice-versa!).

Thus, the MMO-based information in this book, while containing the essence of the *Champions Online* presentation, may add to it, or rework it in minor ways, to make things more "realistic" and appropriate for an RPG. Characters who have one or two simple abilities in *Champions Online* may get fleshed out into more detailed characters with a greater variety of powers in this book, since an RPG character sheet isn't constrained by the same restrictions as an MMO. And of course, there may be some MMO secrets that you should only be able to learn by playing the MMO itself.

So don't be surprised if you see a some slight variation between the *Champions Universe* as portrayed in this book and the *Champions Universe* of *Champions Online*. The differences are just the result of the book taking the wonderful elements Cryptic Studios has created and doing even more with them.

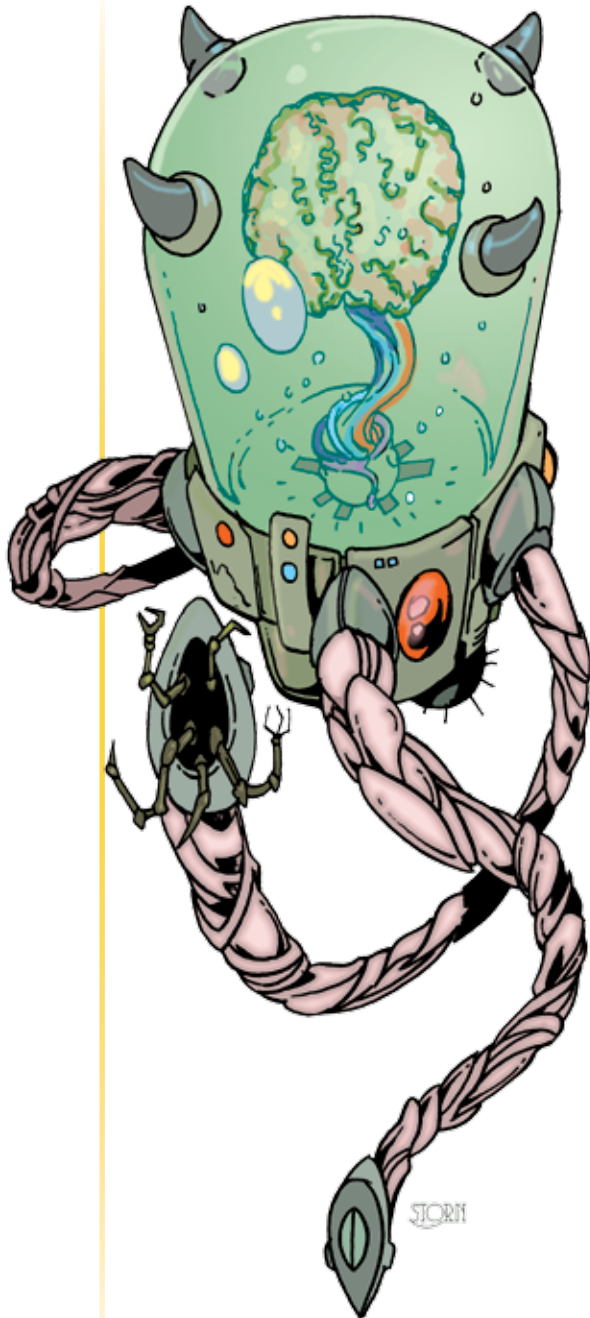





DEPARTMENT OF DEFENSE DESIGNATIONS

Accompanying most character sheets is an icon — a stylized A, B, Δ, or Ω — representing that villain's classification in the Department of Defense's annual *Superhuman Survey* (Alpha, Beta, Delta, or Omega). See CU 44 for more information on the Survey. If a villain doesn't have an icon, that means he's not ranked by the Survey for some reason, typically because the Department isn't aware of him. (In the case of villains who are presumed dead, the icon indicates the rank they'd have if known to be alive.)

B THE BRAIN TRUST



Membership: The Overbrain, Ape-Plus, Black Mist, Lynx, and Mr. Zombie

Background/History: “I’m sorry, Dr. Herzog, but there’s no doubt: it’s lung cancer. Had you been more diligent about having regular health checkups, we might have caught it in time to treat it, but now it’s too far advanced. Six months — that’s all I can realistically give you.”

Turning away from the doctor in impotent fury, Crandall Herzog raged against the injustice of it all. That he, one of the greatest geniuses of the age, should fall victim to physical weakness was cosmic irony. More than that, it was a tragedy of the first water. Who knows what discoveries now would not be made, what inventions now would not be developed, because of his death? While it was true that the mainstream science community had rejected him and his work due to “concerns over the ethical implications of your methods and goals,” the fact remained that his gifts would be lost. Just because he’d spent the past several years exercising them on behalf of criminal organizations, secret government projects, and terrorist organizations didn’t eclipse his value to the world.

Then it hit him: there was no escape from the hard, cold fact that his body had to die... *but did his brain have to die with it?*

For the next three months Herzog devoted every resource he had, and every neuron in his immensely gifted mind, to the goal of keeping his brain alive outside his body. With his body increasingly weak, he thought he’d finally discovered a way to do it. With great care he built the artificial-surgery machines, the neuro-preservation tank, the waldoes and other tools he could operate with thought alone, and the precisely-calibrated computer equipment that would run it all. When everything was in readiness, he strapped himself onto the operating table, administered an anaesthetic, and drifted off to sleep.

When he awoke, the world was... different. He could feel the gentle bubbling of the thick nutrient solution around him. He could “see” with the devices attached to the neuro-preservation tank. It had worked! The brain of Dr. Crandall Herzog lived!

Yes, it had worked... in some ways better than expected. Freeing his brain from its meaty shackles allowed it to begin to develop powers most people only dreamed over — psionic powers,

telekinetic powers, senses unknown to normal humans, and faster, clearer thought processes. But brains aren't meant to live outside bodies, and it didn't take long for Herzog's situation to begin to take its toll. His natural selfishness, vanity, and criminal tendencies became stronger and stronger until at long last he could deny them no more. Why should the world continue to be run by fools and bunglers when the greatest brain the world had ever known could be in charge? No, more than just a brain... an *Overbrain*.

The Overbrain embarked on the conquest of the world, beginning with various schemes to increase his personal fortune to astronomical levels. It was during one of these capers that he first encountered, and was defeated by, the simian superhero known as Dr. Silverback. Defeat was bad enough, but at the hands of a *monkey*? Well, if that fool Moreau could create a thinking gorilla, the Overbrain could do even better. After a little maneuvering to obtain a mountain gorilla, the Overbrain went to work. A few months later, he had his first follower: Ape-Plus.

The Overbrain found that he enjoyed having minions to do his bidding; they were a lot more fun than robots. So he set out to recruit more. Knowing his "team" needed some subtlety, he reached out through his underworld contacts to "hire" a skilled ninja known as the Black Mist. When the Black Mist reported for work, the Overbrain took control of his mind. Over the next few weeks, the hapless ninja was brainwashed until his loyalty to the Overbrain was assured.

Another opportunity soon fell the Overbrain's way when a young woman approached one of the underground surgical laboratories he maintained with a request to be transformed into a "cat-girl." Sensing something useful about the girl, and knowing that any master villain worthy of the name had a beautiful woman or three in his presence, he agreed to do the plastic surgery she desired. She awakened as Lynx, a true cat-girl... one with genetically-implanted devotion to the Overbrain.

The last of the Overbrain's followers (for now) stumbled out of a graveyard and into one of his secret labs totally by chance. Somehow pollutants from one of the Overbrain's experiments in creating artificial life leaked into the grave of a recently-deceased man and brought him back to life... of a sort. Christened "Mr. Zombie" by Lynx, he chose to stay with the Overbrain's group because he saw no alternative.

The Overbrain remains alert for any opportunity to swell the ranks of his followers, but for now his "team" has stabilized at four. With him as their leader, the group the press has dubbed "the Brain Trust" has been committing crimes all over the United States, choosing targets that either net them a lot of money or valuable technological components. No one's entirely certain just what the Overbrain's up to, but one thing's for sure... it won't be pleasant.

Group Relations: The Brain Trust gets along very well, since they all share a "programmed" loyalty to the Overbrain. They do what he says, when he says to do it, without any quibbling.

Tactics: In combat the Brain Trust relies on a two-pronged attack that they can coordinate perfectly due to their Mind Link. Black Mist, Lynx, and Mr. Zombie are all melee fighters, so they close to HTH Combat distance and begin pummeling opponents. The Overbrain and Ape-Plus hang back and attack from range; the Overbrain often uses Mind Control to slow down, distract, or "recruit" opponents to help tip the odds in his team's favor. In the event that things go against the Brain Trust, the Overbrain makes a break for it while the others do anything they can to ensure his successful escape.

Campaign Use: Although the Overbrain has as his ultimate goal the conquest of the world, the Brain Trust is by and large a "general" villain group that you can use nearly any way you see fit. If you want a team to perform a smash-and-grab robbery, then the Brain Trust needs money and plans just such a job. If you've got an insidious conspiracy story in mind, the Overbrain's using his powers and his minions to take control of people and organizations as the first step of his plan to control the world. The list is practically endless.

Since the Overbrain's more or less always on the lookout for new recruits, you can easily make the Brain Trust tougher by adding members. Beyond that, the Overbrain can use his twisted scientific genius to augment his existing minions with improved powers, more powers, or gadgets. To weaken the team, weaken the Overbrain's hold on his "minions." Instead of having brainwashed them, he has to keep the team together through diplomacy, flattery, and similar means, which diminishes the team's effectiveness in combat and its overall efficiency.

Associates, Allies, And Adversaries: The Brain Trust enjoys good relations with most of the underworld. Partly to build up his "war chest," and partly to satisfy his own ego, the Overbrain has hired his group out to assist the likes of VIPER, ARGENT, and the Ultimates with various schemes. On the other hand, he refuses to work for employers he regards as "idiots" and "fools," such as Holocaust and Interface. Aside from that, between the Overbrain's own goals and plans and those of the people he works for, your PCs could encounter the Brain Trust just about anywhere doing nearly anything criminal.

BRAIN TRUST FACTS

Here are some facts characters and NPCs might know about the Brain Trust if they succeed with an appropriate Skill Roll:

N/R: The Brain Trust is a supervillain team led by the Overbrain, a disembodied brain with mental and psychokinetic powers.

K/R: Other members include Ape-Plus, Black Mist, Lynx, and Mr. Zombie.

-2: The Overbrain sometimes claims to be leading his group in the conquest of the world, but the team mostly seems to commit a variety of mundane crimes rather than launching major schemes to take over Earth.

-4: The Brain Trust is unusually coordinated and effective in combat; it's possible they're all mentally linked somehow.

-6: The Brain Trust has worked for VIPER, ARGENT, and various master villains and other villain teams; it seems to enjoy generally good relations with the darker side of the Superhuman World.

B**THE VERTBRAIN**

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 HTH damage [1]
10	DEX	0	11-	
20	CON	10	13-	
30	INT	20	15-	PER Roll 15-
30	EGO	20	15-	
20	PRE	10	13-	PRE Attack: 4d6
3	OCV	0		
3	DCV	0		
12	OMCV	27		
10	DMCV	21		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
8	PD	6		Total: 20 PD (12 rPD)
8	ED	6		Total: 20 ED (12 rED)
4	REC	0		
40	END	4		
10	BODY	0		
30	STUN	5		

Total Characteristics Cost: 159

Movement: Running: 0m
Flight: 24m

Cost Powers

Cost	Powers	END
67	Brainpower: Multipower, 67-point reserve	
12v	1) Brainwashing: Mind Control 12d6	6
12v	2) Brainscapes: Mental Illusions 12d6	6
12v	3) Brainwaves I: Mental Blast 6d6	6
12v	4) Brainwaves II: Mental Blast 4d6 Constant (+½)	6
10v	5) Brainwaves III: Mental Blast 3d6 Does Knockback (+¼), Double Knockback (+½)	6
13v	6) Brainblast: RKA 1d6+1 ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +1), Does BODY (+1)	6
15	Brainwashing: Mind Control +6d6 Increased Endurance Cost (x3 END; -1)	9
60	Brainspeech I: Telepathy 12d6	6
30	Brainspeech II: Mind Link (any eight minds at once)	0
60	Brainscan: Mind Scan 12d6	6
80	Psychokinetic Power: Telekinesis (20 STR), Fine Manipulation ACV (uses OMCV against DCV; +0), Line Of Sight (+½), Reduced Endurance (0 END; +½)	0
36	Psychokinetic Force-Field: Resistant Protection (12 PD/12 ED)	0
80	Psychokinetic Force-Field: Damage Negation (-8 DCs Physical and Energy)	0
13	Psychokinetic Blocking And Dodging: +4 DCV Costs Endurance (-½)	2
15	Strong Mind: Mental Defense (15 points)	0
10	Strong Mind: Power Defense (10 points)	0

36	Psychokinetic Flight: Flight 24m Reduced Endurance (0 END; +½)	0
-12	No Legs: Running -12m (0m total)	
-2	No Legs: Swimming -4m (0m total)	
39	Neurosense: Spatial Awareness (no Sense Group), Increased Arc Of Perception (360 Degrees), Telescopic (+4 versus Range Modifier)	0

Perks

15 Money: Filthy Rich

Talents

5 Eidetic Memory
3 Lightning Calculator
20 Universal Translator 15-

Skills

24 +4 with All Mental Powers

3 Computer Programming 15-
3 Criminology 15-
3 Cryptography 15-
3 Deduction 15-
3 Demolitions 15-
3 Electronics 15-
3 High Society 13-
3 Inventor 15-
3 Mechanics 15-
3 Paramedics 15-
3 Persuasion 13-
3 PS: Play Chess 15-
3 Systems Operation 15-
3 Scholar

2 1) KS: Art History 15-
2 2) KS: History 15-
2 3) KS: Literature 15-
2 4) KS: Politics And Current Events 15-
2 5) KS: The Scientific World 15-
2 6) KS: The Superhuman World 15-
3 Scientist

2 1) SS: Astronomy 15-
2 2) SS: Biology 15-
2 3) SS: Chemistry 15-
2 4) SS: Genetics 15-
2 5) SS: Materials Science 15-
2 6) SS: Mathematics 15-
2 7) SS: Medicine 15-
2 8) SS: Physics 15-
2 9) SS: Psychology 15-
2 10) SS: Robotics 15-
2 11) SS: Superhuman Biology 15-
2 12) SS: Surgery 15-

Total Powers & Skills Cost: 746**Total Cost: 905**

THE OVERBRAIN

Background/History: See above.

Personality/Motivation: The Overbrain's behavior is driven primarily by his intellectual vanity and desire to control others (and, ultimately, to rule the world). He always had a strong streak of arrogance, but becoming a superpowered living brain has sent that trait into overdrive. He's *convinced* that he's intellectually superior to everyone else on the planet, and that he *deserves* to control Earth and all its people. As some heroes have learned, it's sometimes possible to distract him from his schemes with an intellectual challenge, even something as simple as a game of chess, a particularly difficult puzzle, or a trivia contest.

Quote: "Ha! You fool! No one of your minuscule intellectual capacity could possibly hope to thwart the plans of the Overbrain!"

Powers/Tactics: Freeing his mind from his body gave Crandall Herzog significant psionic and psychokinetic powers. While he's no Menton, he can take control of others' minds with ease, communicate telepathically, generate psionic illusions, and move objects with psychokinetic force. He can also use his telekinetic powers to levitate and protect himself.

But these powers come at a significant price. Lacking limbs, the Overbrain cannot exert strength, walk, or swim. If he needs to manipulate objects, he has to use telekinesis or waldoes he can operate with mental power. Lacking a mouth, he cannot speak; he communicates either telepathically, or through a "speech box" that he attaches to his neuro-preservation tank or carries with him via Telekinesis. The box creates a rasping, obviously electronic speech that many people

find chilling (an effect he enjoys). Nor can he eat or drink; he derives nutrition from the chemical soup in his neuro-preservation tank. He has to spend as much time in the tank as ordinary people do eating, and at roughly the same intervals, or begin to suffer the effects of starvation. And since chemical or drug-based attacks can affect his brain directly, they tend to affect him more strongly.

In combat the Overbrain prefers to use his Mind Control; he finds making people his puppets immensely satisfying. He tends to fight cautiously, taking full advantage of his powers' Line Of Sight range; the thought of being hurt or captured both frightens and infuriates him, so he's quick to cut and run if a battle starts to go against the Brain Trust.

Campaign Use: The Overbrain is sort of a master villain-in-the-works. All he needs is the power, the resources, and to some extent the stability. While he can't match the personal power of Dr. Destroyer or Gravitator, he's got enough, and his ambition is the equal of any other villain's on the planet. His main focus right now is building up his resources, since he's not fool enough to think he can conquer Earth without an army of minions, dozens of hidden bases, and the like.

If you want to make the Overbrain more of a true master villain, ramp up his mental powers until he's just about the equal of Menton. You may also need to buy an Endurance Reserve or make the powers cost no END, since he has relatively little END as currently written. To weaken him, remove the Reduced Endurance (0 END) from his powers so he can't use them as frequently.

Appearance: The Overbrain is a slightly larger than normal human brain that lives independently of a human body. While he can levitate itself and fly around using his psychokinetic powers (in which case he's surrounded by a faint, smoky green "haze" light effect), he normally resides in a tank of bubbling greenish-yellow nutrient fluid.

400 Matching Complications (75)

- 15 **Physical Complication:** Tiny (.25m; +18m KB) (Frequently, Slightly Impairing)
- 20 **Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
- 10 **Physical Complication:** Depends On Machines For Speech And Normal Senses (Infrequently, Slightly Impairing)
- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 20 **Hunted:** various superhero teams (Infrequently, Mo Pow, NCI, Capture)
- 15 **Psychological Complication:** Megalomaniacal; Wants To Rule The World (Common, Strong)
- 15 **Psychological Complication:** Intellectual Vanity; Thinks He's Smarter Than Everyone Else, And Will Prove It If Necessary (Common, Strong)
- 15 **Social Complication:** Secret Identity (Crandall Herzog) (Frequently, Major)
- 20 **Vulnerability:** 2 x Effect from Chemicals/Drugs/Gases/Poisons (Common)

Total Complications Points: 75

Experience Points: 505

OVERBRAIN FACTS

Here are some facts characters and NPCs might know about the Overbrain if they succeed with an appropriate Skill Roll:

N/R: The Overbrain is a large, disembodied brain with psionic and psychokinetic powers; he leads the Brain Trust.

K/R: The Overbrain's main psionic power seems to be mental control, but he can also read minds, project blasts of mental force, manipulate objects with psychokinesis, and psychokinetically fly and protect himself from attacks.

-1: The Overbrain's clashed with Dr. Silverback before and considers the sentient simian a major enemy and nuisance.

-2: The Overbrain has immense intellectual vanity and arrogance; some heroes have found ways to use this against him to thwart his schemes.

-6: The Overbrain's "body" is sensitive to chemicals and drugs; they're highly effective when used against him.

-10: His Secret Identity is Dr. Crandall Herzog.

APE-PLUS FACTS

Here are some facts characters and NPCs might know about Ape-Plus if they succeed with an appropriate Skill Roll:

N/R: Ape-Plus is an intelligent, evil gorilla who's a member of the Brain Trust.

K/R: Ape-Plus usually carries a blaster pistol and grenades, but can use his gadgeteering skills to create many different weapons and devices suitable to the Brain Trust's current scheme or his perceived tactical needs.

-1: The Overbrain created Ape-Plus to be an "evil twin" to his hated enemy Dr. Silverback, though he's even stronger and tougher than his heroic counterpart.

-2: Ape-Plus is totally devoted to the Overbrain and would do anything for him.

-4: Ape-Plus claims to be a far better poker player than Dr. Silverback, and also to have better fashion sense.

APE-PLUS

Background/History: Ape-Plus was an ordinary mountain gorilla until the day poachers captured him. Ordinarily he'd have gone to some zoo that wasn't picky about its sources of supply, but the poachers got a better offer from a man working for the Overbrain. After undergoing weeks of painful tests and procedures, the gorilla became sentient. Months of training and indoctrination followed until he was *Ape-Plus*, the Overbrain's most loyal servant and bodyguard.

Personality/Motivation: Ape-Plus was created as a mirror image of (and in the Overbrain's eyes, an improvement on) Dr. Silverback. It's not as intelligent or learned as Silverback, but possesses a craftiness and cunning the simian hero lacks... and it's got more brute strength and speed to back up its guile. Where Silverback is kind and heroic, Ape-Plus is a savage killer who serves only the Overbrain, not some lofty principles.

Quote: ::simian snarl:: "Do not mistake me for some animal! The mind is as strong as the body... and the body is strong enough to tear you limb from limb."

Powers/Tactics: Ape-Plus possesses the strength, speed, and endurance of a mountain gorilla who engages in intensive regular exercise after having been genetically, chemically, and surgically "improved" by the Overbrain. Compared to most humans he has a genius intellect, and the Overbrain's trained him to use it in scientific pursuits. In addition to his standard equipment (a blaster pistol, six energy grenades, and a force-field belt), Ape-Plus can concoct all sorts of gadgets from the spare parts it carries.

In combat Ape-Plus prefers to engage foes in HTH Combat and pummel them to death with his large fists... but he's smart enough to know that's usually a poor use of his skills, and conditioned enough to not want to leave the Overbrain vulnerable to attack. Thus, he usually hangs back

with the Overbrain (or as close to him as he can get) and uses his Blaster Pistol and other weapons to attack from Range. If circumstances permit he'll come to a battle prepared with a weapon or two designed specifically for that encounter.

See *The HERO System Equipment Guide* for dozens of example gadgets he could have.

Campaign Use: Ape-Plus mainly serves as a bodyguard and Gorilla Friday for the Overbrain, a role he's been conditioned to serve. You might be able to create some interesting stories (or story elements) playing off his duality with Dr. Silverback, or addressing what happens if his conditioning starts to weaken or fade.

To make Ape-Plus tougher, you have several options. First, you can increase the size of his Gadget Pool so he can have more weapons and gear available to him at once. Second, you can emphasize his brute strength and bestial nature by giving him various abilities involving HTH Combat, such as an HKA representing the power to literally tear people limb from limb or snap their necks.

Appearance: Ape-Plus is a large mountain gorilla given human sentience. He normally wears military fatigue pants and a flak vest; he usually has a blaster pistol holstered on his right hip and a few grenades attached to the vest. He often smokes cheap cigars.



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APE-PLUS

Val	Char	Cost	Roll	Notes	
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]	
21	DEX	22	13-		
25	CON	15	14-		
20	INT	10	13-	PER Roll 13-	
15	EGO	5	12-		
20	PRE	10	13-	PRE Attack 4d6	
7	OCV	20			
7	DCV	20			
3	OMCV	0			
5	DMCV	6			
5	SPD	30		Phases: 3, 5, 8, 10, 12	
10	PD	8		Total: 28 PD (21 rPD)	
10	ED	8		Total: 28 ED (21 rED)	
11	REC	7			
50	END	6			
15	BODY	5			
50	STUN	15			
Total Characteristics Cost: 207					
Movement:					
	Running:			12m	
	Swimming:			0m	
Cost	Powers				END
75	Weapons And Gadgets: Variable Power Pool, 60 Pool + 60 Control Cost OAF (-1)				var
45	Blaster Pistol: Multipower, 60-point reserve 60 Charges for entire reserve (+½); all OAF (-1)			[60]	
3f	1) Standard Setting: Blast 12d6 OAF (-1)				
2f	2) Lethal Setting: RKA 2d6 Armor Piercing (+¼), +2 Increased STUN Multiplier (+½); OAF (-1), Requires 3 Charges Per Use (-½)				
30	Grenades: Blast 12d6 Area Of Effect (26m Radius Explosion; +½); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)			[6]	
7	Conditioned Strength: +10 STR Only When Directly Protecting The Overbrain (-½)				1
12	Arm Swing: HA +3d6 Hand-To-Hand Attack (-¼)				1
8	Bite: HKA ½d6 (1d+1 with STR) Reduced Penetration (-¼)				1
7	Roar: +15 PRE Incantations (-¼), Only For Fear-Based Presence Attacks (-1)				0
40	Force Shield Belt: Resistant Protection (18 PD/18 ED/4 Power Defense) OIF (-½)				0
3	Thick Skin: Resistant (+½) for 3 PD/3 ED				0
-2	Nonswimmer: Swimming -4m (0m total)				
3	Heightened Senses: +1 PER with all Sense Groups				0
5	Feet Like Hands: Extra Limbs (2)				0

Talents

- 5 Eidetic Memory
- 3 Lightning Calculator

Skills

- 12 +1 Overall
- 16 +2 with Ranged Combat
- 6 +2 with Blaster Pistol
- 4 +2 OCV with Arm Swing
- 3 Acrobatics 13-
- 3 Breakfall 13-
- 3 Climbing 13-
- 3 Combat Driving 13-
- 3 Computer Programming 13-
- 3 Demolitions 13-
- 3 Electronics 13-
- 1 Gambling (Card Games) 8-
- 1 Inventor 8-
- 2 KS: The Superhuman World 11-
- 3 Lockpicking 13-
- 3 Mechanics 13-
- 13 Power: Gadgeteering 18-
- 3 Security Systems 13-
- 3 Stealth 13-
- 2 Survival (Tropical) 13-
- 3 System Operations 13-
- 3 Scientist
- 2 1) SS: Biology 13-
- 2 2) SS: Chemistry 13-
- 2 3) SS: Physics 13-
- 2 4) SS: Robotics 13-

Total Powers & Skills Cost: 350

Total Cost: 557

400 Matching Complications (75)

- 15 **Enraged:** if takes BODY damage (Common), go 11-, recover 14-
- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 20 **Hunted:** various superhero teams (Infrequently, Mo Pow, NCI, Capture)
- 5 **Physical Complication:** Inconvenient Size And Proportions (Infrequently, Barely Impairing)
- 25 **Psychological Complication:** Totally Loyal To The Overbrain (Very Common, Total)
- 15 **Psychological Complication:** Cruel And Sadistic (Common, Strong)

Total Complications Points: 75

Experience Points: 157

A

BLACK MIST

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH Damage [1]
20	DEX	20	13-	
20	CON	10	13-	
18	INT	8	13-	PER Roll 13-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
8	DCV	25		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		Phases: 3, 5, 8, 10, 12
12	PD	10		Total: 24 PD (12 rPD)
12	ED	10		Total: 24 ED (12 rED)
10	REC	6		
40	END	4		
15	BODY	5		
40	STUN	10		

Total Characteristics Cost: 184

Movement:

Running:	18m
Leaping:	18m
Swimming:	6m

Cost	Powers	END
12	Ninja-to: HKA 1½d6 (2½d6 STR) OAF (-1)	2
10	Shuriken: RKA 1d6 Autofire (3 shots; +¼), 9 Recoverable Charges (+¼); OAF (-1), Range Based On STR (-¼)	[9rc]
25	Ninja Mind Control: Mind Control 10d6 Concentration (½ DCV throughout use; -½), No Range (-½)	5

Martial Arts: Ninjutsu

Maneuver	OCV	DCV	Notes
4 Atemi Punch	-1	+1	3d6 NND(1)
4 Block	+2	+2	Block, Abort
4 Choke Hold	-2	+0	Grab One Limb, 3d6 NND(2)
4 Dodge	—	+5	Dodge, Affects All Attacks, Abort
5 Kick	-2	+1	9d6 Strike
4 Knife Hand	-2	+0	2d6 HKA (2 DC)
4 Punch	+0	+2	7d6 Strike
5 Takeaway	+0	+0	Grab Weapon, 35 STR to take weapon away
3 Throw	+0	+1	5d6 +v/10; Target Falls
8	+2 Damage Classes (already added in)		
2	Use Art with Blades, Staffs		
24	High-Tech Concealed Ninja Armor: Resistant Protection (12 PD/12 ED) OIF (-½)		
5	Strong Mind: Mental Defense (5 points)		
27	Black Mist Form: Desolidification (affected by air/wind and cold) Cannot Pass Through Solid Objects (-½)		
6	Strong Leaper: Leaping +12m (18m forward, 10m upward)		
6	Strong Runner: Running +6m (18m total)		
2	Strong Swimmer: Swimming +4m (8m total)		

Talents

- 3 Lightning Reflexes: +3 to act first with All Actions
- 3 Lightsleep

Skills

- 20 +2 with All Combat
- 10 +2 with Ninjutsu
- 4 +2 OCV with Ninja-to
- 6 +1 with Agility Skills
- 3 Acrobatics 13-
- 3 **Ukemi:** Breakfall 13-
- 3 Climbing 13-
- 3 **Intenjutsu:** Concealment 13-
- 3 **Tonjutsu:** Contortionist 13-
- 10 Defense Maneuver IV
- 3 **Henshojutsu:** Disguise 13-
- 3 Iaijutsu: Fast Draw (Common Melee Weapons) 14-
- 1 KS: The Espionage World 8-
- 1 KS: The Military/Mercenary/Terrorist World 8-
- 3 KS: Ninjutsu 13-
- 1 KS: The Superhuman World 8-
- 2 Language: English (fluent conversation; Japanese is Native)
- 2 Language: Ninja Clan Codes & Symbols (fluent conversation)
- 3 Lockpicking 13-
- 4 PS: Ninja 13-
- 3 SS: Pharmacology/Toxicology 13-
- 3 Security Systems 13-
- 3 Shadowing 13-
- 3 Sleight Of Hand 13-
- 3 **Shinobi-iri:** Stealth 13-
- 3 Streetwise 13-
- 2 TF: Ninja Water-Walking Devices, Small Rowed Boats
- 9 WF: Common Melee Weapons, Common Martial Arts
Melee Weapons, Common Missile Weapons, Garrote,
Blowgun, Fukimi-bari

Total Powers & Skills Cost: 287

Total Cost: 471

400 Matching Complications (75)

- 10 **Distinctive Features:** Style (Not Concealable; Always
Noticed And Recognizable; Detectable By Large
Group)
- 25 **Hunted:** Sekihara ninja clan and the Cult of the Red
Banner (Frequently, Mo Pow, NCI, Kill)
- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 20 **Hunted:** various superhero teams (Infrequently, Mo Pow,
NCI, Capture)
- 15 **Psychological Complication:** Loyal To The Overbrain
(Common, Strong)
- 20 **Psychological Complication:** Casual Killer (Very
Common, Strong)
- 15 **Psychological Complication:** Greedy; Mercenary Attitude
(Common, Strong)

Total Complications Points: 75

Experience Points: 71

BLACK MIST

Background/History: The man who would become known to the world as the Black Mist was born into the mysterious Sekihara clan of Japan. For countless centuries the Sekihara had lived in deep, hidden places and served the infamous Cult of the Red Banner (see CU 145). Like other clan children, he was tested in various ways until he was six years old, and based on those tests he was assigned to ninja training.

For over a dozen years he worked, and sweated, and bled to learn the skills of the Sekihara ninja, including the simplest of their ninja magics (such as the ability to transform into a cloud of dark mist, or to steal the will of others). When he had completed his training satisfactorily, the clan sent him into the world to work the will of the Cult.

And that was a mistake. Exposure to the greater world intrigued and enthralled him, and he soon decided he had no interest in serving some bizarre, nihilistic religious sect for the rest of his life. He wanted all the wealth and excitement the world had to offer. He defected from the clan and became a mercenary, offering his hard-won skills to the highest bidder.

One day the Black Mist received an offer of employment from a new contractor. Eager to expand his sources of income, he went to the meeting... only to find his mind ensnared by the Overbrain! Over several weeks the Overbrain broke his will completely until his only wish was to serve not himself, but the master of the Brain Trust.

Personality/Motivation: Like the other members of the Brain Trust, the Black Mist is loyal to the Overbrain, but his loyalty isn't quite as strong. His powerful mind and years of ninja training make it harder for the Overbrain to dominate him psionically. To keep from straining his "conditioning," the Overbrain is careful not to give the Black Mist any orders he'd object to too strongly, and always tries to "sweeten the deal" by pointing out how much the ninja stands to gain — even now, as a member of the Brain Trust, Black Mist remains a greedy mercenary, interested most in what he, personally, stands to gain from any mission.

Quote: None. The Black Mist rarely speaks at all; when he does, his voice is rusty from disuse.

Powers/Tactics: The Black Mist is a highly-trained ninja with a wealth of skills pertaining to deception, infiltration, subterfuge, and assassination. He can pick locks, disguise himself to look like someone else, pass undetected through guarded areas, and strike killing blows. But more than that, he knows two of the ancient mystical secrets taught to the Sekihara by the Cult of the Red Banner: the power to transform himself into a black mist

(hence his name); and the ability to control others' minds. He left the Sekihara before he could learn any others, but he'd love to expand his arcane repertoire.

The Black Mist prefers to open combat with an ambush or surprise attack; he functions best that way. In open battle he relies on his Martial Arts and ninja-to sword, keeping most of his Combat Skill Levels in DCV to protect himself. One of his favorite tricks is to transform into a mist and pretend to flee, then double back to attack his foe from behind.

Campaign Use: The Black Mist gives the Overbrain a subtle servant with which to implement his schemes. The PCs aren't likely to see the Black Mist until he wants them to... at which point it's probably too late for them.

To make the Black Mist tougher, you can take several approaches. First, you can give him more ninja gadgets and weapons, perhaps even mystical ones. Second, you can give him more ninja magical powers, such as the ability to become invisible, to kill people with just a touch, to sense danger, or the like. (See HSMA for plenty of ideas along both lines.) If he's already too tough for your campaign, reduce his DEX to 18 and SPD to 4.



Appearance: The Black Mist is a classic ninja — he's a Japanese male of average height, but you can't see his features due to his black ninja garb, mask, gloves, and tabi boots. He carries a ninja-to sword, shuriken, and other weapons and tools of the ninja's trade.

BLACK MIST FACTS

Here are some facts characters and NPCs might know about Black Mist if they succeed with an appropriate Skill Roll:

N/R: Black Mist is a ninja who's a part of the Brain Trust supervillain team.

K/R: His *nom du crime* comes from the fact that he has one superhuman power: the ability to transform himself into a cloud of mist.

-2: Actually, Black Mist has *two* superhuman powers; the other is the ability to control minds.

-4: Black Mist was trained by the Sekihara ninja clan; the clan wants to kill him for defecting from its ranks.

-8: The mysterious and deadly Cult of the Red Banner also seems to want Black Mist dead.

LYNX

Background/History: Ever since she can remember, Felicia Murrow's been a rabid fan of *anime* (Japanese animation and cartoons) and *manga* (Japanese comic books). She watched and read them for hours a day, and even studied Japanese enough that she could follow most of what was said or written without the need for subtitles. Her favorite characters were the “catgirls,” the half-woman half-cat characters found in so many of these stories. She often daydreamed about being one.

One day Felicia heard a rumor that there was a doctor who *could* transform a willing woman into a catgirl through advanced surgical procedures... but no one seemed to know anything definite. Determined to find out if there was a kernel of truth to the tales, Felicia journeyed into the deepest, darkest recesses of anime and furry fandom, getting close to anyone who seemed likely to know anything and probing them for information. It wasn't the most pleasant of tasks, but it was the only way to find out the truth. And her hard work paid off. Eventually she found a fan who, after much persuasion, gave her a name: Robert Tanner.

When she finally tracked down Dr. Tanner, he agreed to perform the transformative surgery in exchange for a substantial up-front cash payment... but there were no guarantees. She could end up hideously maimed; the procedure wasn't fully tested and didn't always work as hoped. But it was her only chance; she had to take it. She committed several robberies to earn the cash, but when she had enough for Tanner's payment, she went under the knife.

Unbeknownst to Felicia, Dr. Tanner was just a puppet of the Overbrain — one of many doctors and scientists he kept under semi-permanent mental control to help him with his experiments. Sensing that Felicia might make a useful minion, the Overbrain assisted Dr. Tanner to increase the chances of success.

And the procedure worked! Felicia awoke to find herself with catgirl features, and over the next few weeks she grew catgirl fur over her entire body. But the Overbrain had altered her mentally as well as physically, and now she felt as strong a compulsion to serve him as she'd felt to become a catgirl in the first place.

Personality/Motivation: Of all the Brain Trust, Lynx (not to be confused with the Beast Mountain-based singing star of the same name) is probably the most “normal” in terms of attitude and outlook. (In fact, sometimes she's a little bothered about always hanging out with a such a freakish group.) If not for her genetically-instilled loyalty to the Overbrain, she probably wouldn't be a criminal at all. When not working on one of his schemes, she spends her time indulging her rabid obsession with anime and manga; occasionally she even attends a convention by pretending that she's wearing a catgirl costume.

Quote: “Don't forget... cats have claws.”

Powers/Tactics: As you'd expect of a catgirl, Lynx is fast, agile, graceful, and seductive. She can move around the battlefield easily thanks to her SPD, Combat Running, Leaping, and Acrobatics, so she rarely just stays put and slugs it out with a single opponent. She relies on her claws and fangs for the most part, but she can punch pretty hard if she doesn't want to seriously hurt her foe. She can also fall back on her “feminine charms” if necessary.

Campaign Use: Lynx provides a way to introduce romantic subplots into games involving the Brain Trust. She's very likeable compared to her teammates, isn't really a bad person, could easily be reformed if her genetic conditioning were broken, and is quite attractive.

To make Lynx tougher, remove her Susceptibility and give her some other cat-powers, such as Mind Control over cats and the ability to Summon cats. You could also give her more Combat Skill Levels or some Martial Arts (usable both with fists and claws). To weaken her, reduce her SPD to 5 and remove her CSLs with Claws.

Appearance: Lynx is a cat-girl in the traditional image: she's an attractive, well-proportioned woman with short, soft, gold-colored fur over her body (shading to white on her stomach/chest, feet, and hands), tiny cat's ears poking up through her long, luxurious brown hair, claw-like fingernails, feline eyes, and a tail. Her costume consists primarily of a black-and-gold pair of bikini-like trunks, black and gold bracers and leggings, with no mask.

LYNX FACTS

Here are some facts characters and NPCs might know about Lynx if they succeed with an appropriate Skill Roll:

N/R: Lynx is a cat-woman who's a member of the Brain Trust; she's fast, accurate, and has very sharp claws.

-2: Lynx is obsessed with anime and manga.

-6: Lynx feels intense pain when exposed to extremely loud noises.

-10: Her Secret Identity is Felicia Murrow.

A

LYNX

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
23	DEX	26	14-	OCV: 8/DCV: 8
20	CON	10	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	MCV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	OCV	25		
10	DCV	35		
3	OMCV	0		
3	DMCV	0		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
10	PD	8		Total: 13 PD (5 rPD)
10	ED	8		Total: 13 ED (5 rED)
8	REC	4		
40	END	4		
15	BODY	5		
40	STUN	10		Total Characteristics Cost: 190

Movement: Running: 18m
Leaping: 20m

Cost Powers

Cost	Powers	END
22	Claws: HKA 1d6 (2d6+1 with STR) Reduced Endurance (0 END; +½)	0
9	Fang-Like Teeth: HKA 1 point (1d6+1 with STR) Armor Piercing (+¼), Reduced Endurance (0 END; +½)	0
7	Inspires Panic: +15 PRE Only For Fear-/Intimidation-Based Presence Attacks (-1)	0
2	Tough Skin: Resistant (+½) for 2 PD/2 ED	0
6	Runs Like A Cat: Running +6m (18m total)	1
9	Combat Running: Running +18m Only To Make Half Moves In Combat (-1)	2
8	Leaps Like A Cat: Leaping +16m (20m forward, 10m upward)	1
6	Animalistic Senses: +2 to PER Rolls with all Senses	0
5	Cat's Eyes: Nightvision	0

Talents

6	Combat Luck (3 PD/3 ED)
6	Striking Appearance +2/+2d6



END

Skills

16	+2 HTH
4	+2 OCV with Claws
3	Acrobatics 14-
3	Breakfall 14-
3	Charm 12-
3	Climbing 14-
1	Computer Programming 8-
3	Conversation 12-
7	KS: Anime And Manga 16-
3	KS: Anime And Furry Fandom 12-
1	Language: Japanese (basic conversation; English is Native)
3	Persuasion 12-
3	Shadowing 11-
3	Stealth 14-
3	Tracking 11-

Total Powers & Skills Cost: 145

Total Cost: 335

400 Matching Complications (75)

20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: various superhero teams (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Loyal To The Overbrain (Common, Total)
15	Social Complication: Secret Identity (Felicia Murrow) (Frequently, Major)
10	Susceptibility: takes 2d6 instantly from Hearing Group Flashes and similar intense, loud noises (Uncommon)

Total Complications Points: 75

Experience Points: 0

MR. ZOMBIE

Background/History: Robert Reynolds had a great life — a good job, a loving wife, 2.5 kids, a dog, house with a white picket fence, all the usual stuff. Everything was going well... and then he found out about the cancer. Too late to do anything about it, his doctors said. It's spread throughout your body. I'm sorry, but our best estimate is six months.

They were right — six months later, Robert Reynolds was dead. But he didn't stay that way for long.

Not far from the cemetery, the Overbrain had a lab where he'd been working on artificial life experiments. They hadn't gone well, so he'd abandoned the project. Over time, some of the materials for and byproducts of his work leaked out of their containment units and into the nearby ground. Somehow they worked their way into Robert Reynolds's grave just a few days after he was buried.

Reynolds awoke with a start. He dimly remembered bright lights, someone holding his hand, rhythmic sounds behind his head. But none of that mattered; what was important was that he was apparently trapped in a cloth-lined box of some sort — he had to get out! He raised his arms and pushed... and to his astonishment the wood gave way before him like it was made of paper. He discovered he'd somehow been buried alive, but he had the strength to deal with that. It was all very confusing, but he dug his way out of the grave in short order.

After he'd made his way to the surface, Reynolds felt a strange compulsion to walk over to a nearby abandoned factory — the Overbrain's former lab. When he broke in he triggered a security device, and soon the Overbrain showed up to find out what was going on. It didn't take long for him to deduce why Reynolds was there and looking like the walking dead... and not much longer to convince Reynolds that he should become one of the Overbrain's minions.

Personality/Motivation: Mr. Zombie (a name chosen for him by Lynx) is, to put it mildly, confused. He can dimly, oh so dimly, remember his former life, when he was "truly" alive, but he can't recall any useful details. He's become one of the Overbrain's minions partly because the Overbrain has promised to help find out who he is and where he comes from (a promise the Overbrain has no intention of keeping), but mostly because he thinks there's really nothing else for him to do. He's some sort of bizarre freak now; he should be with other bizarre freaks.

Quote: None. Mr. Zombie rarely speaks in combat, though his harsh, ragged breathing makes a distinctive sound.

Powers/Tactics: Mr. Zombie isn't literally one of the walking dead, but he's a mighty close approximation. He's immensely strong, feels very little pain, enjoys eating his food raw, doesn't need to breathe, and for a superhuman moves slowly. He takes little initiative in combat, preferring to simply follow orders; left to himself he'll usually Hold his Action unless he's got an obvious target (such as someone who's attacking or has recently hurt him).

Campaign Use: Mr. Zombie's main job is to serve as the Overbrain's "muscle" (though as bricks go he's fairly weak — something the Overbrain's been working to improve). His desire to find out about his past may spark a subplot or two, especially if one of the PCs is a relative or friend of his.

To make Mr. Zombie tougher, assume the Overbrain has succeeded in "improving" him and make him more of a standard brick, with STR 60. To weaken him, reduce his SPD to 3 and Running to 6m (which also makes him more like a "traditional" horror movie zombie, though he still reacts quickly compared to ordinary humans).

Appearance: Mr. Zombie looks like a classical zombie — he's six feet tall with the greyish flesh, sunken eyes, and vacant expression of the recently dead (though he's quite alive). When he first joined the Brain Trust he wore torn and tattered clothing, but these days he sports a more stylish ensemble: a black tuxedo jacket and pants with red cummerbund and bow tie (and dull red lapels), and a black top hat. He usually walks with a slow shuffle.

MR. ZOMBIE FACTS

Here are some facts characters and NPCs might know about Mr. Zombie if they succeed with an appropriate Skill Roll:

N/R: Mr. Zombie is, apparently, some sort of undead, similar to a traditional horror movie zombie but stronger and in some respects faster, who's a member of the Brain Trust.

K/R: Much like other zombies, Mr. Zombie seems to have very little initiative or drive; he basically just follows orders from the Overbrain or his teammates.

-1: Mr. Zombie is very strong, able to lift over six metric tons.

-6: Mr. Zombie isn't actually (un)dead; he's still alive, or has been genuinely brought back to life (if he was once dead) by unknown means.

-10: Mr. Zombie was formerly Robert Reynolds, an ordinary middle-class sort of guy, though he doesn't remember his previous life at all.

MR. ZOMBIE

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
10	DEX	0	11-	
40	CON	30	17-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		Phases: 3, 6, 9, 12
24	PD	22		Total: 24 PD (15 rPD)
20	ED	18		Total: 20 ED (15 rED)
20	REC	16		
80	END	12		
20	BODY	10		
60	STUN	20		

Total Characteristics Cost: 206

Movement: Running: 8m
Leaping: 2m

Cost	Powers	END
8	Nails: HKA ½d6 (3d6+1 with STR) Reduced Penetration (-¼)	1
5	Teeth: HKA 1 point (3d6 with STR)	1
15	Zombie's Body: Resistant (+½) for 15 PD/15 ED	0
30	Zombie's Body: Physical Damage Reduction, Resistant, 50%	0
15	Zombie's Body: Energy Damage Reduction, Resistant, 25%	0
20	Zombie's Mind: Mental Defense (20 points)	0
35	Undead Vitality: Life Support: Total	0
-4	Slow: Running -4m (8m total)	
-1	Poor Leaper: Leaping -2m (2m forward total)	
5	See At Night: Nightvision	0

Skills

48	+6 HTH
3	Climbing 11-
3	Stealth 11-

Total Powers & Skills Cost: 182

Total Cost: 388

400 Matching Complications (75)

20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: various superhero teams (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Thinks The Brain Trust Is His Only Option (Common, Strong)

Total Complications Points: 75

Experience Points: 0



B THE CIRCLE OF THE SCARLET MOON

Membership: Archdruid Airetach, Roger and Martika Duquesne, and others.

Background/History: The Circle Of The Scarlet Moon began late in the eighteenth century with a dissolute French nobleman named Viscomte Gildas de Valenois. The Viscomte had money but little real power in the French aristocracy; he sought perverse amusement and a higher status through Satanism and sorcery. In 1783, the Viscomte persuaded several equally degenerate members of the French aristocracy to join him in founding a coven that they named the Circle Of The Scarlet Moon. The nascent Circle achieved a limited degree of magical power by acquiring relics and grimoires from older, near-defunct covens and occult societies. The Viscomte also achieved some greater political influence by inviting thrillseeking nobles and social-climbing business magnates to the Circle's orgiastic Sabbats — and then blackmailing the participants. This combination of mystic and secular power characterized the Scarlet Moon forever after.

The nascent Circle suffered its first great setback in the French Revolution. The Circle's leaders remained immune to the revolutionary purge for two years, thanks to abundant bribery and various magical threats and persuasions. Then the Committee for Public Safety suddenly arrested and executed half the membership, and the Circle's limited magic was no use whatsoever. The Viscomte made the mistake of trying to strong-arm a number of Vandaleurs into helping the Circle. That offended the clan's patriarch Adrian Vandaleur (page 223), and the immortal magus used his own magic to counter the Circle's hold on Committee officers.

The survivors fled to safety in the new United States of America... and encountered Eustace Blackmun. The Virginia mystic helped found the Trismegistus Council specifically to fight the Circle. The battle of bewitchment between the Circle and Council continues to this day, and which side shall rule America's soul remains unresolved.

The Scarlet Moon steadily amassed mystical lore and worldly power, but it never achieved the total power its leaders sought. Time and again, the Circle tried to take over governments using mind control, infiltration, and subversion.

Time and again, the Trismegistus Council blocked the Circle's gambits. When the Circle sought allies among archdevils or dark gods, they drew the notice of a far greater enemy: the Archmage himself intervened to close their Gates, annul their pacts, and, frequently, destroy the Circle member who led the scheme.

In 1908, the Circle's leaders gathered their forces to strike at the Archmage himself. The High Coven — the 13 most powerful mystics of the Circle — assembled near the Archmage's sanctum in the depths of Siberia. They brought the Circle's most powerful magic weapons and artifacts. Around the world, Scarlet Moon lodges channeled their own power to their leaders.

The High Coven's spell worked even better than planned. They summoned the Hellstone, a demonic weapon of terrifying power, and unleashed it on the Archmage. The mystical and physical shockwaves of the sorcerous explosion circled the globe, and the Archmage was never seen again. Neither were most members of the High Coven, and several lodge leaders died in the mystical backlash as well.

The death of the Archmage enabled the Circle to win several victories over the Trismegistus Council and wheedle gifts of power from spirit allies. A new High Coven of lodge leaders coalesced in 1924. The end of the infighting among lodge leaders allowed the Circle to increase its mundane influence as well. When Prohibition made bootlegging and rum-running vastly profitable, some Circle members used the opportunity to gain a foothold in organized crime.

Circle members still debate whether 1938 was a gain or loss to their society. The Circle covertly aided Hitler's super-secret cabal of mystics, the RSvKg, in an attempt to amass magical powers for the occult-minded, anti-rational Third Reich. The "Walpurgisnacht Working" initiated the age of superheroes, who have handed the Circle many defeats — but the Circle's own mystics have gained greater power as well.

Today, the Circle Of The Scarlet Moon finds itself in a strange position. Many other mystics, both heroic and villainous, now boast far greater power than its leaders. On the other hand, the Circle has seldom wielded greater political and financial influence. The High Coven includes billionaires and high-ranking politicians of all

major parties. The Scarlet Moon wields prodigious influence throughout Europe and North America, and reaches out to subvert the Third World. Although horrors like Takofanes and Dark Seraph stalk the Earth, some people in the Mystic World now fear the Scarlet Moon has truly come into its own as the greatest power on the side of Darkness.

Group Relations: Members of the Scarlet Moon form local groups called *covens*, each led by a *druid*. (The Viscomte de Valenois shared the enthusiasm for druids that swept through France and the British Isles late in the eighteenth century.) Other members of a coven hold the rank of *ovate* if they achieve seniority and possess mystical talent, or *aspirant* if they lack either quality. During coven meetings, Scarlet Moon members wear black velvet masks with eyeslits and a red satin crescent across the left side of the face. Aspirants wear hooded cloaks of dark blue; ovates wear deep crimson; druids, red and black; and archdruids, solid black cloaks and robes.

The covens throughout a region group together in *lodges*, each led by an *archdruid*. Thirteen archdruids form the High Coven, the ruling council of the Scarlet Moon.

The Circle contains between two and three dozen lodges. An exact census isn't possible because some lodges secede from the Circle for decades at a time, while other small occult groups take the Scarlet Moon's name without the High Coven's permission. The High Coven doesn't discourage such pretenders, because these groups serve as decoys to distract the Circle's enemies. If anyone in a group of pretenders shows genuine talent, the High Coven might invite him to join the real Circle.

Every Circle member takes a "craft name" as his official pseudonym within the organization. When covens meet, or members send messages about Scarlet Moon business, they call each other by their craft-names to keep their membership secret. Aspirants and ovates know the identities of the other members in their coven, but not the real names of anyone outside their group. Druids know all the other druids in their lodge, and the archdruids all know each other's real names. Craft-names are usually Celtic, Germanic, or from other ancient European cultures.

Rarely does an archdruid amass enough prestige to set the entire Scarlet Moon working on a project; and since the last two such projects resulted in the 1908 debacle and the ambiguous Walpurgisnacht Working, most archdruids are content to leave the Circle unfocused. Individual archdruids, however, often lead their lodges in schemes to gain magical or worldly power. The Circle's only official goals, as set by the High Coven since 1938, are to protect its own existence, destroy its enemies, and gain greater political and economic power. The Scarlet Moon succeeds very well at these goals, so most leaders feel content to operate as hidden puppet-masters.

Tactics: The Circle accepts members who practice any sort of magic — except Edomite sorcery, which now carries a death sentence from the High Coven. Most members, however, practice a form of ritual magic drawn from Hermetic ritual magic, demonology, and a wide range of folk magic. Scarlet Moon witchcraft usually requires lengthy rituals with various magical implements. Typical ritual Foci include Hermetic tools such as cups, daggers, wands, pentacles, crystals, and magic circles; Satanic elements such as flames, blood sacrifice, and perverse sex acts; and implements from folklore such as cauldrons, herbs, heads (real or sculpted), drums, cords, idols, and candles. European folklore, especially the grimmest aspects of Celtic, Norse, Slavic, and Greco-Roman myth, supplies much of the Scarlet Moon's inspiration; but the Circle also borrows elements from Voodoo, Native American folklore, or anything else that catches a member's fancy.

Circle members may learn a few spells they can perform on short notice, but the Circle's strength lies in ceremonial magic. Druids and archdruids cast a wide range of spells, but must study each spell beforehand and conduct a complex ritual to work the magic. Members practice ceremonial magic together so they can combine their spells for greater power. In game terms, druids and archdruids all have a small Variable Power Pool. One person involved in casting a spell is the "leader" for that spell. Every participant who makes a Thaumaturgy Skill Roll can devote his entire VPP to an Aid to increase the power of the leader's base spell. (At the GM's option, each Aid can apply separately, ignoring the rules about two characters using separate versions of an Adjustment Power.) Circle members make frequent use of Mind Link to coordinate their spells, and Mind Scan to target victims from a distance so the Scarlet Moon can work its will without any member exposing his identity. Things just *happen*, and the victim never suspects he was the target of hostile sorcery.

Now and then, covens may summon a minor demonic minion, or recruit a mythic monster from Faerie. Mystical creatures tend to attract attention, though, which the Circle doesn't like. They also demand payment, which can range from a ten-leaf clover to a year of servitude from the presiding magician. When they compare the dangers of a nosy superhero and a spirit angered by failure to pay a debt, many Circle members take their chances with the superhero.

Resources: The Circle uses its magic to acquire political and economic power. Many Circle members are millionaires. A few are billionaires. Each coven has Contacts within state and local government, law enforcement, and criminal groups. Archdruids often acquire Contacts with national political figures — or they *are* national political figures. Money, blackmail information, and the use of magic to influence police, district attorneys, and judges enables the Circle to commit crimes almost with impunity.

CIRCLE OF THE SCARLET MOON FACTS

Here are some facts characters and NPCs might know about the Circle of the Scarlet Moon if they succeed with an appropriate Skill Roll:

K/R: The Circle of the Scarlet Moon is an insidious occult organization that seeks greater power, be it mystic, political, or financial.

-1: The Circle's origins supposedly lie with French mystics who coalesced into an occult secret society in the years before the French Revolution.

-4: The Circle organizes itself into covens, each led by a "druid." Several covens form a "lodge," which is led by an "archdruid." Thirteen of the archdruids form the High Coven, the Circle's ruling body.

-6: The superheroine Witchcraft and supervillainess Talisman have a history with the Circle, apparently through their family, though of course neither is formally associated with it anymore and Witchcraft actively works against it.

-10: The Circle was wholly responsible for the 1908 slaying of the last Archmage, Bohdan Stanislavski, and partly responsible for the 1938 "Walpurgisnacht Working" that made superhumans possible.

Campaign Use: The Circle Of The Scarlet Moon is an organization of relatively low-powered mystical villains. The typical archdruid is built on points comparable to a starting superhero, but the Variable Power Pool and lots of Perks suck up at least 100 Character Points. Druids are somewhat weaker; and low-ranking Circle members are (at best) Standard Heroic characters. They may know a few spells of moderate power, but they depend on Perks, secrecy, and their membership in the Circle for their defense.

In an all-mystic campaign, the Circle can serve as the primary antagonist for occult investigators, vigilante heroes, two-fisted private eyes, and other heroes. Individual members of the Circle are too weak to fight superheroes openly. In groups, however, Scarlet Moon members can attack superheroes at a distance and from hiding.

Adventures with the Scarlet Moon emphasize mystery and conspiracy. To defeat the Scarlet Moon, heroes need mystic powers of their own, or they must succeed at long and difficult investigations. Heroes who try to stay within the law find the Scarlet Moon an especially difficult foe: most of the Circle's villainy is impossible to prove in court. To defeat a Circle member, the heroes must catch him engaged in a mundane crime, with so much evidence that even the Scarlet Moon's vast influence and insidious magic can't make it disappear.

If the Scarlet Moon isn't powerful enough to supply a credible threat to the PCs, increase the power of the druids and archdruids by giving them larger Power Pools or magic items that make them more effective combatants. The Circle can also make greater use of supernatural allies and minions, such as minor demons or faerie monsters. If the Circle's already too tough a foe, reduce the members' VPPs until they're at the right level to challenge the PCs.

The Circle Of The Scarlet Moon is a highly dangerous Hunter for heroes with DNPCs or who rely on larger institutions. The Circle attacks its enemies through their social connections. A character's loved ones suffer dangerous accidents, or inexplicably turn against him. Heroes find their bank accounts drained, their reputations tarnished, and the police and government turned hostile. A clash with the Circle often becomes a test of resolve, as a lodge systematically wrecks the heroes' lives. The only way to stay safe from the Circle is to live without any human connections... if you can call that living.

Associates, Allies, And Adversaries: The Scarlet Moon has no close allies in the Mystic World, but individual druids and archdruids enjoy moderately good relations with the Devil's Advocates or other specific mystical villains. A few have ties to various Sylvestris or Vandaleurs, but ever since Adrian Vandaleur slapped the Circle down two hundred years ago most of his descendants have looked on the Scarlet Moon with scorn and contempt. (For their part, many Circle members have heard about what Adrian did in Circle lore and wouldn't mind getting some long-delayed revenge on him or his family.)

The Circle and DEMON have sniped at each other since Luther Black's defection after the 1908 disaster, but particular members sometimes worked together in the past. The High Coven, in a rare display of unanimity, now forbids such cooperation: the Circle can't rule the world from the shadows if some Elder God eats it, so the archdruids take every opportunity to weaken DEMON — including covert aid to superheroes on occasion.

The Trismegistus Council remains the Circle's most devoted enemy. Other mystics who make conscious commitments to goodness also fight the Circle. Most superheroes reflexively oppose the Circle if they learn of its existence: black magicians who practice human sacrifice obviously need to be stopped. Few heroes strike serious blows against the Scarlet Moon, however, and none have yet exposed the Circle to the public.

The Scarlet Moon maintains pacts with several devils but discourages members from selling their souls outright. Soul-selling gives easy power, but such pacters serve their infernal master first, the Circle second — and the archdruids don't like that. In this sense, few Circle members are actually Satanists, though the distinction is lost on most people who clash with these occult conspirators.

Most of the Scarlet Moon's spiritual allies actually dwell in Faerie. The old gods of pre-Christian Europe routinely received human sacrifice. Mortal attitudes changed in the last 2,000 years, and not all gods accept that change. The Scarlet Moon invokes pagan gods in their darkest, most fearsome aspects, so that's how the gods respond. The Circle lacks the power or the interest to summon actual gods. Some archdruids, however, strike bargains with Unseelie faeries, hags, trolls, and other evil creatures from the Land Of Legends. Unfortunately for the Circle, this sometimes brings it into conflict with Cairngorm (see CV3).

ARCHDRUID AIRETACH

Background/History: Eric Marburg intended to make it big in business. His plans involved studying his superiors... either to learn the methods that made them successful, or to gain blackmail information on them. Eric thought he'd found blackmail information when he saw his boss practicing bloody occult rituals. Then he found that the rituals really *worked*.... Eric persuaded his boss to let him in on the secret instead of killing him. Thus did Eric join the Circle Of The Scarlet Moon, taking the craft-name of Airetach.

OTHER SCARLET MOON MEMBERS

In addition to the members listed on CU 159, here are a few of the more politically active or media-savvy members of the Scarlet Moon:

Doctor Herbert Rush: This famous pop psychologist and award-winning psychiatrist looked into the paranormal so he could write a book about this fashionable subject, and found the Scarlet Moon. Although just an ovate, he's one of the circle's most skilled practitioners of *fascination* (mystical hypnosis, focused through an attention-getting trinket). His fame also enables him to discredit a hero's mental stability. Rush himself indulges various hedonistic addictions and perversions that would get him locked up if anyone discovered them.

Ambassador Marcella Latour: Canada's ambassador to a French-speaking West African country busies herself by magically subverting the native government, funneling conflict diamonds to Circle coffers, and studying African folk magic from the source. She enjoys considerable success at the first two objectives, rather less in the third. (If she's not careful her activities may attract the unwelcome attention of Joseph Otanga or DEMON.)

Assistant Undersecretary Henrik Van Diericks: The Circle's top man in the European Union bureaucracy regularly hobnobs with other dignitaries in Brussels and hypnotically plants suggestions for EU policy. He's also one of the Circle's most devoted Satanists, and uses his magic to protect one of the largest pedophile rings in Europe.

Clarissa Thorp: This local news anchor also secretly controls her station's news department. She's one of the Circle's best media warriors, using television to create or ruin reputations. She propitiates the Norse goddess Freya and practices the divinatory art of *seidhr*; she's very good at winning scoops and uncovering Secret Identities.

Eric's boss was a mid-ranking member of the Circle. In time, Eric surpassed his mentor in every way. He wheedled or extorted magical secrets from other Circle members and added his own research in folk magic. He became a VP himself. Eventually he betrayed his mentor to a rival faction in the Circle to advance his own position (both mystically and within the company).

Decades later, Eric's skill at magic and murderous intrigue carried him to leadership of a lodge, the highest rank within the Scarlet Moon. He also became CEO of an investment firm and one of the most highly regarded — and least known to the public — financiers in the business world. He became a political player as well, for his support almost guarantees a candidate's election or re-election.

Eric's colleagues in the Circle now often call him the Weaver because of his preferred method of casting spells. This unplanned deception has sometimes resulted in Circle enemies thinking that the feared lodge leader Airetach is a man named Weaver.

Personality/Motivation: The Archdruid is cold, ambitious, and ruthless, but also cautious in his quest for power. Airetach knows he could easily multiply his millions into billions, but that would also raise his profile. He seeks greater magical power so he can crush his rivals and emerge as undisputed leader of the entire Circle Of The Scarlet Moon, but not at cost of enslaving himself to any god or demon, or risking exposure as a sorcerer and serial killer.

Politics now occupies much of Airetach's interests. He wants to bring back the Gilded Age of robber-baron tycoons. Through money and subtle magic, he promotes politicians who also want to dismantle government's ability to regulate big business (or at least are willing to do this in return for his backing). The Weaver already has a number of high-ranking politicians eating out of his hand.

Quote: "What an amusing accusation. Try proving it in court."

Powers/Tactics: The Archdruid has about as much magical power as he can hope to achieve without graduating to superheroic (or supervillainous) status. He knows a limited number of spells to curse his enemies with various debilities or make people, places, or things suffer damaging accidents. He can force people to act against their will when some event or condition occurs, read their minds to learn their secrets, or curse them to suffer deadly agony if they perform a certain act or fail to perform a task that he commands. (The Archdruid must tell his victim what action he forbids or commands for the latter curse to take effect.) He can also perform a wide variety of ritualistic, low-power spells. He specializes in casting spells by weaving and knotting cords or twigs, though he keeps all the other standard magical tools in his workshop.

ARCHDRUID AIRETACH FACTS

Here are some facts characters and NPCs might know about Archdruid Airetach if they succeed with an appropriate Skill Roll:

-1: Archdruid Airetach is one of the most powerful lodge leaders in the Circle Of The Scarlet Moon.

-2: Airetach specializes in magic worked through woven cords, twigs, and similar objects, though he can in fact cast a wide variety of spells.

-6: Archdruid Airetach is actually a man named Weaver.

-8: Airetach owns an enchanted Celtic dagger that can kill people if he points it at them.

-10: Archdruid Airetach's Secret Identity is Eric Marburg; "Weaver" is his nickname in the Circle, not his real name.

Airetach owns two magic items. The first is an ivory letter-opener about 6 inches long. Its hilt is carved with a human head, horses, fish, and waves. This slim dagger doesn't look dangerous, but it was carved from the bones of a man sacrificed to Teutates, an ancient Celtic sea-god. By pointing it at a victim, Airetach can make that person's lungs fill with water so he drowns on dry land. The letter-opener works six times before it must be re-consecrated by stabbing it into a person's gut and then throwing the person into water, so he dies two ways at once.

Second, he owns a severed human head preserved and coated with lime that's enchanted to tell him about the future. The victim was a business rival whom Eric murdered, and once a week Airetach commands the head to awaken and tell him about future business trends and world events.

Most of the Archdruid's magic shows no visible effect, so no one but another mystic could tell he employs magic at all. If a person yells incoherent threats, swings at a police officer, and is knocked down and arrested, who would connect that to a respectable financier playing with a loop of string an hour before? Or why would anyone connect this same financier to a building catching fire a

few days after he walked by? The Weaver destroys his enemies through freak accidents, mind-controlled dupes, time-released curses, and all the legal harassment that money can buy.

If Airetach knows that enemies want to expose him, he simply stays in public. Let them make wild accusations: what judge would believe them, especially after phone calls from Airetach's political friends? Airetach takes enemies who might kill him more seriously: he wears his bulletproof vest and keeps other people around to discourage mundane assassins, but stays near his workroom in case he must defend against long-distance magical attacks. Only an immediate threat would push him to use the Drowning Dagger. As soon as possible, he consults the Prophetic Head to learn when attacks are most likely to occur, and mobilizes his Scarlet Moon allies to track down and kill the attacker.

Campaign Use: See the introductory text for general information. Archdruid Airetach is just barely powerful enough to present a threat to superheroes, especially non-mystical heroes. By himself, he makes a good master villain for Heroic-level campaigns that emphasize conspiracy or street-level villainy as well as the mystical. With his lodge behind him, he can threaten a team of superheroes.

To make the Archdruid more powerful, reduce the *Extra Time* Limitation on his magic (or eliminate it entirely, to make him into an outright supervillain), or give him a magic weapon or other item. To reduce his power, remove the Drowning Dagger so he relies entirely on conspiracy and low-key magic to attack his foes.

The Weaver is a dangerous Hunter. He can Hunt characters without ever exposing himself — he harasses them with curses or by mobilizing police and government resources against them, framing them for crimes, or simply hiring super-thugs to attack them. He'll keep the pressure on until the victim breaks, dies, or does what he wants.

Associates, Allies, And Adversaries: Airetach is a rival, to one degree or another, with any other person of power in the Circle. Some he bitterly hates and wishes to destroy; others are merely people he's wary of and tries to gather information about. He has few other contacts in the Mystic World, since he fears exposing his identity if he associates with "those people" too much.

Appearance: Eric Marburg is a white man in his early 50s, of average height, bald, with a fringe of close-cropped grey hair. He looks very distinguished in his dark grey silk suits, with a plain gold wedding ring and a college fraternity tie tack as his only jewelry. He always carries lengths and loops of twine in his pockets, and fiddles with them when he's bored.



MARBURG MANOR

Eric Marburg's base of operations consists of his house, which located in a very high-class suburb. Marburg Mansion is built on a sloping lot so part of the basement floor is exposed. About half the lot remains covered with trees and bushes. The house itself is a two-story structure of long, intersecting, rectangular blocks with verandas and nearly flat tile roofs. The walls are red brick and white concrete. Along the upper rooflines run bands of ornamental brickwork punctuated with concrete squares bearing circular Japanese *mon* motifs. The front of the house features both a carport and the entrance to an interior garage. The Marburgs own three vehicles: Eric's Lexus; his playboy son Tyler's brand-new Porsche; and a long Mercedes with lots of trunk space. Behind the house is a patio and swimming pool.

The aboveground floors have bedrooms for Eric, Tyler, and the two live-in bodyguards, plus a kitchen, dining room, and other normal living areas. The small security room looks superficially normal for the home of a cautious multimillionaire.

Eric's home office, personal library, and workroom are all on the second floor. The library features many books on folklore, anthropology, mythology, and folk art. Eric knows most of what's in the library; he must consult his books only when he prepares a ritual spell for his *Witchcraft* VPP. Eric's workroom, with its cords, wire, wicker, and other craft supplies, has everything a sorcerer would need to put the lore from the library into practice — but nothing clearly indicates that Eric does magic. The house contains many macramé ornaments, wicker baskets holding potted plants, and other knickknacks Eric made, none of them bearing the slightest trace of magic.

In addition to the garage, the basement holds a wine cellar, rumpus room from Tyler's youth, a utility room, and a lumber room piled with leftover building supplies, and a garage annex with various tools for working on the house, the grounds, or the cars.

The rumpus room holds a well-concealed locked door to Eric's ritual chamber, a square vault of reinforced concrete. Light comes from thousands of tiny bulbs that flicker on and off in sequence, creating a network of moving lines on the ceiling. A circular mosaic with a complex, interlocking design covers most of the floor. The walls hold several masks of weird, distorted faces made of wicker and multi-colored cords. In the center is a well with a concrete lip raised three feet high, mosaicked in slices of bone with four human skulls facing the cardinal directions. Each corner of the room holds a large, irregular, whitish lump, squatting on a low stone pedestal and surmounted with a golden brazier. A close examination reveals that the whitish lumps are shriveled human cadavers, bound into fetal position and thickly coated with lime. The pedestals are altars stolen from old churches.

The well is 12m (40 feet) deep and .10m (about 4 feet) wide, with 1.10m (10 feet) of icy water — and below that, 6m (20 feet) packed with slowly decomposing human and animal bodies. The humans all died from a combination of stab wounds,

third-degree burns, and drowning. A rope runs from a bracket on the far wall, through a pulley over the well, to a set of manacles. Every year, Eric sacrifices a virgin (man or woman) to the Celtic gods Esus, Teutates, and Taranis, by all three of their favored methods at once: first stabbing his victim, then immolating him with gasoline, and then lowering him into the well before he can either burn or bleed to death.

Two doors with combination locks lead to closet-sized chambers off the ritual chamber. One holds robes and masks for Scarlet Moon ceremonies, plus a selection of daggers, candles, charcoal, dried herbs, a can of gasoline, and other ritual implements. The other holds two file cabinets of financial records, blackmail information, and data about other Scarlet Moon members. On top of one cabinet rests an attaché case full of CD-ROMs of this documentation, plus a stash of krugerrands, uncut diamonds, and a kilo of pure China White heroin. A shelf holds grimoires of Scarlet Moon magic, including Eric's own chronicle of his magical workings and experiments.

The Archdruid's personal coven gathers at the house to conduct Scarlet Moon rituals and cast important spells in the ritual chamber, which Eric has turned into a mystic power site through more than ten years of sacrifices. (Building another power site like this would take him several years.) Any mystic can use the ritual chamber and power site to enhance his workings (Aid Magic 4d6)... if he doesn't mind using magic fueled by murder.

The house does *not* radiate magic. The center of each *mon* along the roofline holds a two-inch ring of plaited wire strung with tiny stone beads. These plaits render the house's walls impenetrable to teleporters, block Desolidified entities, and prevent any magic from within the house from being detected outside. Another set of plaited rings, concealed by the grotesque masks, hides the magic of the ritual chamber so an intruder cannot sense its magic from within the rest of the house. Any magic performed outside the ritual chamber, however, can be sensed normally by anyone else in the house.

Small, well-concealed cameras watch the house inside and out. (Eric and Tyler know how to deactivate the cameras in their bedrooms.) The cameras themselves came from a highly respected security firm. Eric customized them with loops of plaited wire around their lenses. In addition to registering normal light and body heat, the cameras detect spells and enchantments. These appear as colored auras on the security viewscreens, but the cameras' ability to detect magic does not fall within the Sight Group: a mystic who made himself invisible to the Sight Group, for instance, would show up on screen as a hollow, man-shaped figure of light. One of Eric's trusted bodyguards mans the security room whenever he's home, an ordinary security guard at other times. The rent-a-guards are told only that the cameras use advanced technology that can penetrate some forms of paranormal concealment.

B

ARCHDRUID AIRSTACH

Val Char Cost Roll Notes

10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
14	DEX	8	12-	
13	CON	3	12-	
18	INT	8	13-	PER Roll 13-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6

4	OCV	5		
4	DCV	5		
6	OMCV	9		
6	DMCV	9		
3	SPD	10		Phases: 4, 8, 12

5 PD 3 Total: 8 PD (3 rPD)
5 ED 3 Total: 8 ED (3 rED)

5	REC	1		
25	END	1		
13	BODY	3		
26	STUN	3		

Total Characteristics Cost: 89**Movement:** Running: 14m**Cost Powers****END**

34	Witchcraft: Variable Power Pool (Magic Pool), 30 Pool + 20 Control Cost VPP Takes Hours To Change (-¼), Variable Limitations (requires -2 worth of Limitations; -1), VPP Cannot Have More Than Two Powers Active At Once (-¼)	var
27	Spell-Weaving: Multipower, 87-point reserve All slots IAF (cords or twigs mystically prepared; -½), Extra Time (1 Minute; -1½), Gestures (-¼)	
3f	1) Compulsion: Mind Control 10d6 Telepathic (+¼), Trigger (can change each time power is used; +½); common Limitations (-2¼)	9
2f	2) Know Deepest Secrets: Telepathy 13d6 Reduced Endurance (½ END; +¼); common Limita- tions (-2¼)	3
2f	3) Lesser Ligature Curse: Drain Characteristic 1d6 Variable Effect (any one Characteristic at a time; +½), Delayed Return Rate (points return at the rate of 5 per Day; +2¼), Area Of Effect (1m Radius Accurate; +½), MegaScale (Area covers the entire Earth; +2); common Limitations (-2¼)	6
2f	4) Greater Ligature Curse: Severe Transform 1d6+1 (human being with normal functions to human being with a single paralyzed/incapacitated body part, heals back normally) Improved Results Group (any non-fatal impairment; +¼), Area Of Effect (1m Radius Accurate; +½), Mega- Scale (Area covers the entire Earth; +2); common Limitations (-2¼), Limited Target (humans; -¼)	7

2f **5) Death Geas:** RKA 1d6+1 7

NND (defense is Regeneration or healing powers;
+1), Does BODY (+1), Trigger (performing a forbidden
action or not performing a commanded action,
which may vary each time the Power is used; +½);
common Limitations (-2¼), Geas Dissipates After
One Month Or If Target Is Blessed By A Saint Or Like
Being (-¼)

2f **6) Attract Destruction:** RKA 2d6 8

Indirect (Source Point and Path can vary from use to
use; +1), Invisible To Forensic Reconstruction (+¼),
Trigger (specified time period; +¼), Variable Special
Effect (any "accident" that could happen to a person,
place or thing; +¼); common Limitations (-2¼)

8 **Drowning Dagger of Teutates:** Blast 1d6 [6cc]

NND (defense is Life Support [Self-Contained
Breathing] or succeeding with a Paramedics
roll; +1), Does BODY (+1), Constant (+½); IAF
(consecrated bone blade; -½), Incantations (-¼),
6 Continuing Charges lasting 1 Minute each (-0),
Restricted Recovery (requires special human sacri-
fice, see text; -¼)

9 **Prophetic Head:** Clairsentience (Sight Group),
Precognition [1cc]

OAF (-1), Precognition Only (-1), One Continuing
Charge lasting One Minute which Recovers per One
Week (-1½)

10 **Warded Will:** Mental Defense (10 points) 05 **Warding Amulet:** Power Defense (7 points) 0
IAF (-½)2 **Quick Getaway:** Running +2m (14m total) 1**Perks**30 **Marburg Manor:** Base built on 150 Total Points
8 Contact: Senator 13- (useful Skills or resources, access to
major institutions, significant Contacts of his own)8 Contact: Representative 13- (useful Skills or resources,
access to major institutions, significant Contacts of his
own)8 Contact: State Governor 13- (useful Skills or resources,
access to major institutions, significant Contacts of his
own)8 Contact: Police Commissioner 13- (useful Skills or
resources, access to major institutions, significant
Contacts of his own)7 Contact: Head of Influential Think-Tank 13- (useful Skills
or resources, significant Contacts of his own)

20 Followers: Two bodyguards built on 75 Total Points

5 Fringe Benefit: Scarlet Moon Lodge Leader

10 Money: Wealthy

EXAMPLE POWERS FOR WITCHCRAFT POWER POOL

Cauldron Scrying: The magician boils certain herbs in a small cauldron, along with a bit of blood and fat. As he stares into the bubbling brew, he sees visions of other places.

Clairsentience (Sight Group), 4x Range (800m) (30 Active Points); OAF (-1), Concentration (0 DCV throughout; -1), Extra Time (5 Minutes to activate; -1). Total cost: 7 points.

Talents

6 Combat Luck (3 PD/3 ED)

Skills

3 Acting 13-
 3 Bribery 13-
 3 Bureaucratics 13-
 3 Conversation 13-
 3 Deduction 13-
 3 High Society 13-
 2 Language: Gaelic (fluent conversation) (English is Native)
 2 Language: Latin (fluent conversation)
 9 Power: Thaumaturgy 16-
 3 PS: Financier 13-
 2 PS: Basketweaving 11-
 2 PS: Knot-Tying and Macramé 11-
 3 Trading 13-
 3 Scholar
 2 1) KS: Business Law 13-
 2 2) KS: Circle Of The Scarlet Moon 13-
 2 3) KS: European Mythology And Folklore 13-
 2 4) KS: Financial World 13-
 2 5) KS: Lore Of Knots and Weaving 13-
 2 6) KS: The Mystic World 13-
 2 7) KS: Radical Right-Wing Politics 13-
 2 8) KS: Scarlet Moon Sorcery 13-

Total Powers & Skills Cost: 278

Total Cost: 367

275 Matching Complications (50)

15 **DNPC:** Tyler Marburg (vicious playboy son and feckless heir) (Frequently, Normal)
 20 **Hunted:** the Trismegistus Council (Infrequently, Mo Pow, NCI, Kill)
 15 **Hunted:** Scarlet Moon rivals (Frequently, As Pow, NCI, Mild [humiliate/rob])
 20 **Psychological Complication:** Ruthless Bastard (Very Common, Strong)
 10 **Psychological Complication:** Hates Anyone Asserting Power Over Him (Common)
 15 **Social Complication:** Secret Identity (Eric Marburg) (Frequently, Major)

Total Complications Points: 50

Experience Points: 92

Cords Of The Coven: Scarlet Moon members each smear a drop of blood on a set of cords, and then one member ties a cord around his own and every other participant's wrist. This creates a mental link so the participants can coordinate Mental Powers.

Mind Link, any 4 minds within the Circle (20 Active Points); IIF Fragile (blood-smearred cords; -½), Extra Time (1 Minute to activate; -¾). Total cost: 9 points.

Epona's Curse: The magician invokes Epona, the goddess of horses, to visit her wrath upon an enemy of the Scarlet Moon. As the magician recites the name, lineage, and other identifying data of the victim, he knots a horse-hair cord around a cloth packet containing hair, nail clippings, or some other relic of the victim (who, given the limited range of the spell, is usually held captive by the Circle). As the magician recites this curse, the victim turns into a horse. When the curse is complete, the magician slides the cord and packet into a small model of a horse and hides it in a paddock or stable. Finding and burning the cord and packet breaks the curse.

Severe Transform 1d6 (human into horse, heals back through appropriate countermagic), Constant (+½) (30 Active Points); OAF Fragile Expendable (see text; -1¾), Incantations (throughout; -½), Extra Time (5 Minutes to activate; -1), Limited Target (humans; -½). Total cost: 6 points.

Norn's Blessing: The magician makes a blood offering to the Norns, the three Norse goddesses of fate, and to Odin as the Lord of Destiny. In return, he receives a period of incredible luck.

Luck 6d6 (30 Active Points); OAF Bulky Expendable (animal sacrifice; -1¾), Extra Time (5 Minutes to activate; -1), One Continuing Charge lasting 5 Hours (-0). Total cost: 8 points.

MARTIKA DUQUESNE

Background/History: Martika Sanshin is a second-generation member of the Circle Of The Scarlet Moon. Her father joined in Russia; he fled the destruction of his coven when the KGB figured out that Comrade Sanshin was less loyal to Stalin than he seemed. The Sanshin family made new lives in 1950s America and Martika grew up as a superficially normal American girl. Her father hoped that Martika, with her skill at visiting the world of dreams, would vindicate the family honor: no American archdruid would let Sanshin *père* rise above the rank of Ovate.

Martika studied diligently. She concentrated on her natural talent for astral projection and became a skilled traveler through the Inner Planes. She also strove to master ritual magic, with herbs and candles as her special field of interest.

To prove herself and explore sin and desire, young Martika left her comfortable home and immersed herself in the sordid demimonde of the sex industry. She met her future husband, Roger Duquesne, while she worked as a dancer at a strip club. When they realized they were both scions of the Scarlet Moon, they knew their union was fate.

In her astral journeys, Martika met several of the minor dark powers in the Inner Planes. When she conceived a child, she also conceived a bold plan. She would bear a supernatural child, whose magic would overwhelm the enemies of the Scarlet Moon — and elevate her to mastery of the cult. Martika spent forty days engaged in rituals to call three select spirits and implore their blessing. On the fortieth night, she received her answer as she lay in bed.

First came a succubus, and her smile held all the sweet wickedness for which men have yearned. “It’s a girl,” she said. “She will know all the desires of the human heart, and they shall not master her; but she shall use them to become master of all.” The succubus stroked Martika’s breast, and she trembled with the pleasure of that touch.

After the succubus vanished, Bloody Mary stepped from the mirror, still carrying the body of her child, whom she herself slew. Bloody Mary, herald of death from the shadows of Babylon. “She shall hold power of life and death in her hands,” Bloody Mary said. “And she will not fear to use it.” She touched Martika’s bosom, and left the cold, wet, red print of her hand.

From the shadows hobbled Mother Gothel, the pockets of her apron full of gingerbread and candy from her faerie house. “Cunning,” croaked Mother Gothel. “And wit, oh yes. What a witch she will be! Now eat, child. You’re eating for two!” Mother Gothel pressed a bit of gingerbread to Martika’s lips, and she lay back, enjoying the warmth of the spices in her mouth.

And then a fourth figure stood by her bed. An angel, shedding soft white light over Martika and her sleeping husband. The angel’s smile held gentle pity, but her eyes were not kind at all. “You knew the rules,” the angel whispered. “If you invite three of four, *the fourth always comes.*” Martika could not move, or even cry out. “I cannot grant any gift you did not ask for,” the angel continued. “And it is not my nature to curse. So... let my sisters’ gifts be doubled.” She bent over and kissed Martika’s forehead, and Martika knew no more.

In the morning, Martika told herself that the fourth visitor had been a dream. Soon she believed it. A week later, Martika’s doctor said she would have twins.

To the subtle senses of the Circle’s leaders, little Bethany and Pamela Duquesne shone with magic from birth. Martika was elevated to druid on the strength of their promise, as well as her own diligence in magic. But her daughters did not make Martika a leader in the Circle — one turned her back on the Circle to seek her own dark path, and the other became one of the Scarlet Moon’s greatest enemies. Some in her lodge whisper that the High Coven finds her an embarrassment. Unless Martika can redeem herself, either by bringing a daughter back to the Circle or destroying them both, her own life may be forfeit. The sacrifice of a witch carries special power....

Personality/Motivation: Martika Duquesne seems like a perfect political wife and society matron.

Everyone who’s anyone in the city attends her parties, and politicians up to the state level ask her help in fundraising, but she always defers to her husband. They live without any hint of impropriety.

Martika is a very good actress. She directs attention at Roger to protect herself. Behind her mask of social graces hides a cold schemer who sees the entire world as a stage on which she is not merely performer, but director. Martika has secretly prepared documents and witnesses for a scandal to explode Roger’s career, and to pin her coven’s crimes upon him. She would regret sacrificing her husband’s life and career, but not enough to risk her own future. Martika currently schemes to find some hold on Airetach, so that he will not dare to strike against her. Her daughter Pamela — Talisman — certainly has the power to destroy Airetach, if she can be persuaded to support her mother. Her treacherous daughter Bethany, the superheroine Witchcraft, is... weak in so many ways, but not in magic. If Bethany and her oafish friends could be led to destroy the Archdruid... Hmm!

Quote: “So glad you could come to the party. Don’t make any unpleasantness; you would only harm yourself. Try the canapés?”

Powers/Tactics: Martika Duquesne can perform the Circle’s ritualistic witchcraft. (See Airetach for examples of spells cast using the *Witchcraft* Magic Pool.) She specializes in casting spells using candles impregnated with herbs, oils, and other substances. Some of her candles can work for anyone who lights them (the Power includes the *Advantages Trigger* and/or *Usable By Other*).

Martika’s only other spell is astral projection, which takes her an hour of meditation to activate. She has considerable experience on the Astral Plane. If characters come to her attention, she may spy on them astrally. She spies on the other members of her coven this way, to make sure no one keeps any secrets from her.

Her coven’s Base masquerades as a small, indeterminately Protestant church called Vineyard Apostolic Ministry. The actual services owe more to Dionysus than Christ. The church itself serves as the ritual chamber. The coven lacks a mystic power site, but Martika is working on an actual, supernatural vineyard — she’s planted cuttings from grape vines in Faerie and fertilizes them with human blood. Employing the magic of the site will involve drinking the wine made from its grapes. The first harvest is due in another year or two.

Associates, Allies, And Adversaries: Martika’s main connections to the Superhuman World are her daughters — one of whom pities her and would do whatever it took to stop her evil schemes, the other of whom dwarfs her in wickedness and would only help her if she saw something in it for herself. It’s possible that Martika might play on her connection with Talisman to obtain favors or help from other super-mystics, but that would be a risky path for her to take.

MARTIKA DUQUESNE

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 HTH damage [1]
14	DEX	8	12-	
13	CON	3	12-	
18	INT	8	13-	PER Roll 13-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6
4	OCV	5		
4	DCV	5		
6	OMCV	9		
6	DMCV	9		
3	SPD	10		Phases: 4, 8, 12
4	PD	2		Total: 4 PD (0 rPD)
4	ED	2		Total: 4 ED (0 rED)
5	REC	1		
25	END	1		
10	BODY	0		
22	STUN	1		Total Characteristics Cost: 80

Movement: Running: 12m

Cost Powers

Cost	Powers	END
34	Witchcraft: Variable Power Pool (Magic Pool), 30 Pool + 20 Control Cost VPP Takes Hours To Change (-¼), Variable Limitations (requires -2 worth of Limitations; -1), VPP Cannot Have More Than Two Powers Active At Once (-¼)	var
5	Astral Projection: Extra-Dimensional Movement (any physical location in the Astral Plane corresponding to her physical location in Earth's dimension) Reduced Endurance (0 END; +½); Extra Time (must enter trance and meditate to allow astral self to leave its fleshy prison, 1 Hour; -3), Leaves Helpless Physical Body Behind And Will Die If Does Not Rejoin It Within 24 Hours (-1), Feedback (-1)	0
10	Astral Awareness: Dimensional (Astral Plane) for Sight Group	0
10	Astral Awareness: Dimensional (Astral Plane) for Hearing Group	0

Perks

20	Vineyard Apostolic Church: Base built on 100 Total Points
12	Contact: City's Social Elite 12- (useful resources; organization Contact)
3	Membership: Scarlet Moon druid
10	Money: Wealthy

Skills

5	Acting 14-
3	Charm 13-
3	Conversation 13-
3	Deduction 13-
3	High Society 13-
3	Interrogation 13-
2	AK: Astral Plane 11-
2	AK: Faerie 11-

2	Language: Latin (fluent conversation; English is Native)
1	Language: Russian (basic conversation)
4	Navigation (Astral) 14-
5	Power: Thaumaturgy 14-
3	PS: Hostess 13-
2	PS: Exotic Dancer 11-
2	PS: Prostitute 11-
3	Scholar
1	1) KS: Candle Magic 11-
1	2) KS: Circle Of The Scarlet Moon 11-
2	3) KS: European Folklore 13-
2	4) KS: Faerie Lore 11-
2	5) KS: Glitterati 13-
1	6) KS: The Mystic World 11-
2	7) KS: Scarlet Moon Sorcery 13-

Total Powers & Skills Cost: 161

Total Cost: 241

275 Matching Complications (50)

20	Hunted: Trismegistus Council (Infrequently, Mo Pow, NCI, Kill)
15	Hunted: Scarlet Moon rivals (Frequently, As Pow, NCI, Mild [humiliate/rob])
15	Psychological Complication: Lust For Power (Common, Strong)
15	Psychological Complication: Manipulative (Common, Strong)
15	Social Complication: Secret Identity (Frequently, Major)

Total Complications Points: 50

Experience Points: 0



Campaign Use: See the introductory text for general information. Heroes with family connections to the Circle could have parents like Roger and Martika Duquesne — just change the names to make them the parents of the PC instead of Witchcraft. If you use the Champions as part of your campaign, a hero's connection to Witchcraft can easily draw the team into an encounter with the Duquesnes.

In a Heroic-level campaign, Martika can function as a lieutenant to Archdruid Airetach — a mastermind closer to the heroes' own level, for them to fight before they're ready to face someone as powerful as Airetach.

To make Martika more powerful, give her some spells that don't require a lot of time and paraphernalia to use, or maybe an enchanted item or two. To make her less powerful, remove her Astral Projection power.

Appearance: Martika Duquesne has red hair like her daughter Bethany, worn curly and shoulder-length. Her figure is more zaftig than her daughter's, and her face a little plumper, but she and Witchcraft could still pass for sisters instead of mother and daughter, and she still turns heads at parties. Her garb ranges from classical gowns to hemp-chic peasant blouses and trousers. Martika often wears jewelry, but not so much that it seems gaudy.

ROGER DUQUESNE

Background/History: Roger Duquesne can trace his family line back to the Circle's founders. Quite a few of his cousins are members, too. Money and politics always interested him more than sorcery, so he never became much of a warlock. He met his wife Martika when he trolled the sleazy side of the city, looking for amusement and criminal connections that might become useful later on.

More than twenty years later, Roger Duquesne is an ovate, while his wife leads the coven. Roger owns several valuable properties in the city and is on his fourth term as a city councilman. Party officials want him to run for an office in state government next. Some within his party already say he could reach the governor's mansion or Congress. Roger Duquesne is a mover and a shaker, with friends throughout city government, the police, and the business community.

He's also killed more people than Jack the Ripper... but of course, his friends don't know that.

Personality/Motivation: Roger doesn't care that he's no good at magic. As he sees it, the Circle couldn't maintain its power without people like him, who keep their eyes on the prize of power without letting magic become an end in itself. He genuinely likes working with people, bringing them together to work for a goal, negotiating, schmoozing, and watching them crumple and beg him not to destroy them with their dirty little secrets. Roger can't be master of his marriage, his

two powerful children, or his coven, so he makes himself master of anyone else.

Quote: "Defender! Welcome to our fair city, a real honor to meet you, I've heard so much about your good works. Why don't you step into my office and we'll have a little talk about my daughter. While we're at it, maybe I can talk you into making a few personal appearances? All in good causes, of course!"

Powers/Tactics: Roger Duquesne knows just two spells; in this he's somewhat less competent a mystic than a typical Circle ovate. *Smoke From Sin's Fire* involves burning something that came from a person's body in a brazier of charcoal and dried herbs, and seeing visions in the smoke. Roger uses this to find scandals in a person's past. Roger can also place such body relics in a little cloth doll, and inflict fierce pain on the victim by jabbing the doll with a pin. If Roger can do this while a person drives past him, or runs down a flight of steps, the person might suffer a serious injury — perhaps a fatal one.

Roger also owns an enchanted axe inherited from an ancestor. This axe can strike at targets on the Astral Plane and enables whoever holds it to see such spirits. It also augments a mystic's skill at working magic; Roger loans the axe to Martika whenever she performs a difficult spell.

Most importantly, Roger has friends. Between his skill at finding hidden shames and his wife's magic, Roger has utterly crushed the spirits of eight city officials. These include a judge, a high-ranking police officer, and at least one other member of the city council. Working together, these eight people can make almost any city resident miserable, and perhaps send him to jail on trumped-up charges. Certainly, no one receives much help from the city government if Roger doesn't want them to. If Roger chooses a more direct approach, his money and knowledge of the criminal world enable him to hire mundane thugs and hit men to attack his enemies.

Campaign Use: See the introductory text for general information. Roger Duquesne is an example of the Circle's backbone — the members with a little magic and a lot of social power. He could be the first adversary a hero team faces within the Circle. Roger has enough conspiratorial skills and influence to give heroes a hard time, but his low rank means the Circle can use him as a fall guy. No doubt, heroes will be shocked to discover that City Councilman Duquesne, everyone's best friend, is actually a ruthless occult manipulator — and then they discover that the mastermind is himself only a minor lieutenant in a much larger and nastier organization. (Of course, this approach works best if you set him up as a likable NPC whom the heroes get to know and like before they discover his true nature.)

To make Roger more powerful, increase his Characteristics and give him mightier magic items for attack or defense. To make him less powerful, reduce his Perks and get rid of a few Skills.

ROGER BUQUENNE

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 HTH damage [1]
14	DEX	8	12-	
13	CON	3	12-	
13	INT	3	12-	PER Roll 12-
14	EGO	4	12-	
18	PRE	8	13-	PRE Attack: 3½d6
5	OCV	10		
5	DCV	10		
5	OMCV	6		
5	DMCV	6		
3	SPD	10		Phases: 4, 8, 12
4	PD	2		Total: 4 PD (0 rPD)
4	ED	2		Total: 4 ED (0 rED)
6	REC	2		
25	END	1		
10	BODY	0		
24	STUN	2		Total Characteristics Cost: 80

Movement: Running: 12m

Cost Powers

Cost	Powers	END
10	Rune-Axe: HKA 1d6+1 (2d6 with STR) OAF (-1)	2
11	Rune-Axe Spirit-Cutting: Indirect (enables Transdimensional; +½), Transdimensional (Astral Plane; +½), and Reduced Endurance (½ END; +¼) for HKA OAF (-1), Incantations (-¼)	2
7	Rune-Axe Astral Awareness: Dimensional (Astral Plane) for Sight Group; IAF (-½)	0
7	Rune-Axe Astral Awareness: Dimensional (Astral Plane) for Hearing Group; IAF (-½)	0
4	Rune-Axe Magical Benefit: +3 with Power: Thaumaturgy Skill IAF (-½)	0
7	Curse Poppet: Mental Blast 3d6 OAF Expendable Fragile (doll, pin, and sympathetic link to victim; -1¾), Extra Time (Extra Phase; -¾), Incantations (-¼), Requires A Thaumaturgy Roll (-½)	3
6	Smoke From Sin's Fire: Clairsentience (Sight Group), Retrocognition [1cc] OAF Expendable Fragile (brazier, dried herbs, and sympathetic link to victim; -1¾), Extra Time (1 Minute to activate; -¾), Incantations (-¼), Only To View The Sins Of Victim (-½), Retrocognition Only (-1), Requires A Thaumaturgy Roll (-½), 1 Continuing Charge lasting 1 Minute (-1)	

Perks

21	Blackmailed City Officials: Eight Followers built on 30 Total Points each
50	Friends In Places High And Low: Well-Connected and 47 points' worth of Contacts throughout the city
2	Fringe Benefit: City Councilman
10	Money: Wealthy

Skills

3	Acting 13-
3	Bribery 13-
3	Bureaucratics 13-
3	Charm 13-
3	Conversation 13-
3	High Society 13-
3	Persuasion 13-
7	Power: Thaumaturgy 14-
3	PS: Politician 12-
2	WF: Axes, Maces, Hammers, And Picks; Handguns
3	Scholar
1	1) KS: Circle Of The Scarlet Moon 11-
2	2) KS: City Politics 12-
1	3) KS: City Business Community 11-
1	4) KS: European Folklore 11-
1	5) KS: The Mystic World 11-
2	6) KS: Organized Crime 12-
1	7) KS: Scarlet Moon Sorcery 11-

Total Powers & Skills Cost: 180

Total Cost: 260

275 Matching Complications (50)

20	Hunted: Trismegistus Council (Infrequently, Mo Pow, NCI, Kill)
10	Hunted: Scarlet Moon rivals (Infrequently, As Pow, NCI, Mild [humiliate/rob])
15	Psychological Complication: Will Do Anything For Power (Common, Strong)
10	Psychological Complication: Always Tries To Charm (Common)
15	Social Complication: Secret Identity (Frequently, Major)
12	Experience Points

Total Complications Points: 50

Experience Points: 0



CREATE WICKER MAN

Summon 307-point Wicker Man, Slavishly Devoted (+1) (122 Active Points); OAF Expendable (willow twigs, a human heart, and something from the intended victim; -2), Extra Time (1 Day; -4). Total cost: 17 points.

Appearance: Roger Duquesne is a stocky, Caucasian man in his late 40s or early 50s. He has short, wavy, grey hair, hazel eyes, and a broad, bright smile. At work, he wears tan suits with colorful ties; at home, he favors casual sportswear. His rune-axe is a double-bitted axe with sigils etched on the head and burned into the oaken shaft. The axe-head darkens and the runes glow red when the axe strikes an astral target.

WICKER MEN

Description: Wicker Men are man-sized, man-shaped figures woven from willow twigs and reeds. When animate, they seem to have twisted, leering faces. The druids of ancient Gaul used the Wicker Man as both a form of sacrifice and a method of executing criminals: they made a huge figure of wood and twigs and burned victims alive within it. If someone greatly offended the druids, they created a smaller, magical Wicker Man to track him down. The Circle partly reconstructed the spell for creating a Wicker Man, but to bring these twiggy figures to life a druid or archdruid must tie a human heart within it.

Wicker Men can follow a person's trail for days, then spring from hiding to wrap around their victim. These magical assassins follow a fixed plan of attack: Block if the target attacks HTH first, then Grab at the first opportunity. When a Wicker Man succeeds in Grabbing someone, it actually envelops them in its twiggy body. Then it bursts into flames. The Wicker Man seems to burn along with its victim but it does not actually become easier to damage or less able to hold its victim. One minute after ignition, however, the Wicker Man collapses into ash.

A Wicker Man's single-minded purpose can provide the key to its destruction. To reach its intended victim, a Wicker Man will step off a cliff or into an obvious meat-grinder of waiting attackers. On the other hand, a Wicker Man's victim had better make sure it really is destroyed: if the construct has even a single point of BODY left to keep it "alive," soon it crawls after its victim again, as relentless as Death itself. Even its own creator cannot turn the Wicker Man away from its assigned target.

WICKER MAN

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 200 kg; 4d6 HTH damage [2]
15	DEX	10	12-	
10	CON	0	11-	
8	INT	-2	11-	PER Roll 11-
0	EGO	0	—	MCV: N/A
10	PRE	0	11-	PRE Attack: 2d6
5	OCV	10		
5	DCV	10		
0	OMCV	0		
0	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
10	PD	27		Total: 10 PD (9 rPD)
10	ED	27		Total: 10 ED (9 rED)
5	REC	1		
0	END	-4		
8	BODY	-2		
—	STUN	—		Total Characteristics Cost: 107

Movement: Running: 12m

Cost	Powers	END
6	Immolation: RKA 1½d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½); No Range (-½), Only Versus Grabbed Foes (-½), Side Effects (destroys Wicker Man, always occurs; -2), 1 Continuing Charge lasting 1 Minute which Never Recover (-3)	[1cc]
5	Frightening Appearance: +10 PRE Only For Fear-Based Presence Attacks (-1)	0
60	Flexible Twig Body: Takes No STUN	0
15	Flexible Twig Body: Does Not Bleed	0
10	Tireless: Reduced Endurance (0 END; +½) on 20 STR	0
6	Tireless: Reduced Endurance (0 END; +½) on Running	0
1	Tireless: Reduced Endurance (0 END; +½) on Leaping	0
1	Tireless: Reduced Endurance (0 END; +½) on Swimming	0
27	Flexible Twig Body: Resistant (+½) for 9 PD/9 ED	0
35	Dead Wood: Life Support: Total	0
5	Relentless Pursuit: Tracking for Normal Smell	0
10	Relentless Pursuit: Targeting for Normal Smell	0
6	Relentless Pursuit: +3 to Smell/Taste Group PER	0

Skills

6	+3 OCV with Grab
7	Stealth 14-

Total Powers & Skills Cost: 200

Total Cost: 307

275 Matching Complications (50)

30	Physical Complication: Mute (All The Time, Greatly Impairing)
20	Physical Complication: Fixed Program, Creator Cannot Rescind Mission (Infrequently, Fully Impairing)
15	Vulnerability: 1½ x BODY from Area Of Effect/Explosion attacks that do Physical or Energy damage (Very Common)
10	Vulnerability: 1½ x BODY from Fire attacks (Common)

Total Complications Points: 50

Experience Points: 32

CIRQUE SINISTER



Membership: Amnesia, Cauldron, Flow, and Minimax. Bobby Holmes (Amnesia's kid brother) occasionally assists the team.

Background/History: The Cirque Sinister is a small group of supercriminals based in an abandoned psychiatric facility called the San Sebastien Sanitarium. The Sanitarium is at the edge of (but not actually in) the San Sebastien Swamp, about ten miles northeast of Vibora Bay.

The Cirque got its start through (for its members) a happy coincidence. In October 2003, Amnesia, a powerful psionic, met Minimax and Cauldron when each of them tried to rob the same Atlanta hotel. Hitting it off quickly, they agreed to team up and formed the Cirque Sinister. Around the same time, the Atlanta police were getting a bit too close for comfort, so the group packed up and moved its base of operations to Vibora Bay, settling down in the abandoned San Sebastien Sanitarium psychiatric ward building. Amnesia quickly wound up as the team's leader by acclamation thanks to Minimax's tiny attention span and Cauldron's laziness; when Flow joined the team he was glad to let Amnesia make the decisions.

Group Relations: Amnesia's "control" over the team she nominally leads is tenuous and largely based on anyone else's lack of desire for the job. So far she's done pretty well; the team's had some fun and the headquarters contains lots of entertaining booty. Minimax and Flow find the idea of committing crimes for profit boring and existentially pointless respectively, so now that they have their basic needs attended to both would rather select targets based on artistic merit rather than the prospect of more wealth. Cauldron likes money, but is blinded by his love for Minimax and goes along with whatever she wants. This means Amnesia has to carefully manipulate Minimax into agreeing to whatever crimes she (Amnesia) proposes, a tactic that may eventually blow up in her face. When he's around, Bobby supports whatever his sister Amnesia wants to do, but nobody else on the team takes the kid seriously... yet.

Tactics: The Cirque alternates between committing crimes for profit — other venues for easily-convertible cash and luxury items for the members' own use — and performing acts of what can only be called "super-vandalism" (to satisfy Minimax's desire to create "performance art" to shake up the masses). Examples of this sort of "pointless" crime have included causing a twenty-foot-high double-bacon cheeseburger (with extra ketchup) to appear in the lobby of City Hall, or "liberating" all of the animals from the Vibora Bay Zoo. The deadliest example was when the team somehow obtained the Janus Key in March 2006 and used it to alter the city, treating reality as if it were clay to be molded into whatever shape or form the Cirque pleased.

The Cirque's members generally don't care for straight-up battles against superheroes — they prefer sneakiness and surprise. If forced to fight, Cauldron and Flow pick out targets susceptible to their attacks, Minimax creates obstacles and barriers to interfere with heroes and protect herself (and then snipes away with either her powers or weapons from her shrunken arsenal), and Amnesia selectively uses her Entangle to set people up for Flow's punches or Cauldron's fiery breath. Amnesia tries to keep Bobby out of any fights, but that rarely works and soon Bobby's "invisible giant" strides onto the battlefield and starts throwing large objects around. As soon as they have a chance to retreat, they will. If capture seems inevitable, they take their chances on escaping later rather than battling to the last.

Campaign Use: The Cirque Sinister is a pretty offbeat team, suitable for times when your players need a change-up story. Their various internal interactions, especially the relationship between Amnesia and Bobby, may make them vaguely sympathetic to the PCs. If the heroes thwart at least one of their crimes, it's entirely in character for Minimax in particular to become obsessed with them, luring the heroes into traps and other dangerous situations just to play with them further.

CIRQUE SINISTER FACTS

Here are some facts characters and NPCs might know about Cirque Sinister if they succeed with an appropriate Skill Roll:

N/R: Cirque Sinister is a strange villain team that's most active in Vibora Bay and the surrounding region; its members include Amnesia, Cauldron, Flow, and Minimax.

K/R: A young super-powered boy named Bobby Holmes has sometimes worked with the team; he's probably related to one of the members. Cirque Sinister's most infamous escapade was an attack on Vibora Bay in March 2006, when it somehow obtained the enigmatic Janus Key and used it to warp reality throughout the area before being defeated by a coalition of heroes.

-2: Amnesia leads the team, but it's unclear how strong her leadership position is or how tightly she controls her teammates' actions.

To make the Cirque more powerful, you have two main options. The first is the standard one for a group — add more members. Pick some of the solo villains from CV3 to round out their number, or have them associate with Professor Paradigm, becoming “auxiliary Paradigm Pirates” (so to speak). The other method is to alter the existing members’ personalities and motivations a little so they work together better as a team. Minimize the conflicts, maximize their desire for profit, and give them all the *Teamwork* Skill. To make them less powerful, do the opposite: increase their differences, making the team far more dysfunctional and unable to coordinate its activities effectively.

Associates, Allies, And Adversaries: Cirque Sinister mostly keeps to itself. The supervillain community tends to regard its members as too unpredictable, too unstable, and too just plain weird to work with. One notable exception is Professor Paradigm, who finds Cirque’s “perspective on reality” interesting and has occasionally hired it to assist with some of his various schemes and “projects.”

AMNESIA

Background/History: Briana Holmes was born in Allentown, Pennsylvania in 1982. Her family was astonished by her purple eyes and silver-colored hair, but as far as doctors could tell she was otherwise normal and her parents resolved to dye her hair regularly. By the time she reached grade school she was already having difficulties — though she was quite bright, she had trouble paying attention and was well-known for provoking fights and disrupting class. No one quite understood why, but there was a simple explanation: from the time Briana was a toddler she could psionically reach into other people’s minds and take their memories for herself. It wasn’t until she was about six that she realized everybody couldn’t do this, an epiphany that only increased her feelings of isolation and superiority. Her anger at finding unflattering memories about herself caused her discipline problems.

By her early teens Briana had become quite adept at using her powers to manipulate others, but she had a breakthrough the first time she caused a mall security guard to forget he saw her and walked away with several hundred dollars in jewelry. At the same time, her home life was becoming increasingly difficult, as she fought with her parents (both of whom had drinking problems) regularly. The only person she could relate to was her younger brother Bobby, who never judged her or thought bad things about her. In 2000 she decided she’d had enough and ran away from home, heading first to Philadelphia, then south down the Atlantic coast, stopping in various cities and towns for a few weeks to commit a few robberies and then move on before anyone could gather enough physical evidence to catch her in spite of her remarkable powers.

It was in Atlanta in the summer of 2002 that she finally hit the big time. Her robberies had become increasingly bold (and profitable) as she gained experience in using her powers to slip past guards, bank tellers, and store managers. While she was in the middle of her biggest heist yet (a downtown bank’s basement security depository, the passcode to which the head guard could suddenly no longer remember), she was interrupted by the arrival of Atlanta’s leading superhero, Surge. As electricity crackled around him, Surge gave her one chance to surrender. Then he suddenly rubbed his eyes, wondering how he’d gotten into this dark basement. Oh yes, he’d been pursuing a robber! How could he have forgotten? She must have slipped by in his confusion....

Briana’s success went directly to her head. She adopted a flashy costume and the name *Amnesia* and began a campaign of harassment against the Atlanta police and Surge in particular, encountering him three more times without being captured. Then she met the other members of what would become Cirque Sinister (see above), and her life changed again.

In early 2004 Amnesia had a strange dream in which she was talking to Bobby again for the first time in years. Bobby told her he was trapped in a strange place and that he needed her to come rescue him. When she awoke, she took the team to Pennsylvania. Though they complained at first, once they learned what Bobby was capable of they agreed to rescue him and let him join the team. Amnesia now has the power she’s always wanted, and she’s looking around for something worthy to use it on.

Personality/Motivation: Amnesia commits crimes to bolster her own self-esteem. Though she puts up a bold front, she’s a mass of insecurity deep inside and desperately needs to feel important and special. Being a feared and famous supervillain satisfies this need extremely well. She enjoys leading the Cirque Sinister, though she winds up giving both Minimax and Cauldron a fair amount of leeway for fear they’ll quit if she pushes them too hard.

Amnesia enjoys matching wits with the police and superheroes, particularly when she can publicly humiliate them. She likes to create panics and chaos in crowds, though she’s a bit squeamish about using violence directly herself against non-combatants. She has no such compunctions about anyone who would try to stop or capture her.

Quote: “Hey, hero! Looks like you forgot something. Maybe this’ll jog your memory!”

Powers/Tactics: Amnesia is a psionic with the power to steal her victim’s memories for herself telepathically. This can be any sort of memory, from a specific fact or event to something as subtle as the existence of a skill or power (or how to use it). However, you should *not* allow her to use this as the equivalent of a broad-based Drain or the like — it’s only a Minor Transform, so its effects on combat should be limited.

B

AMNESIA

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
16	DEX	12	12-	
15	CON	5	12-	
15	INT	5	12-	PER Roll 12-
18	EGO	8	13-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
6	OMCV	9		
6	DMCV	9		
5	SPD	30		Phases: 3, 5, 8, 10, 12
5	PD	3		Total: 13 PD (8 rPD)
4	ED	2		Total: 12 ED (8 rED)
5	REC	1		
60	END	8		
10	BODY	0		
26	STUN	3		Total Characteristics Cost: 120

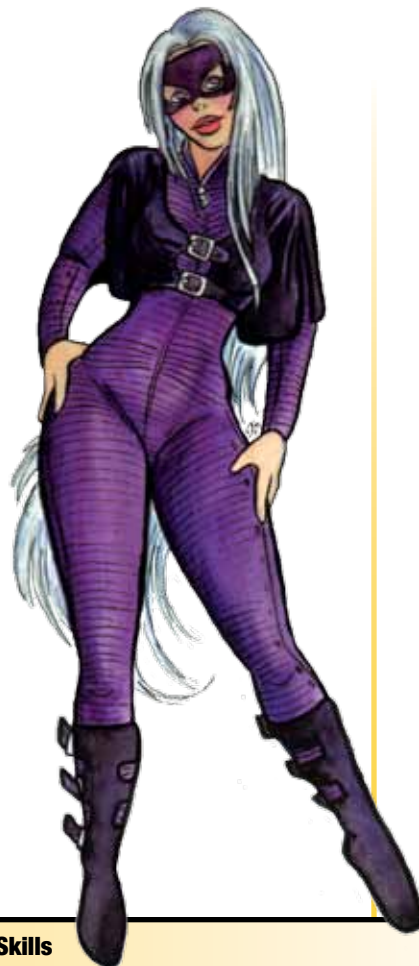
Movement: Running: 12m

Cost Powers **END**

60	Memory Loss: Minor Transform 12d6 (person into person missing one particular set of memories, heals back normally or when reminded of what's been lost; see text)	6
	ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Line Of Sight (+½), Works Against EGO, Not BODY (+¼), Reduced Endurance (½ END; +¼); All Or Nothing (-½), Limited Target (memories in the minds of sentient beings; -½), Unified Power (-¼)	
23	Memory Theft: Telepathy 15d6	7
	Linked (to Memory Loss; -½), Only To "Steal" Memories (see text; -1), Mandatory Effect (EGO +20; -½), Unified Power (-¼)	
51	Crippling Confusion: Entangle 4d6, 4 PD/4 ED	9
	ACV (uses OMCV against DMCV; +¼), Takes No Damage From Physical Attacks (see 6E1 217; +¾), Work Against EGO, Not STR (+¼); Mental Defense Adds To EGO (-½), Unified Power (-¼)	
10	Mental Agony: Mental Blast 2d6	4
	Extra Time (Full Phase; -½), Increased Endurance Cost (x2 END; -½)	
9	Handgun: RKA 1½d6	[8]
	OAF (-1), Beam (-¼), No Knockback (-¼), 2 clips of 8 Charges each (-¼)	
14	Mental Wards: Mental Defense (14 points)	0
10	Padded Costume: Resistant Protection (5 PD/5 ED)	0
	OIF (-½)	
10	Fortune's Favor: Luck 2d6	0

Talents

6	Combat Luck (3 PD/3 ED)
3	Lightsleep



Skills

6	3	+3 OMCV with Memory Loss
3		Breakfall 12-
3		Climbing 12-
3		Concealment 12-
3		AK: Atlanta 12-
3		Lockpicking 12-
3		Stealth 12-
3		Streetwise 12-
2		Survival (Urban) 12-
1		WF: Handguns
Total Powers & Skills Cost: 223		
Total Cost: 343		
400 Matching Complications (75)		
10		Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
5		Enraged: when children are threatened (Uncommon), go 8-, recover 14-
15		Hunted: FBI (Infrequently, As Pow, NCI, Capture/Kill)
15		Hunted: Surge (Infrequently, Mo Pow, Capture/Kill)
15		Psychological Complication: Likes To Create Terror And Chaos (Common, Strong)
15		Psychological Complication: Merciless Killer Of Child Molesters Or Murderers (Uncommon, Total)
20		Psychological Complication: Protective Of Her Brother Bobby (Common, Total)
15		Social Complication: Secret Identity (Briana Holmes) (Frequently, Major)

Total Complications Points: 75

Experience Points: 0

AMNESIA FACTS

Here are some facts characters and NPCs might know about Amnesia if they succeed with an appropriate Skill Roll:

N/R: Amnesia is a supervillainess who leads the villain team Cirque Sinister; she has mental powers.

K/R: Amnesia's powers mainly seem to focus on interfering with or even "stealing" her victims' memories, an ability that makes it ludicrously easy for Cirque Sinister to commit robberies.

-1: If she focuses her memory-stealing powers intently on a target, Amnesia can make him so confused that he's unable to act for awhile... possibly a long while.

-2: Amnesia can also inflict mental agony.

-4: Amnesia loathes people who abuse, exploit, or harm children, and has been known to seek them out and administer brutal punishments.

-6: Amnesia is a mutant.

-10: Her Secret Identity is Briana Holmes; Bobby Holmes is her kid brother.

The easiest way to handle the potential problems this power poses are the following. First, remember that she can only steal *one particular memory*, and interpret that using your common sense, dramatic sense, and awareness of game balance. She could, for example, make a PC forget that he's got a particular superpower, but not forget all his superpowers. Second, keep in mind that the victim can heal back normally (using his REC), but also heals back instantly if he's somehow reminded of what he forgot. This can be as simple as a teammate saying, "Hey, use your Energy Bolt!" (if she's stolen the memory of its existence), or seeing the combination lock whose combination is the memory she stole. Again, use your common sense, dramatic sense, and appreciation for game balance in your campaign to make Amnesia's powers fun, but not overwhelming.

While Memory Loss/Theft makes Amnesia a formidable opponent, it's not much help in a straight-up fight, and she knows it. She's got a couple other powers (her Crippling Confusion and Mental Agony attacks) she can use in a pinch, but they're of relatively little use due to high END costs and other restrictions. She leads from the rear, coming up with plans for her team and mentally sniping from cover whenever possible. She's fond of causing targets to simply forget the last few seconds (her Crippling Confusion) — while they're temporarily stunned and without their bearings, Flow or Cauldron can attack them. As a last resort, she carries a gun and isn't afraid to use it.

Campaign Use: See the introductory text for general information. Amnesia's probably the most solid and stable member of the Cirque, and thus the most dangerous over time. Play her as someone who's street-smart and cagey, but not quite as experienced in the use of her (somewhat limited) powers as most supervillain team leaders.

To make Amnesia more powerful, convert her Memory Loss into a Severe Transform and redefine it so she can remove/add Psychological Complications and make other significant mental changes to her targets. To weaken her, get rid of Crippling Confusion and Mental Agony.

Amnesia often Hunts child molesters, abusers, and killers, whom she loathes. Other than that, she's really not interested in pursuing an enemy; she'd rather maintain her distance and keep committing crimes.

Appearance: Briana is a lovely young woman, with striking, long silver hair, a curvy figure, and distinctive purple irises in her eyes. She's only 5'0" tall and weighs about 110 pounds. She wears a purple and black jumpsuit that matches her eyes, with a short black jacket over it and half-mask that covers her face but not her hair.

CAULDRON

Background/History: Adriano Bompani was born in Salerno, Italy in 1972. As an adult he worked as a plumber and occasionally took odd jobs for local gangsters as a low-level thug and debt collector. A scientist working for the local VIPER Nest recruited him in 1999 as a test subject for an experimental "super-soldier" drug, supposedly reverse-engineered from blood samples stolen from UNTIL's own program. Adriano experienced what appeared to be an allergic reaction to the serum and died on the operating table. VIPER quietly disposed of his body by dumping it in the Via Del Greci.

Bompani's "allergic reaction" and apparent death were only temporary manifestations of a mutation on the cellular level. His body washed ashore on a deserted beach several days later, where he regained consciousness. Bompani discovered that his body had physically changed — his mouth was now considerably larger, and his eyes glowed with an internal fire. More importantly, his upper torso had become like a powerful oven, capable of generating smoke and fire from his mouth, and anything he ingested was consumed by the terrible fires that burned painlessly in his chest. Fearing that if VIPER found him it would subject him to even more awful experiments, he stowed away on a tramp freighter that took him to America.

By the time he arrived in Florida, he had adjusted more to his new appearance and powers and decided to try to make his mark as a supervillain for hire. He called himself Cauldron, and after demonstrating his abilities for Guy Sweetland he was hired as freelance muscle. It was while working for Sweetland that he encountered Black Mask, who defeated him in combat a couple of times but never apprehended him.

In 2001 he met Minimax while she was on one of her sprees of vandalism and was instantly smitten. Minimax was intrigued by his powers and found him entertaining to hang around with, so Cauldron abruptly quit his job with Sweetland to work as her partner, leading to some bad blood between himself and the mobster. The two shifted their activities north, committing crimes in Atlanta and other parts of Georgia and Alabama. When Minimax joined the Cirque Sinister, he did, too, and it was his suggestion that the team move back to Vibora Bay when things got hot in Atlanta.

Personality/Motivation: Despite his fearsome appearance and bizarre powers, Cauldron is actually a fairly ordinary guy who'd like nothing more than to make some money without having to work too hard. He's deeply in love with Minimax, who occasionally returns his attentions but more frequently ignores him or even teases him unmercifully about his looks and powers. He's torn between wanting to commit more crimes with his powers to impress her and finding some way to reverse the effects of the serum so he'll look normal enough that she'll find him attractive.

A

CALLDRON

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
18	DEX	16	13-	
25	CON	15	14-	
11	INT	1	11-	PER Roll 11-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3 d6
6	OCV	15		
5	DCV	10		
3	OMCV	0		
4	DMCV	3		
5	SPD	30		Phases: 3, 5, 8, 10, 12
12	PD	10		Total: 22 PD (10 rPD)
10	ED	8		Total: 22 ED (12 rED)
11	REC	7		
50	END	6		
15	BODY	5		
42	STUN	11		Total Characteristics Cost: 162

Movement: Running: 12m

Cost Powers

Cost	Powers	END
15	Internal Combustion: HKA 2d6 Armor Piercing (+¼), Penetrating (+½), Reduced Endurance (½ END; +¼); Only Works Against Swallowed Items (items must be less than 1m in any dimension; -2), No STR Bonus (-½), Gestures (must swallow; -¼), No Knockback (-¼)	2
30	Spit Fire: RKA 2d6 Area Of Effect (14m Radius Explosion; +¼), Personal Immunity (+¼); Limited Range (20m; -¼), Unified Power (-¼)	5
25	Smoke Breath I: Blast 3d6 NND (defense is Life Support [Self-Contained Breathing]; +1), Area Of Effect (8m Radius; +½); Does Not Work In High Winds or Rain (-¼), Unified Power (-¼)	4
12	Smoke Breath II: Change Environment, -4 to Normal Sight PER Rolls Area Of Effect (64m Radius; +1¼); Does Not Work In High Winds or Rain (-¼), Unified Power (-¼)	2
8	Jaw Strength: +20 STR Only For Keeping His Jaws Clamped On Something (-1½)	2
33	Tough Form: Resistant Protection (10 PD/12 ED)	0
40	Fire Immunity: Energy Damage Reduction, Resistant, 75% Only Works Against Fire/Heat (-½)	0
15	Strange Physiology: Life Support (Diminished Eating: only has to eat once per week; Immunity: all terrestrial poisons and chemical warfare agents; Safe Environments: Intense Cold, Intense Heat)	0
12	Fiery Eyes: Sight Group Flash Defense (12 points)	0

Skills

- 6 +2 with Spit Fire and Smoke Breath I/II
- 2 AK: Italy 11-
- 2 CK: Vibora Bay 11-
- 2 KS: Plumbing 11-
- 2 PS: Plumber 11-
- 2 Language: English (fluent conversation; Italian is Native)
- 4 Gambling (Card Games, Sports Betting) 11-
- 3 Stealth 13-
- 3 Streetwise 12-

Total Powers & Skills Cost: 216

Total Cost: 378

400 Matching Complications (75)

- 20 **Hunted:** Guy Sweetland (Infrequently, Mo Pow, NCI, Capture/Kill)
- 10 **Hunted:** Black Mask (Infrequently, As Pow, Capture/Kill)
- 20 **Physical Complication:** Power Is Difficult to Control — Accidentally Destroys Things (Frequently, Greatly Impairing)
- 15 **Psychological Complication:** Anti-Authoritarian; Breaks Laws For Fun (Common, Strong)
- 15 **Psychological Complication:** Overconfidence (Very Common, Moderate)
- 10 **Psychological Complication:** Vengeful; Holds Grudges (Uncommon, Strong)
- 15 **Social Complication:** Secret Identity (Adriano Bompani) (Frequently, Major)
- 15 **Susceptibility:** takes 3d6 damage instantly if he ingests fire suppressants (such as fire-retarding chemicals, large amounts of water, and the like) (Uncommon)

Total Complications Points: 75

Experience Points: 0



CAULDRON FACTS

Here are some facts characters and NPCs might know about Cauldron if they succeed with an appropriate Skill Roll:

N/R: Cauldron is a member of the Cirque Sinister villain team; he has the power to belch fire and smoke.

K/R: More disturbingly, Cauldron has an enormous mouth and can swallow (and thus destroy) objects up to 1m on a side!

-1: Cauldron seems to have some sort of grudge against authority figures in general; he enjoys breaking the law and destroying things.

-2: Based on his accent, Cauldron isn't a native English speaker; he's probably from Italy or somewhere else Mediterranean.

-4: Cauldron is clearly infatuated with Minimax.

-6: Ingesting fire suppressants (including large amounts of water) causes Cauldron pain.

-10: His Secret Identity is Adriano Bompani; he's Italian.

(Of course, Minimax would have no use for Cauldron as a normal person, but Bompani deludes himself otherwise.) He dislikes authority intensely (and often takes this dislike out on cops and politicians who get in his way), but follows orders from either Minimax or Amnesia (the former more readily than the latter)... for the time being. He enjoys terrorizing normals with bursts of fire from his mouth. He also likes the thrill of superhuman combat, and taunts and harasses heroes when he's not trying to kill them. He has a vengeful streak and is likely to Hunt a hero who defeats him once too often or humiliates him in public.

Quote: "Ain't fireproof, are ya? Then back off!"

Powers/Tactics: The VIPER serum converted Cauldron's body into a humanoid oven that constantly "burns" inside him with astonishingly hot flames. Cauldron can consume just about any flammable object he can fit into his mouth, which can open over three feet wide — his neck bulges like a pelican's when he swallows something particularly large until his internal fires reduce it to smoke. His jaws are even more powerful than the rest of his body, and when he grabs hold of someone with them only the strongest superhumans can force him to release his grip. He can also "spit" bursts of flame up to about twenty meters accurately, or belch forth clouds of thick, dark, choking, blinding smoke.

Cauldron's general physiology has altered to accommodate his bizarre power. He's superhumanly strong and tough, is almost entirely resistant to heat and flame (including fires he doesn't create himself), and no longer needs to "eat" normally (he just has to consume one flammable item of reasonable size per week).

In combat Cauldron prefers to open by grabbing something unlikely (like a gun or other Focus if possible) so he can eat it while smiling and making a Presence Attack. If that doesn't intimidate his foe into surrendering right there, he follows up by spitting fire or a cloud of smoke.

Campaign Use: See the introductory text for general information. Cauldron is the Cirque's "muscle" — he's mainly intended for combat, and takes a frontline position in battles. In the long term, he might cause rifts within the group through his slavish devotion to Minimax or his general dislike of taking orders.

To make Cauldron more powerful, expand the scope of his fire-breathing powers — give him a Multipower of various fire attacks. An HKA "Enormous Bite" might also be worth adding. To weaken him, reduce his Characteristics and change his Spit Fire to an Area Of Effect (1m Radius).

Associates, Allies, And Adversaries: As mentioned above, Vibora Bay mobster Guy Sweetland, Cauldron's former employer, holds a grudge against him for quitting so abruptly. He's put a price on Cauldron's head, and a lesser one on Minimax's head.

Appearance: Cauldron stands about 6'1", with a barrel chest, eyes that glow orange or even red depending on what he's eaten recently, and an enormous mouth that even when closed stretches from ear to ear. When he opens his mouth his jowly cheeks expand and stretch, blowing out to either side of his head. His black hair is moussed to stand on end, and his hairline has receded, leaving most of his forehead bare. He doesn't wear much of a costume, favoring dark jeans and denim "work shirts," usually with a long brown trench-coat heavy with straps and buckles.

FLOW

Background/History: In the fall of 2002, a small team of geologists was exploring an Arkansas pine forest after local residents reported a small meteor shower in the area. After more than two days of fruitless searching, Kurt McColl, one of the grad students involved, finally came across a charred black rock sitting at the bottom of a small crater. When he climbed down for a closer look, the rock split into two pieces with a snap that sounded like a gunshot. From the hollow center a purple, gooey liquid flowed onto the needle-covered dirt.

As the young geologist looked on in amazement, the puddle of purple goo began to stir and bubble, and then to shift and grow. Before his eyes the liquid bubbled up into a column some eight feet high, then slowly coalesced into a vaguely humanoid shape. McColl finally regained his composure and turned to call for his compatriots to come see this amazing find, but when he turned back the large purple being reached out and touched his forehead. When the other geologists finally found McColl he was lying unconscious in the crater next to the broken meteor, in a coma he would never recover from.

That's where Flow's awareness began — racing through the forest at night with the memories of a human male named Kurt implanted in his head. When he finally stopped running, he was near Little Rock, where he smashed up a restaurant and a liquor store, then took on some state troopers and finally ran away before PRIMUS agents arrived. He fell in with a gang of bikers outside Memphis for a little while, but eventually got angry at some of them and smashed up the barn they were living in. He set out on the road again and wound up in Vibora Bay, where Amnesia tracked him down and invited him to join her team. Lacking any other place to go and wanting to fit in somewhere, Flow accepted the offer and has worked with the Cirque Sinister ever since.

A

FLOW

Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 HTH damage [4]
20	DEX	20	13-	
30	CON	20	15-	
10	INT	0	11-	PER Roll 11-
8	EGO	-2	11-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		Phases: 3, 6, 9, 12
20	PD	18		Total: 20 PD (20 rPD)
11	ED	9		Total: 11 ED (10 rED)
15	REC	11		
60	END	8		
22	BODY	12		
60	STUN	20		

Total Characteristics Cost: 221

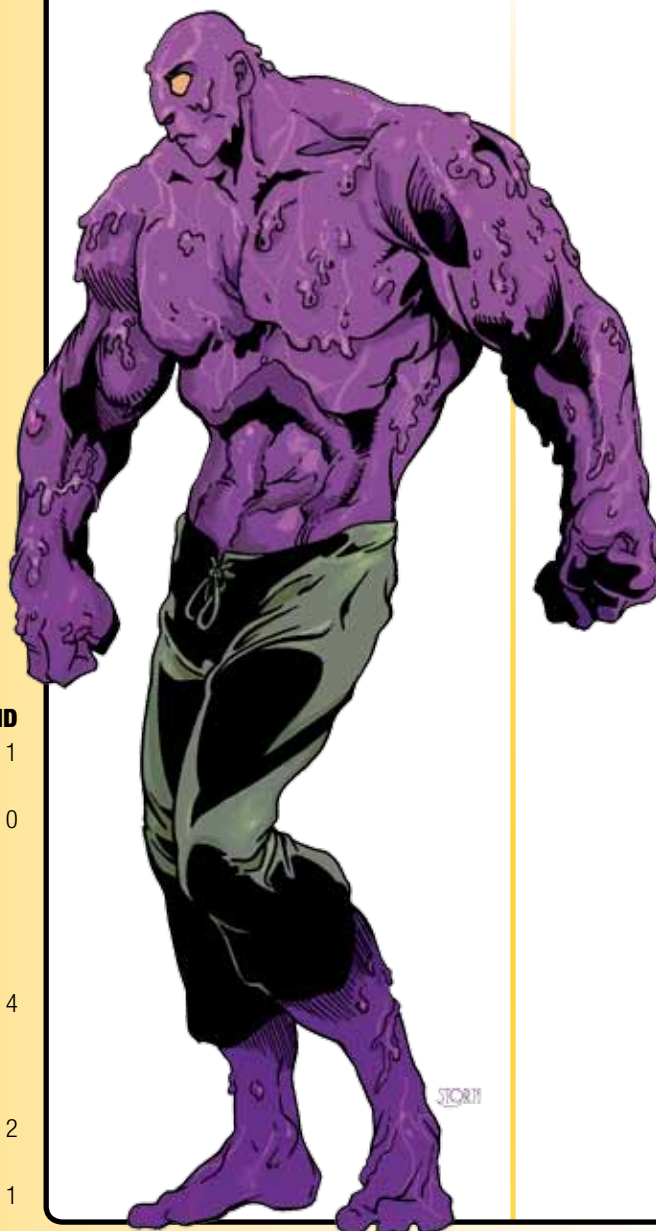
Movement: Running: 24m

Cost	Powers	END
10	Oversized Fists: HA +3d6 Hand-To-Hand Attack (-¼), Unified Power (-¼)	1
30	Stuck On Me: Entangle 3d6, 3 PD/3 ED Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½); Feedback (character takes all damage to break victim out of Entangle; -1), Unified Power (-¼)	0
14	Malleable Form: Desolidification (affected by any type of attack) Does Not Protect Against Damage (-1), Cannot Pass Through Solid Objects (or spaces smaller than 10 cm; -½), Unified Power (-¼)	4
13	Rubbery Body: Stretching 6m, x4 body dimensions Unified Power (-¼)	2
10	Long Legs: Running +12m (24m total) Unified Power (-¼)	1
30	Tough To Hurt: Physical Damage Reduction, Resistant, 50%	0
15	Durable: Resistant (+½) for 20 PD/10 ED	0
23	Inhuman Physiology: Life Support (Immunity: all terrestrial diseases, biowarfare agents, poisons, and chemical warfare agents; Safe Environments: High Pressure, Low Pressure/Vacuum)	0

Skills

24	+3 HTH
9	+3 with Breakfall, Climbing, and Contortionist
3	Breakfall 13-
3	Climbing 13-
3	Contortionist 13-
2	CK: Little Rock, Arkansas 11-
5	SS: Geology 14-
1	Streetwise 8-

Total Powers & Skills Cost: 195
Total Cost: 416



400 Matching Complications (75)

5	Physical Complication: Inconvenient Size (8'0", weighs 500 pounds) (Infrequently, Barely Impairing)
10	Physical Complication: Poor Distance Vision (suffers double the Range Modifier) (Infrequently, Slightly Impairing)
15	Psychological Complication: Short-Tempered (Common, Strong)
15	Psychological Complication: Hates Bullies (Common, Strong)
10	Psychological Complication: Wants to Know Where He Came From (Uncommon, Strong)
15	Susceptibility: suffers a Drain DEX 2d6 every Turn when exposed to intense cold (including ambient temperatures below -7° C [20° F]) (Uncommon)
5	Unluck: 1d6

Total Complications Points: 75
Experience Points: 14

FLOW FACTS

Here are some facts characters and NPCs might know about Flow if they succeed with an appropriate Skill Roll:

N/R: Flow is a member of the Cirque Sinister villain team; he's super-strong and has a malleable, stretchable body that grants him various powers (such as the ability to make his fists particularly large and hard, or the power to squeeze through the tiniest cracks).

K/R: A superhuman tentatively identified as Flow was involved in a string of destructive crimes across the Southeast in recent years.

-2: Flow seems to have a visceral hatred of "bullies" and anyone who picks on or exploits someone weaker than himself.

-4: Flow doesn't know how he got his superpowers, but would definitely like to find out.

-6: Intense cold (including most Ice/Cold-based superpowers) "freezes" Flow and inhibits his reflexes (in addition to whatever other effects it might have).

-10: Flow is some sort of being (possibly an alien) who stole the memories of Kurt McColl, a geology student, though he feels no emotional connection to them.

Personality/Motivation: Flow is completely in the dark about his own origins. He has no idea where he comes from or why he's on this planet, though he assumes he's an alien of some sort, perhaps sent as a probe to study life on Earth. He has all of McColl's memories in his head, but apparently only for informational purposes — he has no emotional context or reaction to any of the people or events of McColl's life, but he knows everything McColl did. His lack of understanding and general sense of purposelessness has made him short-tempered and bitter, liable to lash out at anyone who crosses him (particularly anyone who bullies him or someone else in his presence — he has a visceral dislike of bullies that he doesn't really understand). The absurdity of his situation (as gleefully pointed out by Minimax) makes him an ideal "artist" for the Cirque as he takes out his frustrations on a meaningless universe. Flow only vaguely understands what she's talking about, but is so glad to have a "home" that he doesn't really mind her chatter.

Quote: "Don't you get it? Nothing matters. It's all meaningless crap. Might as well break stuff — least it shows we're alive."

Powers/Tactics: Flow's body can vary in solidity from rock hard to nearly liquid in consistency, and can stretch and change his shape (though not his mass or actual appearance). He can squeeze his body long and thin enough to pass through a narrow pipe or opening, or shift much of his mass into his arms or fists so they become larger and heavier before he delivers a powerful punch. He can trap someone who touches him in excess folds of waxy flesh by relaxing his physical consistency.

Flow doesn't have much use for tactics. He fights when he's angry or frightened, or when Amnesia or Minimax tell him to, but otherwise he's difficult to actually rouse to anger. But thanks to his dislike of bullies, he won't allow an obviously weak person (like a child or animal) to be hurt in his presence if he can help it.

Campaign Use: See the introductory text for general information. Like Cauldron, Flow is muscle for the group — he goes where he's told and fights whomever he's told to fight. The mystery of his background provides a plot hook you can exploit.

To make Flow tougher, give him some other Body-Affecting Powers, such as Density Increase, Growth, or Shape Shift. You can also increase his meters of Stretching, or improve his SPD to 5. To weaken him, reduce his Characteristics (particularly STR and CON).

Appearance: Flow is an eight-foot-tall, hyper-muscled giant who seems to have been carved from purple rubber or wax. His eyes are large and yellow, and his features appear a little vague and unfinished. He's completely hairless, and has a bit of an underbite. His "costume" is a pair of baggy black pants and a black vest over his bare chest.

MINIMAX

Background/History: Minimax's mother was a teenage runaway who was living on the streets of Dallas when she became pregnant in 1992. Her mother knew she couldn't possibly care for the child, so after giving birth she placed her little girl with Foster Services for adoption. But an unscrupulous pediatrician manipulated the paperwork so the infant was sent to the secret laboratory of a criminal madman by the name of Doctor Mercy. He performed several experiments on the baby, exposing it to various chemicals and forms of radiation.

Under his "care," Infant A-22 aged at a remarkable rate. Within five years she appeared to be a young adult and had developed the superhuman ability to change the size of non-living objects. Mercy wanted her to lead an army of superhumans he planned to create with his insane science, but before he could acquire the additional babies he needed he was defeated and captured by the superhero Golden Eagle. In the resulting confusion, A-22 slipped out the back of the lab and onto the streets for the first time in her life.

Fortunately, A-22 was a remarkably quick learner and adapted to her strange new environment very quickly. She took the name *Minimax*, and at first used her powers only for small crimes to keep herself fed and clothed while she wandered across the southern United States. But as the weeks and months wore on, her fragile mental balance began to deteriorate. Her crimes became more random, violent, and pointless. While hanging out in a bus station in Mobile she read a magazine article about an artist who performed various surreal acts in public to illustrate "the absurdity of life." Minimax could certainly relate to that idea, and in her addled state she decided that was also her purpose in life. She was meant to be an artist, and her "art" would be crimes of random vandalization, meaningless murder, and haphazard destruction, so people would come to understand how pointless and strange reality really was.

In 2001 she met Cauldron, and he fell in love with her. While she doesn't return his affections, she likes his company and enjoys both his bizarre appearance and his propensity for violence. The two traveled together for years until meeting Amnesia in 2003 and settling down in Vibora Bay as a "supervillain team." It was Minimax who named them the Cirque Sinister, and her penchant for the surreal colors many of their exploits.

Personality/Motivation: Minimax is completely insane. She believes wholeheartedly that existence is a futile and pointless exercise that should regularly be livened up with intentionally crazy and violent behavior. She doesn't understand why anybody takes anything seriously, and commits crimes because they appeal to her aesthetically (though she tolerates Amnesia occasionally modifying one of her schemes so the team can make a profit — she doesn't see the point in it,

but she doesn't care enough to fuss about it). She's violent, but not passionate. She doesn't care about anything, for good or bad, except her own amusement and her "art." If someone interferes with her attempts to make "art," or "changes" (repairs, heals, cleans up) her art, she becomes furious.

Quote: "Don't you think the lobby looks more interesting now, what with the truck hanging upside down there? Oh, right, the *vault*. Sorry."

Powers/Tactics: Minimax has the ability to change the size of non-living objects, increasing or decreasing them by factors of up to several hundred. This effect wears off — sometimes almost immediately, sometimes over the course of days or weeks. Her powers don't damage the objects *per se*, though an object might get damaged if forced to grow into an area too small to accommodate it, or the like. The reason her powers don't work on living beings remains unknown — it may be simply a mental block of some sort, though considering her general callousness it seems unlikely.

Minimax uses her powers imaginatively and occasionally even soundly from a tactical point of view. Besides simply changing the size of objects (and thus often making them too small or too large to use), some of the "tricks" she's developed include:

- creating large objects to form barriers for cover, or to foil pursuit
- making an object under someone's feet that has holes — such as a subway grating — grow so large the person falls through (the object returns to its normal size immediately thereafter)
- shrinking all or part of a Focus so that it becomes unusable
- throwing a small object, then enlarging it in mid-flight so it strikes with a powerful impact

Additionally, Minimax carries an arsenal of weapons and devices that she's pre-shrunk so she can fit them in her pockets without any problem. Her array of useful devices ranges from guns, to flashlights, to spare sets of clothing. The one restriction is that the objects have to be mundane — the sort anyone could buy in a store or make for themselves. (At the GM's option, she can also "create" non-mundane devices she's obtained during her adventures, such as a Focus she steals from a PC.)

One drawback to Minimax's powers is that they tend to be tiring. When running her, keep a close eye on her END usage; if she pulls too many "stunts" during a Turn she may run too low on END.

Since she has little interest in power or wealth, Minimax sometimes becomes a liability in the field — she gets distracted by her efforts to "make art" rather than actually completing the crime. Amnesia and Cauldron have both gotten pretty good at convincing her to stay focused, but it's

almost always a struggle. Even when committing "serious" crimes, she's frequently prone to "signing" them with an odd use of her powers, shrinking or magnifying some nearby object to confirm that the Cirque has struck again.

Campaign Use: See the introductory text for general information. Minimax has an unusual power set that gives the Cirque some real flexibility in combat, but her attitude and approach to crime may ultimately give you more to work with from a plot perspective. When strange acts of vandalism start to occur, or bodies wind up all over town with enlarged needles through their hearts, the PCs will realize they're not dealing with a garden-variety supervillain.

Minimax's creator, Dr. Mercy, wants her back. He still entertains visions of having her lead an army of his bizarre super-soldiers... once he gets out of prison and back to his labs, of course. Even worse for her, the master villain Teleios got wind of Mercy's experiments and would also like to run her through a few "tests."

To make Minimax tougher, increase her END and REC (or give her a large Endurance Reserve to fuel her powers). You could also increase the size of her VPP, or give her gadgeteering abilities so she can wield super-tech devices instead of just mundane ones. To weaken her, reduce the Active Points in most of her abilities, and/or get rid of her VPP.

Minimax is an unpleasant Hunter. She starts out by vandalizing her quarry's possessions, gradually escalating her attacks until she goes after him directly. If possible she'll make the entire Hunt into one grand piece of "performance art," with a deadly denouement in a prominent public place before an "appreciative" audience.

Associates, Allies, And Adversaries: The criminal biologist Teleios has heard about Minimax's powers and wants to study her. She's not aware of it yet, but she's being Hunted by one of the most dangerous people in the Champions Universe... and there's no telling what he'll do with her when he gets his hands on her. It's possible he even had something to do with her origin, such as supplying Doctor Mercy with just enough information for him to have a scientific breakthrough.

Of all the members of Cirque Sinister, it's Minimax who interests Professor Paradigm the most. He might try to recruit her for the Paradigm Pirates, creating bad blood between him and the Cirque. He hasn't made any moves to do so yet because he's concerned how having a member with her unbalanced mental state might affect his relatively smooth-running team.

Appearance: Minimax is a young blonde woman, about 5'3" and 110 pounds, more cute than beautiful. She wears a black body suit with a white collar, belt, and boots, and a plunging décolletage (though she has a fairly slender figure). She frequently carries a small sack or backpack full of items she's shrunk down.

MINIMAX FACTS

Here are some facts characters and NPCs might know about Minimax if they succeed with an appropriate Skill Roll:

N/R: Minimax is a supervillainess who's a member of Cirque Sinister; her powers involve making objects smaller or larger.

K/R: She also carries a small arsenal of "pre-shrunk" gadgets that she can take out of her pockets and enlarge to functional size.

-1: Minimax seems to have a generally nihilistic view of the world; she regards her crimes as a form of "performance art."

-2: Minimax is a particularly difficult foe for gadgeteers and other object- or weapon-based characters, since she can shrink their objects to the point where they're useless.

-6: Minimax seems to have no personal history at all; the authorities can't even hazard a guess as to her real name.

-8: Minimax's metabolism seems to process drugs, chemicals, and poisons with great rapidity, making her especially vulnerable to such attacks.

-10: Rumor has it the master villain Teleios wants to capture Minimax for study.

B**MINIMAX**

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 HTH damage [1]
20	DEX	20	13-	
16	CON	6	12-	
15	INT	5	12-	PER Roll 12-
18	EGO	8	13-	
14	PRE	4	12-	PRE Attack: 2½d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		Phases: 3, 5, 8, 10, 12
6	PD	4		Total: 20 PD (14 rPD)
5	ED	3		Total: 19 ED (14 rED)
5	REC	1		
50	END	6		
9	BODY	-1		
22	STUN	1		Total Characteristics Cost: 131

Movement: Running: 12m**Cost Powers****END**

60	Enlarge Or Reduce Inorganic Objects: Major Transform 6d6 (non-living object into same object but different size, heals back normally (4 BODY/day) or through another application of this power)	3
	Improved Results Group (+¼), Reduced Endurance (½ END; +¼); Limited Target (non-living objects; -¼), Unified Power (-¼)	
31	Enlarged Object Barriers: Barrier up to 6 PD/10 ED, 11 BODY (up to 12m long, 4m tall, and 1m thick), Opaque (Sight Group), Dismissable	8
	Reduced Endurance (½ END; +¼); OIF (small objects of opportunity; -½), No Range (-½), Size And Defense Of Barrier Depend On Materials Used (-½), Unified Power (-¼)	
25	Dropped Through A Hole: Teleportation 10m, x8 Increased Mass	3
	Area Of Effect (1m Radius Nonselective; +¼), Usable As Attack (defense is Teleportation, Growth, or dimension-manipulating powers; +1¼), Reduced Endurance (½ END; +¼); Only To Drop Victim Through Something He's Standing On That Has Holes In It (-1), Must Pass Through Intervening Space (-¼), No Noncombat Movement (-¼), Unified Power (-¼)	
90	What Happened To Your Sword?: Drain Focus 2d6	6
	Expanded Effect + Variable Effect (all powers defined as belonging to a single Focus simultaneously; +4), Delayed Return Rate (points return at the rate of 5 per 20 Minutes; +1½), Reduced Endurance (½ END; +¼); Limited Range (60m; -¼), Unified Power (-¼)	
37	Tossed Pebbles Into Boulders: Blast 10d6	2
	Area Of Effect (1m Radius; +¼), Reduced Endurance (½ END; +¼); OIF (small item of opportunity; -½), Limited Range (50m; -¼), Unified Power (-¼)	
60	Shrunken Arsenal Pool: Variable Power Pool, 50 Pool + 50 Control Cost	var
	All slots OAF (-1), Only For Mundane Devices (see text; -½)	



16	Padded Costume: Resistant Protection (8 PD/8 ED) OIF (-½)	0
10	Luck Of The Mad: Luck 2d6	0
	Talents	
12	Combat Luck (6 PD/6 ED)	
	Skills	
15	+3 with Size Manipulation Powers	
3	Breakfall 13-	
3	Concealment 12-	
3	Demolitions 12-	
3	KS: Modern Performance Art 12-	
7	Power: Size Manipulation Tricks 14-	
3	PS: Artist 13-	
3	Stealth 13-	
3	Streetwise 12-	
6	WF: Common Melee Weapons, Small Arms, Flame-throwers, Grenade Launchers	
	Total Powers & Skills Cost: 390	
	Total Cost: 521	
	400 Matching Complications (75)	
20	Enraged: if someone interferes with or damages her "art" (Common), go 11-, recover 11-	
5	Hunted: Dr. Mercy (Infrequently, Less Pow, Capture)	
20	Hunted: Teleios (Infrequently, Mo Pow, NCI, Capture)	
20	Psychological Complication: Nihilistic Criminal "Performance Artist" (Very Common, Strong)	
20	Psychological Complication: Casual Killer (Common, Total)	
20	Vulnerability: 2 x Effect from Drugs/Gases/Chemicals/Poisons (Common)	
	Total Complications Points: 75	
	Experience Points: 121	

BOBBY HOLMES

Background/History: Bobby Holmes was born in 1997, and from his earliest days his only happy memories were of time spent with his sister Brianna. Their parents were distant, frequently drunk, and occasionally abusive, and when the yelling got bad he could always hide out in her room. Even if she couldn't protect him, she at least could comfort him, and he loved her a great deal. Then, when he was ten, Brianna ran away and Bobby was left to bear the brunt of his parents' anger alone. His parents forbade him to even mention her name. Bobby began spending as much time as he could out of the house.

His own mutation manifested itself the day before his thirteenth birthday. Bobby was hanging out down by one of the abandoned factories when a gang of older boys began harassing him. Suddenly, an indistinct, enormous form appeared beside Bobby and began tossing the kids around, slamming one into a brick wall so hard that he suffered some serious internal injuries. Bobby, terrified, tried to make the giant stop, but it continued to rage around the neighborhood, smashing buildings and overturning cars. Several policemen attempted to stop the creature, but it crushed their cruiser with its giant fists. Eventually, a team of PRIMUS agents arrived, and while most of the team tried to subdue the creature, one bright agent noticed the small boy crying and screaming in a nearby alleyway. When he grabbed Bobby, the giant turned to attack him. As he dodged out of the way, he yelled for someone to tranquilize the boy. After another agent set off a knockout gas cannister near him, the mysterious, translucent giant faded from view.

The authorities took Bobby to a Philadelphia hospital while several PRIMUS doctors and specialists from L'Institut Thoht were called in. They tried contacting his parents, but his mother was nowhere to be found and his dad was spending the weekend in jail after a fight in a bar. Meanwhile, the bustling doctors and nurses kept attaching wires to his head and taking readings of something. Bobby was terrified, and fervently wished his big sister was there to take care of him. As he drifted off into sleep, he dreamed that he spoke to Brianna, and asked her to come find him. Bobby was as startled as anyone else when a team of costumed supervillains, his sister among them, broke into the hospital the next day and spirited him away.

Now Bobby lives in the abandoned asylum at the edge of the swamp with his sister and her bizarre friends. It's a strange life, but exciting — he's traveled around with the team, learning to control his "friend" (as Brianna calls it) and even occasionally helping them with their crazy plans. Bobby didn't exactly plan to become a supervillain, but if that's what it takes to stay with his big sister, well, it beats going home....

Personality/Motivation: Bobby hasn't exactly had much in the way of good role models in his life,

but the Cirque's members, despite being violent and crazy, treat him better than most of the adults he's known so far. His sister loves him dearly, and he'll do anything for her approval, including manifesting his "friend" to help rob a bank or blow up a museum. He's not terribly violent, and he's still a bit squeamish about actually using his powers to hurt innocent people, but he's been toughened up enough over the last few months not to include police or anybody trying to capture a teammate as "innocent."

When not committing crimes, Bobby's developing into a bright young boy. He loves to tinker with gadgets and electronics. He likes cars, sports, computers, and video games, and he's starting to feel a little cooped up in the asylum. He likes Cauldron, is a bit freaked out by Flow (more his whining than his appearance), and is developing a little crush on Minimax that's probably an absolutely terrible idea.

Quote: "You leave my friends alone! Or I'll introduce you to my *other* friend!"

Powers/Tactics: Bobby is a powerful telekinetic still growing into the use of his powers (though he's remarkably intelligent and learning at a tremendous rate). His power usually manifests as a humanoid grey giant, nearly transparent and without features, varying in size from about ten feet tall to nearly thirty feet (the size is simply a special effect — the giant isn't solid, though its "body" protects Bobby from harm). The giant seems to grab or strike things, but the actual power comes directly from Bobby. Occasionally his telekinesis also manifests as a grey cloud that picks up multiple items and flings them around (the "Poltergeist" slot in his Multipower).

Bobby has no particular sense of tactics yet. He simply does as he's told by Amnesia or any of her teammates... unless what they tell him is "stay out of the way," an instruction his youthful exuberance often leads him to ignore.

Campaign Use: See the introductory text for general information. Bobby is a random element in the Cirque. He's not really a criminal by inclination... yet... but he's sure to become one if treated badly at the hands of cops or heroes often enough. He represents a chance for the PCs to rescue him from a life of crime and maybe even persuade him to one day become a hero himself — assuming they can make him see what a bad influence his sister is.

You shouldn't make Bobby any more powerful for now; he's still growing into his powers. The PCs should encounter him as he is before you begin to broaden the applications of his telekinetic abilities. If you want to weaken him, reduce his Multipower reserve to 50 points and all the slots to 45-50 Active Points each.

Appearance: Bobby is a little small for his age, just under five feet tall and about 100 pounds, with blonde hair and dark eyes. He wears no costume, only jeans and one of a large collection of rock-and-roll band tour shirts.

BOBBY HOLMES FACTS

Here are some facts characters and NPCs might know about Bobby Holmes if they succeed with an appropriate Skill Roll:

N/R: Bobby Holmes is a young boy who's associated with the villain team Cirque Sinister; authorities believe he's a sibling or child of one of the team members.

K/R: Bobby's powers seem to involve telekinesis, which manifests as an indistinct "gigantic friend" who protects Bobby and smashes things for him.

-2: Bobby's telekinetic powers are strong enough for him to pick up and throw cars.

-6: Bobby Holmes is a mutant.

-10: Amnesia is his older sister.

A BOBBY HOLMES

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 HTH damage [1]
13	DEX	6	12-	
10	CON	0	11-	
25	INT	15	14-	PER Roll 14-
15	EGO	5	12-	
8	PRE	-2	11-	PRE Attack: 1½d6
4	OCV	5		
5	DCV	10		
3	OMCV	0		
4	DMCV	3		
4	SPD	20		Phases: 3, 6, 9, 12
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
4	REC	0		
20	END	0		
9	BODY	-1		
18	STUN	-1		
Total Characteristics Cost: 60				

Movement:	Running:	12m
	Flight:	24m

Cost Powers

80	Telekinetic "Imaginary Friend": Multipower, 80-point reserve	
14v	1) "Invisible Giant Hands": Telekinesis (46 STR)	7
10v	2) "Poltergeist": Telekinesis (18 STR) Area Of Effect (12m Radius Selective; +1)	5
11v	3) Protective Giant: Barrier 12 PD/12 ED, 12 BODY (up to 12m long, 4m tall, and ½m thick), Non-Anchored, Dismissable; Costs Endurance (to maintain; -½)	
3v	4) Carried On Giant Shoulders: Flight 24m Must Remain Within 12m Of The Ground (-½)	2
13v	5) Giant Punch: Blast 9d6 Area Of Effect (1m Radius; +¼)	6
20	Sophisticated Psi-Shields: Mental Defense (20 points) 0	
3	Psychic Bond: Mind Link with Amnesia, Psychic Bond 0 No Conscious Control (-2)	

Talents

5	Eidetic Memory
3	Lightning Calculator



END

Skills

15	+3 with Telekinetic "Imaginary Friend" Multipower
3	Computer Programming 14-
3	Concealment 14-
5	Cramming
1	Cryptography 8-
1	Electronics 8-
1	Inventor 8-
2	KS: Geek Trivia 11-
1	Paramedics 8-
1	Security Systems 8-
3	Stealth 12-

Total Powers & Skills Cost: 198

Total Cost: 258

400 Matching Complications (75)

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
10	Hunted: Pennsylvania Police and Child Protection Services (Infrequently, As Pow, NCI, Limited Geographical Area, Capture/Kill)
20	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture/Kill)
15	Psychological Complication: Under The Sway Of His Sister (Common, Strong)
15	Psychological Complication: Starting To Enjoy Being The Bully For A Change (Common, Strong)
10	Social Complication: Young Teen (Frequently, Minor)

Total Complications Points: 75

Experience Points: 0

THE CRIMELORDS

Membership: Dreadnaught, Morgaine the Mystic, Starflare, Tiger Lily, Warhammer

Background/History: The Crimelords originated not through some evil mastermind's scheme, a bizarre super-scientific accident, or an elaborately-planned crime, but simply from love. Tiger Lily and Dreadnaught were both well-known mercenary villains, and Holocaust happened to hire them both for a job. They felt a spark of attraction. Soon they found a way to spend more time together: recommending each other to potential employers. Finally they took the plunge and started going out on dates, and in time attraction blossomed into love.

Once they were a couple, the two super-criminals began offering their services as a pair. That worked well for a while, but they eventually realized that they'd be better off if they were part of a team — that made them a better deal for potential employers and allowed them to plan and execute jobs on their own if they wanted to. Dreadnaught thought up the name “the Crimelords” and the two began looking for potential recruits.

Their first choice was Morgaine the Mystic, a villainous supermage they'd worked with several times and who'd briefly been romantically involved with them, but had drifted away. Intrigued by their offer, Morgaine became the third member of the new team. She suggested recruiting Starflare, an energy projector she'd recently teamed up with. When he agreed to join, the group was four strong.

After some consideration, Dreadnaught decided the team needed someone with technical skills. A powered armor villain he'd worked with on several occasions, Warhammer, had just been captured and was coming up for a trial that would almost certainly send him away for life. The team attacked the convoy taking Warhammer to the courthouse, freed him, and volunteered to provide funding for him to rebuild his armor if he'd join the team. The grateful Warhammer accepted without hesitation.

Since then, the Crimelords have made a real mark for themselves in the Superhuman World. Willing to take on just about any job (though they far prefer robberies and the like to missions involving killing, significant violence, or threats to the world), they're known as competent, confident, highly-skilled supercriminals who can get the job done.

Group Relations: The five members of the Crimelords get along reasonably well, though there's some unspoken romantic tension. Tiger Lily and Dreadnaught remain firmly committed to one another (they often talk about getting married, though they never seem to find the time to really do anything about it). Morgaine is strongly attracted to Dreadnaught and would like to steal him for herself... even if that meant getting rid of Tiger Lily permanently. So far she hasn't found a safe way to do that, though. Both Warhammer and Starflare are somewhat attracted to Morgaine, but neither of them has ever even gotten her to give them the time of day.

The Crimelords decide what jobs to take, and how to perform them, based on a strict majority vote. Tiger Lily, as team leader, has the power to decide what the team will and will not vote on, but once the voting starts, her vote counts the same as anyone else's. A refusal to vote counts as a “no.” Since Tiger Lily and Dreadnaught almost always vote the same, they usually just need one more person to agree with them to get things their way. If the group wanted to add members, it would either have to add two (so that the overall number is odd and there's always a majority for one position or the other) or change the way the voting works.

Tactics: The Crimelords have a good balance of HTH and Ranged fighting ability — Tiger Lily and Dreadnaught for HTH, Starflare and Morgaine for Ranged, with Warhammer able to fit into either category as needed. Usually the ranged fighters provide cover fire so the HTH fighters can get into position, then square off against enemy ranged fighters or support the HTH fighters as needed. The five members have all practiced together a great deal (*i.e.*, they have the *Teamwork* Skill, and use it) and have developed an elaborate system of coded commands (bought as a 1-point Language). Tiger Lily is the team's field commander and general “leader.”

Campaign Use: The Crimelords are a “generic” villain team, one that can do just about anything you need or be anywhere you want them. Compared to many villain teams they're well-balanced, both personality-wise and in terms of powers, and that makes them particularly effective. They're nowhere near as bloodthirsty as many villain groups, but they have no problem getting their hands dirty if necessary.

For a look at some of their favorite tactics, see the next page.

CRIMELORDS FACTS

Here are some facts characters and NPCs might know about the Crimelords if they succeed with an appropriate Skill Roll:

N/R: The Crimelords is a supervillain team that commits crimes on its own and also works as villains-for-hire. Team members include Tiger Lily, Dreadnaught, Morgaine the Mystic, Starflare, and Warhammer.

K/R: Tiger Lily is the team leader; she and Dreadnaught are romantically involved. The team is known to have worked for Holocaust and VIPER in the past.

-2: The Crimelords have also worked for Menton.

-4: The Crimelords fight particularly well together, and have developed an elaborate system of coded words and phrases to communicate their intentions to one another while keeping their opponents in the dark.

-6: There seems to be some romantic tension on the team; Morgaine's interested in Dreadnaught, and the other two male members are interested in her.

THE CRIMELORDS' COMBAT COMMANDS

Some of the Crimelords' combat commands include the following. Note that there's no particular logic or sequence to them that opponents could figure out. Periodically the Crimelords change the codes so enemies it fights frequently can't learn to anticipate their tactics.

28 [person]: Focus fire on the specified target.

56 [person]: Dreadnaught or Warhammer should Grab the specified target, then everyone else should hit that target while he's vulnerable.

88-Alpha (or -Beta): There's a mentalist (or invisible person/person with invisible attacks) fighting us; find him and stop him from being a threat.

111 [area]: Everyone with an area-affecting Ranged attack should target the specified area.

142 [person]: Ignore the specified combatant for now; he's a low-priority target.

192 [area or person]: Morgaine should create a Wall Of Water to cut off the specified area or person, or englobe that person.

233 [person]: Entangle, Grab, or otherwise restrain the specified target.

301: Cover your ears; Dreadnaught's going to use his Thunderclap.

327: Warhammer should move out of HTH Combat range and use his Ranged attacks.

414: Warhammer should close to HTH Combat range.

570 [person]: Dreadnaught or Warhammer should throw Tiger Lily at the specified target for a "fastball special" maneuver.

818: Let's order pizza after this fight.

You can make the Crimelords more effective by adding members, though as noted above you'd have to add two... and in any event, the five teammates work together so well that they'd be reluctant to increase the team's size unless the new members seem particularly "simpatico" with the group. Beyond that, your best bet for making the team tougher is to give each of them a standard set of gadgets developed by Warhammer. Just give them gadgets that compensate for whatever weaknesses they have in light of how your team works. To weaken the Crimelords, increase the rifts between them — make Morgaine bitterly jealous of Tiger Lily and actively seeking any opportunity to get rid of her or make her position on the team unstable, and make both Warhammer and Starflare willing to kill Dreadnaught so Morgaine will pay attention to them.

Associates, Allies, And Adversaries:

Although the Crimelords usually commit crimes on their own, at times they're also well-known as a "mercenary team" ready, willing, and able to work for other villains and organizations as a mercenary team. As such they have respectable relations with VIPER, Menton, Holocaust, and other villains for whom they've performed well in the past, and they try to maintain a "professional" profile and do nothing to antagonize potential employers (such as Gravitator, ARGENT, and the Warlord). On the other hand, this makes them rivals/adversaries of other villains-for-hire, such as the Brain Trust and the Ultimates. The Crimelords and the Ultimates have actually skirmished a time or two, leading to a lot of bad blood between the teams but no decisive resolution of the situation.

DREADNAUGHT

Background/History: Jimmy Corrigan was a scrawny little kid growing up, the perpetual target of bullies. That changed one day in 1993 when he was right in the middle of puberty. He tried to fight back against his latest tormentor, and as usual he was just getting pounded harder because of it... when suddenly he began to grow bigger and stronger and turn into solid steel! The pain of the transformation was worse than any beating he'd ever taken, but when it was done he beat up the bullies who were attacking him so badly that they ended up in the hospital. Then he smashed his way into three different classrooms and administered the same treatment to half a dozen other bullies who'd used him as their personal punching bag over the years.

A PRIMUS squad corralled him soon after arriving on the scene and he was put into a juvenile detention facility. The total unfairness of it all made him so mad he often had trouble restraining himself. No one had done *anything* while *he* was being beaten up by punks, but as soon as he turned the tables and gave them a dose of their own medicine *he* was a “dangerous juvenile delinquent.” Well, if “the system” was going to stack itself against him like that, he wanted nothing to do with it.

Jimmy bided his time and was released on his eighteenth birthday. Now older and wiser, he began a supervillainous career as *Dreadnaught*, with his first “crime” being to reduce the juvenile detention facility to rubble. He might have gone on being just another second-rate supercriminal... but then he met Tiger Lily, fell in love, and formed the Crimelords.

Personality/Motivation: Aside from his devotion to Tiger Lily (for whom he’d do virtually anything, including sacrificing his own life), Dreadnaught is basically self-centered. He’s only interested in what he wants and how to get it — even if getting it involves stealing, destroying things, or killing people (though he prefers not to kill). In particular this attitude manifests as an intense dislike of authority. He can’t stand taking orders (except from Tiger Lily), and with mulish stubbornness either refuses to act or does the opposite when someone tries to force him to do something. This dislike extends to people who give orders; he enjoys nothing so much as beating up cops, guards, judges, politicians, and superheroes.

Quote: “Nobody can resist two fists of steel!”

Powers/Tactics: Dreadnaught is a classic “brick,” with superhuman strength and resilience derived from his ability to convert his normal body into a metal form weighing about 2,000 kilograms. (Since he can do this by act of will and the transformation is instantaneous, he doesn’t take an *Only In Alternate Identity* Limitation on any of his powers — but it is possible to attack him when he’s much more vulnerable.) Although he’s not as strong as many bricks, he’s made up for that lack by teaching himself various ways to apply his STR to achieve effects beyond simply punching and smashing.

Campaign Use: Dreadnaught is the strong, supportive backbone of the Crimelords. His ability to get along with the other members, coupled with his unwavering support for Tiger Lily as leader, gives the team a stability it might otherwise lack.

To make Dreadnaught tougher, increase his STR to 60 and his Multipower reserve to match. Alternately, you can make him a more flexible combatant by adding brick tricks; see the “Strength And Toughness Powers” section of *Champions Powers* for plenty of possibilities. To weaken him, reduce his *Power Skill* to about 15- or 16- so that he has a much harder time succeeding with his Skill Rolls.

Associates, Allies, And Adversaries: Kinematik has tried to recruit Dreadnaught for “the cause of mutant liberation” on two occasions, and has been rebuffed both times. Dreadnaught’s been polite about it, so this hasn’t caused any problems yet. But it’s possible Kinematik may eventually take offense at this and either (a) target the Crimelords for “removal” so that Dreadnaught won’t have anyone else to associate with, or (b) consider him a “traitor to mutantkind deserving nothing but death.”



DREADNAUGHT FACTS

Here are some facts characters and NPCs might know about Dreadnaught if they succeed with an appropriate Skill Roll:

N/R: Dreadnaught is a member of the Crimelords; he has the power to transform his body into metal, making him super-strong and very hard to hurt.

K/R: Dreadnaught is a little weaker than most “bricks,” with an upper lifting limit somewhere in the 20-30 metric tons range. He’s the romantic partner of Crimelords team leader Tiger Lily.

-2: Despite having relatively low strength for a “brick,” Dreadnaught has learned many different ways to apply his super-strength effectively, such as flicking someone in the head to knock him unconscious or smashing his hands together to create a super-thunderclap.

-4: Dreadnaught is a mutant.

-10: His Secret Identity is Jimmy Corrigan.

A DREADNAUGHT

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [5]
20	DEX	20	13-	
50	CON	40	19-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	
25	PRE	15	14-	PRE Attack: 5d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		Phases: 3, 5, 8, 10, 12
45	PD	43		Total: 45 PD (45 rPD)
45	ED	43		Total: 45 ED (45 rED)
20	REC	16		
100	END	16		
30	BODY	20		
80	STUN	30		Total Characteristics Cost: 356

Movement: Running: 12m
Leaping: 40m

Cost	Powers	END
50	Brick Tricks: Multipower, 50-point reserve	
1f	1) Augmented Haymaker: HA +6d6 Hand-To-Hand Attack (-½), Only When Using Haymaker To Punch (-1)	3
2f	2) Bearhug: Blast 5d6 NND (defense is Life Support [Self-Contained Breathing]; +1); Must Follow Grab (-½), No Range (-½), Requires A Brick Tricks Roll (-½), Side Effects (if character fails roll, opponent takes character's full STR damage; -¼)	5
2f	3) The Big Wrap-Up: Entangle 5d6, up to 5 PD/5 ED OIF (appropriate materials of opportunity; -½), Extra Time (at least a Full Phase, and often longer, depending on how long it takes to get the materials; -½), Defense Depends On Materials Used (-½), No Range (-½), Side Effect (may cause considerable damage to the environment; -0)	5
1f	4) Tenpins Punch: Double Knockback (+½) for up to 50 STR Requires A Brick Tricks Roll (-½), Increased Endurance Cost (x2 END; -½)	4

Appearance: Dreadnaught looks like a human male 6'6" tall made out of dark grey iron. His costume consists of red pants with short legs and red bracers on his wrists.

2f	5) Flick Of Unconsciousness: Blast 6d6 NND (defense is rigid Resistant PD covering the head, or any innate Resistant PD protecting the head; +½); No Range (-½), Requires A Brick Tricks Roll (-½), Side Effects (if character fails roll, opponent takes character's full STR damage; -¼)	4
2f	6) Shockwave: Area Of Effect (22m Radius Explosion; +½) for up to 50 STR Hole In The Middle (the 1m radius area the character stands in when he uses the power; +¼); Only Affects Targets On The Ground (-¼), Extra Time (Full Phase; -½), Only Does Knockdown, Not Knockback (-0)	3
1f	7) Thunderclap: Hearing Group Flash 6d6 Area Of Effect (30m Radius Explosion; +½), Hole In The Middle (the 1m radius area the character is standing in when he uses the power; +¼), Does Knockback (+¼); No Range (-½), Extra Time (Full Phase; -½), Restrainable (-½)	4
2f	8) Super-Strength Smash-Through: Tunneling 2m through 15 PD material Requires A Brick Tricks Roll (-½), Walls Only (-½)	3
22	Metallic Form: Hardened (+¼) for 45 PD/45 ED	0
56	Metallic Form: Resistant (+½) for 45 PD/45 ED Hardened (+¼)	0
20	Metallic Form: Knockback Resistance (-20m)	0
18	Metallic Leg Muscles: Leaping +36m (40m forward, 20m upward)	1

Skills

32	+4 HTH
1	Language: Crimelords Battle Codes
13	Power: Brick Tricks 18-
2	PS: Drawing 11-
3	Stealth 13-
3	Teamwork 13-

Total Powers & Skills Cost: 234

Total Cost: 590

400 Matching Complications (75)

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: In Love With Tiger Lily (Common, Strong)
10	Psychological Complication: Hates Authority Figures Or Being Told What To Do (Common, Moderate)
15	Social Complication: Secret Identity (Jimmy Corrigan) (Frequently, Major)

Total Complications Points: 75

Experience Points: 190

MORGAINE THE MYSTIC

Background/History: Morgaine Drury can't remember a time when she couldn't work magic — when the forces of the elements weren't hers to command. One of her earliest memories is of lying on her bed as a little girl, using carefully-controlled puffs of wind to make the mobile hanging from her ceiling spin around and around. But even as a little girl she was smart enough to know she had to hide her mystic gifts from others.

As Morgaine grew up, she decided the best way to use her powers was to make a lot of money. She became Morgaine the Mystic, a stage magician, and used her spells to create “illusions” that baffled the experts and entertained audiences. Before long she was commanding high prices for her performances and seemed to be on her way to the top.

Then a rival magician figured out what she was doing and exposed her. Overnight fame and adulation turned to vilification... and then unemployment. She'd never been good at saving for a rainy day, so it only took a few months for her to go from living the high life to the brink of poverty.

By that point she'd had enough of society and its rules. It was time for her to look out for herself, and be damned to anyone who tried to stop her. Fashioning herself a costume based on her old magician's outfit, she transformed herself from performing prestidigitator to supervillain. After working independently for a while, she met Tiger Lily and Dreadnaught, and soon entered into a professional and personal relationship with them. Eventually her jealousy over the other two's close connection drove her back to solo crime, but when they contacted her about joining the Crimelords she decided the time had come to work with others once more.

Personality/Motivation: Morgaine is self-centered, vain, greedy, and often arrogant. She has a sort of confidence bordering on haughtiness that often rubs people the wrong way. Fortunately for her peace of mind, she doesn't care at all what other people think about her.

Morgaine finds herself on the bad end of the Crimelords love triangle. She still carries quite a torch for Dreadnaught, but his devotion to Tiger Lily blinds him to the fact that she's much better. (Or at least that's how she sees it.) She'd love to get rid of Tiger Lily so she can have Dreadnaught to herself, but she doesn't dare do anything that would make Dreadnaught suspicious of her.

Quote: “The very elements are mine to command!”



Powers/Tactics: Morgaine possess a natural (rather than trained) affinity for the magics of earth, air, fire, and water. Her repertoire with each element isn't vast, but if necessary she can make an *Elemental Magic* Skill roll to employ her spells in minor ways not listed on this character sheet (such as creating a few drops of water to extinguish a candle). Still, with all the spells at her command she can usually find an appropriate power to use against meddling heroes.

Morgaine's most skilled with her Fire and Water spells. She particularly enjoys making Multiple Attacks with her Magefire Blast and Ice Blast; the fire-and-ice symmetry appeals to her.

Campaign Use: Morgaine represents a weakness within the Crimelords. Her dislike of Tiger Lily may create an opening the PCs can use to disrupt the group.

To make Morgaine more powerful, give her two more sets of spells: one for Ice (move her Ice Blast slot to it, and create a new Water one); and one for Lightning. To weaken her, reduce her Resistant Protection to 12 PD/12 ED and get rid of her Combat Skill Levels.

MORGAINE THE MYSTIC FACTS

Here are some facts characters and NPCs might know about Morgaine the Mystic if they succeed with an appropriate Skill Roll:

N/R: Morgaine the Mystic is a supervillainess who's a member of the Crimelords; she's a super-mage with arcane power over the elements of Air, Earth, Fire, and Water.

K/R: Her real name is Morgaine Drury.

-2: Morgaine is most skilled with her Fire and Water spells.

-4: Morgaine's mystic powers don't come from study, but from a “natural talent” for spellcasting.

-6: Rumors in the Mystic World claim Morgaine once had a love affair with Black Paladin, and that she and Talisman don't get along. Neither do she and the Circle of the Scarlet Moon, a group she's refused to work with in the past.

-8: Morgaine is romantically attracted to her teammate Dreadnaught... but he's totally devoted to Tiger Lily.

A**MORGAINE
THE MYSTIC**

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
16	DEX	12	12-	
18	CON	8	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
20	PRE	10	13-	PRE Attack: 4d6

7	OCV	20		
6	DCV	15		
7	OMCV	12		
7	DMCV	12		
5	SPD	30		Phases: 3, 5, 8, 10, 12

10	PD	8		Total: 35 PD (25 rPD)
10	ED	8		Total: 35 ED (25 rED)

6	REC	2		
35	END	3		
10	BODY	0		
30	STUN	5		

Total Characteristics Cost: 165

Movement:	Running:	12m
	Flight:	40m
	Tunneling:	20m

Cost	Powers	END
66	Mystic Power: Endurance Reserve (200 END, 24 REC)	0

Arcane Power Of Air

36	Wind Manipulation: Telekinesis (30 STR)	4
	Unified Power (with other Air powers; -¼)	

32	Wings Of Wind: Flight 40m	4
	Unified Power (with other Air powers; -¼)	

48	Gale Blast: Blast 8d6	7
	Double Knockback (+½); Unified Power (with other Air powers; -¼)	

Eldritch Power Of Earth

40	Hands Of Stone: Entangle 6d6, 6 PD/6 ED	6
	Only Works On Targets Within 6m Of The Ground (-¼), Unified Power (with other Earth powers; -¼)	

40	Earth Passage: Tunneling 20m through 10 PD materials; Fill In	5
	Unified Power (with other Earth powers; -¼)	

35	Earthquake: Blast 8d6	7
	Area Of Effect (18m Radius Explosion; +½), Personal Immunity (+¼); No Range (-½), Only Affects Targets On The Ground (-¼), Only Does Knockdown, Not Knockback (-0), Unified Power (with other Earth powers; -¼)	

Fell Power Of Fire

36	Magefire Blast: RKA 2d6	4
	Armor Piercing (+¼), +1 Increased STUN Multiplier (+¼); Unified Power (with other Fire powers; -¼)	

42	Fireball: RKA 2d6	5
	Area Of Effect (16m Radius; +¾); Unified Power (with other Fire powers; -¼)	

40	Magefire Shield: Resistant Protection (20 PD/20 ED)	3
	Costs Half Endurance (-¼); Unified Power (with other Fire powers; -¼)	

Wizardly Power Of Water

34	Dehydrate: Blast 6d6	6
	NND (defense is Power Defense or a body that lacks liquids; +1); Victims At Least 50% Immersed In Water Get A Free Recovery Of This Damage Each Phase (-½), Unified Power (with other Water powers; -¼)	

38	Wall Of Water: Barrier 10 PD/8 ED, 10 BODY (up to 10m long, 4m tall, and ½m thick), Non-Anchored, Dismissible	7
	Costs Endurance (to maintain; -½), Unified Power (with other Water powers; -¼)	

48	Ice Blast: Blast 12d6	6
	Unified Power (with other Water powers; -¼)	

10	Mystic Defenses: Mental Defense (10 points)	0
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10	Mystic Defenses: Power Defense (10 points)	0
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15	Magesense: Detect Magic 13- (Sight Group), Discriminatory, Analyze	0
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Talents

6	Lightning Reflexes: +6 DEX to act first with All Actions
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Skills

16	+2 with Ranged Combat
6	+2 with Fell Power Of Fire powers
6	+2 with Wizardly Power Of Water powers

3	Conversation 13-
2	Cryptography 13-; Translation Only (-½)
3	Deduction 13-
3	KS: Arcane And Occult Lore 13-
1	KS: Demons 8-
3	KS: Elemental Magic 13-
2	KS: History 11-
2	KS: The Mystic World 11-
1	Language: Crimelords Battle Codes
3	Persuasion 13-
13	Power: Elemental Magics 18-
2	PS: Painting 11-
2	PS: Stage Magician 11-
3	Sleight Of Hand 12-
3	Stealth 12-
3	Teamwork 12-

Total Powers & Skills Cost: 653**Total Cost: 818****400 Matching Complications (75)**

25	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
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25	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
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15	Psychological Complication: Greedy And Self-Centered (Common, Strong)
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15	Psychological Complication: In Love With Dreadnaught (Common, Strong)
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15	Social Complication: Public Identity (Morgaine Drury) (Frequently, Major)
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Total Complications Points: 75**Experience Points: 418**

Associates, Allies, And Adversaries: During her time as a solo villainess Morgaine mingled with the Mystic World a good bit. She's worked with the Demonologist; he respects her and wouldn't mind having her on his team, though he thinks she'd be much more powerful if she'd go through formal wizardly training (like he did). She and Talisman have a very catty relationship; they don't like each other at all, though it hasn't yet risen to the level of true hatred. She's clashed with the Trismegistus Council, but has rebuffed overtures from the Circle of the Scarlet Moon (a group she considers to be full of "weaklings and posers"), earning that organization's dislike. She's scrupulously avoided DEMON; she wants nothing to do with its soul-destroying magics and schemes. Rumor has it she and Black Paladin once had a brief, torrid love affair, but if so neither of them are talking about it.

Appearance: Morgaine is a white female, 5'8" tall with a slender, attractive figure. Her main costume is a long black gown with flared sleeves and slits up the sides of the skirt, plus a belt that looks like a length of finely-wrought golden chain with one end dangling down to her left knee. Over all this she wears a hooded scarlet cloak, with the hood deep enough that it shadows the top half of her face so she doesn't need to wear a mask. Strands of her long blonde hair sometimes dangle attractively from inside the hood.

STARFLARE

Background/History: If you ask Starflare, he'll tell you he got his powers as the result of an accident. During his stint in the Air Force he was assigned to help with some work on an experimental anti-satellite laser weapon. One day another worker accidentally knocked the prototype over, and when it smashed into the ground it fired, hitting Starflare right in the chest! Somehow instead of burning a hole right through him it gave him superpowers.

But that whole story is a lie, a genetically-programmed memory. Starflare was actually created whole cloth by the super-biologist Teleios using DNA obtained from the supervillain Pulsar (see CV3). For reasons Teleios hasn't been able to ascertain, Starflare's primary level of genetically-conditioned loyalty to his creator just stopped working one day, leaving only a secondary, subconscious level that Teleios has so far chosen not to activate. Starflare apparently came to believe that the "cover story" Teleios programmed into his memory was in fact real (despite the absence of any significant information about his childhood, family, or the like). He decided to become an independent supervillain... and in time, a member of the Crimelords. Teleios keeps an eye on him, knowing he can activate the secondary conditioning whenever necessary....

Personality/Motivation: Like his "father" Starflare possesses a strong streak of overconfidence (though it's at least slightly more justified in his case). He's not obnoxious about it, but he leaves no doubt that he thinks he's going to come out on top in any encounter. A few serious defeats might change that attitude, but so far he's won often enough that his losses haven't wised him up.

Quote: "Get ready for a few megawatts of pulsions, hero!"

Powers/Tactics: Starflare's powers are largely similar to those of Pulsar, his genetic "father," though Teleios saw fit to make some improvements — more Blasts, a stronger force-field, faster Flight, reduced Vulnerability to physical HKAs, and an "overpower mode" that lets Starflare enhance any of his attacks.

In combat, Starflare usually prefers to stay in midair, where bricks and martial artists can't reach him easily. If the enemy has any flyers, he often concentrates on them first so he doesn't have to worry about being "blindsided" while picking off ground-based targets; a skilled ranged combatant may also receive the same special attention. He has no qualms about Aborting to Dodge, either, since he can then use his Flight Levels for DCV.

Campaign Use: The main plot hook that Starflare offers is his connection with Teleios. He could become the master geneticist's "inside man" in the Crimelords, or Teleios may wait for a better opportunity. And what if Teleios tries to "activate" the secondary loyalty, but Starflare shakes it off?

To make Starflare more powerful, get rid of his Vulnerability altogether and give him the power to create solid energy "constructs" (a Multipower of Telekinesis, Entangle, Barrier, and similar powers; see Sapphire's character sheet on CU 169 or the "Energy Manipulation Powers" section of *Champions Powers* for some examples). To weaken him, reduce his END to 46-60 so he has to be careful about using too much too quickly.

Associates, Allies, And Adversaries: As noted above, Starflare is a Teleios creation, and thus the master geneticist "keeps tabs" on him (though Starflare doesn't have a clue that this is occurring).

Appearance: Starflare is a white male 5'10" tall with an athletic build. His costume is a dark red bodystocking, full-face mask, boots, and gloves with a gold highlight: a gold stripe about an inch wide runs from the center of his boot toes, up the center of his legs, up the sides of his chest, and down his arms to his gloves, where it splits into five smaller gold stripes, one running down to the tip of each finger. There's also a small gold "starburst" symbol in the center of his chest, between the two stripes, and a smaller matching starburst in the center of his forehead.

STARFLARE FACTS

Here are some facts characters and NPCs might know about Starflare if they succeed with an appropriate Skill Roll:

N/R: Starflare is a member of the Crimelords villain team; his powers involve energy projection and manipulation.

K/R: Starflare has the ability to "power up" any one of his energy powers to make it even stronger.

-2: In combat, Starflare prefers to remain in the air, and will often attack flying heroes or heroes with lots of Ranged attacks so he "controls the airspace."

-4: Deadly physical attacks, like knives and bullets, are especially effective against Starflare because they "cut" his energy-based body, causing his internal energies to "leak out."

-6: Starflare seems to have no personal history at all; the authorities can't even hazard a guess as to his real name.

-10: Starflare's powers are very similar to those of the supervillain Pulsar, though stronger.

A**STARFLARE**

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
23	DEX	26	14-	
23	CON	13	14-	
13	INT	3	12-	PER Roll 12-
11	EGO	1	11-	
15	PRE	5	12-	PRE Attack: 3d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
4	DMCV	3		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
13	PD	11		Total: 28 PD (15 rPD)
17	ED	15		Total: 32 PD (15 rED)
10	REC	6		
85	END	13		
15	BODY	5		
40	STUN	10		Total Characteristic Cost: 211

Movement: Running: 12m
Flight: 30m



Cost	Powers	END
62	Energy Powers: Multipower, 62-point powers	
6f	1) Power Blast: Blast 12d6	6
6f	2) Easy Power Blast: Blast 8d6 Reduced Endurance (0 END; +½)	0
6f	3) Focused Power Blast: Blast 10d6 Armor Piercing (+¼)	6
6f	4) Wide-Beam Power Blast: Blast 10d6 Area Of Effect (1m Radius; +¼)	6
6f	5) Devastating Power Blast: Blast 8d6 Area Of Effect (18m Radius Explosion; +½)	6
6f	6) Stun-Blast: Blast 6d6 NND (defense is ED Resistant Protection defined as a force-field or the like; +1)	6
2f	7) Powered Punch: HA +6d6 Hand-To-Hand Attack (-¼)	3
12	Overpower Mode: Boost Energy Powers 4d6 Variable Effect (any one of his Energy Powers Multipower slots at once; +½); Costs Endurance (to maintain; -½), Increased Endurance Cost (x2 END; -½), Only Aid Self (-1)	8
72	Wide-Spectrum Force-Field: Resistant Protection (15 PD/15 ED/6 Mental Defense/6 Power Defense/6 Sight Group Flash Defense)	0
45	Power-Flight: Flight 30m Reduced Endurance (0 END; +½)	0

Skills

20	+4 with Energy Powers Multipower
4	+2 with Flight
2	CK: Millennium City 11-
2	KS: The Superhuman World 11-
1	Language: Crimelords Battle Codes
3	Stealth 14-
3	Teamwork 14-

Total Powers & Skills Cost: 264**Total Cost: 475****400 Matching Complications (75)**

20	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
10	Hunted: Teleios (Infrequently, Mo Pow, NCI, Watching)
15	Psychological Complication: Overconfidence (Very Common, Moderate)
15	Vulnerability: 1½ x STUN from Physical HKAs (Very Common)

Total Complications Points: 75**Experience Points: 75**

TIGER LILY

Background/History: Suzy Kee was born in Bangkok, the daughter of a Thai prostitute and one of her Western “clients.” She seemed destined for a life of thievery and prostitution herself, until good fortune came her way in the form of an unscrupulous Western scientist. Her mother *thought* she was hiring the girl out for more mundane services... but it turned out the scientist wanted subjects for illegal experiments. Suzy soon realized, to her horror, that she was in effect a captive of this demented man.

Months of agonizing treatments followed... but in the end, it turned out the scientist wasn't all mad. The other girls he worked on had all died, one by one, but Suzy survived. And his efforts to “hyperaccelerate” her metabolism and nervous system so she could move and react much, much faster than normal. In fact, his experiments succeeded to an even greater degree than he expected — he'd adjusted his routine to keep a faster prisoner captive, but not a *much* faster one, and within a few days Suzy found a way to get free. Then she beat him to death with some of his own lab equipment.

Realizing she'd been given a gift she shouldn't squander, Suzy sought out the best *muay thai* (Thai kickboxing) trainers she could and got them to teach her how to fight; she paid for the lessons by committing robberies all over the city. When she felt she was ready, she adopted the name *Tiger Lily* and became a supercriminal in America. It wasn't long after that that she met Dreadnaught... and the rest, as they say, is history.

Personality/Motivation: Tiger Lily is strong-willed and driven. She's seen how the people she grew up around turned out, and she's determined never to be like that — she's going to succeed at what she does and make plenty of money. Whatever the situation, she has a plan and a goal, and *she's* the one in charge. If someone tries to order her around or keeps questioning her plans, trouble will arise.

Quote: “You move like a slug; this won't take me long.”

Powers/Tactics: Tiger Lily's metabolism and nervous system have been altered by super-science to vastly improve the way they function. In general she's much faster and more dexterous than an average human (or even most superhumans), and whenever she moves there's a predatory grace about her that's simultaneously beautiful and frightening. Furthermore, if necessary she can “hyperaccelerate” herself beyond even her ordinary limits. In game terms this can manifest in several ways, such as +2 SPD or an HA with the special effect of “she hits you a dozen times in the blink of an eye.” However, hyperacceleration is very tiring; she can't maintain that state for very long or she'll run out of END.

Tiger Lily fights aggressively. She's quick to charge the enemy and get into the thick of things, but she's no fool; she won't expose herself needlessly or bite off more than she can chew. She attacks fast and hard, relying on her greater speed for an unbeatable advantage. Unless she needs them to hit her target, she keeps her Combat Skill Levels mostly in DCV.

To maintain her powers, Tiger Lily has to eat a lot more than normal to keep her body “fueled.” This isn't so severe that it rises to the level of a Dependence or Physical Complication, but if the PCs ever have a chance to observe her in a more peaceful situation they'll see that she eats more at a single meal than any three NFL linebackers would... and never seems to gain a pound.

Campaign Use: Tiger Lily's criminality is a matter of upbringing and habit as much as anything; she's never known what a “legitimate” lifestyle is like. It's possible the PCs could reform her... though that would probably involve finding a way to break up her relationship with Dreadnaught, who's more strongly inclined towards criminality.

To make Tiger Lily tougher, reduce or remove the Increased Endurance Cost on her hyperacceleration powers so she can use them more often. To weaken her, get rid of her Fighting Batons and Boot Flares.

Appearance: Tiger Lily is a half-American, half-Thai woman, 5'8” tall with an athletic but attractive figure. Her hair is black and little longer than shoulder length; she ties it back in a ponytail. The top part of her costume is a sort of tight, sleeveless leather vest that leaves her midriff bare. It zips up the center, but she only pulls the zipper up about halfway most of the time; the vest is black with a tiger-stripe pattern in gold. She's got black leather wristbands, form-fitting black leather pants, and black knee-high boots with a flared gold metallic top (this makes her knee strikes do extra damage). Her fingernails are painted red.



TIGER LILY FACTS

Here are some facts characters and NPCs might know about Tiger Lily if they succeed with an appropriate Skill Roll:

N/R: Tiger Lily is a member of the Crimelords villain team; she's a martial artist with hyperaccelerated metabolism that makes her incredibly fast and nimble.

K/R: Tiger Lily is the leader of the Crimelords. She's the romantic partner of Crimelords member Dreadnaught.

-1: Tiger Lily is trained in the martial art of Muay Thai (Thai kickboxing), and can deliver devastatingly effective punches, elbow smashes, and knee strikes.

-4: When hyperaccelerated, Tiger Lily can run at speeds of over 70 miles an hour, though she can't maintain that pace too long without tiring herself out.

-6: Tiger Lily has an enormous appetite; increased food consumption is probably necessary to maintain her powers.

-10: His Secret Identity is Suzy Kee; she's partly of Thai ancestry.

A**TIGER LILY**

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
30	DEX	40	15-	
23	CON	13	14-	
13	INT	3	12-	PER Roll 12-
12	EGO	2	11-	
18	PRE	8	13-	PRE Attack: 3½d6
10	OCV	35		
10	DCV	35		
3	OMCV	0		
5	DMCV	6		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
12	PD	10		Total: 20 PD (10 rPD)
8	ED	6		Total: 16 ED (10 rED)
30	REC	26		
45	END	5		
14	BODY	4		
40	STUN	10		Total Characteristics Cost: 253

Movement: Running: 18m
Leaping: 16m

Cost	Powers	END
13	Hyperacceleration: +2 SPD Costs Endurance (-½)	2

Martial Arts: Muay Thai

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Elbow/Knee Killing Strike	-2	+0	HKA 1d6 (2d6 with STR)
4 Foot Push	+0	+0	45 STR to Shove
4 Low Kick	+0	+2	8d6 Strike
4 Punch/Elbow Strike	+2	+0	8d6 Strike
5 Roundhouse Kick/Knee Strike	-2	+1	10d6 Strike
8 +2 Damage Classes (already added in)			
1 Use Art with Clubs			

3	Boot Flares: Multipower, 5-point reserve; all OIF (-½)	
1f	1) Knee Strike Enhancement: HA +1d6 OIF (-½), Hand-To-Hand Attack (-¼), Only Works With Knee Strike (-1)	1
1f	2) Knee Killing Strike Enhancement: HKA +1 point OIF (-½), Only Works With Knee Killing Strike (-1)	1
4	Fighting Batons: HA +2d6 OAF (-1), Hand-To-Hand Attack (-¼)	1
4	Fighting Batons: Another Fighting Baton (total of 2)	1
7	Hyperaccelerated Striking: Multipower, 20-point reserve; all slots Increased Endurance Cost (x5 END; -2)	
1f	1) Hyperaccelerated Normal Strikes: HA +4d6 Hand-To-Hand Attack (-¼), Increased Endurance Cost (x5 END; -2)	10
1f	2) Hyperaccelerated Killing Strikes: HKA +1d6 (adds to Elbow/Knee Killing Strike); Increased Endurance Cost (x5 END; -2)	5

2	Altered Form: Resistant (+½) for 2 PD/2 ED	0
16	Armored Costume: Resistant Protection (8 PD/8 ED) OIF (-½)	0
6	Fast: Running +6m (18m total)	1
5	Hyperaccelerated Running: Running +14m (32m total) Increased Endurance Cost (x5 END; -2)	5
6	Strong Leaper: Leaping +12m (16m forward, 8m upward)	1

Skills

32	+4 HTH	
3	Acrobatics 15-	
3	Breakfall 15-	
3	Charm 13-	
3	Climbing 15-	
3	Contortionist 15-	
2	Gambling (Card Games) 12-	
1	High Society 8-	
2	KS: Muay Thai 11-	
3	Language: English (completely fluent; Thai is Native)	
1	Language: Crimelords Battle Codes	
3	Lockpicking 15-	
5	Rapid Attack (HTH)	
1	Security Systems 8-	
3	Shadowing 12-	
3	Stealth 15-	
3	Streetwise 13-	
3	Teamwork 15-	
5	Two-Weapon Fighting (HTH)	
10	WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Small Arms, Thrown Swords, Whip	

Total Powers & Skills Cost: 196

Total Cost: 449

400 Matching Complications (75)

10	Distinctive Features: Style (Not Concealable, Always Noticed And Recognizable, Detectable By Large Group)	
20	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)	
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)	
15	Psychological Complication: Fiercely Independent; Has To Be In Charge (Common, Strong)	
15	Psychological Complication: In Love With Dreadnaught (Common, Strong)	
15	Social Complication: Secret Identity (Suzy Kee) (Frequently, Major)	

Total Complications Points: 75

Experience Points: 49

WARHAMMER

Background/History: Craig Turner was a typical nerd growing up — small, scrawny, and picked on, but with straight-A grades and more smarts than was really good for him. His two great loves were science and comic books; he could always escape into other worlds when his real life became too much to handle.

One day when he was a teenager, recovering from yet another round of bullying, he had a brainstorm: he could use his gift for science to make himself tough enough to handle all of his enemies! (In his mind he already thought of them as “enemies.”) Trying to transform himself into a superhuman was way too risky — a technological solution would be better, and anyway the powered armor characters in comic books had always been his favorite.

Years of study and work followed. Using money he got from odd jobs and stealing, he slowly but surely built himself a suit of powered armor he christened “Warhammer.” It wasn’t much, but by the time he was in his early 20s it was enough to let him embark on a career of showing the world he was not only smarter, but bigger or stronger, than anyone else. Earnings from his early crimes brought him enough money to upgrade his armor, and enough attention to get plenty of mercenary supervillain work. During his mercenary years he met another supervillain named Dreadnaught, and they hit it off. When Tiger Lily was forming the Crimelords, Dreadnaught remembered his old friend, thought he’d fit the team perfectly, and offered him a slot in the roster.

Personality/Motivation: Warhammer feels like he’s been kicked around, abused, and overlooked all his life, so now it’s *his* turn to do a little of the kicking and abusing. He loves to fight, particularly when he can use his intelligence and inventions (his powered armor) to pound on brainless, musclebound oafs like the ones who tormented him when he was a kid.

Warhammer’s stubbornness and desire to show that he’s a “tough guy” sometimes cause friction within the team. Taking orders isn’t his strong suit, and a couple times Tiger Lily’s had to give him a dressing-down. But in the end he’s usually smart enough to realize that the Crimelords do really well following Tiger Lily’s lead... and in any event it’s not as if he wants to be boss.

Warhammer gets along well with Dreadnaught because they both have chips on their shoulders about the way other people used to treat them. They’ve become really good friends over the years, and sometimes Dreadnaught can “buddy talk” him into going along with the team even when he’s got his back up about the orders he’s been given.

Quote: “Think you’re tough, huh? Try *this* on for size, moron!”

Powers/Tactics: Warhammer fights like the big, tough, powerful guy he envisions himself as: he

gets right in there and starts demolishing his enemies. He actually prefers to use his Piston-Powered Punch and/or raw STR more than his Gauntlet Blasters, but he’s smart enough to know when it’s time for some Ranged attacks instead of brawling.

Unlike most powered armor wearers, Warhammer can’t fly; instead, he makes servo-assisted leaps of up to 50m. He’s considered incorporating a jetpack or jetboots, but he enjoys leaping and so far inability to fly hasn’t really hampered him much.

Campaign Use: Warhammer primarily gives the Crimelords a “tech guy” who can spearhead (or plan) capers involving the theft of high-tech gear, the use of computers, or the like. But his armor also makes him versatile enough to assist the team in many other ways; losing him would be a real setback for the group.

To make Warhammer tougher, upgrade his armor with more capabilities: some less violent attacks (Drains and NNDs); some boot-jets for Flight; an HKA sawblade attachment that pops out of one gauntlet; more sensors and sense-enhancing devices; and so on. To weaken him, reduce the size of his Endurance Reserve, and perhaps drop his SPD to 4.

Warhammer typically only Hunts heroes if the Crimelords as a whole do, in which case he follows Tiger Lily’s orders. But given his attitude he could develop a grudge against a specific character pretty easily and make a point of seeking him out to prove who’s better. He’s particularly likely to do this with other powered armor heroes; powered armor fascinates him, and he’s always looking for new tech he can incorporate into his own suit.

Associates, Allies, And Adversaries: As a freelance supervillain Warhammer often worked for both VIPER and ARGENT in exchange either for money or technology, and he maintains his contacts with both organizations.

Although they’ve never met or fought, Warhammer and Armadillo have often “trash talked” one another over who has the best armor and is a better villain. A confrontation seems almost inevitable at this point; the message boards at VU.Net are full of fan speculation about who’ll win the fight.

Appearance: Warhammer wears an impressive suit of powered armor that makes him nearly seven feet tall (out of the armor he’s just shy of six feet). The armor is mostly colored dark grey, with dull gold highlights here and there. The boots and gauntlets are slightly oversized and connect to the chest and trunk pieces with a more flexible “mesh.”



WARHAMMER FACTS

Here are some facts characters and NPCs might know about Warhammer if they succeed with an appropriate Skill Roll:

N/R: Warhammer is a powered armor-wearing supervillain who’s a member of the Crimelords.

K/R: His armor’s main weapon is a multi-functional blaster built into the gauntlets.

-1: Warhammer also has a “piston-powered punch” that lets him smack his enemies down hard; he really seems to enjoy hand-to-hand combat.

-4: Warhammer’s fascinated by powered armor in general and often targets other powered armor wearers in combat to see how their suits stack up to his... and possibly to obtain some of their tech to enhance his own armor.

-10: His Secret Identity is Craig Turner.

A WARHAMMER

Val	Char	Cost	Roll	Notes
10+40	STR	27*	11- (19-)	Lift 100 kg (25 tons); 2d6 (10d6) HTH damage [1 (5)]
10+10	DEX	13*	11- (13-)	
10+20	CON	13*	11- (15-)	
18	INT	8	13-	PER Roll 13-
15	EGO	5	12-	
10+20	PRE	13*	11- (15-)	PRE Attack: 2d6 (6d6)
3+4	OCV	13*		
3+4	DCV	13*		
3	OMCV	0		
5	DMCV	6		
2+3	SPD	20*		Phases: 6, 12 (3, 5, 8, 10, 12)
4	PD	2		Total: 15 PD (11 rPD)
4	ED	2		Total: 15 ED (11 rED)
4	REC	0		
20	END	0		
10	BODY	0		
20	STUN	0		

Total Characteristics Cost: 135

*: OIF (Powered Armor; -½)

Movement:	Running:	12m
	Leaping:	50m

Cost	Powers	END
43	Power System: Endurance Reserve (200 END, 21 REC) 0 OIF (-½)	
14	Piston-Powered Punch: HA +5d6 2 OIF (-½), Hand-To-Hand Attack (-¼)	
50	Gauntlet Blasters: Multipower, 75-point reserve All OIF (-½)	
2f	1) Mega-Blast: Blast 15d6 35 OIF (-½), Increased Endurance Cost (x5 END; -2)	
4f	2) Standard Blast: Blast 12d6 6 OIF (-½)	
4f	3) Deadly Blast: RKA 4d6 6 OIF (-½)	
5f	4) Explosive Blast: Blast 10d6 7 Area Of Effect (22m Radius Explosion; +½); OIF (-½)	
5f	5) Pulse-Blast: Blast 10d6 7 Penetrating (+½); OIF (-½)	
4f	6) Bright Blast: Blast 10d6 7 OIF (-½)	
	plus: Sight Group Flash 5d6 OIF (-½), Linked (-½)	
22	Battle Armor: Resistant Protection (11 PD/11 ED) 0 OIF (-½)	
67	Battle Armor: Damage Negation (-10 DCs Physical and Energy) 0 OIF (-½)	

7	Psi-Shields: Mental Defense (10 points) 0 OIF (-½)
7	Force-Field: Power Defense (10 points) 0 OIF (-½)
7	Flare Shielding: Sight Group Flash Defense (10 points) 0 OIF (-½)
7	Hearing Protection: Hearing Group Flash Defense (10 points) 0 OIF (-½)
13	Life Support Systems: Life Support (Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum; Self-Contained Breathing) 0 OIF (-½)
15	Leg Pistons: Leaping +46m (50m forward, 25m upward) 2 OIF (-½)
6	Helmet Communication System: HRRP (Radio Group) 0 OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)

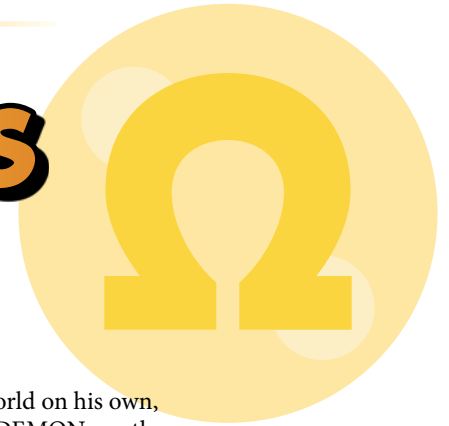
Skills

6	+3 OCV with Punch
15	+3 with Gauntlet Blasters Multipower
3	Computer Programming 13-
3	Deduction 13-
3	Electronics 13-
3	KS: Powered Armor Superhumans 13-
2	KS: The Superhuman World 11-
1	Language: Crimelords Battle Codes
3	Mechanics 13-
2	SS: Chemistry 11-
2	SS: Physics 11-
3	SS: Powered Armor Designing/Manufacturing 13-
2	SS: Robotics 11-
3	Security Systems 13-
3	Systems Operation 13-
3	Teamwork 13-
	Total Powers & Skills Cost: 339
	Total Cost: 474
	400 Matching Complications (75)
20	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Out To Show The World Who's Boss (Common, Strong)
5	Rivalry: Professional, with other powered armor wearers/designers
15	Social Complication: Secret Identity (Craig Turner) (Frequently, Major)

Total Complications Points: 75

Experience Points: 74

THE CROWNS OF KRIM



Membership: Dark Seraph, Bloodstone, Eclipse, Force, Phoenix, Temblor

Background/History: Tens of thousands of years in the past, so long ago no one knows exactly when, the demon-god Krim forged six crowns of terrible power. Suffused with dark arcane energies, the crowns would grant those who wore them awesome magical abilities — but would also corrupt their souls. Every time some weakling human put on one of the crowns, Krim laughed, knowing that destruction and misery were soon to follow.

During the Turakian Age, Kal-Turak the Ravager of Men used potent sorceries to locate each of the crowns and take control of them, but he was not so foolish as to wear any of them himself. Rather, he gave them to certain of his servants, first using spells to weaken the crowns' power so that none of the wearers could challenge his rule. The men of the Turakian Age claimed that the Dragon Crown the Ravager wore was also forged by Krim at Kal-Turak's behest and allowed him to control the other crowns, though Kal-Turak said naught of the matter.

When the Turakians at last overthrew Takofanes (the arch-lich whom Kal-Turak had become), the six crowns were lost, some hoped forever. But such was not to be. From time to time during millennia that followed, one crown or the other would surface, usually on the head of some sorcerer seeking ever-greater power, only to be lost again when that person inevitably fell into darkness and death.

After the Cataclysm that overthrew Atlantis and changed the world, the crowns were lost again, this time for many millennia. As the power of magic waned in the world, the crowns became quiescent, slumbering in their resting places. But in the twentieth century, as magic once again rose in the world (albeit in different ways than ever before), the crowns re-awakened, and their darkling energies called out to men of great malice, as they sought new masters.

The first and greatest of the crowns, the Iron Crown, attracted the attention of one of the most wicked men in the world, the British occultist Sir Dennis of South Mallon. In 1978, Sir Dennis sacrificed a dozen people to Krim to obtain the Iron Crown, and in the process was transformed into the terrifying Dark Seraph. For many years

Dark Seraph threatened the world on his own, occasionally teaming up with DEMON or other mystically-powered villains. Then, in 1985, he sensed the awakening of another crown — the Shadow Crown, which grants the wearer powers of darkness as black as Krim's heart. A young American researcher named Paul Hundley had found the Shadow Crown and placed it upon his head, willingly selling his soul for the power he was offered. Using the powers of the Iron Crown, Dark Seraph called Hundley to him.

Dark Seraph now knew it was only a matter of time, and so waited with brooding patience for the other crowns to emerge. The Golden Crown, with its awesome psychokinetic powers, appeared next, on the brow of Donald Jamison, a drifter who stole what he thought was a tiara from a jewelry store. Then came the Blood Crown, unearthed by archaeologist Nestor Castillo in a long-lost Aztec temple not far from Mexico City. The Shining Crown, summoned by Greg Shackelford in much the same way that Sir Dennis obtained the Iron Crown, and the Stone Crown, found in a weird cave formation in northern Mexico by geologist Miguel Cordova, soon followed. One by one, as the crowns were claimed and worn, Dark Seraph knew of it, and called the wearers to him. By 1993, the Crowns of Krim was complete — and the world has lived in terror of them ever since.

Group Relations: Despite the fact that each of them is evil, and many of them have sold their souls for ever-greater power, the Crowns of Krim work well together. The crowns themselves all “owe allegiance” to the Iron Crown, giving Dark Seraph the power to command them and their wearers and thus eliminate treachery or dissent. (Though even the Iron Crown is subject, at least at times, to the Dragon Crown of Takofanes; see CU 115, 155-56). Dark Seraph rules the Crowns with an iron fist; those who dispute or question his commands suffer harsh punishments.

Tactics: The Crowns of Krim have never bothered to come up with elaborate tactics or battle maneuvers; they simply use their great power to strike down their foes. Each member fights in his own preferred way (see individual character sheets), though each of them shouts out “code words” in an ancient Turakian tongue when he's about to use an attack that affects a large area (such as Dark Seraph's power of Invoked Lightning).

Campaign Use: Many experts rank the Crowns of Krim as the most powerful occult group threatening the world today, putting it ahead of DEMON, the Devil's Advocates, and the Circle of the Scarlet Moon due to its members' vast power and diabolic natures. Though Takofanes the Undying Lord is himself significantly more powerful than any one of the Crowns, as a group the Crowns can perform coordinated assaults on targets, making them equally as dangerous as the Archlich in battle... if not moreso.

The six crowns themselves are Obvious Inaccessible Foci (though they do grant their wearers some powers that don't require them to be worn). They're quite obvious when worn, but cannot easily be removed from the wearer. (In their civilian identities, if they maintain them, the Crowns hide their crowns with minor spells of concealment or the like.) If taken from its wearer, and not quickly claimed and worn by some other person, a crown will subtly call out to its owner, leading him to it until it rests atop his brow once more. Because it's almost impossible to keep one of the Crowns from transforming — it requires certain rare and potent spells — they don't take the *Only In Alternate Identity* Limitation on their Characteristics or many of their powers. However, the GM is certainly free to deny them those abilities in mundane situations, according to common sense and dramatic sense, if he feels it would be appropriate.

The Crowns typically commit crimes with an occult theme — they attempt to steal magical items they can use, strike back against the Trismegistus Council and their other enemies in the Mystic World, work powerful summoning-spells to bring arch-devils to this world, and so forth. Mundane crimes are beneath them. Dark Seraph's ultimate goal is rulership of the world, but he's willing to work toward it slowly.

Similarly, the Crowns are most likely to start Hunting a hero who has occult powers, particularly if you can work out a way for them to somehow “tap” the hero's arcane energies to increase their own abilities. But given their demonic natures, they could end up Hunting just about anyone, if angered enough. Initially, they'll pursue their quarry in brutal fashion, with destructive surprise attacks; if that doesn't work, they'll gradually shift to more clever, devious tactics.

Krim and his workings offers a clever GM many ways to use Dark Seraph and his minions in the campaign. How great is the Dragon Crown's control over the six lesser crowns (and what will Takofanes do with that power, assuming Dark Seraph can't find a way to break it)? Are there perhaps more crowns, waiting to be found? Did Krim craft any other enchanted items, which could fall into the hands of the petty and wicked men of the world? Might the demon-god himself somehow manifest on this world, ravaging it with horror and chaos?

If the Crowns are too weak a group to stand up to your PCs, start boosting their individual power levels until they can challenge the heroes, but always keep Dark Seraph markedly more powerful than the others. As a last resort, you might create a new crown or two and add to the group's roster. To weaken the group, leave one or two of the crowns yet unfound, and their wearers thus still normal people. When the time comes, you can add new members easily.

Associates, Allies, And Adversaries: Although they're feared for their power, the Crowns of Krim (and Dark Seraph in particular) aren't well-regarded in many parts of the Mystic World. They don't have *real* power — just artifacts they command. So what if any of them can wreck a skyscraper? Ordinary mortals do that without magic. Dark Seraph and his followers only dazzle the sicker wannabe-wizards; the masters scorn them... though in the case of other evil mystics, this disdain sometimes comes from envy. It isn't fair, either. Dark Seraph still knows a great deal about dark magic, and works impressive feats using the power locked in artifacts, relics, mystically-charged places, and secret rituals. Were he (or any of his followers) to develop true spell-casting abilities, the Mystic World would tremble in fear.

The Crowns have worked with DEMON and the Circle of the Scarlet Moon in the past, but not on a regular basis. Inevitably the two organizations have a falling-out over the way the scheme should work or how to divide the mystic spoils, and bad blood results for a time. Since DEMON's true nature has become known, Dark Seraph's had little interest in working with it; he wants to rule the world, not hand it over to Qliphothic entities.

CROWNS OF KRIM FACTS

Here are some facts characters and NPCs might know about the Crowns of Krim if they succeed with an appropriate Skill Roll:

N/R: The Crowns of Krim are one of the most powerful supervillain teams in the world. Led by the feared Dark Seraph, its other members include Bloodstone, Eclipse, Force, Phoenix, and Temblor. Each of them derives his powers from a mystic crown he wears.

K/R: The Crowns and Takofanes are bitter enemies; some authorities believe that Takofanes's “Dragon Crown” is related to the Crowns' crown somehow, or that he wants to force them to become his minions.

-2: The Crowns also do not get along with Shadow Destroyer or the Devil's Advocates.

-4: The Crowns don't use formal battle tactics; each member tends to fight on his own, though this doesn't seem to significantly diminish their overall effectiveness as a team.

-8: The “Krim” who forged the Crowns' crowns is apparently a “demon-god” from some earlier period of civilization on Earth; a few mystics also believe that Krim's connected to Takofanes in some way.

The Crowns and Takofanes are bitter enemies. Takofanes wants to use his Dragon Crown to control them, and naturally they're opposed to that. They've fought inconclusively on several occasions; the authorities are terrified that someday they'll have a *real* battle in the midst of an urban area, killing dozens or hundreds of innocent bystanders in the process.

The enmity between the Crowns and the Devil's Advocates also runs strong. The Demonologist has described Dark Seraph as a "cheapjack charlatan" and his followers as "weapon-wielding fools with no true mastery"; he's tried on at least one occasion to harness the Crowns' power for himself with summoning- and control-spells, but has yet to find strong enough incantations to succeed. Dark Seraph, for his part, refers to the Demonologist as a "rash and deluded fool" who seeks to wield power that the Crowns actually *embody*.

The Crowns teamed up with Shadow Destroyer on one occasion — a 2008 attack on the Vatican's secret library of occult tomes — but the plot was foiled by UNITY and several independent European heroes. Each of the "allies" blamed the other for the failure, and as a result they've become enemies. It's not an active feud, but they're not likely to work together again and neither would mind interfering (even if only indirectly) in the plans of the other.

The Crowns of Krim generally ignore non-mystic villains, but an alliance might be possible under the right circumstances (such as to commit a crime that would net the Crowns vast wealth that they need for some purpose).

DARK SERAPH

Background/History: Bored, bored, bored. Dennis Walthingham, baronet of South Mallon, couldn't believe how bored he was. Ever since his father died and the title passed to him, he'd been living the life of the idle rich — not that he'd exactly been a productive member of society before then. But one can only attend so many parties, social functions, and sporting events before they blur together into one boring canvas. Then, one day, his friend and sometime lover Barbara Preston-Fredericks mentioned a "cult" she'd been dabbling with, just for thrills. "They're into all this black magic stuff, Dennis; you'd love it. Like nothing you've ever seen before." Though skeptical, Dennis decided to accompany her to the cult's next meeting; at least it was something different to do.

That night changed Dennis's life forever. The group was more than just a "cult" — it was a genuine coven, practicing genuine black magic, and Dennis was fascinated. Not only did the idea of knowing what others did not know, and wielding powers ordinary people could never possess, intrigue him, but the sheer wickedness of it spoke to his selfish, petty heart.

He plunged into the study of the occult with a will, spending a fortune on ancient grimoires and mystical appurtenances. His natural talent for the Arts Arcane was evident; before long he was the most knowledgeable member of the coven, and its leader, though he'd been a member for less time than anyone else. Many a night he felt the warm blood of a black cat seeping between his fingers as he performed sacrifices with the coven, and more than a few of his enemies found themselves suffering under horrible curses.

In 1978, Dennis began to feel strange stirrings, as if something were calling to him, summoning him to his destiny. A spell came, unbidden, to his mind, and he brought the coven together to perform it. When the ritual was done, there appeared before him on the sacrifice-stone a Crown of Iron, seething with dark power. But Dennis could sense he still lacked the power to claim it for his own — all the sacrifices performed that night were not yet enough. So, as a terrible thunder rolled and lightning split the sky, Dennis turned on his coven. While his erstwhile friends stood paralyzed with fear, he sacrificed each of them, one by one, to the demon-god Krim in exchange for the power of the Iron Crown — and he offered up his soul to Krim as well. As the blood of a dozen men and women pooled around Dennis's feet, Krim heard him, and accepted. Dennis reached out and took the Crown, and without hesitation placed it upon his head. When next lightning lit the ring of stones, he saw his reflection in the pool of blood — the demonic visage, the black wings, the awesomely powerful Crown — and laughed with savage delight.

Personality/Motivation: Dark Seraph is thoroughly and utterly evil. He no longer even possesses a human soul, having sold his to Krim for occult power. He wants nothing more than to spread mayhem, chaos, death, destruction, pain, suffering, and torment throughout the world, and to rule all mankind from a dark throne in Krim's name. There is no act so vile or wicked Dark Seraph will not perform it; in fact, the eviler the act, the better he likes it.

Quote: "You heroes, who think you have seen darkness before: look upon me and know what true Darkness is... and know, too, that it is your doom."

Powers/Tactics: Dark Seraph possesses horrifying powers of dark magic as a result of wearing the Iron Crown and selling his soul to the demon-god Krim. Some of his powers, including his black magic spells, depend on the Crown itself, while others are innate. His powers don't take the *Only In Alternate Identity* Limitation for two reasons. First, though he maintains his identity as Sir Dennis of South Mallon (mainly to mingle, in non-threatening form, with dissipated dilettantes and mystic cultists who seek his presence as a way of currying favor or spicing up their jaded lives), he rarely uses it, preferring his Dark Seraph form.

DARK SERAPH FACTS

Here are some facts characters and NPCs might know about Dark Seraph if they succeed with an appropriate Skill Roll:

N/R: Dark Seraph, the leader of the Crowns of Krim, is one of the most powerful mystic supervillains in the world; the Iron Crown he wears has transformed him into a "black angel" with potent powers of evil magic.

K/R: His real name is Sir Dennis Walthingham; he was once the baronet of South Mallon in England.

-1: Although he possesses immense mystic power, Dark Seraph cannot actually cast spells the way Witchcraft, the Demonologist, Talisman, and many other super-mages do.

-2: Dark Seraph has a vicious, demonic temper; he often goes berserk in battle, attacking his opponent without any regard for his own personal safety.

-4: In his human form Dark Seraph sometimes mingles with occultists or dissipated dilettantes looking for a wicked thrill.

-6: Dark Seraph suffers intense pain when attacked with holy energies or powers. He also feels pain when forced to enter holy or sacred areas or confronted with holy/sacred objects.

DARK SERAPH

Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 HTH damage [4]
23	DEX	26	14-	OCV: 8/DCV: 8
25	CON	15	14-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	MCV: 7
30	PRE	20	15-	PRE Attack: 6d6
10	OCV	35		
9	DCV	30		
8	OMCV	15		
8	DMCV	15		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
35	PD	33		Total: 35 PD (35 rPD)
35	ED	33		Total: 35 ED (35 rED)
20	REC	16		
50	END	6		
15	BODY	5		
70	STUN	25		Total Characteristic Cost: 369

Movement: Running: 12m
Flight: 40m

Cost	Powers	END
93	Black Magic: Multipower, 140-point powers All OIF (Iron Crown; -½)	
6f	1) Invoked Lightning: Blast 16d6 Area Of Effect (34m Radius Explosion; +¾); OIF (-½), Extra Time (Full Phase; -½), Activation Roll 15- (-¼)	14
8f	2) Arcane Blast: Blast 18d6 Reduced Endurance (0 END; +½); OIF (-½), Activation Roll 15- (-¼)	0
7f	3) Reflected Heart: Darkness to Sight Group 16m radius Reduced Endurance (0 END; +½); OIF (-½), Activa- tion Roll 15- (-¼)	0
8f	4) Agony Infliction: Mental Blast 9d6 Reduced Endurance (0 END; +½); OIF (-½), Activa- tion Roll 15- (-¼)	0
5f	5) Ravaging The Soul: Drain BODY 8d6 Reduced Endurance (0 END; +½); OIF (-½), Only Works On Beings With Souls (-½), Activation Roll 15- (-¼)	0
34	Opening The Portals Of The Mind: Telepathy 12d6 OIF (-½), Activation Roll 15- (-¼)	6
28	Ascension Of The Ætheric Form: Desolidification (affected by magic attacks) Reduced Endurance (½ END; +¼); OIF (-½), Activa- tion Roll 15- (-¼)	2
35	Demonic Toughness: Resistant (+½) for 35 PD/35 ED	0
60	Demonic Toughness: Physical and Energy Damage Reduction, Resistant, 50%	0
10	Demonic Mind: Mental Defense (10 points)	0
10	Demonic Body: Power Defense (10 points)	0
10	Demon's Eyes: Sight Group Flash Defense (10 points)	0
35	Demonic Form: Life Support: Total	0

40	Dark Wings: Flight 40m Reduced Endurance (0 END; +½); Restrainable (-½)	0
5	Demon's Eyes: Infrared Perception (Sight Group)	0
5	Demon's Eyes: Ultraviolet Perception (Sight Group)	0
27	Demon-Sense: Detect Living Souls 13- (no Sense Group), Sense, Range, Targeting	0

Perks

6	Contact: black magic covens 11- (Organization)
2	Fringe Benefit: Knight
8	Money: Wealthy

Talents

30	Danger Sense (immediate vicinity, any danger) 13-
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Skills

24	+2 Overall
20	+4 with Black Magic Multipower
3	Conversation 15-
2	Cryptography 13-; Translation Only (-½)
3	High Society 15-
6	KS: Arcane And Occult Lore 16-
2	KS: British Peerage 11-
3	KS: Demonology 13-
2	KS: Fine Wine & Food 11-
3	KS: History 13-
3	KS: The Mystic World 13-
2	KS: The Superhuman World 11-
2	Language: French (fluent conversation; English is Native)
2	Language: Latin (fluent conversation)
2	PS: Play Polo 11-
3	Riding 14-
3	Stealth 14-
1	TF: Snow Skiing

Total Powers & Skills Cost: 558

Total Cost: 927

400 Matching Complications (75)

25	Distinctive Features: Aura Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear])
25	Enraged: if attacked (Very Common), go 11-, recover 11-
25	Enraged: Berserk if takes BODY (Uncommon), go 11-, recover 11-
25	Hunted: the Champions (Frequently, As Pow, NCI, Capture)
10	Hunted: Trismegistus Council (Infrequently, Less Pow, Capture)
20	Psychological Complication: Revels In Destruction, Death, Mayhem, And Corruption (Common, Total)
20	Psychological Complication: Determined To Rule The World And Grind All Mortals Beneath His Mighty Heel (Very Common, Strong)
15	Social Complication: Public Identity (Sir Dennis of South Mallon) (Frequently, Major)
30	Susceptibility: to holy places/objects, takes 2d6 STUN and BODY per Turn (Uncommon)
5	Vulnerability: 1½ x STUN from Holy attacks (Uncommon)

Total Complications Points: 75

Experience Points: 527

Second, save for certain rare and potent spells, there's no way to keep him from transforming into Dark Seraph (*i.e.*, activating his powers) whenever he chooses. In his Sir Dennis form, he keeps the Iron Crown on, but hides it with a minor spell of concealment. (To a greater or lesser extent, all of this applies to the other five Crowns as well.)

Dark Seraph's black magic grants him numerous powers, from the ability to call down deadly bolts of lightning and project blasts of pure sorcerous energy, to tearing men's souls from their bodies and rendering himself intangible. Other powers, including his enormous strength, wings, and general toughness, result from his quasi-demonic form. He prefers to open battle with Invoked Lightning in the hopes of destroying or incapacitating as many foes as he can right away, and then switches to whatever individual attacks are appropriate for specific enemies. He rarely Dodges or does anything else to avoid enemy assaults, preferring to demonstrate his power by simply soaking up blows and remaining unaffected.

Campaign Use: Dark Seraph represents the sort of unabashedly evil villain most players love to encounter. There's no moral ambiguity here, no question of what Dark Seraph stands for or will do — he's unquenchably evil, a force of great power for all true heroes to oppose even to their dying breath. Few things could be more satisfying to a PC than dealing Dark Seraph (and his minions) a thorough defeat.

Dark Seraph and the Crowns of Krim are powerful enough to threaten the world, though not quite powerful enough or organized enough to fall into the "master villain" category. He makes a good second-tier master villain, one suitable for more inexperienced hero teams to tackle. But he's still powerful enough to take on most hero teams, even without the Crowns to back him up.

If you want to make Dark Seraph more powerful (perhaps temporarily, as part of a story arc), replace his Multipower with a large Variable Power Pool, and give him a *Magic* Skill to go with it. That way he has both power *and* flexibility. If you need to weaken him, reduce several of his Characteristics (including STR to 30, defenses to 25, and SPD to 5), and cut his Multipower down to a 90 Active Point reserve. You might also want to reduce or get rid of his Damage Reduction.

Dark Seraph won't hesitate to Hunt superheroes who frustrate his plans, defeat him, or otherwise attract his attention. He particularly likes to bedevil heroes whose powers result from holy sources, or who are regarded as moral role models. Even better than defeating them in battle is to use his powers and resources to tempt them and cause their downfall.



Associates, Allies, And Adversaries: Dark Seraph interacts more with individuals in the Champions Universe than his followers do. For example, he's worked with Black Paladin on a few occasions, and seems to respect him (to the extent he can "respect" anyone but himself); the same seems to apply, perhaps to a lesser degree, to Zorran the Artificer. He once tutored Talisman, and has worked with her in the past; they remain cordial (insofar as people as evil as they can), but he doesn't seem interested in partnering with her very often. He's intrigued by Frag, and wonders if perhaps he could track down other "products" of the Zodiac Working (see CU 65) and make use of them somehow....

Appearance: As befits his name, Dark Seraph resembles a fallen, demonic angel. His hairless skin is a revolting shade of grey, and the wings sprouting from his shoulder blades are jet black. Besides the Iron Crown which adorns his head, he wears nothing more than a pair of boots and an elaborate breechcloth. He reeks of evil so palpable that his mere presence causes people to run screaming in terror.

B BLOODSTONE

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
23	DEX	26	14-	
23	CON	13	14-	
20	INT	10	13-	PER Roll 13-
18	EGO	8	13-	
25	PRE	15	14-	PRE Attack: 5d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
6	DMCV	9		
5	SPD	30		Phases: 3, 5, 8, 10, 12
20	PD	18		Total: 20 PD (20 rPD)
16	ED	14		Total: 16 ED (16 rED)
10	REC	6		
45	END	5		
15	BODY	5		
40	STUN	10		
Total Characteristics Cost: 234				

Movement: Running: 12m
Flight: 30m

Cost	Powers	END
67	Bloodworking: Multipower, 100-point reserve All OIF (Blood Crown; -½)	
3f	1) Bloodlash: Blast 12d6 Reduced Endurance (½ END; +¼); OIF (-½), Limited Range (10m; -¼), Side Effect (Bloodstone automatically takes 1 BODY damage the first time he activates this power in a scene; -½)	3
3f	2) Weeping Blood: RKA 1d6+1 NND (defense is Power Defense or not having blood; +½), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½); OIF (-½), Cannot Use Targeting (-½), No Knockback (-¼)	0
3f	3) Boiling Blood: RKA 2d6 NND (defense is Power Defense or not having blood; +½), Does BODY (+1); OIF (-½), Cannot Use Targeting (-½), No Knockback (-¼)	7
7f	4) Corruption Of The Blood: Entangle 5d6, 5 PD/5 ED 10 Takes No Damage From Attacks (+1); OIF (-½)	10
10	Demonic Claws: HKA ½d6 (2d6+1 with STR)	1
18	Demonic Toughness: Resistant (+½) for 20 PD/16 ED	0
30	Demonic Toughness: Physical and Energy Damage Reduction, Resistant, 25%	0
5	Demonic Body: Power Defense (5 points)	0
30	Dark Wings: Flight 30m Reduced Endurance (0 END; +½); Restrained (-½)	0
5	Demon's Eyes: Infrared Perception (Sight Group)	0
5	Demon's Eyes: Ultraviolet Perception (Sight Group)	0
13	Smell Blood: Detect Blood 13- (Smell/Taste Sense Group), Targeting	0



Skills

15	+3 with Bloodworking Multipower
2	AK: Mexico 11-
2	AK: National University Of Mexico 11-
2	KS: The Archaeological World 11-
3	KS: Arcane And Occult Lore 13-
3	KS: History 13-
3	KS: Mesoamerican Civilizations 13-
2	KS: Roman Catholic Theology 11-
2	Language: English (fluent conversation; Spanish is Native)
1	Language: Nahuatl (basic conversation)
1	Language: Quiche (basic conversation)
3	PS: Archaeologist 13-
2	PS: Professor 11-
3	SS: Archaeology 13-
1	Riding 8-
3	Stealth 14-

Total Powers & Skills Cost: 247

Total Cost: 481

400 Matching Complications (75)

25	Distinctive Features: Aura Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear])
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
10	Hunted: Trismegistus Council (Infrequently, As Pow, Capture)
20	Psychological Complication: Casual Killer (Very Common, Strong)
15	Psychological Complication: Enjoys Taunting And Torturing Foes (Very Common, Moderate)
15	Social Complication: Secret Identity (Nestor Castillo) (Frequently, Major)
30	Susceptibility: to holy places/objects, takes 2d6 STUN and BODY per Turn (Uncommon)
5	Vulnerability: 1½ x STUN from Holy attacks (Uncommon)

Total Complications Points: 75

Experience Points: 81

BLOODSTONE

Background/History: It was the find of a lifetime, and Nestor Castillo knew it was going to make his career.

Following clues he'd uncovered in certain inscriptions from the excavations at Teotihuacán, Castillo had tracked down what he believed to be a long-lost Aztec temple. Rather than allow anyone else to claim credit, or announce a find that proved to be bogus, he began excavating the site secretly on his own. Working with feverish intensity, he soon burrowed into the hill and, as luck would have it, straight into the chamber on the top of the temple.

As he looked around eagerly, his flashlight casting eerie shadows throughout the room, he realized that while he might be in a temple, it wasn't exactly Aztec. It bore some resemblance to Aztec structures and decor, but there were subtle differences. The sculptures and wall-murals were darker, bloodier, more violent and disturbing than Aztec ones. The place gave him something of a chill. The stench of sacrificial blood, still strong after centuries, didn't do anything to comfort him.

Then he saw the Crown. Resting atop an eerie altar-stone, it was golden and blood-red, and shone as if wet. Unable to resist, he walked over and touched it — and then, almost as if compelled, placed it on his head. At once he was transformed. Gone was the ambitious archaeologist, the devout Roman Catholic. In his place stood Bloodstone, a quasi-demonic servant of Krim and wearer of the fearsome Blood Crown.

Concealing his new powers and form, Castillo covered up the temple again and returned to his post at the university. But it wasn't long before he felt another compulsion, to travel north. He did so, and soon met Dark Seraph and the other Crowns, joining them to extend their reign of evil and terror throughout the world.

Personality/Motivation: Once a kindhearted (though ambitious) and religiously devout person, Bloodstone is now evil incarnate. His powers allow him to inflict great pain and suffering, and he enjoys using them. Watching a captive die by inches as he slowly bleeds the life from him is one of Bloodstone's greatest joys. But he's also temperamental and cruel, given to killing victims without a second thought — a practice which has more than once deprived the Crowns of a needed hostage or a valuable source of information, much to Dark Seraph's displeasure.

Quote: “Warm and scarlet it courses through your veins — now watch, as it seeps from your body and spills upon the thirsty ground...”

Powers/Tactics: Bloodstone is a haemokinetic — he can disrupt or control the flow of blood in a living being. He can cause it to ooze from a person's pores and orifices, make it boil someone alive from the inside out, or “corrupt” it (inflicting such pain on a person that he cannot move).

He can even use some of his own blood to create a “bloodlash,” a horrible liquescent whip.

Bloodlash's favorite tactic is to use Corruption Of The Blood to keep his foes from moving, then kill them with Weeping Blood or Boiling Blood. He usually saves the Bloodlash for when his other attacks aren't effective, he needs to affect nonliving objects, or he hopes to do Knockback to the target.

Bloodstone hasn't sold his soul to Krim yet, as many of the Crowns have, though it's probably only a matter of time. It's already so corrupt that selling it to the demon-god will be but a trifling act.

Campaign Use: Bloodstone is, generally speaking, the weakest of the Crowns — partly because he hasn't sold his soul yet, partly because of the more limited nature of the powers granted by the Blood Crown. If you want to make Bloodstone more powerful (perhaps because he finally sells his soul), add some slots to his Multipower (a Flash defined as making the eyes and ears bleed, a Constant Drain BODY representing slow bleeding, and so forth). You might also consider expanding his powers to biokinesis in general, giving him control over over biological processes (for example, he could cause heart attacks or weaken muscles), or enhancing some of his demonic abilities. If you think he's too powerful for your game, reduce his Multipower reserve to 60 Active Points, and get rid of his Damage Reduction.

Appearance: Bloodstone wears a costume with blood-red sleeves, sides of the torso, and legs. His face, upper chest, and neck are left bare so the world can see his grey, cadaverous skin. A gold chestpiece runs from his shoulders to the center chest, where it forms a demonic golden strip that runs down to his belt. His hands and feet are bare and clawed. His eyes are pupilless and seem to be weeping blood all the time. The Blood Crown, with tines like bloody golden talons, rests atop his hairless head.

BLOODSTONE FACTS

Here are some facts characters and NPCs might know about Bloodstone if they succeed with an appropriate Skill Roll:

N/R: Bloodstone is a member of the Crowns of Krim; his powers involve control of blood.

K/R: Besides simply being able to make his victims bleed at will, Bloodstone can create a horrifying “bloodwhip” with which to strike his enemies.

-2: Bloodstone is particularly cruel; he enjoys taunting and toying with his enemies, then when he's ready killing them in gruesome ways.

-6: Bloodstone suffers intense pain when attacked with holy energies or powers. He also feels pain when forced to enter holy or sacred areas or confronted with holy/sacred objects.

-10: His Secret Identity is Nestor Castillo.

B

ECLIPSE

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
23	DEX	26	14-	OCV: 8/DCV: 8
20	CON	10	13-	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	MCV: 5
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
5	DMCV	6		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
20	PD	18		Total: 20 PD (20 rPD)
20	ED	18		Total: 20 ED (20 rED)
12	REC	8		
60	END	8		
10	BODY	0		
50	STUN	15		Total Characteristic Cost: 234

Movement:	Running:	12m
	Flight:	30m

Cost Powers

53	Shadow Magic: Multipower, 80-point powers All OIF (Shadow Crown; -½)	
11v	1) Conjured Shadow I: Darkness to Sight Group 16m radius OIF (-½)	8
10v	2) Conjured Shadow II: Darkness to Sight Group 10m radius Reduced Endurance (0 END; +½); OIF (-½)	0
10v	3) Darkblast: Blast 12d6 Reduced Endurance (½ END; +¼); OIF (-½)	3
10v	4) Consuming Shadows: RKA 4d6 Reduced Endurance (½ END; +¼); OIF (-½)	3
9v	5) Inescapable Shadow: Darkness to Sight Group 4m radius Usable As Attack (defense is Power Defense or darkness powers; +1¼), Ranged (+½), Reduced Endurance (0 END; +½); OIF (-½)	0

Appearance: Eclipse resembles a humanoid shadow, with the magnificent Shadow Crown merging almost imperceptibly into his dark head. When he wishes to fly, shadowy wings unfold from his shoulderblades.

END

27	Conjured Shadow III: Darkness to Sight Group 8m radius OIF (-½)	4
27	Shadow Form: Desolidification (affected by magic or light attacks) OIF (-½)	4
26	Shadow Stealth: Invisibility to Sight Group, No Fringe Reduced Endurance (0 END; +½); OIF (-½), Only In Darkness/Shadows (-¼)	0
20	Demonic Toughness: Resistant (+½) for 20 PD/20 ED	0
30	Demonic Toughness: Physical and Energy Damage Reduction, Resistant, 25%	0
5	Demonic Body: Power Defense (5 points)	0
35	Demonic Form: Life Support: Total	0
30	Dark Wings: Flight 30m Reduced Endurance (0 END; +½); Restrainable (-½)	0
5	Shadowsight: Infrared Perception (Sight Group)	0
5	Shadowsight: Ultraviolet Perception (Sight Group)	0
32	Demon-Sense: Detect Living Souls and Physical Objects 12- (no Sense Group), Sense, Range, Targeting	0

Skills

15	+3 with Shadow Magic Multipower
2	AK: University Of Chicago 11-
2	CK: Chicago 11-
3	KS: Arcane And Occult Lore 12-
2	KS: History 11-
2	PS: Research 11-
3	Shadowing 12-
3	Stealth 14-

Total Powers & Skills Cost: 377**Total Cost: 611****400 Matching Complications (75)**

25	Distinctive Features: Aura Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear])
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
10	Hunted: Trismegistus Council (Infrequently, As Pow, Capture)
20	Psychological Complication: Toys With Victims (Very Common, Strong)
15	Psychological Complication: Determined To Bring About The Reign Of Krim On Earth (Common, Strong)
15	Social Complication: Secret Identity (Paul Hundley) (Frequently, Major)
30	Susceptibility: to holy places/objects, takes 2d6 STUN and BODY per Turn (Uncommon)
5	Vulnerability: 1½ x STUN from Holy attacks (Uncommon)

Total Complications Points: 75**Experience Points: 211**

ECLIPSE

Background/History: In 1985, Paul Hundley was a bitter college student. Coming from a background of poverty, and cursed with an arrogant manner and features best described as plain, Hundley learned to hate the world that constantly rejected him. Desperately envious of the “beautiful people” on campus who seemed to have it all, he looked for a way to even the scales... and found the occult.

At first he scoffed, but the more he researched the matter, the more he was convinced there had to be some truth to it. Then, while doing work-study research for one of the anthropology professors, he came across some information that dovetailed with cryptic clues in the grimoires he'd been reading. Convinced he'd uncovered the location of some long-lost “relic of greatte power,” as one of his tomes put it, he spent all of his money to fly to Southeast Asia and sneak into Vietnam to find it.

Against all odds, Hundley succeeded. In the ruins of a temple whose architecture and iconography he didn't even recognize, he found an ancient crypt. He descended into a chamber so dark his flashlight could barely cut through the gloom — and at the heart of darkness there was a Crown. Exultantly Hundley picked it up and put it on, not caring what price he might have to pay for its power. When Krim spoke to him, he willingly offered up his soul for even greater power — and then set forth for England, to join up with Dark Seraph and serve him willingly.

Personality/Motivation: Second only to Dark Seraph in sheer evil among the Crowns, Eclipse is also less human and more demonic than any other member of the group save he who wears the Iron Crown. And unlike Dark Seraph, who first seeks to establish his own power on Earth and then summon Krim, Eclipse has become so wholly a creature of the demon-god that he's determined to bring Krim to Earth as soon as possible.

Eclipse loves to toy with his victims, typically by making them wander around helplessly in his fields of shadow while he taunts them and occasionally attacks them. Slowly but surely, he cripples and then kills them. More than once one of the Crowns' plots has been derailed because Eclipse had the chance to finish off a foe and didn't take it when he should have.

Quote: “You don't have a shadow of a chance.”

Powers/Tactics: Eclipse has powers over darkness and shadow, represented by a Multipower with Flexible slots and various other powers. By mixing and matching his abilities appropriately, he can create many useful effects. His first action in combat is usually to establish a field of Darkness around himself to prevent enemies from perceiving him. (His Demon-Sense power lets him “see” through his own Darkness fields.)

Then he can lash out with Darkblasts and Consuming Shadows. His Inescapable Shadow power, with which he can “stick” a patch of Darkness to someone and have it follow that person around, is a particular favorite.

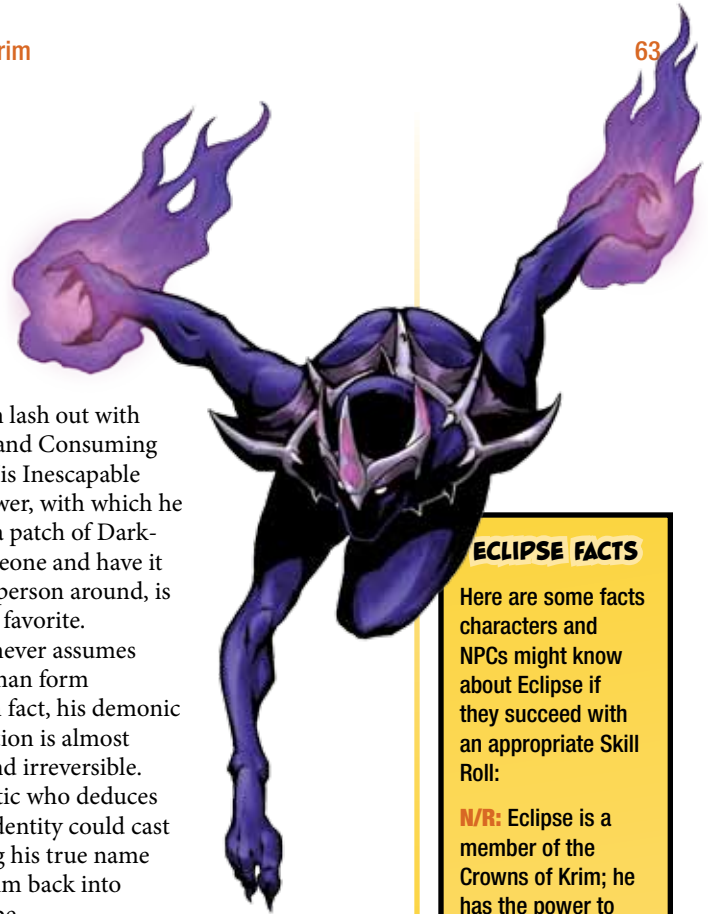
Eclipse never assumes normal human form anymore; in fact, his demonic transformation is almost complete and irreversible. Only a mystic who deduces his Secret Identity could cast a spell using his true name and force him back into human shape.

Associates, Allies, And Adversaries: Eclipse is aware of the powerful shapechanging supervillainness of the same name (see CV3). As far as he's concerned he chose the moniker first and she has no right to it. He intends to confront her and force her to stop using it... eventually. It's not a high priority for him, and he'll need the help of the rest of the Crowns, so he's in no rush.

Campaign Use: Eclipse would make a good leader for the Crowns, should Dark Seraph be captured — or perhaps he'll rebel against the rest of the group because they're not working hard enough for Krim's manifestation.

To make Eclipse more powerful, give him some additional Multipower slots, such as the ability to Drain light-based powers, Teleportation by stepping between shadows, or the ability to conjure mystic chains of darkness (Entangle). You could also increase his Damage Reduction to 50%, or make similar changes to represent his transition to an almost purely demonic entity. If you need to weaken him for your game, reduce his Multipower to a 60 Active Point reserve, make some of the slots Fixed, and remove his Life Support.

As a Hunter, Eclipse toys with his victims the same way he likes to in combat. Sneak attacks, abuse of the hero's DNPCs, and mocking references to his ability to reveal the hero's Secret Identity (probably vicious lies, but can the hero be sure?) will make the PC's life a living hell.



ECLIPSE FACTS

Here are some facts characters and NPCs might know about Eclipse if they succeed with an appropriate Skill Roll:

N/R: Eclipse is a member of the Crowns of Krim; he has the power to manipulate darkness and shadow.

K/R: Eclipse can actually transform into shadow, making himself intangible.

-4: Eclipse has the power to perceive living souls; that's how he “sees” victims through the areas of shadow he creates.

-6: Eclipse suffers intense pain when attacked with holy energies or powers. He also feels pain when forced to enter holy or sacred areas or confronted with holy/sacred objects.

-8: Aside from Dark Seraph himself, Eclipse is the most demonic of the Crowns of Krim; he no longer needs to breathe, eat, or sleep like ordinary humans do.

-10: His Secret Identity is Paul Hundley.

FORCE FACTS

Here are some facts characters and NPCs might know about Force if they succeed with an appropriate Skill Roll:

N/R: Force is a member of the Crowns of Krim; his powers involve manipulating a form of pure force — he calls this “arcanakinesis.”

-1: Force loves to fight, often continuing a battle when his teammates would prefer to flee.

-2: Force is the least demonic, most materialistic and mundanely criminal member of the Crowns.

-4: When fighting or injured, Force tends to lose control of himself and attack with maniacal, unrestrained fury.

-6: Force suffers intense pain when attacked with holy energies or powers. He also feels pain when forced to enter holy or sacred areas or confronted with holy/sacred objects.

-10: His Secret Identity is Donald Jamison.

FORCE

Background/History: Time was, Donald Jamison was just a bum — a nobody drifting around Philadelphia, committing petty crimes and begging pocket change from passersby to survive. Then one day, as he was walking through a rundown part of town, he passed a recently-abandoned storefront for what used to be a jewelry store. It was getting dark, and the old store looked like it might be a good place to spend the night out of the cold, so he peered through the grimy window to see if anyone was in there.

Was that the glimmer of gold, back there in the shadows?

The thought of shelter driven out of his mind by greed, Jamison found an old metal bar and used it to lever open the door. As he went inside, he got a better look — it was some kind of tiara. When he got closer, he realized he was wrong; it was actually a crown, of all things!

He bent to pick it up, and when he touched it, his mind reeled. Visions of wealth and power danced through his head. He saw himself, vast energies playing about his body, destroying anyone who stood in his ways and gathering up the riches of the world. Wine, women, and mansions were all his for the taking... if he'd just put on the crown.

He put on the crown.

Personality/Motivation: Force is the least demonic-minded and most materialistic of the Crowns of Krim. He's still got a lot of his humanity left, and he wants to use the power of the Golden Crown to get all the riches and luxuries he's never had before. He commits a lot of robberies on his own, just for the love of taking beautiful, precious things for his own. When the Crowns don't need him to be Force, he stays in his human form, spending his ill-gotten gains to rent the best hotel rooms and live the high life.

As Force, Jamison is brutal and combative. He loves “flexing his muscles” and exerting his power; he looks forward to fighting heroes, and often picks fights (or keeps on fighting when the rest of the team wants to flee). Even worse, he tends to lose control of himself in battle (particularly when injured), and has more than once turned on one of his teammates in his blood-fury.

Quote: “When I'm done with you, the cops will have to mop up what's left.”

Powers/Tactics: Force is a confrontational, aggressive fighter who leaps right out in front and begins slugging away with his Arcanokinetic Blasts and Arcanokinetic Spears. He's not stupid or mindless, though (except when Enraged/Berserk); he's smart enough to shift to using his Entangle or Barrier if necessary. When Dark Seraph can control him and make him think with a little tactical sense, he sometimes Holds his Action and takes a support role, using Deflection to protect the other Crowns from enemy attacks.

Campaign Use: To make Force more powerful, move his Arcanokinetic Shield power outside of his Multipower and give him an Indirect Blast slot so he can attack while keeping the Shield up. To weaken him, move his Attack Redirection and Arcanokinetic Manipulation powers into his Multipower.

Appearance: Force's costume is a dark green and dull gold bodysuit with no adornments. The Golden Crown, its beauty matched only by its evil, sits on his head; its tines are not connected to the body of the crown, but rather held apart from it by unbreakable bonds of arcanokinetic force.

PHOENIX

Background/History: In many ways, the personal histories of Phoenix — Greg Shackleford — and Dark Seraph — Sir Dennis of South Mallon — are remarkably similar. Like Sir Dennis, Shackleford was born into a life of luxury, his father a major executive at Pharos Industries, and his mother the daughter of an old shipping family whose fortune dated back over a century. Never wanting for anything, he grew up spoiled and undisciplined, and soon turned to all sorts of petty mischief and troublemaking to attract his parents' attention.

As he grew older, Greg drifted in with a bad crowd of other rich kids who thought nothing of abusing their wealth and position in society to have fun. But even that wasn't enough for Greg after a while. Eventually he turned to the occult, dabbling in the dark arts to satisfy his stulted soul's yearning for excitement.

In 1989, after seeing a news report about Dark Seraph, something happened to Greg. He *knew* there were other crowns like the Iron Crown out there, and he was determined to have one for himself. He began delving deeper and deeper into his occult researches, and finally devised a spell to locate a crown. The only problem was, it required a sacrifice — a human sacrifice. But by then, even that wasn't enough to stop him. It didn't take much effort to arrange for his girlfriend and three of his friends to die in a “drunk driving accident” just as he completed his ritual and learned what he needed to know. A quick plane trip to Costa Rica and a little exploration of the jungle later, and he found some old ruins — and in them, the Shining Crown.

Personality/Motivation: Phoenix began selling his soul long ago, though not consciously — it was only after he became thoroughly involved in the black arts that it was too late for him to turn back. When he seized the Shining Crown for his own, he willingly gave the rest of his soul to Krim in exchange for power — and he hasn't regretted doing so. Being Phoenix is a tremendous thrill to him; it's far more exciting than anything he's ever done. Often he can barely tolerate spending any time in his civilian identity; it's deadly dull compared to being a Crown of Krim.

B

FORCE

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
21	DEX	22	13-	
25	CON	15	14-	
15	INT	5	12-	PER Roll 12-
14	EGO	4	12-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		Phases: 3, 5, 8, 10, 12
23	PD	21		Total: 23 PD (23 rPD)
23	ED	21		Total: 23 ED (23 rED)
13	REC	9		
50	END	6		
15	BODY	5		
50	STUN	15		

Total Characteristics Cost: 234

Movement:

Running:	12m
Leaping:	16m
Flight:	30m

Cost Powers

50	Arcanokinesis: Multipower, 75-point reserve All OIF (Golden Crown; -½)	
5f	1) Arcanokinetic Blast: Blast 12d6 Reduced Endurance (½ END; +¼); OIF (-½)	3
5f	2) Arcanokinetic Spears: RKA 4d6 Reduced Endurance (½ END; +¼); OIF (-½)	3
5f	3) Arcanokinetic Shackles: Entangle 7d6, 7 PD/7 ED OIF (-½)	7
4f	4) Arcanokinetic Shield: Barrier 10 PD/10 ED, 10 BODY (up to 10m long, 4m tall, and ½m thick), Non-Anchored, Dismissable OIF (-½), Costs Half Endurance (to maintain; -¼)	3
4f	5) Arcanokinetic Pulse: Blast 6d6 Area Of Effect (8m Radius; +½), Double Knockback (+½), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); OIF (-½), No Range (-½)	3
40	Attack Redirection: Reflection (60 Active Points' worth), Any Target (+½) OIF (-½)	6
47	Arcanokinetic Manipulation: Telekinesis (40 STR), Fine Manipulation OIF (-½)	7
23	Demonic Toughness: Resistant (+½) for 23 PD/23 ED	0
30	Demonic Toughness: Physical and Energy Damage Reduction, Resistant, 25%	0
20	Attack Alteration: Deflection	2
5	Demonic Body: Power Defense (5 points)	0
30	Golden Wings: Flight 30m Reduced Endurance (0 END; +½); Restrained (-½)	0
5	Demon's Eyes: Infrared Perception (Sight Group)	0
5	Demon's Eyes: Ultraviolet Perception (Sight Group)	0

END

Skills

6	+2 with Arcanokinesis Multipower
2	CK: Philadelphia 11-
3	KS: Arcane And Occult Lore 12-
2	PS: Panhandling 11-
3	Stealth 13-
3	Streetwise 13-
2	Survival (Urban) 12-
Total Powers & Skills Cost: 299	
Total Cost: 533	
400 Matching Complications (75)	
25	Distinctive Features: Aura Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear])
15	Enraged: if takes BODY (Uncommon), go 11-, recover 11-
30	Enraged: Berserk in combat (Very Common), go 8-, recover 11-
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
10	Hunted: Trismegistus Council (Infrequently, As Pow, Capture)
15	Psychological Complication: Loves To Fight (Common, Strong)
15	Psychological Complication: Greedy (Common, Strong)
15	Social Complication: Secret Identity (Donald Jamison) (Frequently, Major)
30	Susceptibility: to holy places/objects, takes 2d6 STUN and BODY per Turn (Uncommon)
10	Vulnerability: ½ x STUN from Holy attacks (Uncommon)
Total Complications Points: 75	
Experience Points: 133	



B**PHOENIX**

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
20	DEX	20	13-	
23	CON	13	14-	
15	INT	5	12-	PER Roll 12-
18	EGO	8	13-	
25	PRE	15	14-	PRE Attack: 5d6

7	OCV	20		
7	DCV	20		
3	OMCV	0		
6	DMCV	9		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
15	PD	13		Total: 15 PD (12 rPD)
25	ED	23		Total: 25 ED (20 rED)
15	REC	11		
85	END	13		
13	BODY	3		
50	STUN	15		Total Characteristics Cost: 243

Movement:	Running:	12m
	Flight:	40m

Cost	Powers	END
40	The Unholy Fire: Multipower, 60-point reserve All OIF (Shining Crown; -½)	
4f	1) Fiery Blast: Blast 12d6 OIF (-½)	6
3f	2) Immolation: RKA 4d6 OIF (-½), No Knockback (-¼)	6
2f	3) Call The Fires Of Hell: RKA 1d6 Area Of Effect (16m Radius; +¾), Armor Piercing (+¼), Constant (+½), Reduced Endurance (½ END; +¼); OIF (-½), Only Affects Targets On Or Within 3m Of The Ground (-¼)	2



42	The Unholy Light Multipower, 63-point reserve All OIF (Shining Crown; -½)	
4f	1) Bolt Of Blindness: Sight Group Flash Attack 12d6 OIF (-½)	6
3f	2) Blinding Glare: Sight Group Flash Attack 6d6 Area Of Effect (16m Radius; +¾); OIF (-½)	5
4f	3) Unholy Lance: Dispel Holy Powers 14d6 Variable Effect (any one Holy power at a time; +½); OIF (-½)	6
24	Fiery Shield: RKA 1d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), +2 Increased STUN Multiplier (+½), Penetrating (+½), Reduced Endurance (0 END; +½); OIF (-½), No Range (-½)	0
40	Fiery Wings: Flight 40m Reduced Endurance (0 END; +½); OIF (-½)	0
16	Demonic Toughness: Resistant (+½) for 12 PD/20 ED	0
30	Demonic Toughness: Physical and Energy Damage Reduction, Resistant, 25%	0
15	Phoenix Eyes: Sight Group Flash Defense (15 points)	0
5	Demonic Body: Power Defense (5 points)	0
5	Demon's Eyes: Infrared Perception (Sight Group)	0
5	Demon's Eyes: Ultraviolet Perception (Sight Group)	0

Perks

Money: Wealthy

Skills

20	+2 with All Combat
3	Combat Driving 13-
3	High Society 14-
3	KS: Arcane And Occult Lore 12-
2	KS: Sportscars 11-
2	KS: Television 11-
2	KS: Vampires 11-
2	PS: Play Golf 11-
2	PS: Play Tennis 11-

Total Powers & Skills Cost: 288

Total Cost: 531

400 Matching Complications (75)

25	Distinctive Features: Aura Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear])
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
15	Hunted: Trismegistus Council (Infrequently, Mo Pow, Capture)
15	Psychological Complication: Pyromaniac (Common, Strong)
15	Social Complication: Secret Identity (Greg Shackelford) (Frequently, Major)
30	Susceptibility: to holy places/objects, takes 2d6 STUN and BODY per Turn (Uncommon)
5	Vulnerability: 1½ x STUN from Holy attacks (Uncommon)

Total Complications Points: 75

Experience Points: 131

The Shining Crown has influenced Shackelford's mind, making him a pyromaniac. He loves to use his powers to set things on fire, often wasting time and energy in mid-mission just to start a little blaze. If a particularly tempting target (like a child in flammable clothes) presents itself, the GM may have him make an EGO Roll to avoid wasting a Phase to set it on fire.

Quote: "They say angels carry flaming swords. But their fire is as nothing compared to mine!"

Powers/Tactics: Phoenix is one of the Crowns' front-line combatants. In battle he'll activate his Fiery Shield, then begin laying about with his ranged attacks to devastate the foe. He particularly enjoys blinding an enemy so another Crown (typically Force or Dark Seraph) can lower the boom on the target when he's at reduced DCV. He also likes to make Multiple Attacks. He has to be careful about END usage, though. Phoenix usually remains in the air during most combats; he prefers the mobility of the skies.

Campaign Use: If Phoenix needs a little power boost for your campaign, give him some Skill Levels with Flight, and improve his Damage Reduction to 50% (at least for Energy attacks). To weaken him, get rid of his second Multipower and place all of his attacks (except the Fiery Shield) in one Framework.

Phoenix rarely Hunts heroes; it's just not worth the trouble. When he does start Hunting someone, he tries a two-pronged approach — attack them as Phoenix, and use his mundane resources as Shackelford to try to learn the hero's Secret Identity, or the like. Burning down the hero's house or vehicle is a definite option.

PHOENIX FACTS

Here are some facts characters and NPCs might know about Phoenix if they succeed with an appropriate Skill Roll:

N/R: Phoenix is a member of the Crowns of Krim; his powers involve control of "unholy fire" and "unholy light."

K/R: One of his powers is the ability to surround himself with a "fiery shield" that makes it dangerous to touch or be touched by him.

-2: Phoenix has pyromaniacal tendencies; he's been known to waste time in mid-combat just to set something on fire or watch something he's set on fire burn.

-6: Phoenix suffers intense pain when attacked with holy energies or powers. He also feels pain when forced to enter holy or sacred areas or confronted with holy/sacred objects.

-10: His Secret Identity is Greg Shackelford, an American dilettante.

Associates, Allies, And Adversaries: That the Shining Crown was hidden in Central America is a fact as yet unknown to Shadow Destroyer, whose headquarters is the Obsidian Caves in that region. It's possible there's some connection between the Shining Crown and the Caves, which like the Crown were created in Turakian times (see CV1 168). If he learns of the Shining Crown's provenance, Shadow Destroyer will almost certainly want to claim it for himself... which will quickly bring him into conflict with Phoenix and the Crowns Of Krim.

Appearance: Phoenix wears a fire-orange and scarlet costume. His fire-orange boots and gloves have flames licking up from their edges; his trunks and belt are also fire-orange, but with no flames. He wears no mask; his eyes are orbs of fire with flames licking up from them; his hair is shoulder-long, and he wears the Shining Crown on his head.

TEMBLOR

Background/History: Miguel Cordova couldn't believe his luck. Years of fieldwork as a geologist had finally paid off. In the wastelands of northern Mexico, in a region where he had no scientific right to find such a thing, he located a deep cave formation. Unwilling to wait until he could get a partner to enter it with him, he began exploring right away.

He was immediately struck by the unusual nature of the cave. It was... strange. The interior stone didn't seem like anything native to the area, and the shape of the caverns themselves was odd. At one point it occurred to him that it was almost like being inside monstrously large biological organs, but his mind laughed off the idea even as his scientific curiosity led him deeper and deeper into the cave.

Finally, the cave came to end — but in the final cavern lay the biggest surprise of all. Nestled in a rock formation there, almost as if lovingly held by a gigantic stone hand, was a crown. Meticulously carved of grey granite, it resembled nothing Cordova had ever seen before. Intrigued, he picked it up, finding it oddly light and easy to handle. Suddenly he felt a compulsion, an overwhelming desire to put the crown on. Neither able nor willing to resist, he set it on his head. And then he screamed, but his screams did nothing to end the pain lancing through his body. Under the power of the Stone Crown, he was transformed, changed into a man of rock instead of mere human flesh. Tossing aside the spelunking equipment he no longer needed, he made his way back to the surface.

He found Dark Seraph waiting for him there.

Personality/Motivation: Unlike the other Crowns of Krim, whose personalities remain mostly the same, Temblor was significantly changed by his. Gone is the good-natured scientist, driven by a desire to learn and discover, and in its place is a fiend. Temblor is evil through and through.

He takes enormous pleasure in causing death, destruction, and suffering. He thinks nothing of literally ripping victims apart limb from limb, smashing hospitals and orphanages, and the like. He represents the terrifying fury of the earth — the merciless power of earthquakes, the unyielding strength of stone, the impenetrable darkness of a million caves — brought demonically to life.

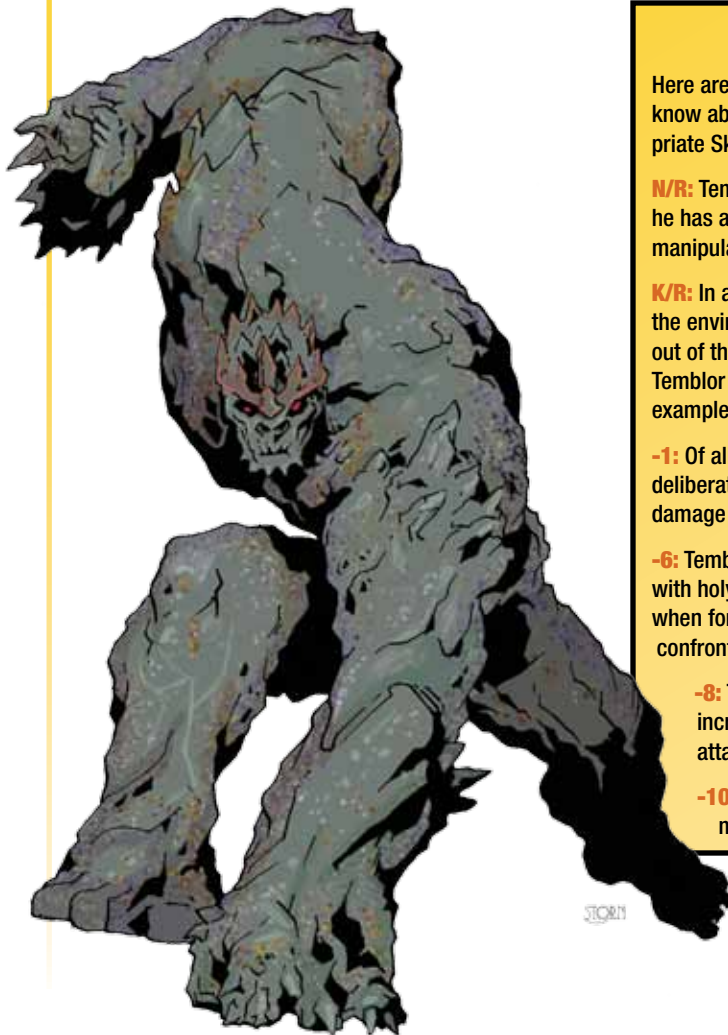
Quote: “You think to harm the very stuff of Earth itself? As well try to hurt a mountain before it crushes you with an avalanche!”

Powers/Tactics: Temblor’s powers derive from his control over earth and stone, and the fact that his body, being made of stone, is both immensely strong and extremely durable. He can make the earth rise up and close around his foes, cause projections of rock to move things at his command, meld himself into the earth in various ways, and even reshape his body through a process similar to the growth of crystals (but millions of times faster).

In battle, Temblor usually starts the fight by applying sheer Strength, augmenting his rocky muscles with his Huge or Spiky Stone Fist powers if necessary (but they cost a lot of END, so he won’t use them repeatedly unless he feels he has no choice, or he goes Berserk). If punches won’t do the trick, he’ll try some of his more exotic powers, or even meld into the ground so he can come up underneath or behind a foe for a surprise attack.

Appearance:

Temblor’s large, heavy body appears to be made entirely of grey-brown granite, shot through with veins of obsidian here and there. His facial features are relatively drab, without much detailing, making it hard for him to display subtle expressions. Atop his head rests the Stone Crown, made of finely-chiseled and shaped dark grey granite.



Temblor’s biggest weakness is that many of his powers require him to remain in contact with the earth. If he’s lifted off the ground, or is in a building above the ground floor, they don’t work. But he’s not completely helpless in such situations; he retains, for example, his Strength and Stone Body Shaping powers.

Temblor’s *Spiky Stone Fist* power requires the GM’s permission, since it involves placing a naked Power Advantage in a Power Framework. If you don’t allow this in your campaign, simply ignore this power. Temblor doesn’t have a Physical Complication representing how large and heavy he is because he can change form back to normal at any time to avoid any restrictions his super-human shape might impose, but those restrictions definitely apply when he can’t or won’t transform back to human shape.

Campaign Use: Temblor serves mostly as muscle for the Crowns of Krim, though he’s much more versatile than most “brick” characters. Boosting his power generally means giving him more slots for his *Earth Powers* Multipower, increasing the number of points in the reserve and slots of his *Stone Body Shaping* Multipower, and/or increasing his SPD to 5. Another possibility would be to give him some Growth that only works when he’s in contact with the ground. If he’s too strong for your campaign as-is, reduce his STR to 40 and get rid of the Stone Body Shaping powers.

TEMBLOR FACTS

Here are some facts characters and NPCs might know about Temblor if they succeed with an appropriate Skill Roll:

N/R: Temblor is a member of the Crowns of Krim; he has a body made of stone and the ability to manipulate earth and rock.

K/R: In addition to manipulating earth and rock in the environment (such as causing rock to rise up out of the ground to “grab” and imprison a foe), Temblor can alter the shape of his rocky body, for example to make rock spikes grow on his fists.

-1: Of all the Crowns of Krim, Temblor is the most deliberately destructive; he loves to cause property damage on as wide a scale as possible.

-6: Temblor suffers intense pain when attacked with holy energies or powers. He also feels pain when forced to enter holy or sacred areas or confronted with holy/sacred objects.

-8: Temblor’s rocky body also suffers increased injuries from Sonic and Vibration attacks.

-10: His Secret Identity is Miguel Cordova, a mexican geologist.

B TEMBLOR

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [5]
20	DEX	20	13-	
30	CON	20	15-	
14	INT	4	12-	PER Roll 12-
11	EGO	1	11-	
25	PRE	15	14-	PRE Attack: 5d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
4	DMCV	3		
4	SPD	20		Phases: 3, 6, 9, 12
30	PD	28		Total: 30 PD (20 rPD)
30	ED	28		Total: 30 ED (20 rED)
16	REC	12		
60	END	8		
20	BODY	10		
60	STUN	20		Total Characteristics Cost: 264

Movement: Running: 12m
Tunneling: 16m

Cost	Powers	END
50	Earth Powers: Multipower, 62-point reserve All Only When In Contact With The Ground (-¼)	
5f	1) Earthen Grip: Entangle 5d6, 5 PD/5 ED Indirect (Source Point is always the ground beneath the target; +¼); Only When In Contact With The Ground (-¼)	6
4f	2) Earthen Hand: Telekinesis (40 STR) Only When In Contact With The Ground (-¼), Physical Manifestation (-¼)	6
3f	3) Dust Blast: Sight Group Flash Attack 8d6 Area Of Effect (14m Cone; +½); No Range (-½), Only When In Contact With The Ground (-¼), Does Not Work Against Desolidified Characters (-¼)	6
2f	4) Earthmelding: Desolidification (affected by any attack) Reduced Endurance (0 END; +½); Only When In Contact With The Ground (-¼), Only To Pass Through Earth/Stone (-¼), Does Not Protect Against Damage (-1)	0
25	Stone Body Shaping: Multipower, 25-point reserve	
2v	1) Huge Stone Fist: HA +4d6 Hand-To-Hand Attack (-¼), Increased Endurance Cost (x3 END; -1)	6
1f	2) Spiky Stone Fist: Armor Piercing (+¼) for 50 STR (see text) Increased Endurance Cost (x3 END; -1)	3
5v	3) Obsidian Blade Hand: HKA 1½d6 (5d6 with STR)	2
1v	4) Crystalline Growth: Stretching 10m Limited Body Parts (arms only; -¼), No Noncombat Stretching (-¼)	2
20	Demonically Rocky Skin: Resistant (+½) for 20 PD/20 ED	0
30	Demonic Toughness: Physical and Energy Damage Reduction, Resistant, 25%	0
20	Heavy: Knockback Resistance -20m	0
8	Foot Melding: Knockback Resistance +-10m Only When In Contact With The Ground (-¼)	0

52	Supreme Digging: Tunneling 16m through 8 PD materials, Fill In Reduced Endurance (½ END; +¼)	2
5	Demonic Body: Power Defense (5 points)	0
5	Demon's Eyes: Infrared Perception (Sight Group)	0
5	Demon's Eyes: Ultraviolet Perception (Sight Group)	0
7	See Through Earth: Partially Penetrative (earth/stone) for Sight Group Limited Range (50m; -¼), Nonpersistent (-¼)	0
24	Sense Vibrations: Detect Physical Vibrations 12- (Touch Group), Discriminatory, Range, Targeting Only When In Contact With The Ground (-¼)	0

Talents

3 Bump of Direction

Skills

10	+2 with Earth Powers Multipower
16	+2 HTH
3	Climbing 13-
3	AK: Mexican Cave Formations 12-
2	AK: Mexico 11-
2	CK: Mexico City 11-
3	KS: Arcane And Occult Lore 12-
3	KS: Rocks & Minerals 12-
2	KS: The Scientific World 11-
3	Language: English (completely fluent; Spanish is Native)
3	Power: Earth Manipulation 12-
2	PS: Explorer 11-
2	PS: Rock Collecting 12-
3	PS: Spelunking 12-
6	Survival (Deserts, Mountains, Temperate/Subtropical) 12-
3	Scientist
3	1) SS: Geology 13-
2	2) SS: Geophysics 12-
1	4) SS: Physics 11-
1	3) SS: Seismology 11-

Total Powers & Skills Cost: 350

Total Cost: 614

400 Matching Complications (75)

25	Distinctive Features: Aura Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear])
30	Enraged: Berserk when takes BODY damage (Uncommon), go 14-, recover 11-
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
10	Hunted: Trismegistus Council (Infrequently, Less Pow, Capture)
15	Psychological Complication: Sadistically Evil (Common, Strong)
15	Psychological Complication: Overconfidence (Very Common, Moderate)
10	Psychological Complication: Enjoys Causing Massive Property Damage (Common, Moderate)
15	Social Complication: Secret Identity (Miguel Cordova) (Frequently, Major)
30	Susceptibility: to holy places/objects, takes 2d6 STUN and BODY per Turn (Uncommon)
5	Vulnerability: 1½ x STUN from Holy attacks (Uncommon)
10	Vulnerability: 2 x STUN from Sonics and Vibration attacks (Uncommon)

Total Complications Points: 75

Experience Points: 168

B

DEATHSTROKE

Membership: Requiem; Frost.

Background/History: Damian and Adrian DuMorte were born and raised in Alaska. When they were nine and seven, respectively, their father, a kindly man, died of an unexpected heart attack. Two years later their mother remarried, but the man she thought would make a good father for her boys turned out to be an ogre. Abusive and cruel, he imposed strict rules on the household and beat the boys for even the slightest acts of disobedience.

Things got worse when the boys were in their early teens and their mutant powers — Damian's control of sound, Adrian's control of ice and cold — manifested. Now their stepfather had one more thing to hate them for. Fearing that other people would turn on the whole family if they found out the boys were "muties," he ordered them not to use their powers at all. Whenever he caught them breaking this rule, the beatings they got were particularly savage. But this didn't stop them from practicing with their powers; it just made them bitter and angry, with an intense hatred for authority figures.

DEATHSTROKE FACTS

Here are some facts characters and NPCs might know about Deathstroke if they succeed with an appropriate Skill Roll:

N/R: Deathstroke is a supervillain team that used to have several members, but currently consists only of Requiem and Frost, who are brothers.

K/R: Formed in the mid-Eighties, Deathstroke never amounted to much as a supervillain team, and suffered a number of well-publicized defeats (though never capture). In 1993 it joined forces with Dr. Draconis to try to take over the world, but eventually turned on him and helped the Sentinels capture him. In 1996 it threatened the world with an orbital weapon called "the Dagger," only to have the weapon misfire and kill three members. The survivors, Requiem and Frost, were incarcerated in Stronghold until escaping during the 2009 breakout.

-1: Requiem and Frost are thought to be trying to recruit members for a new Deathstroke team.

By the time they were in their late teens, the brothers' powers had become strong enough, and they'd learned enough about using them, to stand up for themselves. The next time their stepfather came after them, Adrian froze him in a block of ice. He swore and struggled, saying he was going to "kill both of you to protect real people from freaks!" That was the final straw for Damian, who unleashed a sonic scream that broke half the bones in the man's body and ruptured his lungs. They left him to die in agony and fled Alaska forever.

Immensely proud of their powers and certain they could become fabulously rich as supervillains, they designed costumes and chose the names "Deathsinger" and "Frost." They enjoyed some early successes, though nothing major. They fought superheroes several times, and were caught on more than one occasion, but somehow they always managed to escape before they wound up in Stronghold.

In 1989 Deathsinger decided they needed to "hit the big time" and launch some *major* schemes. That meant recruiting other villains and forming a team under his leadership; there was only so much the two of them could do on their own. He put out some feelers in the underworld and soon had a team of five. The three new additions were: Shockwave, a super-strong enforcer from Jersey; Stinger, whose insect powers were often eclipsed by his intellectual vanity and arrogance; and Death Commando, a military veteran with a suit of light powered armor, a blaster rifle, and a bad attitude.

Christening his team "Deathstroke," Deathsinger set out to make a mark on the underworld. Unfortunately his overconfidence and ambition weren't matched by his team's competence. None of them were underpowered or inexperienced... but somehow nothing seemed to go their way. The few successes they achieved were more than offset by the jobs they botched or the times they had to flee from superheroes. Despondent, Deathsinger actually hired a publicist to try to change the team's image. The publicist created new costumes for the team, convinced Deathsinger to change his name to the more ominous "Requiem," and added a new member, a female mentalist named Scatterbrain, to the team. It seemed like a good start on a new stage of their criminal careers.

Requiem thought things had finally turned around in 1993 when Deathstroke teamed up with a scientific genius named Strangluff Draconis (no relation to the VIPER villain Draconis) in a scheme to take over the world. Doctor Draconis wore powered armor that made him a match for any member of Deathstroke, and when properly seeded throughout the world his secret robot armies would allow him and his allies to become rulers of the Earth. But Dr. Draconis was using Deathstroke for his own ends. When Requiem realized what was going on, he and his teammates turned on Dr. Draconis and helped the Sentinels defeat him. They paid a high price — one of Draconis's energy bolts blew a hole the size of a fist through Death Commando's chest — but because they were instrumental in saving the world, the Sentinels didn't turn them in.

That proved to be a mistake, since Requiem, despite his arrogance, was no fool. He took gigabytes of Dr. Draconis's scientific data with him when he left and immediately started working with underworld scientists to put it to use. The plan he came up with was to extort ransoms from Earth's governments after putting a massive energy cannon, nicknamed "the Dagger," into orbit around the planet in 1996. For once, the scheme was actually working as planned, and the world trembled at Deathstroke's feet! But the Justice Squadron found the team's secret headquarters and attacked. The battle raged long and hard... and then a punch from Brawler knocked Requiem into one of the control consoles for the orbital laser cannon, changing its target from Washington, DC to the battlefield. It fired, and before the Squadron could shut it off Shockwave, Stinger, and Scatterbrain had been vaporized.

This time Requiem and Frost weren't so lucky. They were arrested, tried, and convicted of dozens of crimes, including manslaughter counts for the deaths of their teammates. Life sentences in Stronghold followed... and there they remained until the 2009 breakout, which at last freed them. Since then the brothers have remained in hiding, building up their strength and scheming. Requiem knows they need new teammates to truly rebuild Deathstroke and make it a force to be feared; he's considering his options and deciding who to approach with an offer of membership.

Group Relations: The DuMorte brothers get along extraordinarily well, despite their egos; either would willingly give his life for the other. Part of the problem Requiem faces in trying to rebuild Deathstroke is to find other villains who get along with them; he doesn't want the new team to be torn apart by personality conflicts and betrayal.

Campaign Use: Requiem and Frost still think of themselves as being the core of the "team" Deathstroke, though at this point it's just the two of them so it's not really a team. However, Requiem's efforts to create and fund a new team could lead to plenty of adventures for your PCs.

If you want Deathstroke to become more powerful, let Requiem succeed. Pick some solo villains out of CV3, or design some of your own, and make them members of the reborn Deathstroke. If you prefer to keep the team weak, Requiem's efforts just haven't born any fruit... yet.

Associates, Allies, And Adversaries: Deathstroke's been out of the limelight for so long many people don't even remember the name, and those who do often associate it with its many misadventures in the Eighties and Nineties. The brothers didn't exactly make a lot of friends in Stronghold, but it's possible that some other villains who escaped during the 2009 breakout may think better of them and at least be willing to listen to recruiting pitches.

The Institute for Human Advancement labeled Requiem and Frost two of the "most dangerous mutants" to escape in the Stronghold breakout, and that brought them to the attention of Kine-matik. He'd love to recruit them for his team but hasn't been able to find them.

Appearance: Requiem and Frost are twin brothers; they're both white men, 5'11" tall, with athletic but not overly muscular builds, brown hair, and hazel eyes (though when Frost uses his powers his eyes change to an icy blue-white). However, compared to his brother (or any other human), Frost is noticeably pale-skinned. They wear costumes of similar design: boots, gloves, belt, central chest, and raised collar of a main color; and a half-face mask, side panels, and legs of a secondary color. For Requiem, the primary color is red, the secondary color black. For Frost, the primary color is an icy blue, the secondary color white. Their belt buckles are a distinctive skull.

REQUIEM

Background/History: See above.

Personality/Motivation: Requiem is known as an overconfident, arrogant blowhard — and the truth is there was a time, in his early Deathsinger days, when that reputation was entirely deserved. Since growing older and switching to "Requiem" he's become a lot more serious and practical; for the most part his long-winded soliloquies and pronouncements of doom and destruction are a thing of the past.

Requiem's always been smart, smarter than a lot of people gave him credit for, and he took advantage of his time in Stronghold to read and study. He developed literary ambitions and kept a detailed journal of life in super-prison. (He's considering trying to sell the movie rights to Hollywood.) Now that he's free once more, his increased maturity and insight make him a far more clever and dangerous criminal than ever before... though it remains to be seen if cleverness can overcome his perpetual bad luck.

Quote: “Any man can overcome his own worst qualities — given insight, time, and willpower.”

Powers/Tactics: Requiem has sonic powers. His shouts and screams are powerful enough to smash down walls, send opponents flying, and even kill people. They don't have any applications beyond the offensive, though — try as he might, he never learned to create sonic force-fields or adapt his powers for other uses the way some sonic villains can.

In combat, Requiem prefers to open with a strong offense since he's not very well protected. Unless he has to make a Half Move for some reason, he usually Finds Weakness and then attacks every Phase. He most often relies on his Blast; he won't resort to the RKA unless he can't hurt his opponent any other way or gets really angry.

Campaign Use: See above.

Associates, Allies, And Adversaries: During his time in Stronghold Requiem generally tried to keep a low profile, but one time a couple years ago he bumped heads with Stiletto. It was never clear what set the two of them off, but the result was a brawl that sent both of them to the infirmary (each of them claims to have won the fight). If they ever meet on the outside, sparks are sure to fly... and this time Requiem can use his powers.

Appearance: See above.

REQUIEM FACTS

Here are some facts characters and NPCs might know about Requiem if they succeed with an appropriate Skill Roll:

N/R: Requiem is the leader of the villain team Deathstroke, which as of mid-2010 only has one other member, his brother Frost, as far as the authorities know.

K/R: Requiem is a mutant. His real name is Damian DuMorte.

-2: Requiem is known to have a strong streak of overconfidence... though it's possible that being in Stronghold for over a decade cured him of that little personality flaw.

-6: Despite being a sound manipulator himself, Requiem experiences intense pain when hit with other sonic attacks.

FROST

Background/History: See above.

Personality/Motivation: Unlike his brother, Frost has never entirely grown up. He's still the same greedy, immature, insulting jerk with poor impulse control that he's always been. He's the one who's constantly getting in trouble one way or another, forcing Requiem to bail him out (even though Requiem knows, rationally, that Frost will never learn anything until he has to deal with the consequences of his actions).

Quote: “Hey Ogre — is your butt as ugly as your face? Wait... it *couldn't* be.”

Powers/Tactics: Frost has the power to control ice and cold. He can project blasts of cold energy, form blocks of ice around his foes, move quickly on ice slides, or erect ice walls to protect himself and his brother. Despite his impetuosity, he fights pretty intelligently, and is skilled at working with his brother to take down an enemy.

In combat, Frost usually tries to incapacitate one or more foes with Entangles, then he and his brother go to work on anyone else. Since he can move around the battlefield much more quickly than Requiem, it falls to him to chase fleeing opponents.

Campaign Use: See above.

Associates, Allies, And Adversaries: Over the years Frost's smart mouth and sarcastic nature haven't exactly earned him any friends. In fact, more than a few villains tend to detest him and would gladly express their dislike by administering a sound beating (or perhaps covertly interfering in one of Deathstroke's schemes). The Frost Anti-Fan Club's membership roster includes Alchemica, Blackguard, Boomslang, Fenris, Gauntlet, Hornet, Mantara, Ogre, El Salto, Starflare, and Vibron.

Appearance: See above.

FROST FACTS

Here are some facts characters and NPCs might know about Frost if they succeed with an appropriate Skill Roll:

N/R: Frost is a member of the villain team Deathstroke, which is led by his brother Requiem; as of mid-2010 he and his brother are believed to be the team's only members.

K/R: Frost is a mutant. His real name is Adrian DuMorte.

-2: Like many other ice/cold manipulators, Frost can't stand intense heat; he suffers worse than normal injuries when attacked with fire.

-4: Frost likes to insult people and make sarcastic remarks, a trait which has made more than a few villains (not to mention plenty of heroes) despise him.

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REQUIEM

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
20	DEX	20	13-	
23	CON	13	14-	
15	INT	5	12-	PER Roll 12-
14	EGO	4	12-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
6	DCV	15		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		Phases: 3, 5, 8, 10, 12
8	PD	6		Total: 20 PD (12 rPD)
12	ED	10		Total: 24 ED (12 rED)
10	REC	6		
80	END	12		
13	BODY	3		
34	STUN	7		Total Characteristics Cost: 177

Movement: Running: 18m

Cost Powers

Cost	Powers	END
60	Deathsinging: Multipower, 60-point reserve	
6f	1) Sonic Scream I: Blast 12d6	6
6f	2) Sonic Scream II: RKA 3d6 Reduced Endurance (½ END; +¼)	2
6f	3) Sonic Scream III: Blast 8d6 NND (defense is Hearing Group Flash Defense or being deaf; +½)	6
4f	4) Glass-Shattering Scream: RKA 2d6 Area Of Effect (16m Radius; +¾), Personal Immunity (+¼); No Range (-½)	6
4f	5) Deafening Scream: Hearing Group Flash 10d6 Area Of Effect (16m Radius; +¾), Personal Immunity (+¼); No Range (-½)	6
13	Sonic Control I: Armor Piercing (x2; +½) for Sonic Scream I Activation Roll 12- (-¼), Extra Time (makes Sonic Scream I take a Full Phase to use; -½), Increased Endurance Cost (x2 END; -½)	6
13	Sonic Control II: Penetrating (+½) for Sonic Scream I Activation Roll 12- (-¼), Extra Time (makes Sonic Scream I take a Full Phase to use; -½), Increased Endurance Cost (x2 END; -½)	6
24	Armored Costume: Resistant Protection (12 PD/12 ED) 0 OIF (-½)	
6	Fast: Running +6m (18m total)	0
3	High-Range Hearing: Ultrasonic Hearing (Hearing Group)	0
1	Mutant Lifespan: Life Support (Longevity: twice normal lifespan)	0

Skills

20	+4 with Deathsginging Multipower
2	KS: History 11-
2	KS: Literature 11-
3	Stealth 13-
3	Streetwise 13-
3	Teamwork 13-

Total Powers & Skills Cost: 179

Total Cost: 356

400 Matching Complications (75)

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
25	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Overconfidence (Very Common, Moderate)
15	Psychological Complication: Loyal To His Brother Frost (Common, Strong)
15	Social Complication: Public Identity (Damian duMorte) (Frequently, Major)
10	Unluck 2d6
10	Vulnerability: 2 x STUN from others' Sonic Attacks (Uncommon)

Total Complications Points: 75

Experience Points: 0



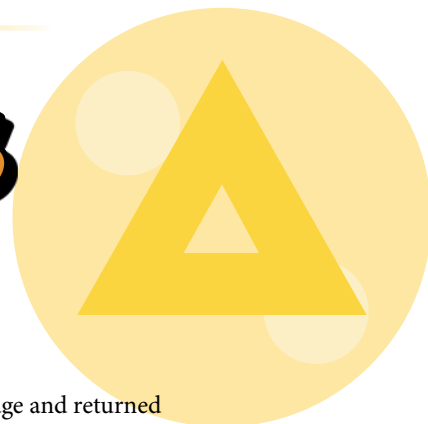
A**FROST**

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
20	DEX	20	13-	
23	CON	13	14-	
10	INT	0	11-	PER Roll 11-
12	EGO	2	11-	
15	PRE	5	12-	PRE Attack: 3d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
4	DMCV	3		
5	SPD	30		Phases: 3, 5, 8, 10, 12
8	PD	6		Total: 20 PD (12 rPD)
15	ED	13		Total: 27 ED (12 rED)
10	REC	6		
70	END	10		
13	BODY	3		
36	STUN	8		Total Characteristics Cost: 164

Movement: Running: 36m

Cost	Powers	END
60	Frost Powers: Multipower, 60-point reserve	
6f	1) Ice Blast: Blast 12d6	6
6f	2) Frost Blast: Blast 6d6 NND (defense is Life Support [Safe Environment: Intense Cold]; +1)	6
6f	3) Ice Dart: RKA 2d6 Armor Piercing (x2; +½), Reduced Endurance (0 END; +½)	0
3f	4) Ice Bonds: Entangle 6d6, 6 PD/6 ED Vulnerable (Fire/Heat; -1)	6
4f	5) Ice Barrier: Barrier 12 PD/8 ED, 10 BODY (up to 10m long, 3m high, and 1m thick) Vulnerable (fire/heat have 2x effect for purposes of determining whether Barrier takes BODY damage; -¼)	5
40	Icy Fog: Change Environment, -3 to Sight Group PER Rolls, -3 Temperature Levels Area Of Effect (16m Radius; +¾), Personal Immunity (+¼), Reduced Endurance (½ END; +¼)	2
24	Armored Costume: Resistant Protection (12 PD/12 ED) 0 OIF (-½)	0
19	Ice Slides: Running +24m (36m total) Physical Manifestation (-¼), Side Effects (leaves big chunks of ice around the environment; -0)	2
2	Used To The Chill: Life Support (Safe Environment: Intense Cold)	0
5	See Heat Patterns: Infrared Perception (Sight Group)	0
1	Mutant Lifespan: Life Support (Longevity: twice normal lifespan)	0
Skills		
15	+3 with Frost Powers Multipower	
3	Stealth 13-	
3	Streetwise 12-	
3	Teamwork 13-	
Total Powers & Skills Cost: 200		
Total Cost: 364		
400 Matching Complications (75)		
10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)	
20	Enraged: by insults, sarcasm, or not being taken seriously (Common), go 11-, recover 11-	
25	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)	
15	Psychological Complication: Impetuous (Common, Strong)	
15	Psychological Complication: Loyal To His Brother Requiem (Common, Strong)	
15	Social Complication: Public Identity (Adrian duMorte) (Frequently, Major)	
10	Unluck 2d6	
20	Vulnerability: 2 x STUN from Fire/Heat (Common)	
20	Vulnerability: 2 x BODY from Fire/Heat (Common)	
Total Complications Points: 75		
Experience Points: 0		

THE DEVIL'S ADVOCATES



Membership2: The Demonologist, Golem, Gyre, Kapilasa, Tartarus, Vilsimbra.

Background/History: Behold the Demonologist, a man out to undo five centuries of history.

In the Renaissance, European scholars discovered both the magic and the science of the ancient world. Many scholars pursued both: Isaac Newton dabbled in alchemy, and the crystal-gazing magus John Dee was also a leading mathematician of his day.

The rational world-view of science prospered and changed the world. In public, magic degenerated into a mass of nonsensical verbiage, the province of con men and educated fools. The *real* magic stayed underground, secretly preserved by adepts who knew the world had no room for them.

In the twentieth century, however, new discoveries in physics, biology, and psychology turned the old clockwork cosmos upside down. The world had room for magic once more. Soon after the first superheroes and villains appeared, adepts like Archimago declared themselves and proclaimed a Dark Renaissance of magic.

The Demonologist wanted more than a revival of magic. He fought to make the Dark Renaissance a revolution to end the Machine Age forever. He found he couldn't do it alone, even though he was one of the world's most formidable living wizards. So he gathered a group of other malcontented mystics to help him.

He read in the newspapers of a criminal who used animated statues to rob museums. He broke Upton Frogge (*a.k.a.* the Golem) out of jail. Golem was most grateful.

Sarah Benton's early dimension-warping experiments sent mystic shock waves around the world. The Demonologist tracked down the nascent sorceress. He had grave doubts about admitting a scientist to his group, but Benton genuinely loved magic and didn't give a damn about anything else. The Demonologist decided he could compromise his principles just a little: surely, no one could sabotage the Machine Age better than someone who understood its principles. Sarah Benton became Gyre.

News reports of a demon rampaging through Marrakech caught the Demonologist's attention. He found not a demon, but a man fused with a demon. The Demonologist calmed Jos Terhune's

panic and his demonic half's rage and returned him to human form. He easily persuaded the grateful but frightened Terhune to join his group as Tartarus, the Fist of Hell.

The Demonologist didn't have to find Vilsimbra; she found him. The dark elf was by turns charming, formidable, and sympathetic. He saw through Vilsimbra's games to her true motives, but he let her join anyway. Vilsimbra found it novel to interact with other people without a hidden agenda.

Behold the the Demonologist, a man out to undo five centuries of history. With his new allies, he just might do it.

Group Relations: The Devil's Advocates are bound together by their common interest in promoting the Dark Renaissance. Except for missions and research, the members don't associate with each other much. It's a very professional group — part terrorist cell, part scholarly think-tank. The members also understand the team commands far greater power (and respect in the Mystic World) than any of them could attain on their own.

The Demonologist needs all his diplomatic skills to keep the group together, though. Under the right circumstances, any recruit could desert the group. Tartarus revels in his demonic power, but lacks the cold abstraction that lets people commit mega-murder. Golem is simply a coward. Gyre would leave if she thought the Demonologist's agenda didn't leave enough room for her experiments. Kapilasa's desire for Brahmin rule makes him the Demonologist's lone rival for leadership, and his dislike of anything Western often grates on the other members. Vilsimbra can't stop playing games with the emotions of the other members (Tartarus has almost killed her twice after she trifled with his affections). So far, however, the tensions within the Devil's Advocates haven't diminished their effectiveness in the field.

The Advocates have made themselves notorious in both mundane society and the Mystic World. In pursuit of their goals, they've terrorized whole cities and caused billions of dollars' worth of property damage. Superheroes and worried governments sometimes hide the full truth about the Advocates' exploits, fearing public panic or rash occult experimentation by the curious. Still, most people know that the Devil's Advocates do weird, horrible things.

Tactics: Few of the Devil's Advocates are strong fighters, but they enjoy a virtually limitless range of powers. The Demonologist therefore relies on misdirection, mobility, and multiple lines of attack. He wants victory, not glory: he tries to reach his goals despite interference and without fighting superheroes directly. If the team cannot avoid combat, Golem, Tartarus, and Kapilasa take the front line; if they aren't enough or the Demonologist needs these members for other tasks, summoned demons do the fighting.

Most importantly, the Devil's Advocates study each other's magic so they can combine their powers. The Demonologist, Gyre, and Vilsimbra all have Variable Power Pools. Thanks to their intensive training (and the *Teamwork Skill* and the *Usable By Other Advantage*), these three can use their VPPs to add Advantages to another member's powers (or with the GM's permission, Aid one another's VPPs for truly massive effects). Victory against such magic often depends on interrupting the spellcasting ritual or otherwise breaking the team's close coordination.

Campaign Use: The Devil's Advocates provide an excuse for mystical mayhem on a grand scale without bringing in nigh-omnipotent megavillains such as Tyrannon. By combining their powers, or creating magical "superweapons," (actually massive spells with hefty Limitations), the Advocates can do neat stuff like summoning demonic armies or faking Armageddon. They perform mere theft and murder with ridiculous ease: the Demonologist calls the group together only for projects that can terrify or transform the world. Smaller groups of Advocates may gather for less grandiose reasons, such as finding an artifact or breaking teammates out of jail.

Their ruthlessness, flexibility, and skill at misdirection makes the Devil's Advocates a dangerous Hunter, but the Demonologist usually thinks revenge isn't worth the effort. In particular, he'd rather not harm or hinder kill fellow mystics — mystical heroes assist the Dark Renaissance just by using their powers in public.

If the Devil's Advocates aren't powerful enough to provide a credible challenge to PCs no matter how clever their tactics, increase the power of individual members or add new members. The Demonologist still seeks mystics who hate modernity and lack scruples. Almost any mystical villain of comparable power could join the team, or at least ally for one adventure. To weaken the group, reduce the members' power or leave out some characters: not every Devil's Advocate has to participate in every scheme. In fact, the Demonologist likes to leave at least one member in reserve to break the others out of jail if necessary. Individual Advocates may also team up with other villains to pursue personal goals that have nothing to do with the Dark Renaissance.

Associates, Allies, And Adversaries: The Devil's Advocates can work with any other evil, mystical group that's willing to work with them on an even footing. Such team-ups seldom happen, however, because mystics are just too fractious. For instance, the Crowns of Krim and the Advocates have become bitter enemies, often trading insults by proxy; the Demonologist has tried to capture or command their power with spells, but so far has not succeeded. The team avoids DEMON (since it wants to transform human existence, not end it), and Shadow Destroyer and Takofanes (both of whom would, at best, make the Advocates slaves, rather than equal partners). The Advocates haven't worked with dimension lords such as Skarn or Tyrannon, but it's not impossible if the Demonologist thinks their goals dovetail and he can control the situation. Through the Demonologist, the Advocates stay in contact with the Circle Of The Scarlet Moon and sometimes obtain help from its members, making that cult their most frequent partner.

The Advocates' creepy reputation extends to most non-mystical villains and criminal agencies. For their part, the Advocates typically view non-mystical villains as obstacles or dupes. One notable exception is Professor Paradigm. He's tried to recruit Gyre for the Paradigm Pirates, thus causing friction between himself and the Advocates (particularly the Demonologist, who regarded the Professor's actions as a grave personal insult). The two teams haven't come to blows yet, but it may only be a matter of time.

DEVIL'S ADVOCATES FACTS

Here are some facts characters and NPCs might know about the Devil's Advocates if they succeed with an appropriate Skill Roll:

N/R: The Devil's Advocates is a team of mystic supervillains led by the Demonologist, a powerful supermage; other members include Golem, Gyre, Kapilasa, Tartarus, and Vilsimbra.

K/R: In addition to committing typical crimes for personal gain, the group works to advance the Demonologist's cause of fomenting a "Dark Renaissance" in which Magic supplants Science as the dominant force in human existence.

-2: Although few of them are heavy fighters, the Devil's Advocates tend to be very effective in combat due to the wide range of powers and abilities available to the team.

-4: The Devil's Advocates have worked with the Circle of the Scarlet Moon on several occasions and seem to have a loose "mystical alliance" with it.

-8: The Devil's Advocates and the Crowns of Krim are enemies.

THE DEMONOLOGIST

Background/History: Andre de Faussesflammes comes from a long line of occult scholars. His family can trace its roots all the way back to medieval France, when they intermarried with the Vandaleurs and de Morphants. More recently, the Faussesflammes became stalwarts of the Circle of the Scarlet Moon. When the family moved to America after World War II, the tradition didn't die. Andre grew up in a house filled with grimoires, scarabs, crystal balls, and tribal fetishes. While other teenagers grooved to rock 'n' roll, he chanted cabalistic liturgies. Naturally, his classmates thought he was a prize weirdo.

After high school, Andre followed family stories to the Circle of the Scarlet Moon. He quickly established himself as a superior sorcerer — but his unconcern for worldly power left him a mere ovate, with little chance of advancement.

Then Andre's father died when traffic accident hurled a drum of toxic waste from a truck and struck him as he walked nearby. The impact didn't kill Andre's father, but the chemicals did. The symbolism was perfect, Andre reflected bitterly. His father, who worked as an antique dealer to preserve what was noble and magical from the past, had been struck down by the garbage of a soulless machine age.

The police found the driver dead in his home, torn limb from limb. Two days later, the chemical company's local office burned to the ground.

It's a beginning. Andre thought as he drew the circles and sigils for his greatest summoning yet, *but only a beginning.* It was high time the ancient forces of magic rose again. Demonology would crush technology and he, the Earth's greatest living demonologist, was just the person to do it — even if he had to unleash the foulest horrors from Hell and beyond.

Personality/Motivation: The Demonologist is a ruthless, cunning strategist. "Mere human" life means little to him: he might talk of building a better world through sorcery, but he doesn't care how many people die because of his schemes. The Demonologist never takes rash chances or underestimates an enemy; his confidence comes from careful planning.

Andre lacks experience, however, at dealing with people in ordinary circumstances. He's perfectly comfortable discussing arcane matters with other sorcerers. He takes the petty rivalries of his fellow Devil's Advocates in stride: power relationships are the very essence of demonology. But he couldn't make small talk at a party to save his life, and doesn't see any reason why he should want to.

Quote: "Evil? You call me evil? Compared to your computers and factories, my demons are cuddlesome. Am I more evil than oil spills, atom bombs, and smog?"



Powers/Tactics: The Demonologist has no powers apart from his magic items and summoning rituals, but these are enormously varied. He specializes in summoning creatures to fight or carry out tasks for him and binding them to talismans for instant use later. With preparation, the Demonologist can summon powerful demons, but he cannot bind these into talismans (they're effectively free-willed supervillains who may... or may not... do as the Demonologist requests).

In game terms, the Demonologist has a large Variable Power Pool, but a third of it only applies if he has time to make extensive preparations, perform rituals, and the like. His basic Pool requires 1 Turn to 1 Minute to change, so he can't alter his current allotment of spells in mid-battle, but he can make standard preparations for a mission or a fight fairly quickly. His magical powers all draw off his Endurance Reserve, not his personal END.

For his own protection, the Demonologist wears a protective magic cloak and talismans that at least blunt most attacks. (Most of these he crafted himself; the Shielding Amulet is a gift from one of his demonic "allies.") These aren't to let the Demonologist face down superheroes — they're to keep him from dying and buy time for an escape.



THE DEMONOLOGIST

Val Char Cost Roll Notes

8	STR	-2	11-	Lift 75 kg; 1½d6 HTH damage [1]
15	DEX	10	12-	
13	CON	3	12-	
25	INT	15	14-	PER Roll 14-
20	EGO	10	13-	
20	PRE	10	13-	PRE Attack: 4d6

5 OCV 10

5 DCV 10

7 OMCV 12

7 DMCV 12

4 SPD 20 Phases: 3, 6, 9, 12

3 PD 1 Total: 21 PD (6 rPD)

3 ED 1 Total: 21 ED (6 rED)

5 REC 1

25 END 1

10 BODY 0

22 STUN 1 Total Characteristics Cost: 115

Movement: Running: 12m

Cost Powers

Cost	Powers	END
23	Innate Mystical Might: Endurance Reserve (100 END, 6 REC) Only For Spells And Magical Effects (-¼)	0
77	Improvised Ritual Magic: Variable Power Pool (Magic Pool), 60 Pool + 60 Control Cost Focus (all slots must have at least -½ worth of this Limitation; -½), Variable Limitations (requires -½ worth of Limitations chosen from Activation Roll, Concentration, Extra Time, Gestures, or Incantations; -¼)	var
35	Prepared Ritual Magic: Variable Power Pool (Magic Pool), +30 Pool + +20 Control Cost Focus (all slots must have at least -½ worth of this Limitation; -½), Variable Limitations (requires -½ worth of Limitations chosen from Activation Roll, Concentration, Extra Time, Gestures, or Incantations; -¼), Takes Hours To Change (-¼)	var
37	Grand Summoning: Summon one demon built on up to 650 Total Points Expanded Class (any demon; +½); OAF Bulky Fragile (numerous consecrated tools; -1¼), Extra Time (5 Minutes; -2), Window Of Opportunity (can only summon demons at specific propitious times; -½)	19
24	Infernal Pact: +60 PRE Only For Making Presence Attacks Against Infernal Beings (-1½)	0
16	Wardcape: +12 PD/+12 ED OIF (-½)	0
15	Wardcape: Resistant Protection (6 PD/6 ED) Hardened (+¼); OIF (-½)	0

10	Innate Strength Of Will: Mental Defense (10 points)	0
8	Shielding Amulet: Mental Defense (+10 points) Hardened (+¼); OIF (-½)	0
8	Shielding Amulet: Power Defense (10 points) Hardened (+¼); OIF (-½)	0

Skills

24	+2 Overall
3	Analyze Magic 14-
5	Cramming
3	Cryptography 14-
3	Deduction 14-
3	Navigation (Astral, Dimensional) 14-
3	Persuasion 13-
13	Spell Research (Inventor) 19-
2	PS: Calligrapher 11-
2	PS: Jeweler 11-
2	PS: Sketch Artist 11-
3	Teamwork 12-
3	Linguist
1	1) Language: French (completely fluent; English is Native)
2	2) Language: Greek (completely fluent)
3	3) Language: Hebrew (completely fluent)
1	4) Language: Latin (completely fluent)
3	Scholar
2	1) KS: Demon Lore 14-
1	2) KS: Inner Planes 11-
1	3) KS: Magic Styles 11-
2	4) KS: The Mystic World 14-
1	5) KS: Outer Planes 11-
1	6) KS: Past Sorcerers 11-
2	7) KS: Spirit Lore 14-
1	8) KS: The Superhuman World
5	9) KS: Western Ceremonial Magic 16-

Total Powers & Skills Cost: 348

Total Cost: 463

400 Matching Complications (75)

20	Hunted: assorted governments (Infrequently, Mo Pow, NCI, Capture)
10	Hunted: Witchfinder (Infrequently, As Pow, Kill)
5	Hunted: Abrahamic Churches (Infrequently, Less Pow, Remove Powers)
25	Psychological Complication: Physical Coward (Very Common, Total)
15	Psychological Complication: Despises Technological Civilization (Common, Strong)
15	Social Complication: Secret Identity (Andre de Fausses-flammes) (Frequently, Major)
10	Social Complication: Demon Pacts (Occasionally, Major [must perform favors for various demon lords to preserve his authority over their vassals and minions])

Total Complications Points: 75

Experience Points: 63

Although the Demonologist can set great magic forces in motion, he has no skill at personal combat, and he knows it. He relies on feints and misdirection: his flashy, obvious attacks usually conceal stealthier action. The Demonologist always keeps at least one alternate plan in reserve.

Campaign Use: See the introductory text for general information. Apart from his magic, the Demonologist is no more competent than a decent thug. Heroes learn to hate and fear him because he always seems one step ahead of them and he's so hard to catch — they can't defeat him through raw power, because he won't stand and fight. Mystical heroes face a particular challenge, because the Demonologist wins even when he loses to them: the heroes show how much the world needs magic, and so encourage people and governments to study the mystic arts.

You shouldn't increase the Demonologist's physical power to any great degree; physically, he's not that much better than an average person. At most, increase his defenses or his SPD so heroes are less likely to prevent him from doing anything. His Magic Pool can increase, however, or he could have more powers and abilities outside the VPP. To decrease the Demonologist's power, reduce his Magic Pool, or eliminate his *Grand Summoning* and/or Overall Levels.

Associates, Allies, And Adversaries: The Demonologist tries to maintain at least "professionally cordial" relations with most independent super-mystics (such as Talisman, Zorran the Artificer, and the Black Paladin). One notable exception is Witchfinder, who considers the Demonologist (and to a lesser extent his teammates) one of his prime targets for extermination.

Frag and Hell Rider are both on the Demonologist's radar. He's intensely interested in the Zodiac Working (and anything else to do with Archimago, for that matter), so he keeps a close watch on Frag and tries to find other possible "products" of the great spell. As for Hell Rider, he's intrigued by what the man will do with the power he's received; he wonders if he'll somehow keep it after he accomplishes his mission (and if so, if he might be a worthy recruit for the Advocates).

The Demonologist would desperately like to become the next Archmage. As such he's been doing whatever he can to curry favor with, and hopefully earn gifts from, the gods of the Quaternion Realms. So far he's only succeeded with the Netherworld; one of his demonic "patrons" has given him a Shielding Amulet to protect him from his foes.

Appearance: Andre has the pale skin and habitual stoop common to people who spend most of their time indoors with books. He wears grey or tan slacks and a tan jacket with elbow patches: He could pass for a college professor or stockbroker. His "costume" consists of nothing more than his grey wardcape, clasped with a garnet brooch, and his rings and talismans. When the Demonologist wants to, however, he can fairly crackle with authority.

EXAMPLE POWERS FOR RITUAL MAGIC POWER POOL

Amulet Of Invisibility: The lore of Western ceremonial magic offers several charms and talismans of invisibility. The Demonologist improved one classic amulet so it protects against magical detection as well as sight. Activating the amulet requires a short invocation and a full Phase of preparation; however, the Demonologist can prepare such amulets in a Turn or so by drawing the necessary sigils on a scrap of paper.

Invisibility to Sight Group and Mystic Sense Group, No Fringe, Reduced Endurance (0 END; +½) (60 Active Points); IAF (-½), Extra Time (Full Phase to activate; -¼), Incantations (-¼). Total cost: 30 points.

Banishing Talisman: In case a demon turns against him, the Demonologist often carries a prepared talisman to banish them back to the Netherworld.

Dispel Summon 15d6, Cumulative (x4 points; +1) (90 Active Points); OAF (-1), Gestures (-¼), Incantations (-¼), 4 Charges (-1). Total cost: 26 points.

Death Curse Talisman: This talisman is a magical boobytrap. Anyone (except the Demonologist) who touches it triggers a curse that channels Netherworld power into his body. This results in agonizing death within minutes. Bringing the victim onto holy ground stops the curse. The Demonologist may palm one of these amulets, then let an enemy grab it away in the heat of battle, or improvise the curse after he's already expended a few talismans.

RKA 1d6, NND (defense is Life Support [Longevity] or being on holy ground; +1), Does BODY (+1), Damage Over Time (ten increments, one per Turn [on Segment 1] for two minutes, cannot use power on victim again until all increments accrue; +2½), Reduced Endurance (0 END; +½), Trigger (when touched by anyone but the Demonologist; +¼) (90 Active Points); OAF (-1), Incantations (-¼). Total cost: 40 points.

Getaway Ring: This ring has a bezel of mercury-silver amalgam engraved with a sigil of the planet Mercury. If its wearer loses consciousness, the ring teleports him miles away to a safe location; the wearer can also simply will the ring to carry him off, or establish other conditions for its activation. Not only can the Demonologist wear such a ring, he might give them out to other Devil's Advocates (hence the Usable By Other).

Teleportation 20m, MegaScale (1m = 1 km; +1), Trigger (when wearer is Knocked Out or mentally commands it, activating Trigger takes no time, resetting Trigger takes 1 Minute; +¼), Usable By Other (+¼) (50 Active Points); OIF (-½), 1 Charge (-2) (total cost: 14 points) plus one Floating Fixed Location; OIF (-½) (total cost: 3 points). Total cost: 17 points.

Legions Of The Damned: Although the Demonologist cannot equal the necromantic power of Takofanes, he still achieves impressive results by calling on the demon lords Bifrons, Gamygyn, and Nebiros, who command the dead. This ritual reanimates those who died in sin and sets them

DEMONOLOGIST FACTS

Here are some facts characters and NPCs might know about the Demonologist if they succeed with an appropriate Skill Roll:

N/R: The Demonologist is a powerful supermage who leads the Devil's Advocates villain team.

K/R: He wants to foment a "Dark Renaissance" in which Magic supplants Science as the dominant force in human existence; his powers often involve summoned or controlled demons or other monstrous beings.

-1: The Demonologist's mystic powers generally involve ritual magic and prepared talismans; he can't alter spells in mid-battle the way a true supermage such as Witchcraft can.

-2: The Demonologist is something of a coward and prefers to avoid direct physical confrontation.

-4: The supermage-hunting serial killer Witchfinder is said to have the Demonologist at the top of his list of targets.

-8: The Demonologist has pacted with (but not sold his soul to) various demon lords, exchanging periodic favors for the power to summon and control their infernal underlings.

-10: His Secret Identity is Andre de Faussesflammes.

loose as ravening ghouls. The Demonologist likes the panic and havoc that results — and an army of ghouls makes a fine distraction to keep heroes away from the Devil's Advocates' *real* goal. See HSB 283 for the ghouls character sheet.

Summon 1,000 Ghouls built on 157 Total Points (81 Active Points); OAF Bulky Expendable Fragile (magic circle, various ritual tools, and an animal sacrifice; -2¼), Extra Time (5 Minutes; -2), Incantations (-¼), Must Have Sufficient Number Of Corpses (number of ghouls that the Demonologist can Summon is restricted by the amount of corpses he has available; -1). Total cost: 11 points.

Summoning Talisman: This disk of enameled metal enables the Demonologist to conjure a force of demon hounds to serve or fight for him. The demon hounds aren't loyal to him by nature, but the Demonologist's pacts with more powerful devils incline them to do what he wants. The demon hounds' vicious nature also tends to keep them in a fight. See HSB 98 for the demon hound's character sheet.

Summon eight Demon Hounds built on 262 Total Points, Friendly (+¼) (84 Active Points); OAF (-1), 1 Charge (-2). Total cost: 21 points.

GOLEM

Background/History: Upton Frogge sought magic as a way to salvage his miserable life. Even in England, a name like "Upton Frogge" made childhood a living hell, especially for a fat, weak boy. Young Upton grew up preferring books to people. Most of all he loved books about the occult, with their promise of easy power through secret knowledge. Unfortunately, nothing in the books really worked. His faith did not diminish. Upton knew there had to be real adepts of magic somewhere, hiding their awesome powers from the idly curious. He vowed to find them.

Frogge spent years on his quest, spending most of what he earned from working in his father's wax museum upon more esoteric books and visits to self-proclaimed psychics and occult experts. Amazingly, Upton found his adept, an aged kabbalist who ran a kosher deli in Brooklyn. Although Chaim Rosenthal knew the mysteries of ancient Hebrew sorcery and mysticism, he was no judge of character. He agreed to teach Frogge about real magic.

To Frogge's chagrin, tutelage apparently meant working in the deli month after month while learning Hebrew. When Frogge asked Rosenthal when he'd learn spells instead of making potato salad, Rosenthal replied that potato salad was as much an aspect of the Mind of God as anything else: "When you understand potato salad, you understand everything."

Now and then, Frogge wheedled Rosenthal into performing a feat of magic. Frogge noticed that Rosenthal always consulted a certain book, a three-ring binder stuffed with pages of handwritten Hebrew and elaborate diagrams. Frogge studied this book in secret. As he suspected, the

binder was Rosenthal's grimoire. After months of work, Frogge puzzled out a spell to animate statues. He was ecstatic. He knew the secret of making golems, the powerful living statues of Jewish legend — mighty magic indeed! Frogge carefully fashioned the tiny golden talisman for the spell and practiced in secret. One night, Frogge animated a statue from a nearby park and used its tremendous strength to murder the old man.

Frogge left Brooklyn that morning. Once on the bus, he eagerly opened his stolen book of magic to study more spells — and wept. The pages were fading as he watched, letters disappearing one by one. In an hour every page of the binder was blank.

Frogge knew he was a hunted man. He had to stay inconspicuous; by fleeing he'd virtually confessed to Rosenthal's murder. On the other hand, he could turn any statue into an unstoppable golem he could control from afar. By the end of the day Frogge was smiling. He was a wizard of only one spell — but that spell could make him very rich indeed. He was almost right: he stole a small fortune before a superhero team finally tracked him to his lair, a wax museum he'd set up himself. Frogge's dreams of wealth and power ended in prison.

The Devil's Advocates gave Golem a second chance. Frogge thinks that at long last he can gain the power to satisfy all the thwarted desires of his life... and no one will ever push him around again.

Personality/Motivation: Upton Frogge is timid at heart, though he may try to put up a brave front. He acts ruthlessly because he fears that if he doesn't utterly crush an opponent, the opponent will plot horrible revenge against him. (After all, it's what he would do.) He enjoys the physical power of possessed statue bodies, but anxiety over his helpless, comatose body prevents him from staying in statue form for very long.

Frogge's desires are all petty. He wants to be rich, feared, handsome, and respected, and to have gorgeous women falling madly in love with him. He thinks magic can do it all for him. He may be right about becoming rich, feared, and handsome; with his personality, respect and gorgeous women may be a bit more difficult.

Quote: "N-now, gentlemen, please do not attempt any violence on my person. I have a... *friend* who would take it much amiss."

Powers/Tactics: Golem can possess and animate statues from afar. In game terms, he Summons a "creature" defined as an Automaton. However, the Summon is unusual (and thus requires the GM's permission) because it has the *Ranged Advantage* — he can possess and animate a statue up to 1,940m (about 1.2 miles) away from him (and to which he has Line Of Sight at the time of Summoning). When he does this, he leaves his vulnerable, unconscious human body behind. Golem always tries to hide his body in a safe place, but no hiding place is perfect.

To use his possession power (and other object animation powers), Golem requires a small golden talisman. If possible, before possessing a statue, Golem attaches a matching golden talisman to it. (If possible, he glues the talisman to the statue and conceals it with paint or tinted wax, so it can't fall off by accident.) This makes the Summoning process much easier and less tiring on him. If the talisman falls or is knocked off the statue while Golem's possessing it, he must immediately pay the full END cost for the Summon. (At the GM's option, this may also, or alternatively, force Golem out of the statue, causing it to become a normal statue again, or he may have to make a Skill Roll of some sort to prevent being "ejected.")

If the statue is "killed," Frogge's spirit immediately returns to his body and he wakes up, none the worse for wear (though probably frightened and panicky). If he chooses, he may end the possession at any time as a Zero Phase Action, at which point the statue becomes a normal statue in the location and position it had when he stopped possessing it. (This is the "special effect" of Frogge "telling" the Slavishly Loyal statue to "return to your normal state.") If Frogge is killed while possessing a statue, the possession ends and the statue immediately returns to normal (or, at the GM's option, maybe Frogge's spirit remains trapped in the statue...).

The character sheet for Golem's possessed statues is built to be as strong as possible — in other words, it assumes a solid metal statue. If he possesses a statue made of some other substance (stone, wood, plastic, wax, or the like), the GM should adjust the character sheet by reducing its abilities appropriately. As yet, Golem only possesses humanoid statues; he finds animal-shaped statues too disorienting. Possessed statues can always separate themselves from their pedestals or other supports.

Although Golem can see and hear when possessing a statue, he can't speak because he has no lungs or vocal chords.

In his own body, Golem can also use the talisman headband to animate objects around himself without possessing them. He cannot affect living targets; he must manipulate some object to attack. He uses his control over matter to animate it, giving it "life" so that it can do his bidding. The most common type of object to animate is furniture, since it already has legs to move, but he could also animate a mass of rocks or soil, a figurine, a tree, or just about anything else. To determine the STR, attacks, and other abilities of animated matter, you can write the object up yourself or use *The HERO System Bestiary*. Select a creature from the *Bestiary* who's as similar to the animated object as possible.

For example, for a large wooden table, you might use a Horse or Bear; for a small piece of furniture, perhaps a Dog or Great Cat would do. Then adjust the character sheet to suit. For example, few animated objects have claws or fangs, so remove such natural weaponry (perhaps replacing it with a few HA dice to represent the object's ability to bash and smash). Additionally, many animated objects move fairly slowly, and have little (if any) ability to manipulate objects; you may want to reduce the movement and DEX listed on the animal's character sheet, impose relevant Physical Complications, or restrict it in other ways.

Alternately, Golem can temporarily animate an object for more limited effects. He can cause the matter of an object to warp and "lash out" in the form of a lance, striking his foe from an unexpected angle (the matter usually returns to its normal shape afterward, but not always). He can subtly (or not so subtly) warp devices and objects so that they cannot do what they're meant to do — for example, he might bend an axe-handle so that the axe becomes useless as a weapon.

Golem's favorite strategy is to plant a talisman on a statue near his intended target — if possible, a statue in the same building. Then he animates the statue and uses it to rob the place and deliver the loot to himself or confederates. Golem may even leave the statue in the building, back on its pedestal. The Devil's Advocates use Golem openly as muscle, but also take advantage of his ability to project himself anywhere they can affix a talisman to a statue.

For what it's worth, Frogge also still makes very good potato salad.

Campaign Use: See the introductory text for general information. Golem provides muscle for the Devil's Advocates. Frogge's simple motivations, more than any limits on his powers, make him more of a thug than any other Devil's Advocate. He has little inclination to Hunt superheroes on his own.

To make Golem more powerful, increase the STR, SPD, and defenses of his statue form, or give him a small Variable Power Pool like the Demonomologist's so that he's less of a one-trick pony. To make him weaker, reduce his Characteristics, or eliminate his Object Animation powers.

Appearance: Frogge himself stands 5'5" tall and weighs 190 pounds. He has receding brown hair, a walrus-like mustache, and watery hazel eyes. He dresses mainly in solid color polyester shirts and slacks. As the Golem, he looks like whatever statue he possesses, but he's working on disguising statues with makeup or the tinted wax he used to make figures for his museum. His talismans are little golden squares engraved with a complex diagram and many sigils and Hebrew letters.

A

GOLEM

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 HTH damage [1]
15	DEX	10	12-	
15	CON	5	12-	
13	INT	3	12-	PER Roll 12-
14	EGO	4	12-	
13	PRE	3	12-	PRE Attack: 2½d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
5	DMCV	6		
3	SPD	10		Phases: 4, 8, 12
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
5	REC	1		
30	END	2		
10	BODY	0		
26	STUN	3		Total Characteristics Cost: 67

Movement: Running: 12m

Cost	Powers	END
118	Possess Statue: Summon statue built on up to 530 Total Points (see character sheet below) Slavishly Devoted (+1), Ranged (see text; +½); IIF (talisman; -¼), Frogge Is Incapacitated And Helpless While Statue Is Animate (-1)	26
30	Possess Statue: Reduced Endurance (0 END; +½) for Possess Statue IIF (talisman; -¼), Only Applies If Golem Can Place A Matching Talisman On Statue (see text; -½)	0
43	Object Animation: Multipower, 75-point reserve All IIF (talisman; -¼), Gestures (-¼), Incantations (-¼)	
3f	1) Standard Animation: Summon animated object built on up to 150 Total Points Expanded Class (any object; +½), Slavishly Loyal (+1); IIF (talisman; -¼), Gestures (-¼), Incantations (-¼), Summoned Being Must Inhabit Locale (-½)	7
4f	2) Animated Matter Lance: Blast 7d6 Indirect (Source Point and Path can vary from use to use; +1); IIF (talisman; -¼), Gestures (-¼), Incantations (-¼)	7
3f	3) Animated Matter Warping: Dispel Object/Device Powers 16d6 Variable Effect (any one Object/Device power at a time; +½); IIF (talisman; -¼), Gestures (-¼), Incantations (-¼)	6

Skills

9	+3 with Object Animation Multipower
3	Disguise 12-
4	KS: Animation Magic 13-
3	KS: Kabbalism 12-
3	KS: Western Occultism 12-
3	Language: Hebrew (fluent conversation; English is Native)
2	PS: Kosher Cooking 11-
2	PS: Wax Modeling 11-
3	Sleight Of Hand 12-
3	Stealth 12-

Total Powers & Skills Cost: 236

Total Cost: 303

400 Matching Complications (75)

20	Hunted: assorted governments (Infrequently, Mo Pow, NCI, Capture)
10	Hunted: Witchfinder (Infrequently, As Pow, Kill)
5	Hunted: Abrahamic Churches (Infrequently, Less Pow, Remove Powers)
15	Psychological Complication: Fear Of Personal Combat (Common, Strong)
10	Psychological Complication: Greedy (Common, Moderate)
10	Psychological Complication: Hungers For Greater Magic Power (Common, Moderate)
15	Social Complication: Secret Identity (Upton Frogge) (Frequently, Major)

Total Complications Points: 75

Experience Points: 0

GOLEM FACTS

Here are some facts characters and NPCs might know about Golem if they succeed with an appropriate Skill Roll:

N/R: Golem is a member of the Devil's Advocates; he has the power to animate statues and other objects.

K/R: Golem's powers actually come from a talisman he wears; they're not spells he casts.

-2: Besides actually animating objects, Golem can also warp matter, causing it to lash out and hit someone, or ruining an object by changing its form.

-4: Golem fears physical combat and pain, and does his best to avoid both.

-10: His Secret Identity is Upton Frogge.

GOLEM (ANIMATED STATUE)

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [5]
20	DEX	20	13-	
10	CON	0	11-	
13	INT	3	12-	PER Roll 12-
0	EGO	0	—	MCV: N/A
25	PRE	15	14-	PRE Attack: 5d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		Phases: 3, 6, 9, 12
10	PD	27		Total: 10 PD (10 rPD)
10	ED	27		Total: 10 ED (10 rED)
12	REC	8		
0	END	-4		
20	BODY	10		
—	STUN	—		Total Characteristics Cost: 206

Movement: Running: 12m
Leaping: 20m

Cost Powers

Cost	Powers	END
15	Golem's Body: Does Not Bleed	0
10	Golem's Body: No Hit Locations	0
45	Golem's Body: Takes No STUN	0
25	Tireless: Reduced Endurance (0 END; +½) on STR	0
6	Tireless: Reduced Endurance (0 END; +½) on Running	0
5	Tireless: Reduced Endurance (0 END; +½) on Leaping	0
1	Tireless: Reduced Endurance (0 END; +½) on Swimming	0
30	Body Of Metal: Resistant (+½) for 10 PD/10 ED	0
90	Body Of Metal: Physical and Energy Damage Reduction, Resistant, 25%	0
36	Heavy: Knockback Resistance -12m	0
40	Golem's Body: Life Support: Total (including Longevity: Immortality)	0

Skills

16	+2 HTH
3	Climbing 13-
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 324

Total Cost: 530



400 Matching Complications (75)

20	Hunted: assorted governments (Infrequently, Mo Pow, NCI, Capture)
10	Hunted: Witchfinder (Infrequently, As Pow, Kill)
5	Hunted: Abrahamic Churches (Infrequently, Less Pow, Remove Powers)
10	Physical Complication: Weighty (weighs 750 kg) (Infrequently, Slightly Impairing)
20	Physical Complication: Mute (Frequently, Greatly Impairing)
15	Physical Complication: No Tactile Feedback, must succeed with a DEX Roll for any fine manipulation (Frequently, Slightly Impairing)
10	Physical Complication: Lacks The Smell/Taste Sense Group (Infrequently, Slightly Impairing)
15	Psychological Complication: Fear Of Personal Combat (Common, Strong)
10	Psychological Complication: Greedy (Common, Moderate)
10	Psychological Complication: Hungers For Greater Magic Power (Common, Moderate)
15	Social Complication: Secret Identity (Upton Frogge (Frequently, Major)

Total Complications Points: 75

Experience Points: 130

GYRE

Background/History: Sarah Benton knew her parents were different, though they wouldn't admit it. Her father's study held many leatherbound books in foreign languages. Other daddies didn't have books like that, or a locked and sound-proofed basement room. Other mommies didn't plant and harvest herbs by the phases of the moon, or sculpt little clay statues that vanished into the locked room and never came out again. Sarah's mother told her not to talk about such things; she'd learn all about it when she was older.

Instead of public high school, Sarah's parents sent her to a Catholic school that taught Latin and Greek — although the family wasn't Catholic. As a teenager, Sarah became interested in physics, while her parent's eccentricities became just one more reason for adolescent embarrassment. When Sarah graduated (a year early) and obtained a full scholarship to a prominent university, she told her parents they could keep their secrets; she didn't care.

Her parents died in a car crash while Sarah worked on her doctoral dissertation. She inherited the house, the key to the locked room, and a letter asking her to carry on their work as ritual magicians with a group called the "Trismegistus Council." Clearly, her parents had been complete lunatics.

Sarah felt enough curiosity to read a few of the old books and her parents' diaries before she threw them out. She read of planetary spirits and astral influences, of Hermes Trismegistus and the Kabbalah. It made an odd kind of sense... actually, some of this superstition had parallels in math and physics... if she used symbolic logic to cut through the archaic jargon and the contradictions....

A few months later, Sarah abandoned her dissertation. The occult concealed a strange and misunderstood science. If she could lay it bare, she would go down in history with Newton and Einstein! She raided the library for more mystic lore. The spinning of the astral spheres — Penrose's twistor theory — the *I Ching* as a binary logic system for computation — Yes, she was close! She cut off her friends and lived on pizza deliveries and coffee. She worked until she collapsed from exhaustion, then began again when she woke up.

The veil parted at last. Sarah chanted strange words for hours as she filled legal pads with diagrams that twisted into the fourth and fifth dimensions before her blurring eyesight, and for one shining, shattering moment, she *knew*. She saw the wheels of Ezekiel's vision, and knew them for the spinning of protons and galaxies. She understood the cycle of creation and destruction, and the path from spirit to matter and back again. She knew God's own equations for making universes.

And then the moment passed, and Sarah passed out. When she woke up a day later, she tried to remember that moment of perfect clarity, and couldn't. Her notes held mere fragments of theories and procedures. Sarah wept that she had lost God's equations. After resting further, however, she realized just how much she *did* remember. Spinning circles and spirals held the key. Power moved in gyres and vortices, in and out and 'round about. Sarah carefully drew a diagram, said a word, and laughed as a whirlwind of power erupted from the paper and blasted through her ceiling. Her upstairs neighbor was not so happy. He screamed at Sarah, but he didn't matter. She held up the paper, said the word again, and he went away. By the time the police came, Sarah had gone away too, to look for more books. Sarah claimed not to know what destroyed the apartments, so the police blamed the incident on a crazed supervillain, identity unknown. The Demonologist found Sarah two weeks later and persuaded her to join the Devil's Advocates. She decided to call herself Gyre. Reluctantly, she finished her dissertation and goes through the motions of post-doc research at Millennium City University — but she has more important work to do now.



B**GYRES**

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
18	DEX	16	13-	
15	CON	5	12-	
28	INT	18	15-	PER Roll 15-
14	EGO	4	12-	
13	PRE	3	12-	PRE Attack: 2½d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		Phases: 3, 6, 9, 12
6	PD	4		Total: 27 PD (21 rPD)
6	ED	4		Total: 27 ED (21 rED)
5	REC	1		
30	END	2		
10	BODY	0		
22	STUN	1		Total Characteristics Cost: 114
Movement:				
	Running:			12m
	Flight:			26m
	Teleportation:			30m
Cost Powers				
29	Mystic Energy:	Endurance Reserve (100 END, 6 REC)	0	END
73	Technomancy:	Variable Power Pool (Magic Pool), 60 Pool + 60 Control Cost OAF (-1), Takes Hours To Change (-¼)	var	
43	Gyres Of Power:	Multipower, 75-point reserve All OIF (talismanic rings; -½), Incantations (-¼)		
4f	1) Vortex Blast:	Blast 10d6 Double Knockback (+½); OIF (-½), Incantations (-¼)	7	
3f	2) Vortex Trap:	Telekinesis (40 STR) Reduced Endurance (½ END; +¼); OIF (-½), Incantations (-¼), Only To Grab And Spin/Squeeze Target (-½)	3	
3f	3) Vortex Warp:	Teleportation 20m Usable As Attack (defense is Teleportation or other space-warping powers; +1¼), Ranged (+½); OIF (-½), Incantations (-¼)	5	
3f	4) Force Precession:	Reflection (60 Active Points' worth) Any Target (+½); OIF (-½), Incantations (-¼)	6	
4f	5) Twist Through Space:	Teleportation 30m, x2 Increased Mass Variable Advantage (+½ Advantages; +1); OIF (-½), Incantations (-¼)	7	
3f	6) Twist Through Dimensions:	Extra-Dimensional Movement (any physical location in any dimension), x4 Increased Mass OIF (-½), Incantations (-¼)	5	
29	Vortex Shield:	Resistant Protection (17 PD/17 ED) OIF (-½), Incantations (-¼)	0	
11	Force Precession:	Deflection OIF (-½), Incantations (-¼)	2	
31	Levitory Vortex:	Flight 26m, x8 Noncombat Reduced Endurance (0 END; +½); OIF (-½), Incantations (-¼)	0	

34	Redirect Enemy's Power:	Absorption 30 BODY (energy, to Endurance Reserve's END) Delayed Return Rate (points fade at the rate of 5 per Minute; +1); OIF (-½), Incantations (-¼)	0
8	Mirrored Overcoat:	Resistant Protection (4 PD/4 ED) OIF (-½)	0
7	Brow Amulet:	Mental Defense (15 points) OAF (-1)	0
5	Heart Amulet:	Power Defense (10 points) OAF (-1)	0
6	Strange Magic:	Change Environment, -3 to others' attempts to use Analyze Magic on her magic No Range (-½)	

Talents

3	Absolute Range Sense
3	Bump Of Direction

Skills

10	+2 with Gyres Of Power Multipower
6	+3 OCV with Deflection
3	Electronics 15-
3	Mechanics 15-
2	Navigation (Dimensional) 15-
3	Power: Thaumaturgy 15-
3	Spell Research (Inventor) 15-
3	Teamwork 13-
3	Scholar
2	1) KS: Dimensional Magic 15-
2	2) KS: General Occultism 15-
1	3) KS: Other Dimensions 11-
1	4) KS: Sacred Geometry 11-
1	5) KS: Technomancy 11-
3	Scientist
1	1) SS: Dimensional Physics 11-
2	2) SS: Physics 15-
2	3) SS: Mathematics 15-

Total Powers & Skills Cost: 353**Total Cost: 467****400 Matching Complications (75)**

20	Hunted:	assorted governments (Infrequently, Mo Pow, NCI, Capture)
10	Hunted:	Witchfinder (Infrequently, As Pow, Capture)
5	Hunted:	Abrahamic Churches (Infrequently, Less Pow, Remove Powers)
20	Psychological Complication:	Complete Disregard For Humanity (Common, Total)
15	Psychological Complication:	Obsessed With Magical Research (Common, Strong)
15	Psychological Complication:	Fear Of Close Combat (Very Common)
5	Rivalry:	Professional (with other dimensional researchers, both scientific and mystical)
15	Social Complication:	Secret Identity (Sarah Benton) (Frequently, Major)

Total Complications Points: 75**Experience Points: 67**

GYRE FACTS

Here are some facts characters and NPCs might know about Gyre if they succeed with an appropriate Skill Roll:

N/R: Gyre is a supervillainess who's a member of the Devil's Advocates; her magic seems to involve vortices and circles of power that let her teleport, move people and objects, misdirect attacks, and so forth.

K/R: More broadly speaking, Gyre is a mistress of *technomancy*, magic that combines traditional spellpower with modern-day devices and concepts.

-2: Superheroes who attack Gyre at range should beware; she can use one type of vortex of power to "catch" such attacks and redirect them at anyone else on the battlefield.

-6: Professor Paradigm seems particularly interested in Gyre and her magic.

-8: The Trismegistus Council seems particularly interested in Gyre and her magic.

-10: Her Secret Identity is Sarah Benton; she's a post-graduate student in advanced mathematics and physics at Millennium City University.

Personality/Motivation: Gyre seeks to recapture that moment when she seemed to possess absolute knowledge. She doesn't care what damage her quest may cause — mere human laws and lives mean nothing to her compared to the eternal and infinite truth she seeks. The Devil's Advocates help Gyre gather data, both from what the other members know and her own experiments.

The Dark Renaissance doesn't matter much to Gyre. She loves science and technology, but she and the Demonologist agreed on a compromise: science and technology could survive the resurgence of magic, but as esoteric arts held by elites, just like sorcery. The masses can remain ignorant — Gyre says the scientific illiteracy of most people shows that's what they want anyway.

Quote: "I wonder what would happen if..."

Powers/Tactics: Gyre has invented several spells based on vortices of space distortion and mystical power. She casts these spells using incantatory equations and rings braided from wire and set with gems bearing mystic symbols. These spells can redirect energy to protect Gyre from harm, redirect attacks toward other targets, or move her or other people through space. Her standard attacks are a *Vortex Blast* of mystical energy and a *Vortex Trap* that spins targets at high speed, eventually knocking them out through dizziness. Gyre also reflects attacks from one foe to strike another, and teleports enemies into danger (such as teleporting a character who can't fly straight up in the air, or moving one foe into the path of another enemy's attack). She wears amulets on her forehead and chest that protect her from mental and mystical attacks, while her overcoat of thin ballistic cloth serves as a last-ditch defense against gunfire.

Her unique fusion of occultism and advanced physics makes Gyre one of the rare few practitioners of *technomancy*. She combines electrical and mechanical devices with talismanic gems and mystic sigils, for short-lived but diverse magical effects. She also uses the ready-made energies and mystic geometry of city streets, buildings, and utilities in bizarre rituals. As with her basic magic, Gyre's technomancy specializes in effects that manipulate space and dimension or redirect energy. Her magic is all so strange that attempts to analyze or detect it all suffer a -3 penalty.

Gyre protects her teammates by (a) Deflecting ranged attacks and (b) teleporting unconscious teammates away so they have a chance to Recover away from the fight. The Devil's Advocates typically use Gyre's technomantic gadgets as surprises at the start of combat. Of course, Gyre's space-warping powers and gadgets are also useful at bypassing guards and defenses so the Advocates can achieve their goals without a fight.

Campaign Use: See the introductory text for general information. Gyre's Faustian thirst for knowledge endangers the world as much as any other villain's lust for power. She might open gates to deadly dimensions, release long-imprisoned horrors, or activate dangerously powerful artifacts, just to see what happens. When using Gyre in an adventure, the GM should try to play up her complete unconcern for consequences.

To make Gyre more powerful, increase some of her various powers (especially her Vortex Shield), or double her Multipower reserve so she can use two slots at once. To reduce Gyre's power, reduce or eliminate her Technomancy Power Pool, or add a Limitation such as Gestures to her magic so opponents can more easily prevent her from casting spells.

Associates, Allies, And Adversaries: Professor Paradigm is extremely interested in Gyre and her science (he thinks of magic as just a form of science most people don't understand yet, after all). He'd *really* like to have her in the Paradigm Pirates, but hasn't yet reached the point where he's willing to do more than try to tempt her with offers of money, resources, and assistance. So far she regards him as too much of a rival to seriously consider his overtures, but the time may come when he sweetens the pot just enough to entice her to switch teams.

The Trismegistus Council also takes special interest in Gyre. As the daughter of two of its members, she still has books, diaries, and extensive notes that it would want under any circumstances, but that it *particularly* wants because (a) they reveal so much about the Council, and (b) it regards them as its property (more or less). For now the Council believes (correctly) that Gyre hasn't shown her "library" to anyone and has kept it safe; if they ever come to think otherwise they will appeal to friendly superheroes for assistance.

Appearance: Sarah Benton is a slender white woman of average height, with wavy, brown hair. She'd be pretty if she paid more attention to her appearance and tried to be nice to other people, but she does neither. She wears blue jeans, blouses, and cheap athletic shoes. As Gyre, she adds a silver mask that covers the upper half of her face, and a long, flowing overcoat that she magically gave a silver-mirror finish. The coat has several pockets, inside and out, where she keeps Foci and tools. She also wears eight talismanic rings over thin white gloves. Her *Gyres Of Power* look like whirls and spirals of multicolored light.

EXAMPLE POWERS FOR TECHNOMANCY POWER POOL

Accelerator Watch: This talisman began as a stopwatch, but Gyre replaced the numbers with mystic glyphs. When Gyre presses the button on the watch, its hands circle rapidly, in opposite directions. For the minute of the watch's operation, Gyre acts twice as quickly.

+4 SPD (40 Active Points); OAF (-1), 1 Continuing Charge Lasting 1 Minute (-1). Total Cost: 13 points.

Spacebreaker Grenade: This fist-sized glass ball is bound in steel rings and bears symbols painted in glowing radium ink. When Gyre recites an equation and throws the ball, it flies with great speed to the desired location, teleporting past obstacles, to explode in a burst of warped space that leaves tiny fissures in everything caught in the blast. Gyre uses this to destroy objects in supposedly secure locations. Of course, she still needs some way to see her target.

RKA 1d6, Area Of Effect (8m Radius; +½), Indirect (Path can vary from use to use; +½), No Range Modifier (+½), Penetrating (x2; +1) (52 Active Points); OAF (-1), Incantations (-¼), 4 Charges (-1). Total Cost: 16 points.

Street Gate: Gyre places batteries and special coils of silver wire around a five-way intersection, then uses *Twist Through Dimensions*. The resulting Gate to another dimension stays open for six hours, or until someone disturbs the batteries. The Gate is not very large — just big enough for one person at a time to pass through. Gyre lacks sufficient knowledge of the Multiverse to open these Gates reliably; but she doesn't much care, as long as she learns something from the experiment.

Extra-Dimensional Movement (any randomly-determined physical location in a specific randomly-determined dimension), Constant (+½), Usable By Other (+¼) (35 Active Points); OAF Fragile (-1¼), Extra Time (5 Minutes to activate; -1), Gate (-½), No Conscious Control (dimension accessed, and location in that dimension, aren't subject to Gyre's control; -1), 1 Continuing Charge Lasting 6 Hours (-0). Total Cost: 7 points.

KAPILASA

Background/History: Sarwan Datta came from Brahmin family. His ancestors ruled the local village for generations. Governments might pass laws, but the Dattas made the only law that mattered for the people who worked on their land. After independence from Britain, the new government abolished the caste system that made the Dattas rulers — but the Dattas, like Brahmins throughout India, cunningly evaded or subverted the local government to keep themselves in power.

After a twenty-year career in government protecting his family's interests, Sarwan decided to retire from the world. He became a *sannyasa*, an ascetic hermit — a perfectly respectable course for a middle-aged and widowed Brahmin. In a stroke of luck, Sarwan's guru was a mystic who knew genuine secrets of magic. Sarwan spent the next seven years meditating and developing his psychic force as he sought transcendence.

The aspiring mystic seldom saw his old village, but at last his family invited him to visit so he could bless the marriage of his eldest granddaughter. When he returned from his guru's forest retreat, Sarwan was shocked to learn that his village had just elected a new leader... who didn't come from his family. No, the man was an Untouchable, a member of the very lowest caste, who'd attended college on a government scholarship and gone into politics. Sarwan hurried home to ask how his family had lost control so badly. His horror increase tenfold when he learned his granddaughter had rejected her arranged marriage to another Brahmin and was marrying the Untouchable!

Sarwan cursed them all and ran from the house. He wandered in a daze until he came to the burning-ground for corpses. For a moment, Sarwan envied the dead. Then he remembered his guru's tales of Hinduism's darkest tradition.

Instead of purity, an ascetic could seek wisdom through defilement. This path, called *aghora*, was hard, fast, and dangerous to the soul... but an ascetic who survived it could gain power from Shiva, Kali, and other gods of death and destruction.

Day and night, Sarwan conducted grisly rites. By day he listened to the sizzle of burning corpses as he meditated, the pop as the brain-pan burst, and used a scorched cranium as his begging-bowl. By night he knelt on a cadaver's chest as he prayed to a burning wick that floated in the corpse's oil-filled mouth. He lived among the dead for a full year. At last a god... or *something*... responded. The next morning saw Sarwan transformed into a master of magic.

Sarwan tested his powers by killing the Untouchable mayor and his treacherous, defiled granddaughter. He slew many more victims as he struck against Indians who broke the ancient laws of caste. Indian government superheroes tried to stop Sarwan, but his holy rampage also attracted the Demonologist's attention. Sarwan found in the Demonologist a man who hated the profane, modern world as much as he did. As *Kapilasa*, the Skull-Bearer, he gladly joined the Devil's Advocates.

Personality/Motivation: Sarwan tries to behave like a soft-spoken holy man who acts more in sorrowful duty than in anger, but his harsh, rigid pride often shows through. He wants a world where priestly, educated Brahmins rule and everyone else minds his place. Sarwan blames the Western world for the "corruption" of Indian politics and culture, so he takes special joy in attacking people and places he views as symbolic of democracy, capitalism, and secularism. Sarwan also despises the Abrahamic religions (Judaism, Christianity, and Islam) for seeking converts within India.

Arguing with Sarwan is pointless. He dismisses any attempt to defend the Western world: of *course* people from a culture sunk in defilement cannot appreciate the purity, beauty, and self-evident logic of a theocratic caste system.

KAPILASA FACTS

Here are some facts characters and NPCs might know about Kapilasa if they succeed with an appropriate Skill Roll:

N/R: Kapilasa is a member of the Devil's Advocates; he possesses strange destructive powers.

K/R: Kapilasa appears to be from India, or perhaps some part of South-eastern Asia.

-1: Kapilasa seems to hate Westerners and non-Hindu religions fervently; his targets often include symbols of Western values.

-4: Kapilasa's most potent power is the ability to wholly possess someone; possessed victims have solid black eyes.

-6: Kapilasa must perform unholy rituals each day to maintain his powers; if he fails to do so, his magic becomes unreliable.

-8: His real name is Sarwan Datta; he is a Brahmin-caste Hindu who wishes to force a return to traditional Hindu theocratic caste culture in India.

B**KAPILASA**

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
18	DEX	16	13-	
20	CON	10	13-	
13	INT	3	12-	PER Roll 12-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
8	DCV	25		
6	OMCV	9		
6	DMCV	9		
4	SPD	20		Phases: 3, 6, 9, 12
15	PD	13		Total: 15 PD (0 rPD)
15	ED	13		Total: 15 ED (0 rED)
10	REC	6		
40	END	4		
15	BODY	5		
40	STUN	10		Total Characteristics Cost: 196

Movement: Running: 12m

Cost	Powers	END
75	Mantras Of Mahakala: Multipower, 94-point reserve All Incantations (-¼)	
4f	1) Mahakala's Hand: RKA 1½d6 NND (defense is Resistant Mental Defense; +1), Does BODY (+1), Constant (+½), Reduced Endurance (½ END; +¼); OAF (skull cup; -1), Incantations (-¼)	8
4f	2) Deny Magic: Dispel Magic 20d6 Variable Effect (any one Magic power or spell at a time; +½); OAF (skull cup; -1), Incantations (-¼)	9
4f	3) Disintegration Touch: RKA 3d6 Penetrating (+½), Reduced Endurance (½ END; +¼); Incantations (-¼), No Range (-½)	3
2f	4) Disintegrate Ranged Attacks: Deflection Incantations (-¼)	0
4f	5) Deny Free Will: Mind Control 9d6 Incantations (-¼)	4
4f	6) Deny The World: Resistant Protection (15 PD/15 ED) Incantations (-¼)	0
5f	7) Deny Space: Teleportation 20m MegaScale (anywhere on Earth; +2); Incantations (-¼)	6
2f	8) Karmic Awareness: Clairsentience (Sight Group, Normal Hearing), Retrocognition Retrocognition Only (-1), Can Only View The Past Of One Specific Person At A Time (see text; -½), Incantations (-¼)	4
1f	9) Take Astral Form: Extra-Dimensional Movement (any physical location in the Astral Plane corresponding to his physical location in Earth's dimension) Extra Time (1 Turn; -1¼), Incantations (-¼)	2

86	Possession: Possession (Mind Control Effect Roll 60, Telepathy Effect Roll 40) Reduced Endurance (0 END; +½); No Range (-½), Unified Power (-¼)	0
	plus: Desolidification Projection (+0), Merging (+0), Reduced Endurance (0 END; +½); Feedback From Host Body (-1), Linked (-½), Unified Power (-¼)	
5	Ascetic's Eyes: Sight Group Flash Defense (5 points)	0
15	Ascetic's Will: Mental Defense (15 points)	0
5	Ascetic's Health: Power Defense (5 points)	0
14	Ascetic's Denial: Life Support (Extended Breathing: 1 END per Turn; Diminished Eating: need only eat once per week; Diminished Sleep: need only sleep eight hours per week; Immu- nity: all terrestrial diseases and biowarfare agents; Longevity: ages at half normal rate; Safe Environ- ment: Intense Heat)	0
10	Astral Awareness: Dimensional (Astral Plane) for Sight Group	0
10	Astral Awareness: Dimensional (Astral Plane) for Hearing Group	0

Skills

3	Acting 13-
3	Bureaucrat 13-
3	Contortionist 13-
3	Deduction 12-
3	High Society 13-
3	Language: English (fluent conversation) (Hindi is Native)
2	Navigation (Astral) 13-
3	PS: Locate Karmically Significant Events 12-
3	Stealth 13-
3	Teamwork 13-
3	Scholar
2	1) KS: Aghora Doctrine and Ritual 12-
2	2) KS: Hinduism 12-
1	3) KS: Indian Mystic World 11-
1	4) KS: Indian Spirit World 11-

Total Powers & Skills Cost: 288**Total Cost: 484****400 Matching Complications (75)**

0	Dependence: must perform schedule of rituals every day to maintain powers, or they suffer a Required Roll 11- (Very Common)
10	Distinctive Features: solid black eyes, no matter what body (Easily Concealed; Noticed and Recognizable; Major Reaction [fear])
20	Hunted: assorted governments (Infrequently, Mo Pow, NCl, Capture)
10	Hunted: Witchfinder (Infrequently, As Pow, Capture)
5	Hunted: Abrahamic Churches (Infrequently, Less Pow, Remove Powers)
15	Psychological Complication: Overconfidence (Very Common, Moderate)
15	Psychological Complication: Hatred Of Secular, Egali- tarian Society (Common, Strong)

Total Complications Points: 75**Experience Points: 84**

Quote: “With Shiva at my right hand and Kali at my left, how can I fear the likes of you?”

Powers/Tactics: Kapilasa possesses uncanny strength and toughness from his mystical communion with death. He also wields a set of mystic syllables that invoke Shiva in his role as Mahakala, Great Lord Time, the destroyer of all things. The Mantras Of Mahakala enable Kapilasa to destroy a variety of phenomena, from physical objects to abstractions such as space, magic, or the difference between himself and another person. The most powerful of these effects require the use of his begging-bowl, which consists of the top of a human skull scorched from the cremation fire.

Kapilasa can also look back in time by viewing a person's karmic cycle (he has to be in this person's presence, and can only view that person's past, not the past of the place). He uses this to discover long-lost secrets for the Devil's Advocates, or to learn the pivotal events in a person's life. By looking at a hero's past, Kapilasa can not only uncover secret identities, he can see the character's friends and enemies, how he gained his powers, and other events that made the character who he is. The Devil's Advocates may use this information to attack the people close to the character, or to play cruel head-games in an attempt to destroy a hero psychologically.

Though Kapilasa wields a number of formidable combat powers, the Devil's Advocates especially value his power to merge with another person — to wholly take possession of that person's mind with his own, in the process shunting the victim's helpless psyche into a tiny, shut-off corner of the victim's brain. (See APG 74 and 92 for rules on Possession and Projection.) To reverse a possession, Kapilasa simply wills it to end. Before the Devil's Advocates launch a scheme, Kapilasa often possesses some person close to their objective. (People possessed by Kapilasa can be recognized by their dead-black eyes, which the Brahmin typically conceals using sunglasses.) Heroes who confront the Devil's Advocates may find that a supposed “innocent bystander” is actually Kapilasa, ready to strike from surprise with one of the Demonologist's magic items or some mundane weapon.

Kapilasa's powers are not without their price. Every day he must perform unholy rituals to propitiate his dark gods, or his magic becomes unreliable.

Campaign Use: See the introductory text for general information. Kapilasa makes the Devil's Advocates a more ecumenical group. He practices a non-Western tradition of magic and represents a particular facet of rejection of modernity: the traditional, religious elite losing power to Western ideas of equality and secularism. (Nor are Hindu Brahmins the only such elite.) Within the Devil's Advocates, Kapilasa provides both a range of combat and investigative abilities, and potent deceptive powers. After a few encounters with Kapilasa, heroes won't trust anyone who wears sunglasses.



To make Kapilasa more powerful, move his *Deny The World* Armor out of his Multipower, increase the other powers and the Multipower reserve, and raise his SPD. To make Kapilasa less powerful, reduce his Multipower and physical Characteristics.

Kapilasa is quite likely to Hunt characters he regards as champions of modern, Western influence, whether this be secular humanism, Christianity, democracy, business, or military power. He's certainly the most vengeful member of the Devil's Advocates. He fights dirty and considers property damage and injury to bystanders a bonus: he's as likely to collapse a building on a target hero as to attack in the body of some innocent person.

Appearance: Sarwan Datta is a short, skinny, elderly Hindu man with dark skin and a lined face. His eyes are windows into the black void of annihilation. As Kapilasa he wears a black *dhoti* or loincloth, and his body is smeared with grey cremation ash. He's mostly bald, with the white V-mark of a devotee of Shiva on his forehead, but his remaining fringe of gray hair grows long and matted. During rituals, he sometimes carries a trident (one of Shiva's symbols), but this is just a prop; it isn't even a decent mundane weapon.

A TARTARUS

Val	Char	Cost	Roll	Notes
50	STR	32*	19-	Lift 25.6 t; 10d6 HTH damage [5]
21	DEX	18*	13-	
23	CON	10*	14-	
13	INT	3	12-	PER Roll 12-
11	EGO	1	11-	
20	PRE	8*	13-	PRE Attack: 4d6
8	OCV	20*		
6	DCV	12*		
3	OMCV	0		
4	DMCV	3		
5	SPD	24*		Phases: 3, 5, 8, 10, 12
30	PD	22*		Total: 30 PD (15 rPD)
30	ED	22*		Total: 30 ED (15 rED)
15	REC	9*		
60	END	6*		
13	BODY	3		
50	STUN	12*		

Total Characteristics Cost: 205
*: OIAID (-¼)

Movement:	Running:	12m
	Flight:	34m

Cost	Powers	END
48	Infernal Claws And Fangs: HKA 2d6 (4d6+1 with STR) 0 Penetrating (+½), Reduced Endurance (0 END; +½); OIAID (-¼)	0
50	Demonic Powers: Multipower, 62-point reserve All OIAID (-¼)	
5f	1) Hellfire Bolt: RKA 3d6+1 2 Reduced Endurance (½ END; +¼); OIAID (-¼)	2
4f	2) Soulfire Burst: RKA 2d6 6 Affects Desolidified (+½), Area Of Effect (1m Radius; +¼); OIAID (-¼)	6
4f	3) Torment Of Guilt: Mental Blast 2d6 0 Constant (+½), Uncontrolled (until target makes an EGO Roll at -3, check at each Post-Segment 12 recovery; +½), Reduced Endurance (0 END; +½); OIAID (-¼)	0
4f	4) Object Of Desire: Severe Transform 3d6 (create object from nothing, heals back through another application of this power) 6 Improved Results Group (any nonliving object; +¼); OIAID (-¼)	6
3f	5) Dark Passions: Mind Control 10d6 6 Telepathic (+¼); OIAID (-¼), Only To Control/Inflict Emotions (-½)	6
12	Scaled Hide: Resistant (+½) for 15 PD/15 ED) 0 OIAID (-¼)	0
10	Demonic Mind: Mental Defense (10 points) 0	0
5	Mystic Defense: Power Defense (5 points) 0	0
16	Demonic Regeneration: Regeneration 0 (1 BODY per Turn)	0

19	Infernal Adaptations And Spiritual Immunities: Life Support (Immunity: all terrestrial diseases and biowarfare agents; Longevity: Immortality; Safe Environments: Intense Cold, Intense Heat) 0	0
29	Wings: Flight 30m, x8 Noncombat 2 Reduced Endurance (½ END; +¼); OIAID (-¼), Restrainable (-½)	2
4	Demonic Eyes: Infrared Perception (Sight Group) 0 OIAID (-¼)	0

Skills

3	Bribery 13-
3	Cryptography 12-
4	Forgery (Art Objects) 13-
2	Language: English (completely fluent; Dutch is Native)
2	Language: French (fluent)
2	PS: Antiquities Appraiser 11-
2	SS: Archaeology 11-
3	Streetwise 13-
3	Teamwork 13-
3	Trading 13-
3	Scholar
4	1) KS: Art History And Styles 14-
1	2) KS: Art Market 11-
4	3) KS: Art Techniques 14-
1	4) KS: Heraldry, Signets, And Hallmarks 11-

Total Powers & Skills Cost: 253

Total Cost: 458

400 Matching Complications (75)

15	Accidental Change: in presence of demons or demonic magic 14- (Uncommon)
20	Hunted: assorted governments (Infrequently, Mo Pow, NCI, Capture)
10	Hunted: Witchfinder (Infrequently, As Pow, Capture)
5	Hunted: Abrahamic Churches (Infrequently, Less Pow, Remove Powers)
20	Psychological Complication: Showoff In Combat (Very Common, Strong)
10	Psychological Complication: Greedy For Art Treasures (Common)
10	Psychological Complication: Protective Of Art Treasures (Uncommon, Strong)
15	Social Complication: Secret Identity (Jos Terhune) (Frequently, Major)
20	Susceptibility: to holy water, places, and objects, 1d6 damage per Phase of exposure (Common)
5	Vulnerability: 1½ x STUN from Blessed Attacks/Weapons (Uncommon)

Total Complications Points: 75

Experience Points: 58

TARTARUS

Background/History: Jos Terhune obtained his degrees in Art History and Archaeology before he realized few employers really needed someone who could authenticate fifteenth-century Persian miniatures or Roman frescoes. Eventually he found art collectors who paid him to use his expertise... though the “dubious provenance” of their art objects often included theft or looting from archaeological digs. Working for the black market beat starving, however, and Jos was too proud to take other work.

One client brought Jos to a seedy back room in Marrakech, where an equally seedy old man offered an ornate, bone-handled dagger for sale. After an hour, Jos announced it was twelfth-century French work, though of unusual design, and bore the arms of an obscure, long-defunct noble family called de Morphant. Jos's client sighed, and began dickering with the old Moroccan. The Arabic argument grew heated.

Then Jos' client reached in his jacket — the old man drew a gun — everyone was rolling on the floor — shots rang out — and Jos held the bloody dagger. His client lay bleeding and unconscious from a gunshot to the stomach, while the Moroccan lay dead with a slit throat. The blood smoked as the dagger glowed, shadows curdled into a grotesque figure that turned to survey the carnage. Jos lashed out in terror and the burning dagger plunged into the demon's chest. The dagger and the demon both exploded.

Flames filled the room and Jos crashed through the brick wall in his panic. He dropped three stories to the crowded street and people screamed. Jos saw the reflection of a huge, ferocious demon in a brass jar — and realized the reflection was his own.

Marrakech suffered three days and nights of fire and blood before superheroes came to put a stop to Jos's madness. The Demonologist came too, and he found Jos first. The Demonologist calmed Jos down and bound the raging, uncontrolled demonic energies that coursed through his body. Jos found that he could now resume his human form.

The Demonologist convinced Jos that his destiny lay with the Devil's Advocates. Jos's rampage in Marrakech had already made him a supervillain... and his new, demonic half would demand an outlet for its ferocity. The art expert joined the Devil's Advocates as Tartarus, the Fist of Hell.

Personality/Motivation: Before he became Tartarus, Jos had no faults greater than petty pride and greed. He has learned to enjoy the violent passions of his demonic self, though, especially rage and lust. He also feels great pride in his power, as well as avarice for the precious art objects he studied but could not own before, and a helping of gluttony — he's developed a taste for gourmet food, but he exercises so his body looks toned in both human and demonic forms.



Jos no longer fears his demonic form. At first, he stayed with the Demonologist so the sorcerer could restrain him if he lost control again. As Jos learned to enjoy acting as Tartarus, however, his berserk rages faded. Tartarus now considers the Demonologist a friend. He believes the Dark Renaissance will bring himself public glory as well as wealth, power, and the art treasures he loves.

Quote: “BRREAK your BONES and FEEEEEED on your — Watch out for that vase, you moron! It's Ming!”

Powers/Tactics: Tartarus can lift about 25 metric tons and is nigh-invulnerable. He can fly, rip through armored walls with his teeth and claws, and project hellfire in various ways. Jos can make other people feel violent passions, or torment enemies with overwhelming guilt for the memories of their past sins. Most recently, Tartarus learned to create any object that he wants, so he can tempt people with possessions they desire. Jos's skills, added to this power, make him a supreme art forger. The Demonologist thinks Jos might be able to evoke the powers of any demon, including the power to buy souls.

Tartarus often serves as a front-line fighter, but the Advocates have more devious uses for him as well. The *Dark Passions* power can make people act in ways they wouldn't normally choose, while *Desired Objects* let the Advocates recruit people through bribery. The Advocates also value Jos's skills: he continues his business as an art appraiser, and uses this as a cover to locate mystic artifacts.

TARTARUS FACTS

Here are some facts characters and NPCs might know about Tartarus if they succeed with an appropriate Skill Roll:

N/R: Tartarus is a member of the Devil's Advocates; rather than being a spellcaster, he can assume a powerful demonic form.

K/R: Besides being immensely strong and tough, Tartarus can blast his foes with hellfire, rack them with guilt, or tempt them with objects they desire.

-2: Tartarus revels in combat and loves to show off his power.

-4: Tartarus has been known to put himself in danger to protect valuable art objects; he seems to appreciate them for their own sake, rather than as loot.

-6: As a demon, Tartarus suffers pain when exposed to holy places or objects, and takes extra damage from holy attacks.

-10: His Secret Identity is Jos Terhune; he's an art dealer and appraiser.

In his human form, Jos has only a few minor mystic defenses. Changing between forms takes a full Turn of concentration to prepare, though the change itself happens in a second once preparations are complete. Transforming into Tartarus shreds Jos's clothing, so he does not take his demonic form lightly when in public. Before missions, the Devil's Advocates stash spare clothing in out-of-sight places so Jos can make his own escape if the team must scatter. Sometimes Jos approaches a target in human form (with a mundane disguise to preserve his Secret Identity), and then changes into Tartarus with a roar to terrify onlookers.

Tartarus's may cancel his action to rescue an endangered art object — even Dive For Cover to interpose himself — instead of protecting himself and attacking the heroes. He may also use combat tactics that leave him open to attack or are less than optimum, such as Haymakers or attempting to subvert a female opponent through *Dark Passions*, just because they would be so cool if they succeeded.

Campaign Use: See the introductory text for general information. Tartarus provides muscle for the Devil's Advocates. Although the Demonologist never belittles Jos, his lack of true sorcery leaves him a perpetual lackey in the team.

If Tartarus lacks sufficient power to give the heroes a good fight, increase his STR and his defenses until he can keep up. He could also gain more Multipower slots. To increase his power in a subtler way, give Tartarus a set of Transforms — Physical, Mental, and Spiritual — so he can grant wishes to people who sell him their souls and thereby place themselves in his power. If Tartarus is too powerful for your campaign, reduce his SPD so he attacks less often, or reduce the size of his Multipower reserve; most of the Multipower slots easily scale back to 50 Active Points or so.

Associates, Allies, And Adversaries: Tartarus doesn't get along with Morningstar (see CV3), who's worked for the Advocates a time or two. Their respective demonic personalities simply clash.

Appearance: Jos Terhune is a slender but fit white man in his mid-30s, with short, blonde hair, a narrow face, and round glasses. As Tartarus, he stands 6'3" tall with a massively muscular build. Tartarus has scaled, dark red hide, batlike wings, a long, heavy tail, a fanged muzzle, taloned hands and feet, short, curving horns, and bone spurs on his elbows, knees, ankles, and wing-joints. He wears scarlet trunks with a hole in back for his tail. Tartarus speaks in a growling but resonant bass voice. He often roars and shouts gruesome threats when he fights, but he doesn't actually try to eat his opponents.

VILSIMBRA

Background/History: The immortal faerie-folk constantly struggle against boredom. Some cultivate art and music to help the centuries pass. Others amuse themselves by playing games. The svartalgar, the subterranean Dark Elves from Norse mythology, are of the latter sort. Their game is power. Each svartal noble constantly jockey for prestige and position in their tiny underground principalities.

Vilsimbra, Contessa-Minore of the Second Ectolian House of the Onyx Kingdom, attempted a coup against her prince. She thought her people wasted their power on their insular little feuds and intrigues, and should look outward to dominate others. In past ages, the svartalgar had wielded great power in the mortal world. They should do so again!

Vilsimbra's coup failed, and the Ectolian Prince punished her with perpetual exile — “perpetual” meaning until she could finesse the clan into accepting her back. Most svartalgar would try to build a new power base through alliance with another clan. Vilsimbra did not: that was just more of the same old game. Not only did she leave the caverns of the Onyx Kingdom, she left Faerie entirely. On Earth, she felt, she would find novelty, excitement — and sources of power her stay-at-home cousins never imagined. She wouldn't just win her way back into Clan Ectol, she would return already a queen.

After a few years spent playing with humanity, Vilsimbra met the Demonologist. He was quite clever, for a human, and saw ways they could help each other. Astoundingly, he *wanted* the Dark Elves to return to Earth, so Vilsimbra joined his alliance of sorcerers. The Devil's Advocates could be just the power base she needed; and matching wits and powers against Earth's heroes was... intense.

In a stalactite-hung cavern of the Onyx Kingdom, the Ectolian Prince watched a mirror of black glass. It showed the Demonologist introducing Vilsimbra to the other Devil's Advocates. She was young, the Prince thought — only a thousand years old, as mortals reckoned such things. He was much older, and remembered the ages when the svartalgar freely meddled with humanity. In time, the errant Contessa-Minore would also learn the futility of playing with shortlifers: just when you put yourself in a position to push a few of them around, they'd die of old age, the continent would sink, or something similarly tedious would spoil everything. It was so hard to build anything *enduring*. In the meantime, it might be amusing to make sure Vilsimbra didn't gain too much power. Being murdered was so inelegant. The Prince smiled, without cruelty or compassion, and blanked the glass.

Personality/Motivation: Vilsimbra may feel impatient with her people's endless games of power and manipulation, but unconsciously she plays the same games. She constantly tries to psychologically dominate others, to be the one in control of the situation. Though her illusion powers are useful for keeping people off balance, she doesn't rely on them exclusively. She's very good at "reading" people to find sensitive topics and Psychological Complications to exploit. If she faces a chivalric male character, her tough, cool exterior cracks under pressure, leading to a tearful plea for help; a character driven by the death of her parents might receive probing questions about her family life. Vilsimbra does this even with the other Devil's Advocates, to their annoyance. Vilsimbra rarely shows her true feelings.

Quote: "What rare sport you mortals provide!"

Powers/Tactics: Vilsimbra is a skilled sorceress who specializes in illusions. Her finesse at magical concealment and deception has few equals — she can create illusions that affect any sense imaginable, including exotic or supernatural senses such as Danger Sense or Aura Vision. In addition to Images and Mental Illusions, her illusion pool can produce Darkness, Invisibility, Transform, or other Powers — but the special effect must always be an illusion, with little or no ability to work actual changes to, or otherwise affect, the physical world. Vilsimbra can use her innate magic to make herself invisible or disguise herself, but her true appearance is revealed to people who employ traditional protections against faerie glamour (such as a four-leaf clover or wearing a jacket turned inside-out).

Vilsimbra can also enchant objects for nearly any purpose. She routinely carries a number of minor magic items. These and her dagger provide her only physical attacks. Vilsimbra's magic items usually look like finely-made but ordinary objects such as a glove, a chair, a weapon, or an item of jewelry.

Although Vilsimbra can use her magic in obvious ways to attack or defend, she relies on illusion whenever possible. Her illusions cannot directly harm an enemy, but she's very cunning at creating false threats, hiding existing dangers (such as deep holes, high tension wires, or her teammates), and keeping enemies from knowing the real situation. The Devil's Advocates frequently employ her illusions to deceive heroes about their true activities or objectives.

Campaign Use: See the introductory text for general information. Vilsimbra serves as the misdirection specialist for the Devil's Advocates. Her illusions make her one of the team's getaway and breakout experts, too.

More generally, Vilsimbra gives the Devil's Advocates access to the realm of mythology and fairy tales. Despite the Contessa-Minore's disgrace, she can pull allies or magic items from the Land Of Legends when it suits the GM's plot.

The Ectolian Prince doesn't hunt Vilsimbra through anything so crude as physical attacks, by himself or by proxy. Instead, he uses his magic to hinder her in subtle ways, such as giving heroes clues in dreams or making things fall at inconvenient moments. The Prince never declares himself openly to heroes, but he unintentionally leaves traces when his spells directly affect characters. For instance, he appears briefly in a dream-sending, or a hero he Aids in a tight moment glimpses his reflection in a window.

The GM can make Vilsimbra more powerful by increasing her Power Pools or giving her more magic items, but she really isn't meant to face heroes in open combat. If you want to make her less powerful, reduce the size of her Power Pools and/or place more restrictions (Limitations) upon them.

Vilsimbra's vengeful streak makes her quite likely to hunt PCs who thwart her. She still avoids direct, physical confrontation, preferring to dupe an enemy into a trap, or into fighting someone else.

Appearance: Vilsimbra stands a slender 5'1" tall. She dresses in dark green and purple silk (the Ectolian clan colors) with a high-collared black cape, accented with silver jewelry and piping. Her protective amulet is her cape clasp, a large purple gem in a silver setting. It flashes violet, the same shade as her eyes, whenever she is struck. Vilsimbra's skin and hair are glossy black. Her face is classically elven: narrow, sharp-featured, with pointed ears and upswept brows.

VILSIMBRA FACTS

Here are some facts characters and NPCs might know about Vilsimbra if they succeed with an appropriate Skill Roll:

N/R: Vilsimbra is a super-mage who's a member of the Devil's Advocates; she resembles and costumes herself like a black-skinned elf or faerie.

K/R: She *is*, in fact, a dark elf; it's not a costume.

-1: Vilsimbra's powers primarily involve illusion and deception; with her, nothing is as it seems.

-2: She carries an enchanted dagger for times when illusions aren't enough to get the job done.

-10: Vilsimbra is a faerie noblewoman exiled to Earth for some disgrace; she may still have contacts or resources in the Land of Legends, though.

B VILSIMBRA

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 HTH damage [1]
20	DEX	20	13-	
15	CON	5	12-	
23	INT	13	14-	PER Roll 14-
20	EGO	10	13-	
25	PRE	15	14-	PRE Attack: 5d6
7	OCV	20		
7	DCV	20		
7	OMCV	12		
7	DMCV	12		
5	SPD	30		Phases: 3, 5, 8, 10, 12
7	PD	5		Total: 19 PD (6 rPD)
7	ED	5		Total: 19 ED (6 rED)
5	REC	1		
30	END	2		
10	BODY	0		
22	STUN	1		

Total Characteristics Cost: 169

Movement: Running: 12m

Cost	Powers	END
120	Illusion Mastery: Variable Power Pool (Magic Pool), 80 Pool + 60 Control Cost Cosmic (+2); Only For Illusions (-1), Variable Limitations (requires -½ worth of Limitations; -¼)	var
51	Faerie Magic: Variable Power Pool (Magic Pool), 40 Pool + 40 Control Cost Focus (all powers must have at least -½ worth of Focus; -½), Takes Hours To Change (-¼)	var
26	Personal Illusions: Multipower, 32-point reserve All Will Not Work Against Traditional Means Of Seeing Faeries (-¼)	
2f	1) Walk Unseen: Invisibility to Sight Group, Reduced Endurance (0 END; +½) Will Not Work Against Traditional Means Of Seeing Faeries (-¼)	0
2f	2) Change Appearance: Shape Shift (Sight, Hearing and Touch Groups, any humanoid shape) Costs Endurance Only to Change (+¼); Will Not Work Against Traditional Means Of Seeing Faeries (-¼)	2
9	Faerie Dagger: HKA 1d6 Penetrating (+½); OAF (-1), No STR Bonus (-½)	2
9	Faerie Warding Amulet: Resistant Protection (6 PD/6 ED) OAF (-1)	0
6	Faerie Warding Amulet: +6 PD/+6 ED OAF (-1)	0
4	Faerie Warding Amulet: Power Defense (8 points) OAF (-1)	0
15	Slippery Mind: Mental Defense (15 points)	0
3	Iron Will: Resistant (+½) for 6 Mental Defense	0
5	Unaging: Life Support (Longevity: Immortality)	0
12	See Through Illusions: +8 PER with All Sense Groups Only To Penetrate Illusions, Magical Concealments, And The Like (-1)	0
17	Perceive Magic: Detect Magic 14- (no Sense Group), Discriminatory, Range, Sense	0

Perks
2 Fringe Benefit: Faerie Lower Nobility

Talents
6 Striking Appearance: +2/+2d6
8 **Translation Earring:** Universal Translator 14-
IAF (-½), Only Spoken Language (-1)

Skills
3 Acting 14-
3 Charm 14-
3 Concealment 14-
3 Conversation 14-
3 Deduction 14-
3 Disguise 14-
3 High Society 14-
3 AK: Land Of Legends 14-
2 AK: Babylon 11-
2 AK: Netherworld 11-
3 KS: Faerie Magic 14-
3 KS: Inner Plane Entities 14-
3 KS: Mythology 14-
3 Mimicry 14-
3 Persuasion 14-
3 PS: Psychologist 13-
3 Stealth 13-
3 Teamwork 13-

Total Powers & Skills Cost: 349
Total Cost: 518

400 Matching Complications (75)
20 **Hunted:** assorted governments (Infrequently, Mo Pow, NCI, Capture/Kill)
10 **Hunted:** Witchfinder (Infrequently, As Pow, Capture/Kill)
15 **Hunted:** Ectolian Prince (Infrequently, Mo Pow, NCI, Mildly Punish [hinder and annoy])
20 **Psychological Complication:** Fear Of Bright Light (Very Common, Strong)
15 **Psychological Complication:** Vengeful (Common, Strong)
15 **Psychological Complication:** Manipulative (Common, Strong)
15 **Susceptibility:** to ferrous metal, 1d6 damage per Turn (Common)
15 **Susceptibility:** to sunlight, 1d6 damage per Minute (Very Common)
10 **Vulnerability:** 1½ x STUN from ferrous weapons (Common)
10 **Vulnerability:** 1½ x BODY from ferrous weapons (Common)
10 **Vulnerability:** 1½ x Effect from light-based Flashes (Common)

75 Experience Points
Total Complications Points: 75
Experience Points: 118

EXAMPLE POWERS FOR ILLUSION MASTERY POWER POOL

Blood Moon: If Vilsimbra wants, she can cast illusions over wide areas. To strike panic on a worldwide scale, she can produce an unscheduled eclipse of the Moon, turning its orb blood-red. This requires her total concentration, however.

Sight Group Images, +2 to PER Rolls, Area Of Effect (2m Radius; +¼), MegaScale (1m = 10,000 km; +2), Reduced Endurance (½ END; +¼) (52 Active Points); Concentration (0 DCV throughout; -1), Set Effect (make the Moon look blood-red; -1). Total cost: 17 points.

Conceal Peril: Vilsimbra can create illusions against unusual senses — including magical senses and Danger Sense. This enables the Devil's Advocates to set traps and ambushes with greater assurance that a foe will not anticipate the attack.

Mystic Sense Group and Danger Sense Images, -8 to PER Rolls, Area Of Effect (8m Radius, +½) (51 Active Points); Extra Time (1 Turn to activate; -½), Gestures (-¼), Incantations (-¼), 1 Continuing Charge lasting 1 Hour (-¼). Total cost: 23 points.

Fairy Treasures: Legend speaks of faerie-folk paying in gold that turns to dead leaves. Modern folk seldom do business in gold coins, so Vilsimbra updates the legend. She can make illusory krugerrands, but also diamonds, stacks of \$100 bills, jars of China White, or whatever else a foolish mortal might consider precious. A few hours after the mortal receives his payment, however, his “treasure” becomes trash: the diamonds are glass, the money is cut newspaper, and the heroin is chalk dust. Use the rules on 6E1 306 to determine the value of what she creates. This value disappears when the Transform reverses, leaving worthless trash behind.

Severe Transform 1d6 (creates seemingly real and valuable “treasures” from nowhere, heals a few hours later), Improved Results Group (whatever someone considers precious; +¼), Invisible To Sight Group (+½) (26 Active Points); IAF (bag or other container Vilsimbra can pull the treasure from, so she doesn't obviously create it from nowhere; -½). Total cost: 17 points.

Friend To Foe: Vilsimbra makes an opponent see one of his allies as one of his enemies, and the reverse, so he attacks the wrong person. This is a major but not total change to a setting, requiring and EGO +10 effect on the Mental Illusions. Since Gestures, Incantations, or some other “magical” act would defeat the illusion's purpose, Vilsimbra must fall back on an Activation Roll to cast the spell.

Mental Illusions 12d6 (60 Active Points); Activation Roll 14- (-¼). Total cost: 48 points.

EXAMPLE POWERS FOR FAERIE MAGIC POWER POOL

Fairy Ring: Vilsimbra can create portals to and from the Land Of Legends. In addition to the most traditional fairy ring — a circle of mushrooms — Vilsimbra can send vines growing between two nearby trees to form a doorway, or create other symbolic portals as Foci for the magical effect. Vilsimbra can only link locations on Earth and the Land Of Legends that already look similar, so a person does not immediately know he has entered another world.

Extra-Dimensional Movement (one physical location in the Land Of Legends), Trigger (person enters ring or portal; +¼), Usable By Other (+¼), Invisible To Sight Group (person doesn't know he's crossed dimensions, though other people see him disappear; +½) (40 Active Points); IAF Immobile (fairy ring or portal; -½), Gate (-½), 16 Charges (-0). Total cost: 13 points.

Ivy Bow: This wooden bow has a few ivy leaves twined about each end. The arrows turn into lengths of living ivy that wrap around Vilsimbra's target, immobilizing him and perhaps rooting him to the ground.

Entangle 4d6, 4 PD/4 ED (40 Active Points); OAF (-1), 8 Charges (-½). Total cost: 16 points.

Living Chair: This wooden chair can sprout wooden hands to restrain a person who sits in it, and walk about on its carved legs.

Telekinesis (20 STR), Trigger (victim sits in chair; +¼) (37 Active Points); IAF Bulky (-1), Affects Whole Object (-¼), Costs Endurance (to activate; -¼), Only To Hold Victim (-1), 1 Continuing Fuel Charge (1 Hour; -0). Total cost: 11 points.





EUROSTAR

Membership: Fiacho, Durak, Feuermacher, Mentalla, Pantera, Scorpia, Ultrasonique, and der Westgote

Background/History: Eurostar first appeared on the world stage in 1988, but its roots stretch back half a decade. In 1983, an ambitious and charismatic young Danish politician named Danar Nicole, after years of arguing passionately, but fruitlessly, about the need for European union, quit the European Parliament in disgust. If Europe wouldn't unite for its own good, he decided, he would *make* it unite under the rulership of the one person with the right vision to lead: himself. For the next several years, Nicole trained himself in the arts of destruction, and had surgeons, bioengineers, and technicians remake his body so that he became a living weapon — a human dagger pointed at the heart of foolish Europe.

But Nicole, now calling himself *Fiacho*, knew that in a world filled with the likes of the New Knights and VIPER, he couldn't achieve his aims alone, no matter how well-trained he might be. He needed allies, superpowered allies who shared his vision of the future — or who were at least willing to follow his orders. He put the word out to his contacts throughout Europe, asking them to report anything unusual to him.

He got his first break in 1986, when a friend at Interpol told him about a superhuman strongman wreaking havoc in Poland. Fiacho traveled there to find Igor Sterankov — Durak — destroying a Soviet armored division the Kremlin had sent to capture or kill him. After helping Durak out of a tight spot by slaughtering a tank crew, Fiacho suggested to him that there were better, more profitable, ways to use his powers. Realizing the Soviet military would eventually overwhelm him with sheer numbers, Durak agreed. Fiacho spirited him out from behind the Iron Curtain to safety, and Eurostar had its first recruit.

Later that same year, the pair was intrigued when a series of mysterious, sudden, violent storms destroyed some villages in Italy. When they investigated, they found Bora, an Italian woman with the power to control the winds. Although Bora was initially suspicious of them and ready to fight, Fiacho used his most persuasive manner to explain himself and convince her she could better extract her longed-for revenge upon the world as part of a team. Now the nascent Eurostar was a trio.

In 1987, word reached Fiacho about Jean Dubois, a brilliant French scientist whose work Danar Nicole had once helped sponsor. Poor Dubois had been maimed in an accident and become a raving paranoid. Sensing an asset he could exploit for his team, which needed a technician, Fiacho visited the hospital where Dubois was staying. He was disappointed to discover that Dubois was blind, and more deeply disturbed than he'd heard. But Dubois convinced him not only that he was sufficiently lucid to become part of Fiacho's team, but that he could use technology to compensate for his blindness. Fiacho took a chance and broke him free, and soon Ultrasonique was born.

The four villains adjourned to Fiacho's chalet in Switzerland to discuss their plans. Over several weeks, Fiacho sold them on his vision of a united Europe — with Eurostar at its helm. In truth, the other members were less interested in Fiacho's political aspirations than in the chance for adventure, excitement, destruction, and profit he promised, but at least to some degree they agreed with him. With their consent, Fiacho planned a grand statement to let the world know what was in store.

On March 7, 1988, Fiacho released to the world the *Eurostar Manifesto*, a statement of the group's political beliefs and goals. It read, in part: "The free peoples of Europe, inspired solely by greed and isolationism, have consistently refused to become part of a united Europe — a Europe that would be the world power it deserves to be, and in the end make all of them better off than they are today. Such ignorance cannot be ignored, or left unpunished. From this day forward, let the foolish peoples of Europe take note: you have forfeited your freedom. If you do not unite of your own free will, Eurostar will unite you by force."

Nor was the team's statement an empty one. For the rest of that year Europe was victimized by a Eurostar crime wave, the likes of which it had never seen before. The team raided a Russian gold depository, stealing billions of dollars' worth of bullion. It attacked UNTIL facilities, not only to weaken one of its chief enemies but to steal valuable technology. It robbed banks, looted arsenals, and committed numerous acts of terrorism and mayhem designed to destabilize the governments of Europe.

During 1989, Eurostar was less visible — the team was using its gains to build a secret headquarters in Europe and plan further activities. In 1990 it resumed its campaign of terror, and also picked up a new member: the Whip, a former KGB operative with a high-tech whip who betrayed his Russian masters to join the team. In late 1992, Eurostar added to its roster yet again, when Mentalla, a Spaniard formerly in the service of Dr. Destroyer, became a member.

The team stabilized at six members for the next four years. It launched an attempted invasion of Poland in 1993, conducted a series of attacks on Balkans peacekeepers in 1994, and tried to overthrow the governments of the Baltic states in 1995 — plots all averted by superheroes by the narrowest of margins. In 1996, it lost two members, Bora and the Whip, when their brains were blown out by VIPER snipers in an ambush that started the so-called “VIPER-Eurostar War.” From then until 1998, the team was occupied mainly with battles against VIPER, depleting its coffers in an effort to obtain revenge. Finally, both sides dropped the matter, unwilling to waste any more time and resources on what was obviously a stalemate. But hostility between the two remains strong to this day.

With his team weakened by two years of conflict, Fiacho began looking for new members and other ways to strengthen Eurostar. He soon found the perfect candidates — Scorpia and Feuermacher, members of another villain team called Terror, Inc. Scorpia had previously contacted him about the possibility of joining, but he had not been ready for new members at that time. Now he let her know the situation had changed. Within a few months, Scorpia and Feuermacher had killed the tyrannical leader of Terror, Inc., Professor Muerte, and left South America to return home to Europe. Now the team had six members again and was ready to continue its march toward domination of the continent.

That same six-member lineup existed until 2005, when Fiacho recruited the German strongman der Westgote to join the team. He added an eighth member in 2007 when he discovered that one of his contacts, the unscrupulous scientist Aldo Sanchietti, had transformed his daughter into a beast-woman, only to die at her hands. Fiacho named her Pantera and made her a part of Eurostar.

In the over two decades since it first announced itself to the world, Eurostar has acquired a well-deserved reputation as the most dangerous supervillain team on Earth. In its quest to take over Europe, it has destroyed entire city blocks, stolen billions of dollars, and killed hundreds of people (including several superheroes). Though the team normally confines its activities to Europe, it has occasionally struck at targets in the United States and Asia, and will probably do so again. The costumed crimefighters of the world have learned not to take Eurostar’s threats lightly. As Fiacho once said, “Eurostar does not rob banks. We wreck economies.”

Group Relations: The members of Eurostar aren’t normally joiners; they’re obsessed, anti-social loners and brooders who prefer to keep to themselves. Only their mutual desire to lash out at the world — whether that means destruction, conquest, or both — brings them together, and then only as needed. They rarely socialize together, maintaining more of a “business relationship” than anything else. But there’s very little bickering among them; over the years they’ve learned to tolerate each other’s quirks and work together without much friction. Fiacho’s intense political vision and leadership skills help to keep the team motivated and efficient.

Fiacho keeps a close eye on Scorpia and der Westgote. He recognizes that the Irishwoman is a potential threat to his leadership. He knows how skilled she is... and how willing to betray anyone who seems to be an obstacle to her own plans and desires. Preferring not to end up dead like Professor Muerte, Fiacho watches her carefully. Similarly, while der Westgote’s never indicated any ambition to lead the team, he’s got the power and the personal charisma to do it, and Fiacho would rather cut any threat off before it’s fully-grown.

Eurostar has a secret base in Switzerland, well-hidden and protected by elaborate security measures. It’s similar to the Urban Base on page 234 of *Champions* but with a danger room, more laboratories, and better protection.

Tactics: Years of working and fighting together have made Eurostar a well-oiled combat machine. In battle the team fights to win, avoiding flashy or “showoff” maneuvers in favor of a lethal, practical approach. It typically goes for the jugular; it has no interest in taking captives so Fiacho can gloat about his latest master plan.

Eurostar plans most of its missions elaborately and includes in its contingencies the possibilities of superhero interference. Thus, the team is rarely taken by surprise; in fact, superheroes who think they’re ambushing Eurostar may find themselves on the wrong end of the trap! It’s not uncommon for one member of the team to remain in hiding to attack anyone who interferes with a mission, or for the team to bring along weaponry specifically created to deal with a particular superhero Fiacho expects to show up.

The members of Eurostar have all learned Esperanto, and typically use it to communicate on the battlefield, since so few of their enemies understand it.

Campaign Use: Eurostar’s primary role in the campaign is to be the “dangerously practical” superteam. Unlike VIPER, Dr. Destroyer, or the Ultimates, Eurostar won’t waste time and money on grandiose Silver Age-style world-threatening gadgets and plots. It functions more like a military squad or a terrorist cell: it attacks a defined target with precision and forethought, and if it meets opposition it responds with lethal force. The team’s members represent an intriguing dilemma for heroes with Codes Versus Killing, since they’re so ruthless and murderous many heroes will *want* to put them down permanently.

EUROSTAR TEAM TACTICS

Some of Eurostar’s specific tactics and codewords (in Esperanto) include:

Fireball: All the members with Area Of Effect attacks use them on the designated area.

Pigeon: Durak tosses the designated target in the air, and everyone (or specific team members) attack him while he’s in mid-air.

Pincushion: Fiacho and Scorpia both target the same victim with their weapons, using Teamwork to obtain bonuses. An alternate version is *Stinger* — Fiacho uses his Hold maneuver to disable a foe, allowing Scorpia to come in and use her Sting or Martial Arts to attack the target.

Ring Of Fire: Feuermacher traps an enemy with his *Wall Of Flame* or *Fiery Prison* powers, and then the other members target the hapless hero with physical attacks.

Visiting Hour: Every team member should grab a hostage (if possible) and prepare to escape.

EUROSTAR FACTS

Here are some facts characters and NPCs might know about Eurostar if they succeed with an appropriate Skill Roll:

N/R: Eurostar is the largest and most dangerous supervillain team in Europe, with a stated goal of conquering the continent. Its leader is Fiacho; as of mid-2010 its other members are Durak, Feuermacher, Mentalla, Pantera, Scorpia, Ultrasonique, and der Westgote.

K/R: In the mid-Nineties Eurostar fought a “war” with VIPER, losing two members (Bora and the Whip) in the process. Enmity still exists between the two organizations.

-2: Eurostar is also enemies with Gravitator. On the other hand, it seems to get along with Menton and the Warlord.

-4: Eurostar uses an elaborate system of combat codes in Esperanto.

-10: Eurostar has a secret headquarters somewhere in Switzerland.

Eurostar is a dangerous Hunter for a hero to have. The same precision and ruthlessness that makes the team such a potent threat in general make it doubly troublesome for any specific hero it singles out for “punishment.” For example, Eurostar won’t hesitate to take a DNPC hostage and threaten to kill him if the hero doesn’t show up — and then kill the DNPC anyway after the hero arrives, if it feels like it.

Eurostar has a particular hatred of Americans and American heroes, regarding them, and their countrymen, as boorish idiots who don’t understand political realities. In any given situation, it prefers to target Americans for hostage-taking or killings intended to “send a message.”

If Eurostar isn’t strong enough for your campaign, the best way to beef it up is to add members. *Champions Universe* describes a number of European villains who’d make good recruits. On the other hand, if Eurostar’s numbers and power make it too much of a threat for your PCs, get rid of a few members — Ultrasonique, Feuermacher, and Mentalla would make good candidates for this — or decrease all the members’ power levels by 10-20 Active Points.

Associates, Allies, And Adversaries: Eurostar doesn’t maintain close relations with any other villain team or villainous agency; it prefers to stand alone. It’s said to have ties to some Italian and Russian organized crime groups, but if so, it is likely simply using them until it’s ready to sweep away the governments of Europe and take control. On the other hand, the Russian villain team Red Winter and Eurostar hate each other; Fiacho sees them as an obstacle to his plans, while Red Winter doesn’t want Europe united under anything but Communism.

Eurostar and VIPER remain bitter enemies. Each is looking for an opportunity to strike a serious blow against the other without risking a repeat of the War. Eurostar also holds a grudge against Mechassassin for stealing some rare technological components right out from under its nose, and intends to teach him a lesson.

Slither, one of King Cobra’s superpowered minions, bitterly hates Eurostar because of its treatment of him when it found out he was a VIPER infiltrator (see CV1). He’ll do anything he can to harm or hinder the team, and might even try to convince King Cobra to move against it. Menton, on the other hand, looks on Eurostar with favor because his sister’s a member. The team’s also worked well with the Warlord on a couple of occasions.

Eurostar has clashed with Gravitator in the past. Fiacho believes the French supervillain should be a part of his team, but she wants nothing to do with them... and eventually made the point quite clear by soundly defeating the entire team when they tried to force her to join.

Teleios still resents Eurostar for its “incompetence” in revealing his existence to the world, but not enough to start a fight. Still, he might be tempted to help Eurostar’s enemies at some point as a form of revenge.

FIACHO

Background/History: <“Danar, you can’t be serious!”>

<“I am very serious. You might even say, *deadly serious*.”>

<“But... but, your career! You’ve spent years becoming one of the best-known politicians in Europe! You’re one of the leaders of the European Parliament. There’s no stronger, more eloquent voice for the cause of European unity than yours!”>

<“And has it worked? Have the fools stopped squabbling, stopped dredging up centuries’ worth of supposed wrongs, started working together to build a better future? Have they done *anything* to put Europe in the position of world pre-eminence that it deserves? No! They’ve done nothing! All my words have been meaningless, and my career has been wasted!”>

<“You can’t mean that.”>

<“I have never been more serious in my life. After years of blinding myself to reality, I can finally see clearly. The peoples of Europe will only come together for their common good if someone *makes* them. And I intend to do just that.”>

With those words, Danar Nicole stalked out of the European Parliament building, never to return. Years of tireless work for his beloved cause of European unity had led to nothing but failure. Frustrated, angry, and incredibly bitter, Nicole decided that where persuasion had failed, force would do the trick.

He spent the next several years transforming himself into a living agent of destruction. He studied with terrorists and martial arts masters, learning how to fight, kill, and cause mayhem and paranoia throughout society. He hired the best underworld surgeons and technicians to transform him. Bulletproof plastics were inserted under his skin, muscle grafts were sewn onto existing muscles, and special weapons were designed specifically for him. When the treatments were done, he went back to his training facilities to learn how to use his new body.

And when he was done, Danar Nicole was no more. In his place stood *Fiacho*.

Personality/Motivation: Fiacho’s name — an Esperanto word meaning “very bad” — encapsulates his background and personality perfectly. It’s a word from a created language intended to unify mankind, twisted to other purposes — just like Nicole, once an ardent pan-European patriot, has become twisted by rage into a vicious conqueror. And the meaning of the word is important, too; it reflects Fiacho’s attitude about both himself and the people of the world. The fanaticism he once focused on unifying Europe through politics has been transformed into an obsession with conquering Europe and forcing it to unify under his rule — an obsession so strong it literally drove him to “improve” himself through radical surgery and bio-engineering.

Where once he was gentle and peaceful, Fiacho is now cruel, brutal, and ruthless. He has murdered dozens of people with his own hands, and would think nothing of killing dozens more — or even detonating a nuclear device in an urban area, if he believed doing so would advance his purposes. Normally cold and calculating, he's sometimes prone to outbursts of rage (particularly when insulted or mocked), and has a strong vengeful streak, as many of his former European Parliament adversaries have learned to their sorrow.

Quote: “The destiny of the European millions is at stake here — and I intend to see that they fulfill it, whether they like it or not.”

Powers/Tactics: Thanks to the extensive surgical and bio-engineering processes he underwent, and years of training and combat experience, Fiacho is a deadly combatant with abilities far in excess of even an elite forces soldier. With eight times the strength of a normal man, he can use his martial arts skills to hit with lethal force. Dermal armoring implanted under his skin distorts his appearance, but provides needed protection; he supplements it with an armored costume.

When his martial arts abilities aren't enough, Fiacho has several weapons he can employ. His Micro-Flechette launcher fires tiny explosive flechettes capable of penetrating heavy body armor, and he also carries pellets of corrosive gas that not only make good weapons, but are useful for eating through doors and walls to create an alternate escape route. When fighting in hand-to-hand combat, he activates his Sonic Disorientator, which plays hob with an opponent's balance, reflexes, and agility. If necessary he can generate a cloud of smoke laced with anaesthetic gas to weaken his opponent further (he uses his Combat Sense to ignore the smoke, and the gas is tailored to have no effect on him).

In addition to his combat abilities, Fiacho is a skilled tactician, a knowledgeable and persuasive politician, and a student of many subjects. Even if he can't fight physically, his brilliant, twisted mind will be working hard to find other ways to hurt his enemies.

Campaign Use: Fiacho is a fanatic, and should be played as such. You should present him as obsessed, over the top, utterly irrational when it comes to achieving his goals. The danger he poses should never leave the PCs' minds; one slip on their parts, and Fiacho will escape, probably leaving dozens or thousands of corpses in his wake... some of them possibly the PCs.

If Fiacho is a little too powerful for your game, get rid of some of his Martial Maneuvers, one or two of his weapons, and perhaps his Combat Luck. If you need to make him stronger, increase his STR to 35 or 40, his SPD to 6 or 7, and/or give him more weapons. His weapons should be powerful and clever but not outright “super-tech”; they should have more of a “realistic” feel to them than, say, Ultrasonique's do.



Fiacho is a dangerous Hunter. His vengefulness makes it difficult for him to Hunt anyone on less than an 11-, and he approaches Hunting the same way he approaches his other missions — from the perspective of a fanatic terrorist. He'd think nothing of blowing up an entire building to affect one superhero, of killing the hero's DNPCs to send a message, or holding thousands of people hostage to force his quarry to walk into a trap. He won't bother trying to capture his adversary; he'll go straight for the jugular every time.

Associates, Allies, And Adversaries: Fiacho maintains loose connections with many of the more destructive or dangerous European supervillains, such as der Schwartze Tod (a German disease inflictor), Venin Vert (a French villainess with poison powers), Panzer (a German powered armor wearer), and Clockwork (a malevolent British gadgeteer). Some of them he considers potential future recruits for Eurostar; others are simply assets he can make use of if necessary.

Two Russian villains may pose potential problems for Fiacho, so he keeps an eye on them. One is Slun, perhaps the most powerful crimelord in Eurasia (see CV1). The other is Molnya, an electricity manipulator who's also working to set up a major criminal organization in the region. Fiacho's vision for a “united Europe” under his own rule doesn't allow for this sort of “competition,” so when the time comes, these villains are either going to have to submit to his leadership or be destroyed.

FIACHO FACTS

Here are some facts characters and NPCs might know about Fiacho if they succeed with an appropriate Skill Roll:

N/R: Fiacho is the leader of Eurostar and is widely considered one of the deadliest terrorists in the world. He's an augmented human with advanced fighting skills and custom-designed weapons.

K/R: His real name is Danar Nicole; he was once an idealistic European Union politician.

-1: Fiacho is a master of martial arts, and that combined with his chemically- and cybernetically-augmented body makes him a deadly hand-to-hand fighter.

-2: Fiacho's weapons include a micro-flechette launcher whose darts can penetrate heavy armor, corrosive gas pellets, a sonic disorientator that hinders his foes in HTH Combat, and smoke clouds that are laced with knockout gas.

-4: Fiacho has a strong vengeful streak and never forgets a wrong or an insult, be they real or just perceived.

Appearance: Once a handsome man about six feet tall, Fiacho has obviously undergone surgical alteration and augmentation. The dermal implants which protect him from attacks have altered his features and added both bulk and a little height. In some places on his body, cybernetic implants, muscle grafts, or the like are visible. His costume consists of dark-colored pants and a red and grey high-collared tunic, both made of high-tech cloth to offer further protection against injury. On his upper arms are high-tech armbands that contain some of his weaponry.



FIACHO

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
23	DEX	26	14-	
23	CON	13	14-	
25	INT	15	14-	PER Roll 14-
18	EGO	8	13-	
25	PRE	15	14-	PRE Attack: 5d6
9	OCV	30		
8	DCV	25		
3	OMCV	0		
6	DMCV	9		
5	SPD	30		Phases: 3, 5, 8, 10, 12
10	PD	8		Total: 22 PD (14 rPD)
9	ED	7		Total: 21 ED (14 rED)
14	REC	10		
45	END	5		
16	BODY	6		
46	STUN	13		Total Characteristics Cost: 235

Movement: Running: 22m
Leaping: 20m

Cost	Powers	END
23	Micro-Flechette Launcher: RKA 1d6 Armor Piercing (+¼), Autofire (3 shots; +¼), Penetrating (+½), 32 Charges (+¼); OIF (-½)	[32]
39	Corrosive Gas Pellets: RKA 2d6 NND (the defense is a PD Resistant Protection defined as a force-field, or the like; +1), Does BODY (+1), Area Of Effect (1m Radius; +¼); OAF (-1), 8 Charges (-½)	[8]
48	Sonic Disorientator: Drain DEX, OCV, DCV, and SPD 3d6 (standard effect: 9 points) Expanded Effect (four Characteristics simultaneously; +1½), Area Of Effect (1m Radius; +¼), Constant (+½), Personal Immunity (+¼), Reduced Endurance (0 END; +½); OIF (armband; -½), No Range (-½), Maximum Effect (-10 points of each of the Characteristics at any one time; -½)	0
28	Knockout Smoke Generator: Darkness to Sight Group 6m radius OIF (armband; -½), No Range (-½), 4 Charges lasting 1 Turn each (-½) plus: Drain STUN 2d6 Area Of Effect (6m Radius; +½), Constant (+½), Personal Immunity (+¼); OIF (armband; -½), No Range (-½), 4 Charges lasting 1 Turn each (-½), Linked (-¼)	[4cc]

Martial Arts: General Combat Training

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Choke	-2	+0	Grab One Limb, 4d6 NND (2)
4 Deadly Strike	-2	+0	HKA 1d6+1 (2½d6 with STR)
4 Disarm	-1	+1	Disarm, +55 STR
4 Escape	+0	+0	+60 STR vs. Grabs
4 Eye Gouge	-1	-1	Sight Group Flash 8d6
4 Hold	-1	-1	Grab Three Limbs, +55 STR
5 Kick	-2	+1	13d6 Strike
4 Low Blow	-1	+1	4d6 NND (3)
3 Throw	+0	+1	9d6 + v/10, Target Falls
4 Punch	+0	+2	11d6 Strike
4 Vital Point Strike-1	+1		4d6 NND (1)
16	+4 Damage Classes (already added in)		

2	Dermal Implants: Resistant (+½) for 2 PD/2 ED	0
18	Armored Uniform: Resistant Protection (9 PD/9 ED) OIF (-½)	0
10	Fast Runner: Running +10m (22m total)	1
8	Strong Legs: Leaping +16m (20m forward, 10m upward)	1
6	Wrist Communicator: HRRP (Radio Group) OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0

Perks

50	Contacts: Well-Connected and 47 points' worth throughout Europe and the Military/Mercenary/Terrorist World
6	Deep Covers (3)
15	Money: Filthy Rich
9	Positive Reputation: world-threatening super-terrorist (on Earth; 14-) +3/+3d6

Talents

6	Combat Luck (3 PD/3 ED)
15	Combat Sense 14-

Skills

36	+3 Overall
20	+2 with All Combat
3	Acrobatics 14-
3	Acting 14-
3	Breakfall 14-
3	Bribery 14-
3	Bureaucratics 14-
3	Combat Driving 14-
3	Computer Programming 14-
3	Conversation 14-
3	Deduction 14-
3	Demolitions 14-
3	Disguise 14-
3	Electronics 14-
3	High Society 14-
3	Interrogation 14-
2	KS: Dr. Destroyer 11-
4	KS: European History 15-
5	KS: European Politics 16-
3	KS: Fine Restaurants Of Europe 14-
3	KS: The Military/Mercenary/Terrorist World 14-
3	KS: The Superhuman World 14-

- 2 KS: VIPER 11-
 3 Lockpicking 14-
 3 Mimicry 14-
 3 Oratory 14-
 3 Paramedics 14-
 3 Persuasion 14-
 3 PS: Politician 14-
 3 PS: Terrorist 14-
 3 Security Systems 14-
 3 Stealth 14-
 3 Streetwise 14-
 3 Systems Operation 14-
 3 Tactics 14-
 3 Teamwork 14-
 3 Linguist
 1 1) English (fluent conversation; Danish is Native)
 1 2) Esperanto (fluent conversation)
 1 3) French (fluent conversation)
 1 4) German (fluent conversation)
 1 5) Greek (fluent conversation)
 1 6) Italian (fluent conversation)
 1 7) Russian (fluent conversation)
 1 8) Spanish (fluent conversation)
 3 Traveler
 4 1) AK: Europe 16-
 1 2) CK: Berlin 11-
 1 3) CK: Brussels 11-
 1 4) CK: Copenhagen 11-
 1 5) CK: Geneva 11-
 1 6) CK: London 11-
 1 7) CK: Madrid 11-
 1 8) CK: Moscow 11-
 1 9) CK: Munich 11-
 1 10) CK: New York City 11-
 1 11) CK: Paris 11-
 1 12) CK: Rome 11-
 1 13) CK: Vienna 11-
 1 14) CK: Washington, D.C. 11-

Total Powers & Skills Cost: 537

Total Cost: 772

400 Matching Complications (75)

- 15 **Distinctive Features:** altered, ugly human (Concealable With Difficulty, Always Noticed)
 20 **Enraged:** by insults, sarcasm, or not being taken seriously (Common), go 11-, recover 11-
 25 **Hunted:** New Knights Of The Round Table (Infrequently, Mo Pow, NCI, Capture)
 25 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
 20 **Psychological Complication:** Determined To Conquer And Rule Europe (Common, Total)
 15 **Psychological Complication:** Extremely Vengeful (Common, Strong)
 15 **Psychological Complication:** Must Be In Command (Common, Strong)
 15 **Social Complication:** Public Identity (Danar Nicole) (Frequently, Major)

Total Complications Points: 375

Experience Points: 372

DURAK

Background/History: Igor Sterankov was just a punk kid growing up in Moscow during the final decline of the Soviet Union. Uninterested in school, he quickly drifted in with Russian organized crime gangs. Big, tough, and strong, he was a perfect enforcer and legbreaker for his bosses, and he enjoyed his work.

Then he made the mistake of getting into a fight with a Russian Army officer in a bar. The officer called for backup, and pretty soon Sterankov was at the center of a melee involving a dozen trained Russian soldiers. They held him down and beat him unmercifully, their punches shattering his jaw and ruining his face forever. Then they turned him over to the KGB to serve as a test subject in ongoing superhuman-soldier experiments.

The treatments, involving chemical injections, sensory deprivation chambers, neuro-electrical stimulation, and other such pleasantries, worked only too well. They enraged Sterankov, somehow allowing him to tap reserves of power and strength he didn't know he had. He smashed his way out of the cell they put him in, out of Lubyanka Prison, and out of Russia and into Poland, destroying buildings, tanks, and anything else he could get his hands on along the way. That's where Fiacho found him, rescued him from the Russian Army, and made him the first recruit for Eurostar.

Durak has served Eurostar loyally, since being a part of the team has given him plenty of opportunities to engage in the fighting and wholesale destruction he loves. The media often refers to him as "the fist of Fiacho," since Eurostar's evil leader has but to point or give an order, and Durak leaps into devastating action.

Personality/Motivation: Durak is nothing but a thug who got lucky. He loves to fight, break things, hurt people, and throw his considerable weight around. His superpowers have just made him all the more contemptuous of ordinary people; if you're not superhuman, you're just a gnat to be swatted, as far as he's concerned.

Quote: "Breaking your back will be good warm-up."

DURAK FACTS

Here are some facts characters and NPCs might know about Durak if they succeed with an appropriate Skill Roll:

N/R: Durak is a super-strong villain who's a member of Eurostar; he's sometimes referred to as "the fist of Fiacho." His real name is Igor Sterankov; he used to be involved in Russian organized crime.

K/R: Durak's said to have gotten his powers from being involuntarily experimented on by the KGB; he certainly has a fierce hatred for Russians and Russia.

-1: As "bricks" go, Durak is on the upper end, able to life approximately 400 metric tons.

-2: Durak is basically a crude thug with super-strength; he particularly loves to fight, and treats non-superpowered people with contempt.

B

DURAK

Val	Char	Cost	Roll	Notes
70	STR	60	23-	Lift 400 tons; 14d6 HTH damage [7]
18	DEX	16	13-	
40	CON	30	17-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	
25	PRE	15	14-	PRE Attack: 5d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		Phases: 3, 5, 8, 10, 12
30	PD	28		Total: 30 PD (30 rPD)
30	ED	28		Total: 30 ED (30 rED)
20	REC	16		
80	END	12		
20	BODY	10		
76	STUN	28		

Total Characteristics Cost: 326

Movement: Running: 12m
Leaping: 48m

Cost	Powers	END
17	Super-Strong Muscles: Reduced Endurance (½ END; +¼) on 70 STR	0
15	Super-Tough Skin: Hardened (+¼) for 30 PD/30 ED	0
37	Super-Tough Skin: Resistant (+½) for 30 PD/30 ED Hardened (+¼)	0
3	Mask Lenses: Sight Group Flash Defense (5 points) OIF (-½)	0
14	Bracing: Knockback Resistance -14m	0
27	Super-Strong Legs: Leaping +44m (48m forward, 24m upward), x4 Noncombat	3
6	Wrist Radio: Radio Perception/Transmission (Radio Group) OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)	0

Perks

6 Contacts: Russian organized crime 11-

Skills

32 +4 HTH

3 Climbing 13-

3 Interrogation 14-

1 KS: European Politics 8-

2 KS: Russian Organized Crime 11-

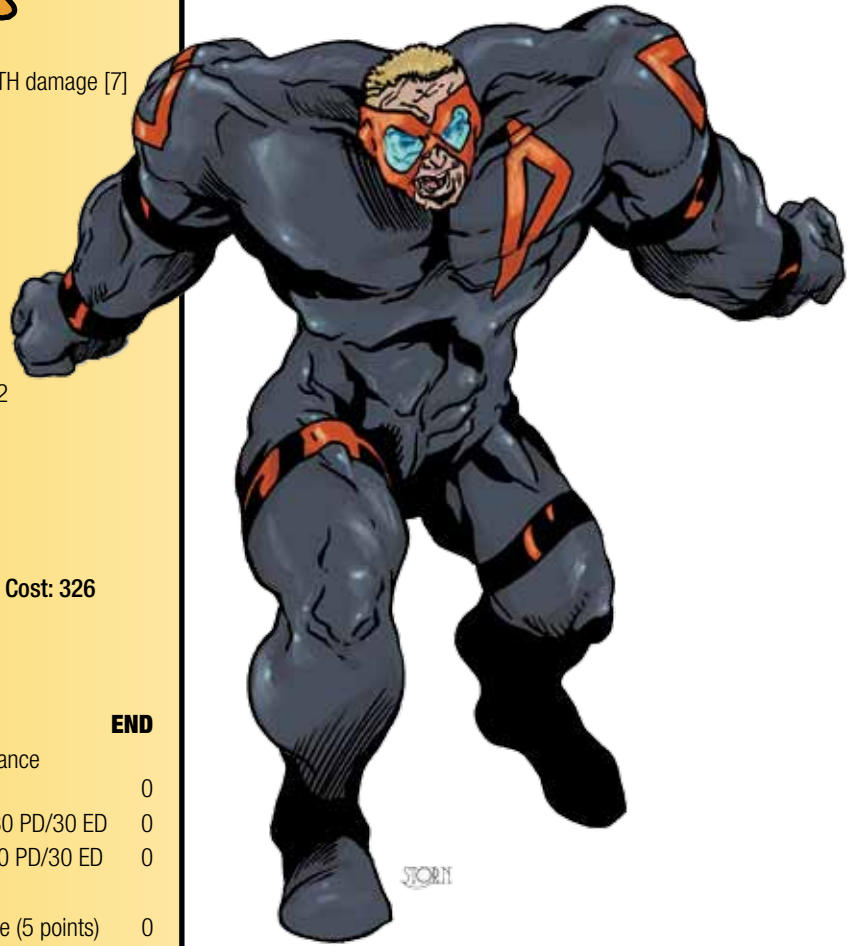
1 Language: English (basic conversation; Russian is Native)

1 Language: Esperanto (basic conversation)

3 Teamwork 13-

Total Powers & Skills Cost: 171

Total Cost: 497



400 Matching Complications (75)

10 **Distinctive Features:** smashed, scarred face (Concealable With Difficulty; Noticed And Recognizable)

25 **Enraged:** in combat (Very Common), go 11-, recover 11-

15 **Enraged:** when fighting Russians (Uncommon), go 11-, recover 11-

25 **Hunted:** New Knights Of The Round Table (Infrequently, Mo Pow, NCI, Capture)

25 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)

20 **Psychological Complication:** Loves To Fight (Very Common, Strong)

15 **Psychological Complication:** Hates Russia And Russians (Common, Strong)

15 **Psychological Complication:** Contempt For Normal Humans (Common, Strong)

15 **Social Complication:** Public Identity (Igor Sterankov) (Frequently, Major)

33 Experience Points

Total Complications Points: 75

Experience Points: 97

Powers/Tactics: One of the strongest superhumans in the world, Durak is a powerful hand-to-hand combatant who delivers punches that can penetrate tank armor and shrugs off soldiers' gunfire as if they were kids with peashooters. He has little grasp of tactics (though he knows how to team up with other Eurostar members to maximize their effectiveness); he prefers to just leap into the middle of battle and begin swinging his fists. He's surprisingly fast and agile for someone of his size, which sometimes takes his opponents by surprise. Given a decent chance of success, he'll plant his feet and prepare to unleash a Haymaker on his opponent.

Durak's biggest weakness is his low EGO; he's an easy target for heroic mentalists or mystic supers with mind-controlling spells. If this becomes too much of a problem, Fiacho will design a Psychic Shield for his mask (*i.e.*, he'll buy some Mental Defense on a Focus).

Campaign Use: Durak is really nothing more (or less) than major muscle for Eurostar; he has all the depth of a wading pool.

If Durak is too strong and powerful for your game, reduce his STR to 60, get rid of his Super-Strong Muscles power, and reduce his defenses to 25. If he's not tough enough to go toe-to-toe with PC bricks and have at least an even chance of beating them, increase his STR and defenses until he's on par.

Appearance: Nearly seven feet tall and weighing over 350 pounds, Durak is an enormous mass of super-strong muscle. His costume is a grey bodysuit with red highlights (including a D on his left breast) and a half-face mask (with protective lenses to shield his eyes from bright lights). His lower right face is permanently mis-shapen and scarred due to the beating he received from the KGB agent.

FEUERMACHER

Background/History: Hanz Zeldte was once a mercenary with a well-deserved reputation for taking on any job, no matter how reprehensible or dangerous, if the pay was good. A mysterious employer offered him a small fortune to obtain samples of an experimental fuel called "X-53" from a French research corporation. Zeldte didn't know what X-53 was, but for that much money, he didn't care. He took the job.

The mission went perfectly at first. He and his team penetrated the company's security, got inside, and found the lab without any problem. But it took so long to find the X-53 that the guards spotted them. Grabbing the container of X-53, Zeldte ran for it. A stray bullet from one of the guards' pistols shattered the container, dousing Zeldte with the fuel. To his horror, he burst into flame! He fell to the ground screaming, rolling in the dirt to try to put the flames out... only to discover, a few seconds later, that he was on fire, but not feeling any pain at all. Then he passed out from shock.

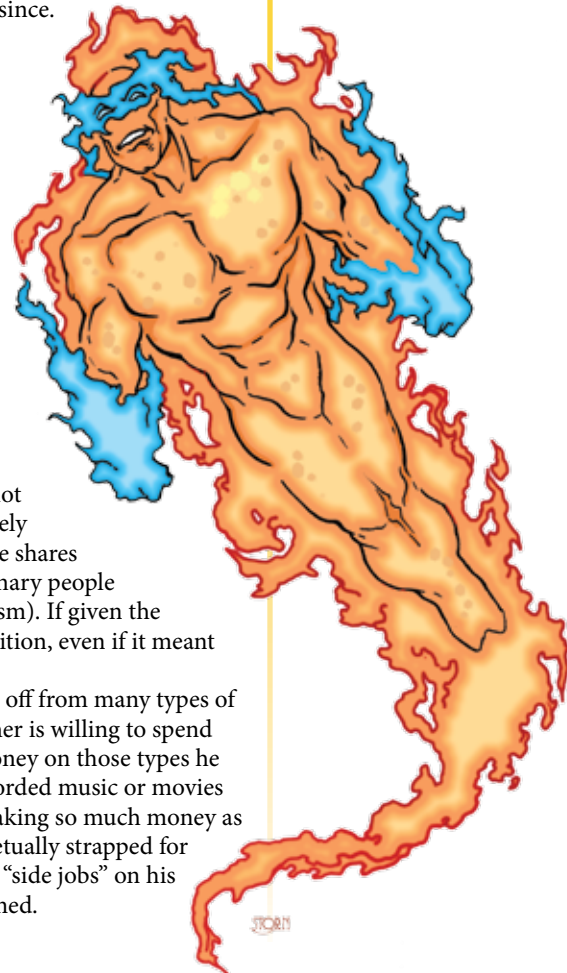
He awoke in a special hospital, one maintained by L'Institut Thoth to help people with unusual superhuman conditions. He was in a bed — a bed with asbestos sheets, because his body was still on fire! In fact, according to the doctors, he was going to remain on fire permanently. Somehow the X-53 had interacted with his cellular structure to cause an instantaneous, irreversible mutation.

As Zeldte tried to come to terms with his new body, he was contacted by the evil mastermind Professor Muerte. Muerte thought Zeldte would be a perfect addition to his Terror, Inc. villain team — and the pay was *excellent*. Zeldte had had enough of the hospital anyway, so he took the Professor up on his offer. Christening himself *Feuermacher* (Firemaker), he became a part of the Superhuman World.

Over the next several years, Feuermacher fought against the likes of the Sentinels, the Justice Squadron, and plenty of other heroes — usually on the losing end. He became more and more disgusted with Professor Muerte's "leadership"; the man was dangerously insane. It was time to find a better job, with a better class of people. It was about then that his teammate Scorpia approached him about the possibility of getting rid of Muerte and joining Eurostar — a villain team with a much better reputation in Feuermacher's eyes. He jumped at the chance. A few weeks later he dropped Muerte's body, encased in the ruins of powered armor he'd melted into a solid cocoon of slag, into the deeps of the Pacific. Then he and Scorpia set out for Switzerland, and he's been doing great ever since.

Personality/Motivation: Feuermacher carries a lot of rage and bitterness around with him over his condition — which keeps him from interacting with ordinary people in any meaningful way, and often makes day-to-day life difficult — but he masks it through a combination of professionalism and wise-cracking. Only in battle does he really give vent to his anger, and even then he tends to joke around a lot (though his opponents rarely find his jokes amusing). He shares Durak's contempt for ordinary people (another defense mechanism). If given the chance to reverse his condition, even if it meant risking his life, he'd take it.

Since he knows he's cut off from many types of entertainment, Feuermacher is willing to spend prodigious amounts of money on those types he *can* enjoy (like buying recorded music or movies by mail order). Despite making so much money as part of Eurostar, he's perpetually strapped for cash, and sometimes pulls "side jobs" on his own to keep his pockets lined.



B FEUERMACHER

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
21	DEX	22	13-	
25	CON	15	14-	
18	INT	8	13-	PER Roll 10-/8-
15	EGO	5	12-	
18	PRE	8	13-	PRE Attack: 3½d6
8	OCV	25		
7	DCV	20		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		Phases: 3, 5, 8, 10, 12
6	PD	4		Total: 22 PD (16 rPD)
10	ED	8		Total: 34 ED (24 rED)
7	REC	3		
50	END	6		
10	BODY	0		
36	STUN	8		Total Characteristics Cost: 168

Movement: Running: 12m
Flight: 40m

Cost	Powers	END
67	Fiery Attacks: Multipower, 67-point reserve	
6f	1) Fiery Blast: Blast 10d6 Reduced Endurance (½ END; +¼)	2
6f	2) Melting Blast: RKA 3d6 Reduced Endurance (½ END; +¼)	2
6f	3) Fireball: Blast 8d6 Area Of Effect (18m Radius Explosion; +½)	6
6f	4) Fiery Shapes: RKA 2d6 Indirect (Source Point is always Feuermacher, but Path can alter to can strike target from any angle; +½), +1 Increased STUN Multiplier (+¼), Reduced Endurance (½ END; +¼)	2
4f	5) Fiery Prison: RKA 2d6 Area Of Effect (1m Radius; +¼), Constant (+½), Reduced Endurance (0 END; +½); Targets Only Take Damage If They Touch Cage Or Move Into/Out Of The Affected Area (see APG 134; -½)	0
60	Fiery Wall: RKA 2d6 Area Of Effect (25m long, 4m high Line; +¾), Constant (+½), Reduced Endurance (½ END; +¼); No Knockback (-¼)	3
33	Fiery Form: RKA 2d6 Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼), Reduced Endurance (0 END; +½), Persistent (+¼); Always On (-½), No Range (-½), Unified Power (with other Fiery Form powers; -¼)	0
48	Fiery Form Flight: Flight 40m Reduced Endurance (0 END; +½); Unified Power (with other Fiery Form powers; -¼)	0
48	Fiery Form Protection: Resistant Protection (16 PD/24 ED) Unified Power (with other Fiery Form powers; -¼)	0
4	Fiery Body: Life Support (Safe Environments: Intense Cold, Intense Heat)	0

FEUERMACHER FACTS

Here are some facts characters and NPCs might know about Feuermacher if they succeed with an appropriate Skill Roll:

M/R: Feuermacher is a fire-manipulating villain who's a member of Eurostar. His real name is Hans Zeldte; he's a German who used to be a mercenary.

K/R: Feuermacher can't turn off his fiery form; he's always ablaze.

-2: Feuermacher can create "shapes" out of fire and use them to attack a target from nearly any angle.

-4: Like many fire-using superhumans, Feuermacher is more strongly affected by Water-based attacks than most people.

-6: The constant blaze of Feuermacher's body makes it difficult for him to see, hear, and smell things.

-8: Feuermacher sometimes seems to be a little protective of Scorpia in combat.

-10: Feuermacher resents the way his condition cuts him off from other people and would love to find a way to reverse it... or better yet, alter his powers so he can turn his "Fiery Form" on and off at will.

END	Skills
15	+3 with Fiery Attacks Multipower
3	Climbing 13-
2	AK: Africa 11-
2	AK: Europe 11-
2	AK: South America 11-
2	KS: The Military/Mercenary/Terrorist World 11-
2	KS: The Superhuman World 11-
2	Language: English (fluent conversation; German is Native)
1	Language: Esperanto (basic conversation)
3	Shadowing 13-
4	Survival (Temperate/Subtropical, Tropical) 13-
3	Tactics 13-
3	Teamwork 13-
3	WF: Small Arms, Blades
Total Powers & Skills Cost: 341	
Total Cost: 509	
400 Matching Complications (75)	
25	Hunted: New Knights Of The Round Table (Infrequently, Mo Pow, NCI, Capture)
25	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
30	Physical Complication: only has a Sight PER Roll of 10-, and all other PER Rolls are 8- (All The Time, Greatly Impairing)
15	Psychological Complication: Spendthrift (Common, Strong)
15	Psychological Complication: Contempt For Normal Humans (Common, Strong)
15	Social Complication: Public Identity (Hans Zeldte) (Frequently, Major)
10	Vulnerability: 2 x STUN from Water attacks (Uncommon)
Total Complications Points: 75	
Experience Points: 109	

Feuermacher has a little bit of a crush on Scorpia. He knows nothing can ever come of it, but he still looks out for her a little more in combat and would protect her before any of the others if he had to make a choice.

Quote: “Things getting a little hot for you, hero?”

Powers/Tactics: Although not as powerful or versatile as the likes of Firewing, Feuermacher possesses a useful suite of fire-based superpowers. He can fly, generate various types of fire-bolts, surround his foes with walls or cages made of pure fire, and melt or deflect incoming attacks with the fiery mantle that surrounds his body. Perhaps his most unusual ability, the one from which he takes his name, is Fiery Shapes — the ability to sculpt flame into semi-solid objects before using it to attack. For example, he might create a fire-hawk that swoops around to hit an opponent in the back, or a fire-disk he can arc over an enemy's Barrier.

Feuermacher's body is on fire permanently, making it dangerous for other characters to touch him (or let him touch them). His flames only go out if there's no oxygen to support them, and they return as soon as they have access to oxygen. Eurostar's headquarters and equipment include fireproofed sections able to withstand his flames so he can try to live a quasi-normal existence. Unfortunately, the flames interfere with his ability to perceive things, and make it impossible for him to wear a wrist radio like his teammates do.

Campaign Use: If Feuermacher is too powerful for your game, get rid of his Melting Blast and Fireball Multipower slots, and then move Fiery Prison and Fiery Wall into the Multipower (increasing the reserve as needed to accommodate them). If you need him to be more powerful, give him some additional Multipower slots, and increase the strength of his Resistant Protection.

Appearance: Feuermacher looks like a tall, athletic man sheathed in flame from head to foot. Sometimes he shapes the flames into boots, gauntlets, and a sort of mask at the appropriate places, just to give himself a little more visual definition. Sometimes, particularly when he's using his powers intensely, the flames around his head and hands take on more of a butane-flame blue color than a typical orange-red.

MENTALLA

Background/History: A daughter of the Medinas of Spain, and twin sister to the world-infamous Menton, Isabella Medina comes from a rather distinguished lineage (see CV1 118 for details). When she was young, her parents turned her and her brother over to Dr. Destroyer to become experimental subjects in his psionics program. Destroyer unlocked the twins' psionic potential, making Menton extremely powerful and Isabella, code-named “Mentalla,” less so — but still quite powerful in her own right.

Mentalla served Dr. Destroyer as a spy and assassin for many years. After his “death” in 1992, she decided the time had come to strike out on her own. She didn't share Rakshasa's faith that the master would one day return, and in any event she was tired of serving him faithfully only to be repaid with harsh punishments for even the slightest failure. But she needed somewhere to go, and someone to help protect her from Destroyer's other servants, if they decided to seek vengeance for her “defection;” unlike Menton, she lacked the raw power to do that on her own.

That's when she thought of Eurostar. Destroyer had once assigned her to investigate the group and assess its danger to his overall plans, and Mentalla had been struck by how much she had in common with Fiacho. Like him, she was intrigued by political philosophy and social theories, and to some extent she sympathized with his desire to lead Europe. She abandoned Destroyer's faltering organization and sought out Eurostar to apply for membership.

At first the group was highly suspicious of her, especially given the nature of her powers. But she never did anything to justify their worries, and it quickly became apparent just how useful her psionic abilities were to the group. By 1995, she'd been removed from provisional status and made a full-fledged member.

Personality/Motivation: The first impression Mentalla gives is a good one — she seems smart, reasonably friendly, and self-confident. Get to know her a little better, though, and her true personality emerges. Self-assured to the point of arrogance, and completely disdainful of those around her, she thinks nothing of manipulating the minds of others as she sees fit. To her, they're just toys to keep her amused... until she decides to break them. The only person she truly seems to love and respect is Menton, though she enjoys having political discussions with Fiacho.

Quote: “Don't mind if I do.”

Powers/Tactics: Mentalla has powerful psionic and psychokinetic abilities — not nearly as powerful as those of her brother Menton, but stronger than those possessed by most other mentalists. She's particularly good at taking a person's willpower and reducing it to next to nothing; the victim won't recover for hours. While in this “mindwiped” state, a victim is even more

MENTALLA FACTS

Here are some facts characters and NPCs might know about Mentalla if they succeed with an appropriate Skill Roll:

N/R: Mentalla is a supervillainess who's a member of Eurostar; she possesses strong mental and psychokinetic powers.

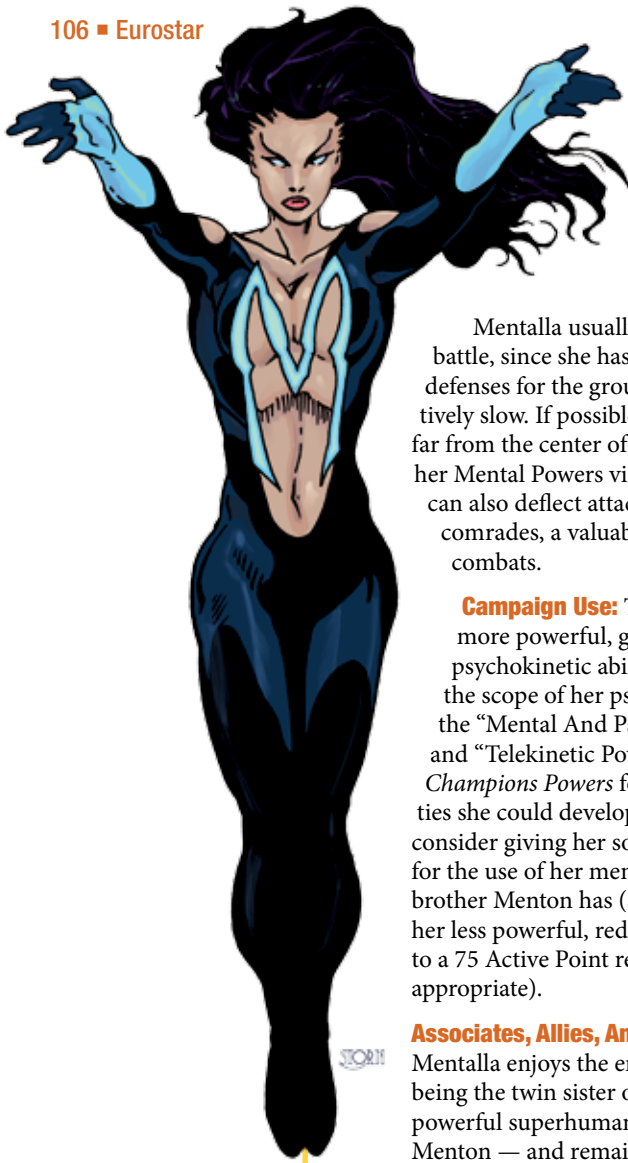
K/R: Mentalla formerly worked for Dr. Destroyer, but joined Eurostar after his death.

-4: Mentalla has some sort of close connection with Menton; perhaps they got their powers from the same source.

-6: Mentalla apparently left Dr. Destroyer's service under something of a cloud; she does not get along with the Destroyers.

-8: Mentalla is Menton's twin sister.

-10: Her Secret Identity is Isabella Medina; she's a member of the wealthy Medina family of Spain.



easily manipulated by her other mental powers, making it quite easy for Eurostar to interrogate captives or plant mental commands in peoples' minds.

Mentalla usually hangs back in battle, since she has relatively low defenses for the group and is also relatively slow. If possible she'll find cover far from the center of the fight and use her Mental Powers via Line Of Sight. She can also deflect attacks away from her comrades, a valuable ability in many combats.

Campaign Use: To make Mentalla more powerful, give her more psychokinetic abilities, or expand the scope of her psionic powers; see the "Mental And Psionic Powers" and "Telekinetic Powers" sections of *Champions Powers* for dozens of abilities she could develop. You should also consider giving her some extra SPD just for the use of her mental powers, like her brother Menton has (see CV1). To make her less powerful, reduce her Multipower to a 75 Active Point reserve (or even 60, if appropriate).

Associates, Allies, And Adversaries:

Mentalla enjoys the enviable position of being the twin sister of one of the most powerful superhumans on the planet — Menton — and remains close to him even though they rarely see one another. (They "keep in touch" psionically.) If she ever needs help, he's usually glad to provide it. Anyone who harms her will suffer his wrath.

Mentalla hates Dr. Destroyer because of his poor treatment of her, and is glad he's dead. (She doesn't think Shadow Destroyer is really Destroyer returned to "life"; she thinks he's some demon or creature who's faking the whole thing as part of some sick game.) She won't go out of her way to interfere with his other former lieutenants (the Destroyers), but would have no qualms about turning them all into drooling, brain-fried vegetables if their paths crossed. If and when she finds out Dr. Destroyer is still alive, she will actively try to disrupt his schemes, which may put Eurostar at peril.

Appearance: Mentalla is a beautiful woman of Spanish ancestry, 5'8" tall with dark hair and an attractive figure. She wears a dark bodysuit-like costume with a stylized M on the front. She keeps her dark hair long and unbound. Her eyes are green, and her face and figure remarkably beautiful. She doesn't wear a mask, but has so far managed to keep her identity concealed because she grew up in Destroyer's care... and he makes few of his records public.

PANTERA

Background/History: Aldo Sanchiotti was a brilliant biologist and geneticist... but also one with some very peculiar ideas. Looking at the animal kingdom, Sanchiotti saw so much to admire: swiftness, strength, acute senses, natural weapons, defensive adaptations — the list was practically endless. And then he looked at humans and was disgusted. Of course humanity had intelligence, but what matters intelligence in the battle for survival? Humans were weak; they'd be much better with more animal characteristics.

Sanchiotti began experimenting with manipulating human DNA to introduce animal characteristics, and with fusing animal DNA to human genes. He kept his work secret for a while, but eventually the university found out and he was summarily dismissed for numerous severe ethical violations. The university promised not to bring the matter to the attention of the police if he'd just disappear for good.

Railing against his peers' "lack of vision," Sanchiotti continued working on his own, using pilfered equipment and whatever other resources he could scrape together. Fortunately, he had two significant advantages. The first was his young daughter Carla Rosita, who would make the perfect test subject for his work. The second was the secret patronage of Danar Nicole, better known as the supervillain Fiacho, who saw much promise in Sanchiotti's work. With Eurostar money backing him, the fanatical geneticist soon had his own top-notch laboratory facilities.

A few years of hard work followed... and then, success! A long series of drug therapies, gene splicing treatments, and other experimental procedures slowly but surely transformed Carla into Sanchiotti's perfect epitome of humanity: a woman as much cat as human, with fingernails like claws, feline senses, and a predatory instinct. But the proud father had done his work too well — one day while he was working with Carla, training her hunting skills and senses by letting her stalk mice around the lab, she turned on him, killing him as casually as she killed the mice.

As luck would have it, Fiacho dropped by the Sanchiotti villa the next day on one of his periodic visits. Carla attacked him too, but he was much better equipped than Dr. Sanchiotti to defend himself. Christening the now-unconscious cat-woman *Pantera*, he set the villa on fire and then carried her out to a new life in Eurostar.

Personality/Motivation: Pantera barely qualifies as human in many respects. Although she's still intelligent, the predatory instincts and bloodlust she's received as a result of her father's experiments override her intellect almost all the time. For example, she can speak, but rarely says more than a word or three at a time (usually pertaining to food or killing). She can operate simple devices (doorknobs, light switches, changing TV channels, and so on), but can't do complex tasks like typing,

B

MENTALLA

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
18	DEX	16	13-	
20	CON	10	13-	
18	INT	8	13-	PER Roll 13-
25	EGO	15	14-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
6	DCV	15		
9	OMCV	18		
9	DMCV	18		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
8	PD	6		Total: 24 PD (16 rPD)
10	ED	8		Total: 26 ED (16 rED)
10	REC	6		
60	END	8		
11	BODY	1		
30	STUN	5		Total Characteristics Cost: 199

Movement:	Running:	12m
	Flight:	32m

Cost Powers

90	Mental Powers: Multipower, 90-point reserve	
9f	1) Mindblast: Mental Blast 7d6 Reduced Endurance (½ END; +¼)	3
9f	2) Mindscapes: Mental Illusions 14d6 Reduced Endurance (½ END; +¼)	3
9f	3) Mindbar: Mind Control 14d6 Reduced Endurance (½ END; +¼)	3
9f	4) Mindspeech: Telepathy 14d6 Reduced Endurance (½ END; +¼)	3
9f	5) Mindwipe: Drain EGO 3d6 Delayed Return Rate (points return at the rate of 5 per Hour; +1¼), Reduced Endurance (½ END; +¼)	3
5f	6) Psionic Surgery: Major Transform 4d6 (alter, remove, or add memories or Psychological Complications, heals back normally or through repeated applications of this power) ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Line Of Sight (+½), Works Against EGO, Not BODY (+¼); Limited Target (mental "objects" in the minds of sentient beings; -½)	3

END

87	Mindfinding: Mind Scan 14d6 Reduced Endurance (½ END; +¼)	3
72	Psychokinesis: Telekinesis (40 STR) ACV (uses OMCV against DCV; +0), Line Of Sight (+½); Unified Power (with other Psychokinetic powers; -¼)	6
32	Psychokinetic Shield: Resistant Protection (16 PD/16 ED) Costs Half Endurance (-¼), Unified Power (with other Psychokinetic powers; -¼)	2
32	Psychokinetic Flight: Flight 32m Reduced Endurance (½ END; +¼); Unified Power (with other Psychokinetic powers; -¼)	1
16	Psychokinetic Defense: Deflection Unified Power (with other Psychokinetic powers; -¼)	2
15	Mindshield: Mental Defense (15 points)	0
5	Mindshield: Power Defense (5 points)	0
6	Wrist Radio: Radio Perception/Transmission (Radio Group) OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)	0

Talents

3	Striking Appearance +1/+1d6
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Skills

18	+3 with All Mental Powers
3	Conversation 14-
3	High Society 14-
2	KS: Dr. Destroyer 11-
2	KS: European History 11-
2	KS: Philosophy 11-
2	KS: Spanish History 11-
2	KS: The Superhuman World 11-
2	Language: English (fluent conversation; Spanish is Native)
1	Language: Esperanto (basic conversation)
1	Language: Italian (basic conversation)
3	Power: Mentalism 14-
3	Power: Psychokinesis 14-
3	Riding 13-
3	Teamwork 13-

Total Powers & Skills Cost: 458**Total Cost: 657****400 Matching Complications (75)**

15	Enraged: when someone resists her Mind Control (Uncommon), go 11-, recover 11-
20	Hunted: New Knights Of The Round Table (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Disdainful Of Normals; Considers Other Peoples' Minds Her Playthings (Common, Strong)
15	Social Complication: Secret Identity (Isabella Medina) (Frequently, Major)

Total Complications Points: 75**Experience Points: 257**

A

PANTERA

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
30	DEX	40	15-	OCV: 10/DCV: 10
30	CON	20	15-	
5	INT	-5	10-	PER Roll 10-
14	EGO	4	12-	MCV: 5
20	PRE	10	13-	PRE Attack: 4d6
10	OCV	35		
12	DCV	45		
3	OMCV	0		
6	DMCV	9		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
15	PD	13		Total: 23 PD (8 rPD)
15	ED	13		Total: 23 ED (8 rED)
12	REC	8		
60	END	8		
20	BODY	10		
50	STUN	15		Total Characteristics Cost: 285

Movement: Running: 24m
Leaping: 24m

Cost	Powers	END
45	Claws: HKA 2d6 (6d6 with STR) Reduced Endurance (0 END; +½)	0
11	Fang-Like Teeth: HKA ½d6 Armor Piercing (+¼), Reduced Endurance (0 END; +½); No STR Bonus (-½)	0
7	Inspires Panic: +15 PRE Only For Fear-/Intimidation-Based Presence Attacks (-1)	0
2	Tough Skin: Resistant (+½) for 2 PD/2 ED	0
14	Armored Costume: Resistant Protection (8 PD/8 ED) OIF (-½), Activation Roll 14- (-¼)	0
12	Runs Like A Cat: Running +12m (24m total)	1
10	Leaps Like A Cat: Leaping +20m (24m forward, 12m upward)	1
12	Animalistic Senses: +4 to PER Rolls with all Senses	0
5	Cat's Eyes: Nightvision	0
16	Fast Healer: Regeneration (2 BODY per Hour)	0



Talents

12 **Combat Luck** (6 PD/6 ED)

Skills

- 16 +2 HTH
- 6 +3 OCV with Claws
- 3 Acrobatics 15-
- 3 Breakfall 15-
- 3 Climbing 15-
- 1 Language: Esperanto (basic conversation; Italian is Native)
- 11 Shadowing 14-
- 3 Stealth 15-
- 11 Tracking 14-

Total Powers & Skills Cost: 203

Total Cost: 488

400 Matching Complications (75)

- 15 **Enraged:** when denied something she wants or stolen from (Uncommon), go 11-, recover 11-
- 30 **Enraged:** Berserk when takes BODY damage (Common), go 8-, recover 8-
- 20 **Hunted:** New Knights Of The Round Table (Infrequently, Mo Pow, NCI, Capture)
- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 25 **Psychological Complication:** Bloodthirsty, Casual Killer (Very Common, Total)
- 15 **Psychological Complication:** Greedy; Loves "Shinies" and "Pretties" (Common, Strong)
- 15 **Social Complication:** Secret Identity (Carla Rosita Sanchietti) (Frequently, Major)

Total Complications Points: 75

Experience Points: 88

driving a car, or preparing a meal. (She prefers to eat raw meat anyway; she's even been known to cannibalistically feast on downed victims, or at least to lap up their blood, until Fiacho stops her.) She also has an animalistic fascination with shiny or pretty objects, and may become angry if not allowed to have them. She's often difficult to control, though Fiacho's beaten her into submission so many times that she's learned to instinctively defer to him. But that might change if he ever showed weakness....

Quote: "Kill! Pretties mine. *Mine.*"

Powers/Tactics: Pantera's superhuman abilities result from having animal DNA (primarily from felines) fused with her own. She's far stronger, tougher, faster, and more agile than normal, and also has heightened senses and claw-like fingernails. Although Pantera's claws are a part of herself (and thus not truly a Focus), they can be trimmed so that they're harmless — though of course this requires that Pantera be restrained or sedated. They'll grow back to full size within 48 hours; it takes 2 hours before they grow enough to give her an HKA 1 point with them.

In combat Pantera usually starts by fighting cautiously, then switches to an aggressive attack when she spots an opening or senses a weakness. If Enraged she simply leaps with claws and fangs bared. She's not much of a team player, but obeys Fiacho's orders (unless she's Enraged), and has learned that opponents who are already fighting one of her "packmates" are easier targets.

Campaign Use: Pantera's main purpose is to provide Eurostar with more firepower... but unpredictable firepower that may turn the tables in the heroes' favor if Fiacho loses control of her during

a battle. When she's injured and goes Berserk, she's as likely to attack a teammate as she is an adversary. No one in Eurostar other than Fiacho would be sad to see her dead or captured.

To make Pantera tougher, give her more animal abilities — both from cats (such as greatly enhanced Running based on cheetah DNA) and from other animals. This may involve minor shapeshifting; for example, perhaps she gains increase STR by making herself more bear-like for short periods of time. To weaken her, reduce her Claws to HKA 1d6, her DEX to 25, and her SPD to 5.

Pantera is a consummate Hunter — that's what her father designed her to be, really. Once she fixates on a target she stealthily stalks him until the right moment arises for an ambush, then she leaps on him and claws him to death. However, unless Fiacho specifically orders her to do something like that, she rarely becomes interested enough in someone to deliberately Hunt him on a repeated basis.

Appearance: Pantera would have grown up to become a beautiful Italian girl... if her father weren't a mad, immensely talented, biologist. Thanks to his genetic manipulations she's a cat-woman, with cat-like eyes, claw-like fingernails, a lithe, graceful body, and an expression of crafty ferocity on her face. On her lower arms and legs there's thick, flowing, fur-like hair. She goes barefoot and wears no gloves; her only concession to modesty is a black bodysuit similar to a woman's one-piece bathing suit with a provocative plunging neckline. Her luxurious mane of black, slightly curly hair reaches just below her shoulders.

SCORPIA

Background/History: Fiona O'Brady was born and raised in one of the worst parts of Belfast, Northern Ireland, where sectarian violence was frequent and bloody. The daughter of devout Catholics, with a father who belonged to the Provisional IRA, it was only natural that she got involved in the Troubles at an early age. She started throwing rocks at Protestant children, and then at British soldiers. With her quick wits and quick hands, she was always able to hit her mark and then get away before the Brits could catch her.

Recognizing her talent and potential, the Provos made her one of their own and began to train her. She became a talented amateur chemist, with a particular affinity for poisons and bombs. Before long she was such a problem for the British that she earned herself a nickname — Scorpia — and took to wearing a mask when she went on jobs, so the enemy couldn't identify her.

But then a member of her cell tripped up and the British found out where the group was hiding. With the soldiers closing in, Scorpia abandoned them and escaped. She hadn't cared about the cause much for a long time — it was the violence and bloodshed themselves that drew her, like a

PANTERA FACTS

Here are some facts characters and NPCs might know about Pantera if they succeed with an appropriate Skill Roll:

N/R: Pantera is a supervillainess who's a member of Eurostar; she's a beast-woman with fangs, claws, and incredible reflexes and speed.

K/R: Unfortunately for her, she also has the mind of a beast; she's more of a predatory cat than a human in many ways, and easily becomes enraged.

-2: Pantera has a childlike, animalistic greed; she loves "pretty" and "shiny" things, and may hurt or kill people who try to keep her from possessing them.

-6: Pantera's occasionally shown a cannibalistic tendency to gnaw on her downed victims, or lap up their blood.

-10: Her Secret Identity is Carla Rosita Sanchiatti; she's the daughter of the unscrupulous geneticist Also Sanchiatti, who turned her into a beast-woman and whom she killed.

B**SCORPIA**

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
18	DEX	16	13-	
20	CON	10	13-	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6

9	OCV	30		
8	DCV	25		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		Phases: 3, 5, 8, 10, 12

6	PD	4		Total: 14 PD (8 rPD)
6	ED	4		Total: 14 ED (8 rED)

12	REC	8		
40	END	4		
20	BODY	10		
38	STUN	9		Total Characteristic Cost: 181

Movement:	Running:	18m
	Leaping:	12m

Cost Powers **END**

18	Throwing Blades: Multipower, 30-point reserve [12rc]	
	12 Recoverable Charges for entire reserve (+¼); all OAF (-1)	
1f	1) Single Blade: RKA 2d6	
	OAF (-1), Range Based On STR (-¼)	
1f	2) Multiple Blades: RKA 1d6	
	Autofire (up to 5 shots, +½); OAF (-1), Range Based On STR (-¼)	
28	Curare-Tipped Darts: RKA 1d6 [12]	
	NND (defense is Life Support [Immunity: Curare]; +1), Does BODY (+1), Damage Over Time (6 increments, one every four Segments for two Turns, cannot use attack again on same target until all increments accrue; +3); OAF (-1), No Knockback (-¼), Must Target Unarmored Hit Locations (-½), Range Based On STR (-¼), 12 Charges (-¼)	
38	Paralysis Poison Capsules: Entangle 5d6, 5 PD/5 ED [6]	
	Area Of Effect (1m Radius; +¼), Takes No Damage From Attacks (+1), Personal Immunity (+¼); OAF (-1), Limited Power (Life Support [Self-Contained Breathing or appropriate Immunity] provides complete protection against this attack; -¼), Range Based On STR (-¼), 6 Charges (-¾)	
23	Scorpia's Sting: HKA 1d6 (2d6-1 with STR) 2 + [12]	
	Armor Piercing (+¼); OAF (claws; -1)	
	plus: Drain STUN 5d6	
	OAF (claws; -1), Linked (-¼), No Range (-½), Only Works When Claws Do BODY (-¼), 12 Charges (-¼)	

Martial Arts: Karate

	Maneuver	OCV	DCV	Notes
4	Atemi Strike	-1	+1	3d6 NND(1)
4	Block	+2	+2	Block, Abort
4	Disarm	-1	+1	Disarm, 35 STR
4	Dodge	+0	+5	Dodge all attacks, Abort
3	Legsweep	+2	-1	6d6; Target Falls
4	Knifehand Strike	-2	+0	HKA 1d6+1 (2d6+1 with STR)
4	Punch/Snap Kick	+0	+2	7d6 Strike
5	Side/Spin Kick	-2	+1	9d6 Strike
8	+2 Damage Classes (already added in)			

16	Armored Costume: Resistant Protection (8 PD/8 ED) 0	
	OIF (-½)	
2	Curare Tolerance: Life Support (Immunity: Curare) 0	
6	Fast Runner: Running +6m (18m total) 1	
4	Strong Leaper: Leaping +8m (12m forward, 6m upward) 1	
5	Swingline: Swinging 20m; OAF (-1) 1	
3	Nightsight Lenses: Nightvision 0	
	OIF (-½)	
6	Wrist Radio: Radio Perception/Transmission (Radio Group) 0	
	OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)	

Perks

6	Contact: the Provisional IRA 11-
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Talents

7	Lightning Reflexes: +7 DEX to act first with All Actions
3	Lightsleep
3	Striking Appearance +1/+1d6

Skills

24	+2 Overall
20	+2 with All Combat
9	+3 with Throwing Blades and Poisoned Darts
6	+1 with Agility Skills
3	Acrobatics 13-
3	Breakfall 13-
3	Climbing 13-
3	Computer Programming 12-
5	Demolitions 13-
3	Disguise 12-
3	KS: The Espionage World 12-
3	KS: The Military/Mercenary/Terrorist World 12-
2	KS: The Superhuman World 11-
1	Language: Esperanto (basic conversation; English is Native)
2	Language: Spanish (fluent conversation)
1	Language: Irish (basic conversation)
3	Lockpicking 13-
3	SS: Chemistry 12-
3	SS: Pharmacology/Toxicology 12-

moth to a flame. She made her way to the Middle East, using her contacts in the terrorist underworld to find a job training other terrorists in hidden camps in Iraq. That was where the megalomaniacal Professor Muerte found her. Amused by the idea of a beautiful Irishwoman teaching foul-mouthed Arabs terrorism tactics, he offered her a position in his organization — Terror, Inc. Ever eager for the opportunity to commit more mayhem and acquire greater power, she accepted.

Scorpia was part of Terror, Inc. for several years, but eventually it began to pall. Muerte was too unstable and dangerous to work with anymore. Looking about for other options, she saw Eurostar. That seemed like the perfect fit. But when she put out feelers, she was rebuffed — Eurostar didn't need any more members just yet.

So she waited and bided her time. When Bora and the Whip were killed in the VIPER-Eurostar War, she knew Fiacho would need replacements, so she started laying plans for her escape. Using her feminine wiles, she got closer to Professor Muerte than ever before. Then, in 1998, when Fiacho contacted her to ask her to join his group, she betrayed Muerte, subtly poisoning him over the course of several weeks. The final look on his face, when he realized he was about to die, was worth the wait.

Scorpia had Feuermacher, another of her teammates who wanted to jump ship to Eurostar, melt Muerte's armor to slag around his corpse, then drop him into the Pacific. Taking all the technology and data they could carry, the two left for Europe, detonating several explosive packages

as they departed. (The rest of Muerte's facility was later destroyed in bombing raids by the United States Air Force.)

Since then, Scorpia has been a loyal member of Eurostar. She finds the group and its activities much more to her liking — and the occasional opportunity to strike at the British is just icing on the cake.

Personality/Motivation: Scorpia has few, if any, redeeming personality features. Cold, manipulative, and cynical, she relishes violence and bloodshed. Human life means nothing to her; she'll kill for the slightest reason, even just to vent her momentary frustration. Planning large-scale attacks on society is even more fun, as far as she's concerned. Though she can act like a nice, normal person for a while, eventually her need for violence re-asserts itself.

Scorpia is also extremely vain. She considers herself a rare beauty, and she's right, but she hates it when other women "challenge" her by looking prettier than she. Maiming and mutilation of the offending female often follow. Mentalla has dealt with this problem by mentally smacking Scorpia around the block, reducing her EGO to nothing and then instilling mental commands to "leave Mentalla alone." Periodically she reinforces these commands. If Scorpia ever breaks free from Mentalla's control, what she'll do to Isabella won't be pleasant... at least, not for Isabella.

Quote: "It's only proper that the last thing a man sees before he dies is a pretty face and a friendly smile, no?"

- 3 Security Systems 12-
- 3 Stealth 13-
- 3 Streetwise 13-
- 3 Systems Operation 12-
- 3 Tactics 12-
- 3 Teamwork 13-
- 7 TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles, Small Motorized Boats, SCUBA, Parachuting (Basic and Advanced)
- 7 WF: Small Arms, Blades, Thrown Blades, Grenade Launchers, Heavy Machine Guns, Shoulder-Fired Weapons

Total Powers & Skills Cost: 342

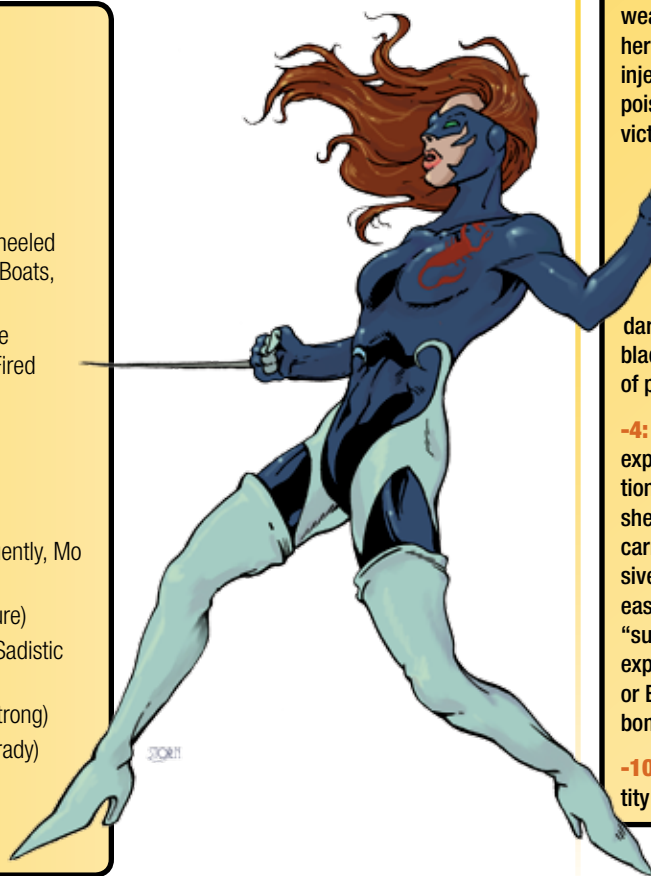
Total Cost: 523

400 Matching Complications (75)

- 25 **Hunted:** New Knights Of The Round Table (Frequently, Mo Pow, NCI, Capture)
- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 20 **Psychological Complication:** Bloodthirsty And Sadistic (Very Common, Strong)
- 15 **Psychological Complication:** Vain (Common, Strong)
- 15 **Social Complication:** Secret Identity (Fiona O'Brady) (Frequently, Major)

Total Complications Points: 75

Experience Points: 123



SCORPIA FACTS

Here are some facts characters and NPCs might know about Scorpia if they succeed with an appropriate Skill Roll:

N/R: Scorpia is a supervillainess who's a member of Eurostar; she's a martial artist who specializes in the use of poisons.

K/R: Scorpia used to be a terrorist for the Provisional IRA. After leaving that "job" she became a member of the Terror, Inc. villain team, but defected from it to join Eurostar after the death of its leader, Professor Muerte (a death she's believed to have caused).

-1: Scorpia's favorite weapon is "Scorpia's Sting," blades she wears on the back of her hands which can inject a knockout poison into her victims.

-2: Scorpia also carries curare-tipped darts, throwing blades, and capsules of paralysis gas.

-4: Scorpia's an expert at demolitions, and though she doesn't normally carry any explosives with her can easily rig up a few "surprises" if she expects trouble or Eurostar needs bombs for a mission.

-10: His Secret Identity is Fiona O'Brady.

Powers/Tactics: Scorpia is a highly-trained terrorist, assassin, and martial artist, able to kill her opponents in a number of ways. She's an expert with blades and poisons, and commonly carries throwing blades, curare-tipped darts, and capsules of paralysis gas. Her favorite weapon is "Scorpia's Sting," claws she wears on the back of her hands. When she slashes a victim with them, she can, if she chooses, inject a knockout drug. The victim typically awakens to find himself tied up and awaiting interrogation at the hands of a woman who finds torturing people exciting.

Lacking the raw power of her comrades, Scorpia tends to hang back in battle, fighting on the periphery and picking off targets her teammates have weakened. She often works with Fiacho to take on enemy martial artists.

Campaign Use: To make Scorpia more powerful, give her more weapons — perhaps some other poisons, or some explosive grenades, or something more high-tech and clever (like the weapons Fiacho uses). You could also increase her SPD to 6, improve her defenses a bit, and maybe add some more Martial Maneuvers (or an Array with Fiacho; see HSMA 123). To weaken her, reduce her DEX to 16, remove about 15 points' worth of Skills, and get rid of the Curare-Tipped Darts (or reduce them to just 1 Charge).

Scorpia, as a trained killer, is a dangerous Hunter. She stalks her target the way she used to stalk British soldiers — she gathers intel, follows the target until she sees an opening, and then she strikes with a flurry of poisoned blades. Alternately, she might plant a bomb in the hero's car or at his house. She's perfectly willing to kill DNPCs if she can't get at or affect the hero himself.

Appearance: Scorpia's costume is a two-tone blue costume — lighter blue on the legs, stomach, and gloves, darker blue on the upper body and half-face mask (which leaves her hair free). Her thigh-high boots are also dark blue; she keeps most of her throwing blades concealed in them. Over her left breast is a stylized scorpion symbol in light blue.

Out of costume, Fiona O'Brady is a beautiful young Irishwoman with red hair and green eyes. Her smile can light up a room, but in her eyes there's always a hint of darkness to counteract it.

ULTRASONIQUE

Background/History: Jean Dubois, a physicist renowned for his skill with sonic devices who was also an accomplished SCUBA diver, was hired to work with the French Navy to develop new sensors for tracking torpedoes and submarines underwater. The project was going well until one of the torpedoes, which hadn't been properly disarmed, accidentally exploded near him. Bits of red-hot shrapnel struck him in the eyes, permanently blinding him.

Dubois awoke in the hospital several days later. He couldn't see anymore, but he could hear. Out in the hall, doctors were whispering. He couldn't make it all out, but he did hear his name. Slowly it dawned on him that they were plotting against him — he didn't know why, but they were. Then he realized the "accident" with the torpedo hadn't been an accident at all — the Navy was out to get him, too! Clearly, they were all jealous of his brilliance; they wanted his inventions for themselves.

Dubois's paranoia only deepened over the next few weeks as he slowly healed. Then, one day, Danar Nicole came to visit him. Dubois remembered Nicole; the charismatic politician had helped him get funding for scientific progress on several occasions, and had always supported his work. Quietly, so the scheming doctors and nurses couldn't overhear, Nicole explained everything to him. "They" were out to get Dubois because of his vocal support of the cause of pan-European unity that Nicole championed — they wanted him eliminated so he couldn't help Nicole any more. But he and Nicole weren't going to let them win, were they?

Dubois swore he'd do anything he could to help Nicole. He wouldn't even let blindness slow him down; he could easily design a personal sonar device to compensate for the loss of his eyes. Nicole took Dubois away from the hospital, killing several of those treacherous doctors on the way, and Eurostar had its next member.

Personality/Motivation: Ultrasonique is a seriously deluded paranoid. Convinced "they" are out to get him, he weaves every possible threat to his safety or well-being into an elaborate conspiracy theory. The only people he trusts are the members of Eurostar, who have proven themselves his friends again and again. When his ravings become too difficult to handle, or threaten to jeopardize a mission (because, for example, he veers away from the team to attack one of his many imagined enemies), Mentalla can mentally override his fears and calm him down, but that only works for a little while.

Quote: "Plot against us all you want, but you cannot silence me!"

Powers/Tactics: Ultrasonique's powers derive from devices he's built which use focused sonics to achieve various combat effects. He also uses sound waves to overcome his blindness, and the various gadgets he carries on missions often employ sonics as well.

Ultrasonique tends to fight intelligently, following Fiacho's or Scorpia's tactical directions to accomplish as much as possible. However, at least once per fight the GM should have him make an EGO Roll against his Psychological Complication. If he fails, he decides his enemies are working for "them," and reacts out of desperation and anger. This might have the same effect as an Enraged, or any other outcome the GM prefers.

B ULTRASONIQUE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
16	DEX	12	12-	
23	CON	13	14-	
20	INT	10	13-	PER Roll 13-
15	EGO	5	12-	
15	PRE	5	12-	PRE Attack: 3d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		Phases: 3, 5, 8, 10, 12
8	PD	6		Total: 18 PD (10 rPD)
8	ED	6		Total: 18 ED (10 rED)
8	REC	4		
45	END	5		
12	BODY	2		
36	STUN	8		Total Characteristics Cost: 152

Movement: Running: 12m
Swimming: 24m

Cost	Powers	END
43	Power Pack: Endurance Reserve (200 END, 21 REC) OIF (-½)	0
37	Technical Support: Variable Power Pool (Gadget Pool), 30 Pool + 30 Control Cost Focus (all powers bought through VPP must have at least -½ worth of this Limitation; -½), Can Only Be Changed In Ultrasonique's Laboratory (-½)	var
47	Sonic Gauntlets: Multipower, 70-point reserve All OIF (-½)	
5f	1) Sonic Blast: Blast 14d6 OIF (-½)	7
4f	2) Low-Powered Sonic Blast: Blast 9d6 Reduced Endurance (0 END; +½); OIF (-½)	0
4f	3) Ultrasonic Blast: Blast 10d6 Armor Piercing (+¼); OIF (-½)	6
4f	4) Infrasonic Blast: Blast 9d6 Area Of Effect (20m Radius Explosion; +½); OIF (-½)	7
3f	5) Sonic Cone: Blast 9d6 Area Of Effect (16m Cone; +½); OIF (-½), No Range (-½)	7
4f	6) Shriekers: Hearing Group Flash 15d6 Reduced Endurance (0 END; +½); OIF (-½)	0
20	Armored Diving Suit: Resistant Protection (10 PD/10 ED) OIF (-½)	0
7	Armored Diving Suit: Life Support (Self-Contained Breathing; Safe Environment: High Pressure) OIF (-½)	0

7	Underwater Propulsion Pack: Swimming +20m (24m total) OIF (-½)	1
17	Sonar: Active Sonar, Concealed (-5 to Hearing Group PER Rolls to detect the "pings"), Increased Arc Of Perception (360 Degrees) OIF (-½)	0
2	Auditory Sensors: Ultrasonic Perception (Hearing Group) OIF (-½)	0
6	Radio: Radio Perception/Transmission (Radio Group) OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)	0

Talents

4 Lightning Reflexes: +4 to act first with All Actions

Skills

10	+2 with Sonic Gauntlets Multipower
3	Computer Programming 13-
3	Electronics 13-
3	Inventor 13-
2	AK: French Beaches 11-
2	KS: European Politics 11-
2	KS: The Superhuman World 11-
2	Language: Braille (fluent "conversation"; French is Native)
1	Language: English (basic conversation)
1	Language: Esperanto (basic conversation)
3	Power: Gadgeteering 13-
3	PS: Diver 13-
5	Stealth 13-
3	Systems Operation 13-
3	Teamwork 12-
3	TF: Large Motorized Boats, SCUBA, Small Motorized Boats
3	Scientist
1	1) SS: Marine Biology 11-
1	2) SS: Oceanography 11-
1	3) SS: Physics 11-
2	4) SS: Sonics 13-

Total Powers & Skills Cost: 271

Total Cost: 423

400 Matching Complications (75)

10	Distinctive Features: scarred face (Concealable With Difficulty; Noticed And Recognizable)
25	Hunted: New Knights Of The Round Table (Infrequently, Mo Pow, NCI, Capture)
25	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
35	Physical Complication: Blindness (All The Time, Fully Impairing)
20	Psychological Complication: Raving Paranoid; Trusts No One But Eurostar (Common, Total)
15	Social Complication: Public Identity (Jean Dubois) (Frequently, Major)

Total Complications Points: 75

Experience Points: 23

ULTRASONIQUE FACTS

Here are some facts characters and NPCs might know about Ultrasonique if they succeed with an appropriate Skill Roll:

N/R: Ultrasonique is a member of the villain team Eurostar; he uses sonic devices to simulate superpowers, and is also adept at functioning underwater. He's Eurostar's "technical expert."

K/R: His real name is Jean Dubois.

-1: Ultrasonique's main weapons are his Sonic Gauntlets, which emit various types of sonic blasts.

-2: Ultrasonique is incredibly paranoid, convinced "they" are out to get him. He weaves anything that happens to him, or any unusual occurrences, into an elaborate, ongoing conspiracy theory.

-4: Ultrasonique often uses custom-designed gadgets to enhance his other devices, or provide him with abilities he doesn't normally have.

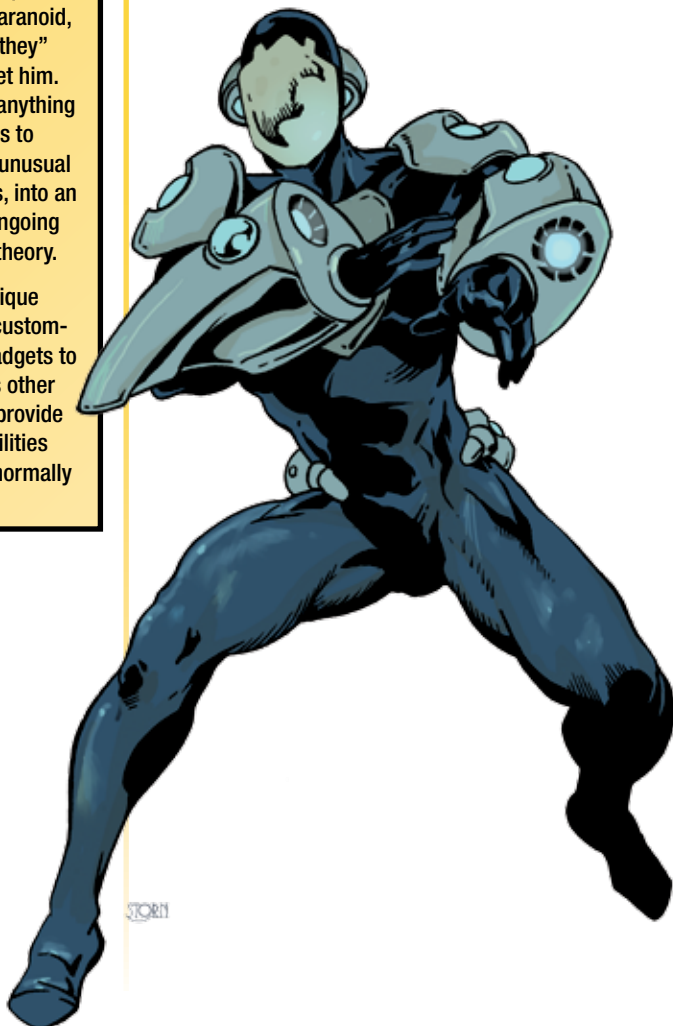
Campaign Use: Ultrasonique functions as Eurostar's gadgeteer and source of technical expertise, making him an invaluable asset for a group mostly containing villains with innate superpowers. However, his paranoia often counterbalances his effectiveness, and sometimes exposes the team to danger (or gives the GM a hook to draw the heroes into an adventure).

To make Ultrasonique more powerful, add some slots to his Multipower (see the "Sonic Powers" section of *Champions Powers* for plenty of ideas), and/or increase the size of his Technical Support VPP. If you want to make him less effective, get rid of his VPP altogether, and/or reduce his SPD to 4.

Appearance: Jean Dubois is a French male, 5'9" tall with short black hair and dark eyes that often glance around nervously. As Ultrasonique, he wears a dark blue-black bodysuit with large blue-grey bracers and other blue-grey highlights and attachments; his mask completely covers his face, and includes a blue-grey plate across the eyes.

EXAMPLE POWERS FOR TECHNICAL SUPPORT POWER POOL

Auditory Pinpointer: Ultrasonique installs this device in his battlesuit as a backup for his sonar. Increased Arc Of Perception (360 Degrees) and Targeting for Hearing Group (15 Active Points); OIF (-½). Total cost: 10 points.



Flight Pack: This device attaches onto Ultrasonique's Underwater Propulsion Pack and allows him to fly.

Flight 30m (30 Active Points); OIF (-½). Total cost: 20 points.

Propulsion Enhancers: This device augments Ultrasonique's Underwater Propulsion Pack, giving him even greater speed underwater.

Swimming +20m (44m total) (10 Active Points); OIF (-½). Total cost: 7 points.

Sonic Cutter: This short-range beam of focused sound can cut through most solid objects.

RKA 2d6 (30 Active Points); OIF (-½), Limited Range (8m; -¼). Total cost: 17 points.

Sound Mimicry System: This device allows Ultrasonique to create a wide variety of sound effects.

Hearing Group Images, -3 to PER Rolls, Increased Size (32m radius; +1) (28 Active Points); OIF (-½). Total cost: 19 points.

Stealth Enhancer: Ultrasonique uses this gadget to ensure the success of stealth missions.

Invisibility to Hearing Group (10 Active Points); OIF (-½). Total cost: 7 points.

DER WESTGOTE

Background/History: Born and raised in Germany, Rudolf Eberhardt can barely remember a time when he wasn't stronger and tougher than normal. Even as a child he could easily bully his playmates, and by the time he turned 13 he was obviously superhumanly strong. His parents kept trying to convince him to hide his abilities and only use them responsibly to help people, but he thought they were idiots. Why shouldn't he use his strength to get anything he wanted? When he robbed a bank at 15 and they started to call the police on him, he killed them both and left home, never looking back.

He spent the next ten years in the European underworld, making a reputation for himself as a super-strong, super-ruthless criminal who'd take any sort of job if the money was right or the thrills were there. Along the way he murdered over two dozen people, including several women. He was captured by UNTIL twice, but found a way to escape both times. In his late 20s he journeyed to America for the first time and committed some crimes there as well, but he's shown a marked preference for staying in Europe since then.

In 2002, der Westgote made some political comments in an interview with an underground journalist. Fiacho, leader of Eurostar, read the interview and approved of what the self-styled "Visigoth" had to say. He tracked the feared brick down and had a discussion with him. For several years the two maintained a cordial, if wary, relationship, mostly based around meeting in obscure taverns late at night to discuss politics and drink. Fiacho introduced him to the rest of Eurostar as well, and except for Durak they all seemed to get along with him, so in 2005 Fiacho offered him a position on the team, which he accepted.

B DER WESTGOTE (THE VISIGOTH)

Val Char Cost Roll Notes

60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
24	DEX	28	14-	
30	CON	20	15-	
20	INT	10	13-	PER Roll 13-
18	EGO	8	13-	
25	PRE	15	14-	PRE Attack: 5d6

8	OCV	25		
8	DCV	25		
3	OMCV	0		
6	DMCV	9		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12

25	PD	23		Total: 25 PD (20 rPD)
25	ED	23		Total: 25 ED (20 rED)
30	REC	26		
80	END	12		
15	BODY	5		
60	STUN	20		

Total Characteristics Cost: 339

Movement:

Running:	26m
Leaping:	40m

Cost Powers

Martial Arts: Brick Tricks

	Maneuver	OCV	DCV	Notes
4	Bearhug	+0	+0	16d6 Crush, Must Follow Grab
4	Big Push	+0	+0	75 STR to Shove
4	Break Free	+0	+0	75 STR vs. Grabs
5	Fist-Grab	+1	+1	Grab One Limb, Block
3	Grab	-1	-1	Grab Two Limbs, 70 STR for holding on
4	Punch	+2	+0	14d6 Strike
4	Slam	-1	-1	14d6 Strike; Grab Two Limbs; Target Falls
3	Tackle	+0	-1	12d6 +v/10 Strike; You Fall, Target Falls; FMove
4	Toughness	+2	+2	Block, Abort

END

30	Rending And Tearing: HKA 3d6 (7d6 with STR)	8
	Increased Endurance Cost (x2 END; -½)	
20	Super-Tough Skin: Resistant (+½) for 20 PD/20 ED	0
9	Super-Physiology: Life Support (Extended Breathing: 1 END per 20 Minutes; Immunity: all terrestrial poisons and chemical warfare agents)	0
14	Super-Strong Legs: Running +14m (26m total)	1
18	Super-Strong Legs: Leaping +36m (40m forward, 20m upward)	1
32	Rapid Healing: Regeneration (2 BODY/Turn)	0
6	Wrist Radio: Radio Perception/Transmission (Radio Group)	0
	OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)	

Perks

30	Contacts: Well-Connected and 27 points' worth of Contacts in the European and American underworlds
5	Money: Well Off

Skills

32	+4 HTH
1	Computer Programming 8-
4	Gambling (Card Games, Dice Games) 13-
3	AK: Europe 13-
2	CK: Berlin 11-
1	KS: Art History 8-
1	KS: The Espionage World 8-
2	KS: European Politics 11-
1	KS: History 8-
2	Language: English (fluent conversation; German is Native)
1	Language: Esperanto (basic conversation)
1	Language: French (basic conversation)
1	Language: Russian (basic conversation)
7	Power: Brick Tricks 16- (DEX-Based)
3	Stealth 14-
3	Streetwise 14-
3	Tactics 13-
2	WF: Small Arms

Total Powers & Skills Cost: 269

Total Cost: 608

400 Matching Complications (75)

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
25	Hunted: UNTIL (Frequently, Mo Pow, NCI, Capture)
5	Hunted: Eurostar (Infrequently, Mo Pow, Watching)
20	Psychological Complication: Utterly Amoral (Common, Total)
15	Psychological Complication: Overconfidence (Very Common, Moderate)
15	Social Complication: Secret Identity (Rudolf Eberhardt) (Frequently, Major)

Total Complications Points: 75

Experience Points: 208

DER WESTGOTE FACTS

Here are some facts characters and NPCs might know about der Westgote if they succeed with an appropriate Skill Roll:

N/R: Der Westgote ("the Visigoth") is a super-strong villain who's a member of Eurostar.

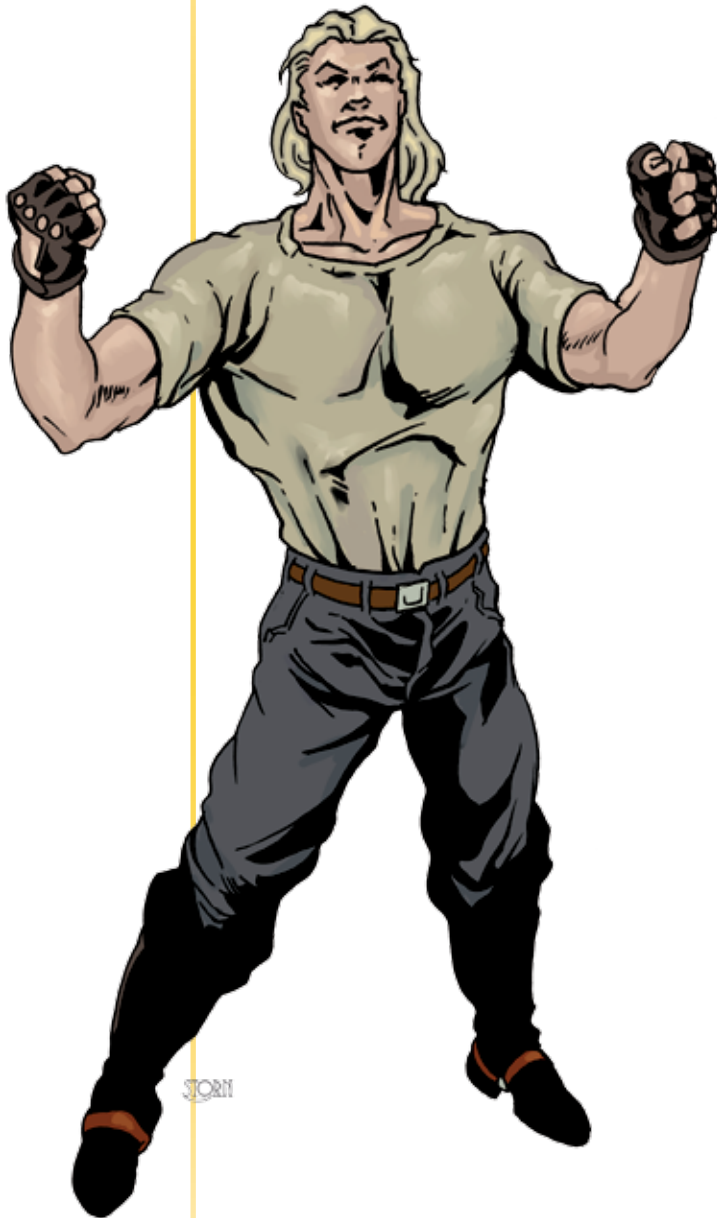
K/R: Der Westgote can lift up to 100 metric tons, and has developed a series of hand-to-hand combat maneuvers that exploit his superhuman strength to its fullest.

-2: Der Westgote is also extremely resilient, able to wake up quickly after being knocked out. Putting him down for the count is difficult!

-10: His Secret Identity is Rudolf Eberhardt.

Personality/Motivation: The Visigoth is utterly amoral, a true sociopath who cares about no one and nothing except himself and his own personal gratification. He doesn't feel the slightest shred of guilt about committing robbery, murder, and acts of terrorism — as long as *he* enjoys himself and gets what he wants, that's all that matters. He's interested in politics, art, and history, but only in a superficial way compared to the likes of Fiacho and Mentalla; he mainly pays attention to intellectual subjects so he can “look smart” in the company of others.

Quote: “All right, it's your funeral.”



Powers/Tactics: The Visigoth is an immensely strong brick, though he's not quite as resilient as many superhumans with similar levels of STR. (On the other hand, he heals very quickly, and it's extraordinarily difficult to keep him unconscious.) What makes him dangerous as a fighter is that he doesn't just punch people and throw heavy objects. He's taught himself how to use his super-strength effectively in combat, as reflected by his *Brick Tricks* Martial Arts.

In battle, the Visigoth usually opens up with a few straightforward punches to find out just how much damage his opponent can take. If that's not enough to end the battle, he'll switch to Martial Maneuvers (particularly Bearhug) or his *Rending And Tearing* ability. He enjoys showing off his strength by doing something flashy (especially a Fist-Grab maneuver) and then making a Presence Attack.

Campaign Use: Der Westgote isn't quite as “butch” as many other bricks. What sets him apart from other super-strong characters is that he's *smart*. While his sociopathy compromises his intelligence at times, he knows how to fight cleverly and with tactical insight... and when it's time to retreat and live to fight another day. Don't play him as another ordinary knock-down-drag-out punching brick; showcase his ability to fight intelligently.

To make the Visigoth tougher, increase his defenses a bit, and perhaps give him a small Multi-power of “brick trick” powers. If he's too tough, reduce his STR to 50, his SPD to 5, his REC to 20, and his related abilities proportionately.

Der Westgote definitely holds grudges; it wouldn't take much for him to start Hunting a hero. But if he does, he'll do so casually (rarely on more than an 8-); he prefers to take advantage of opportunities that come his way (or that he can easily set up) rather than deliberately stalking someone for a long period of time.

Appearance: The Visigoth is a handsome German man in his late 20s. He's extremely muscular, but not nearly as much so as a typical Champions Universe brick — he looks more like a body-builder than a superhumanly strong person. He wears his wavy blond hair at shoulder length, and his eyes have a gleam of malicious cleverness to them. He doesn't have a costume like most supervillains do; typically he wears black boots and pants, a tan or brown shirt (often with the topmost three or four buttons undone), and sometimes black fingerless gloves.

THE FUTURISTS



Membership: The Fiend; Morticus.

Background/History: “Give me a lever long enough and a fulcrum on which to place it, and I shall move the world,” Archimedes said. The Futurists believe this is true... and that they are the lever.

The team got its start when two villains — the powered armor-wearing Morticus and the pain-inducing Fiend — were both hired by VIPER for a scheme that required a lot of “hurry up and wait.” During this downtime, the two of them got to talking and discovered they shared an interest in history, politics, and sociology. Both were convinced that human civilization was becoming increasingly chaotic, unstable, dangerous, and backward.

The more they talked, the more they were certain they understood what was wrong with modern society — and knowing what needs fixing is the first step toward fixing it. By the time the job was done, they’d reached a mutual understanding: they were going to work together to save civilization and cure the ills of society. Determined to lead humanity into a better future, they named themselves *the Futurists*.

But of course, humanity being what it is, it doesn’t understand that it needs saving. People can’t even come to grips with the problem when those who do understand — say, intelligent men like Morticus and the Fiend — confront them with it. Lacking the power to *force* people to do what they want, and realizing that even those who did (Dr. Destroyer, Istvatha V’han, Takofanes...) had rarely (if ever) succeeded, the Futurists decided on another approach: stealth and influence. They would work behind the scenes, applying the lever of their power using just the right fulcrums, and direct humanity down the paths they wanted it to take... the paths that would in time lead to Futurist rule.

Group Relations: United by a common vision for a common cause, the Futurists get along well. They definitely want to expand their ranks (see below), since the more power they have the more they can accomplish, but they want to be sure that anyone who joins their cabal is someone both of them like and enjoy spending time with.

(This includes being rich, like both of them; they know that differences in means create jealousy and bad feelings.) They know from studying great conspiracies of the past how lack of cooperation and personal animosities can derail an otherwise solid plan, and they’re determined not to let that happen to them.

Tactics: The Futurists prefer to operate behind the scenes and avoid open battle, so they don’t have elaborate group tactics the way combat-oriented villain teams do. If something goes wrong and they’re confronted with force, they try to incapacitate their opponents as quickly as possible and then escape. They don’t mind causing some pain — in fact, the Fiend actively enjoys hurting people with his powers — but they’re not killers. When they implement the Futurist World Order, they expect superheroes to be an important element in advancing humanity to higher levels of achievement; killing off such resources would be foolish.

Campaign Use: The Futurists represent a villain team on the rise. They’re only a duo right now, but they hope to grow... and in growing, they could easily provide some plots for your campaign.

Additionally, their emphasis on conspiracy and behind-the-scenes manipulation, rather than traditional supercrime, sets the Futurists apart from most of the other teams in this book. Unlike most villains, they want to help humanity on some level — even if “help” is ultimately defined as making society run the way they want it to, with them in charge. Compared to many villains they’re likely to do “heroic” things, such as help superhero teams defeat a world-threatening menace. They can’t improve human society if humanity’s taken over by Istvatha V’han, or if Dr. Yin Wu transforms the world into medieval China! It’s entirely possible that they’ll help out your PCs, either directly or covertly, many times during the events of a campaign. But of course, any such help they provide ultimately has the ulterior motive of assisting their own schemes.

To make the Futurists more powerful, give the team more members. A few possibilities are listed below, but you can add just about any villain who fits their *modus operandi* and personal views. To weaken them, make them less agreeable to one another, and more prone to arguing about methods, plans, and philosophies.

Associates, Allies, And Adversaries: The Futurists want to increase the size of their team, provided they can do so without weakening their resolve or effectiveness (see above). So far the villain they've worked with the most is a cyberkinetic who calls himself Cybercide. They're considering him for membership, but they're concerned that (a) he's not sufficiently dedicated to the cause, and (b) that his penchant for violence and potentially harmful "pranks" hurts their plans. (For Cybercide, use Cybermind's character sheet from CV3, but change his personality.) They're also very interested in Lady Blue as a potential recruit, but haven't yet been able to make contact with her in a way that would let them "evaluate" her.

Some other villains from CV3 who'd make good members of the Futurists (perhaps with slight changes to their personality and a few additional KSs) include: Alchemica; Galeforce; Howler; Mantara; Mindgame; Photon; Shrinker; Signal Ghost; Timelapse; and Zephyr. They're most interested in allies who can help them accomplish things secretly (such as mentalists and many technology-oriented characters), rather than "combat monsters," but they recognize the value in any superhuman who fervently shares their beliefs.

Since he's publicly expressed similar goals, and even done things to back up his words, Sunburst interests the Futurists a great deal. They're watching him carefully, trying to determine if he really believes what he says or is just using it as a "cover story." Even if they decide he legitimately wants to improve human society, they're not sure what they'll do; they don't know if they could control him or establish an equal partnership with someone so powerful.

The Futurists also think highly of GRAB due to that group's relatively nonviolent nature and professionalism. They've hired the super-thieves on several occasions, and will undoubtedly do so again. The time may come when they reveal their plans to GRAB and try to recruit that team to join their cause.

On the other hand, the Futurists despise Eurostar. They don't believe Fiacho's rhetoric at all, and think that even if he's telling the truth his method for fomenting social change — terrorism and violent crime — is totally repugnant. They'd be happy to help superhero teams defeat Eurostar... but covertly, since Fiacho's vengefulness is well-known.

THE FIEND

Background/History: Born to an aristocratic German family whose lineage dates back centuries, Niklas Krueger was different from most other people in another way: he was a mutant. His psionic power of "pain induction" surfaced when he was thirteen and already a pretentious, abusive young man. Soon anyone who crossed, insulted, or annoyed him suffered a splitting headache for their troubles.

As he grew older, and even more selfish and jaded, Krueger became fascinated by causing others pain. Watching how they reacted to it, and their general suffering, was the only thing that eased his perpetual boredom. He came to see himself as a modern-day Marquis de Sade, exploring the frontiers of human feeling and freedom from restraint or morality. Unfortunately there weren't too many situations in which he could get away with using his powers freely, even in the more... unusual... parts of the European underworld. But one day he had a wonderful idea: become a supervillain! Crime, and the violence that sometimes accompanies it, would offer many opportunities to exercise his superhuman abilities.

Adopting the name *the Fiend*, Krueger spent several years working as a villain-for-hire in Europe and North America, accepting jobs only from villains he had some degree of respect for. But he was never entirely satisfied. He did get to satisfy his ability to cause pain, but somehow it wasn't enough. He wanted *more*. Crime alone wasn't a worthy pursuit. He ought to be doing something more meaningful with his life and powers.

Then he met Morticus on a job for VIPER. The two of them got to talking... and a few days later the Futurists were born.

Personality/Motivation: The Fiend is something of a contradiction. One part of him genuinely believes society is going downhill and wants to help make the world a better place — it's a sort of *noblesse oblige* thing. But subconsciously, and sometimes consciously, he thinks that the best way to correct society's problems is to put him in charge. He knows he doesn't have the power or influence to take over in one fell swoop, so he's adopted the methods of the conspirator.

Even with those relatively noble aspects of his personality, though, the fact remains that the Fiend is a sadist, and often a vicious one. He enjoys hurting people with his superhuman abilities, and seeing the power that inflicting pain gives him over them. It wouldn't take much for this side of him to overwhelm the better side and turn him into a more traditionally-motivated supervillain.

Quote: "Feel that? That's pain. Pain controls you... and I control pain!"

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THE FIEND

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
15	DEX	10	12-	
20	CON	10	13-	
15	INT	5	12-	PER Roll 12-
20	EGO	10	13-	
20	PRE	10	13-	PRE Attack: 4d6

5	OCV	10		
5	DCV	10		
8	OMCV	15		
7	DMCV	12		
5	SPD	30		Phases: 3, 5, 8, 10, 12
6	PD	4		Total: 14 PD (8 rPD)
6	ED	4		Total: 14 ED (8 rED)
8	REC	4		
40	END	4		
15	BODY	5		
60	STUN	20		Total Characteristics Cost: 163

Movement: Running: 12m

Cost	Powers	END
72	Chronic Pain Induction: Mental Blast 6d6 Constant (+½); Unified Power (-¼)	9
44	Acute Pain Induction: Drain STUN 4d6 ACV (uses OMCV versus DMCV; +¼), Delayed Return Rate (points return at the rate of 5 per Minute; +1), Reduced Endurance (½ END; +¼); One Use At A Time (-1), Unified Power (-¼)	4
16	Armored Costume: Resistant Protection (8 PD/8 ED) OIF (-½)	0
60	Tolerance For Pain: Physical and Energy Damage Reduction, 50%, Resistant	0
10	Psi-Shields: Mental Defense (10 points)	0

Perks

15 Money: Filthy Rich

Talents

3 Resistance (3 points)

Skills

3	High Society 13-
3	Interrogation 13-
2	KS: History 11-
2	KS: Politics 11-
2	Language: English (fluent conversation; German is Native)
3	Stealth 12-
3	Streetwise 13-

Total Powers & Skills Cost: 238

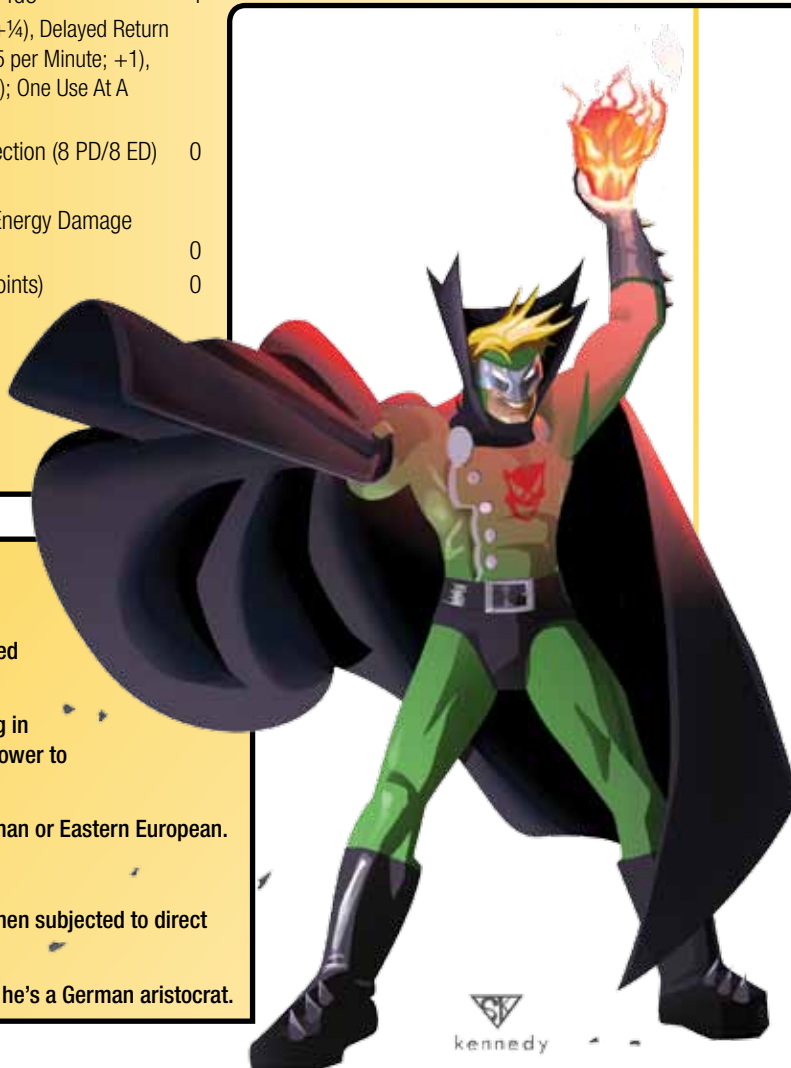
Total Cost: 401

400 Matching Complications (75)

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
25	Hunted: UNTIL (Frequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Sadist (Common, Strong)
15	Social Complication: Secret Identity (Niklas Krueger) (Frequently, Major)
5	Susceptibility: to Mental Blast, takes 1 d6 damage instantly (Uncommon)

Total Complications Points: 75

Experience Points: 1



FIEND FACTS

Here are some facts characters and NPCs might know about the Fiend if they succeed with an appropriate Skill Roll:

K/R: The Fiend is a villain-for-hire working in America and Europe; he has the psionic power to induce pain in others.

-2: Based on his accent, the Fiend is German or Eastern European.

-4: The Fiend is a mutant.

-6: The Fiend experiences intense pain when subjected to direct psionic assault (*i.e.*, Mental Blasts).

-10: His Secret Identity is Niklas Krueger; he's a German aristocrat.

Powers/Tactics: The Fiend has a single psionic power: the ability to induce pain. Depending on how he uses it, he can either inflict ongoing pain at a relatively low level, or more intense acute pain. His powers also give him a high tolerance for pain; in effect he subconsciously mentally shunts pain aside so he doesn't truly feel it.

Campaign Use: See above for general information. Beyond that, the tension between the Fiend's nobler side and his sadism could lead to some interesting subplots if you can develop a relationship between him and the PCs as other than a typical villainous adversary/combatant.

To make the Fiend more powerful, expand the scope of his mental powers. Perhaps he can focus pain more precisely to, for example, inflict arthritis-like agony (Drain DEX), or he might even develop other "standard" types of psionic abilities. To weaken him, make his pain induction powers take Extra Time (Full Phase) and/or require Concentration.

Appearance: The Fiend's costume is dark green with black belt, trunks, boots, gloves, and cape; the cape has a raised collar behind his head. There are silver spikes on the gloves and boots. A silver mask covers the upper half of his face, and on his chest is a red demonic skull. His hair is blond.



MORTICUS

Background/History: Ethan Martin was once a CIA field agent, and a good one. The Agency sent him to trouble spots all over the world to gather intelligence, assess the lay of the land, and "deal with" enemy agents.

In 2004 Martin was assigned to assist the US Special Forces with Operation Green Star, an effort to eradicate poppy fields in the Hindu Kush mountain region of Afghanistan. All went well for the first few weeks. Then, during a routine night patrol, Martin and his soldiers were ambushed by a squad of VIPER agents led by a rogue CIA operative who was in that organization's pay. Martin and his men barely fought their attackers off... and in the confusion during the final moments of the battle, he and two soldiers were hit by the splash from a VIPER acid grenade. The left side of Martin's face, and much of the left side of his body, was badly burned.

Martin was evacuated to the States for medical treatment. He got some basic care, but it soon became apparent that was all he was going to get. Despite its promises of the best doctors and advanced reconstructive surgery, the CIA just wanted to sweep the whole incident under the carpet and forget what happened. The last thing Langley wanted was for the world to learn that an Agency spy had gone to work for VIPER on the side. So Ethan Martin ceased to exist. The CIA purged him from its records, destroyed his aliases, and scrubbed out as much of his past as it could.

It didn't take long for Martin's disbelief to turn to anger. The country he'd so loyally served, for whom he'd sacrificed everything but his life, was hanging him out to dry. He became so embittered and enraged that his wife left him and his friends abandoned him. Between his attitude and his appearance he couldn't even begin to hold a job.

Eventually Martin's rage finally pushed him over the edge and into... an epiphany. He realized that modern nation-states and the military-industrial complex that supported them were just mechanisms through which the strong oppressed the weak, using them when they were needed and then discarding them when they became inconvenient. Society needed to be changed from the ground up — or if that weren't possible, steered so that it would evolve into something better in the future. And Ethan Martin was just the one to do the driving.

Martin called on the few remaining contacts he had at the CIA for help. Through them he learned about a series of long-forgotten Swiss bank accounts from the Cold War era and a cutting-edge DARPA project to develop a suit of powered armor with electricity-based weapons. Stealing both the prototype armor and the funds, he christened himself *Morticus*, for he intended to be the death of the corrupt society that nearly destroyed him, and the father of a better one to come.

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MORTICUS

Val	Char	Cost	Roll	Notes
15+25	STR	5+17*	12- (17-)	Lift 100 kg (25 tons); 2d6 (10d6) HTH damage [1 (5)]
15+5	DEX	10+7*	12- (13-)	
15+15	CON	5+10*	12- (15-)	
18	INT	8	13-	PER Roll 13-
15	EGO	5	12-	
15+15	PRE	5+10*	12- (15-)	PRE Attack: 3d6 (6d6)
3+5	OCV	17*		
3+5	DCV	17*		
3	OMCV	0		
5	DMCV	6		
2+4	SPD	27*		Phases: 6, 12 (2, 4, 6, 8, 10, 12)
7	PD	5		Total: 35 PD (28 rPD)
7	ED	5		Total: 35 ED (28 rED)
6	REC	2		
30	END	2		
15	BODY	5		
30	STUN	5		

Total Characteristics Cost: 173

*: OIF (powered armor; -½)

Movement:

Running:	12m
Flight:	30m

Cost	Powers	END
43	Armor Batteries: Endurance Reserve (200 END, 21 REC) OIF (-½)	0
50	Electric Blasters: Multipower, 75-point reserve All OIF (-½)	
2f	1) Thunderbolt Blast: Blast 15d6 OIF (-½), Increased Endurance Cost (x5 END; -2)	35
4f	2) Electric Bolt: Blast 12d6 OIF (-½)	6
4f	3) High-Voltage Blast: RKA 4d6 OIF (-½)	6
4f	4) Cone Of Lightning: Blast 10d6 Area Of Effect (16m Cone; +½); OIF (-½), No Range (-½)	7
5f	5) Lightning Storm: Blast 10d6 Autofire (5 shots; +½); OIF (-½)	7
4f	6) Cyberkinetic Override: Mind Control 12d6 (Machine class of minds) Reduced Endurance (½ END; +¼); OIF (-½), No Range (-½)	6
50	Powered Armor: Resistant Protection (25 PD/25 ED) OIF (-½)	0
7	Psi-Shields: Mental Defense (10 points) OIF (-½)	0
7	Force-Field: Power Defense (10 points) OIF (-½)	0
7	Flare Shielding: Sight Group Flash Defense (10 points) OIF (-½)	0
7	Hearing Protection: Hearing Group Flash Defense (10 points) OIF (-½)	0

13	Life Support Systems: Life Support (Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum; Self-Contained Breathing) OIF (-½)	0
20	Boot-Jets: Flight 30m OIF (-½)	3
6	Helmet Communication System: HRRP (Radio Group) OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0

Perks

15	Money: Filthy Rich
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Talents

6	Combat Luck (3 PD/3 ED)
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Skills

20	+2 with All Combat
3	Acting 12-
3	Bribery 12-
3	Charm 12-
3	Combat Driving 13-
3	Computer Programming 13-
3	Conversation 12-
3	Cryptography 13-
3	Demolitions 13-
3	Disguise 13-
3	Electronics 13-
2	KS: The Espionage World 11-
1	KS: The Military/Mercenary/Terrorist World 8-
2	Language: Arabic (fluent conversation; English is Native)
2	Language: Farsi (fluent conversation)
2	Language: Spanish (fluent conversation)
3	Lockpicking 13-
3	Mechanics 13-
3	Security Systems 13-
3	Stealth 12-
3	Streetwise 12-
3	Systems Operation 13-
7	WF: Common Melee Weapons, Small Arms, General Purpose/Heavy Machine Guns, Grenade Launchers, Shoulder-Fired Weapons
5	Weaponsmith (Firearms, Missiles And Rockets, Incendiary Weapons, Energy Weapons) 13-

Total Powers & Skills Cost: 346

Total Cost: 516

400 Matching Complications (75)

10	Distinctive Features: acid-scarred face and body (Concealable With Effort; Noticed And Recognizable)
25	Hunted: UNTIL (Frequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Hatred Of Nation-States, Corporations, And Others Who Exploit People (Common, Strong)
15	Social Complication: Secret Identity (Ethan Martin) (Frequently, Major)

Total Complications Points: 65

Experience Points: 126

Personality/Motivation: Morticus is a zealot as only a convert can be. He's gone from being a red-blooded American patriot to a man determined to either destroy "the system" or find a way to change it so that it does what it's supposed to — make *everyone's* lives better, not just the wealthy few. He doesn't espouse any political philosophy other than "things need to get better, and fast." If you dig deep enough into his thinking, though, it eventually becomes apparent that he thinks *he* should run things. He expects that when human civilization and thinking have been made to "evolve" to the proper point, people will realize that he's the most fit to govern and submit to his rule voluntarily.

Compared to the Fiend, Morticus is more inclined to use violent means to achieve the Futurists' goals, or at least to commit violent crimes designed to forward the team's social agenda. He's just unstable enough that a few defeats by super-criminals might push him over the edge from "determined conspirator" to "super-terrorist."

Morticus spends as much time as possible in his armor. Outside of it, he takes pains to hide his scarred features with baggy clothes, hats, staying in the shadows, and so forth.

Quote: "Capitalist? Socialist? Imperialist? Those labels are meaningless, and applying them to people or governments doesn't do a thing to solve the *real* problems society's facing."

MORTICUS FACTS

Here are some facts characters and NPCs might know about Morticus if they succeed with an appropriate Skill Roll:

K/R: Morticus is a powered armor-wearing villain; his armor's weapons primarily involve electricity generation and control.

-2: Morticus seems to be broadly skilled, or at least widely-read and well-experienced.

-4: Morticus's armor bears some similarities to a prototype developed by DARPA several years ago; the prototype disappeared under mysterious circumstances.

-8: The left side of Morticus's body is badly scarred by acid or some other chemical.

-10: His Secret Identity is Ethan Martin; he's a former CIA agent.

Powers/Tactics: Morticus wears an experimental suit of powered armor that projects electricity. He can fire single bolts of electricity, multiple less powerful bolts, or a "fan" of electricity that hits every opponent in front of him.

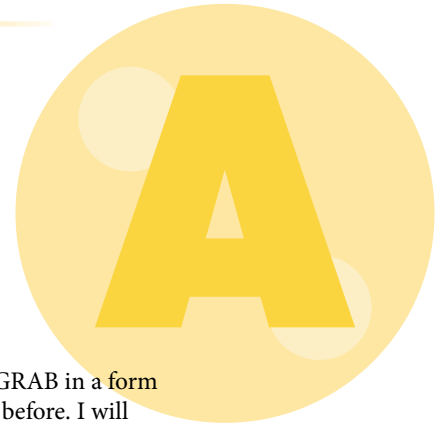
Between his spy training and learning to repair, maintain, and improve his armor, Morticus has become the Futurists' technology expert. As time goes on he may learn more in that area, become a gadgeteer as much as a powered armor wearer. He's also still well-versed in other espionage skills, such as lockpicking, codebreaking, and bribery.

Campaign Use: See above for general information. You may be able to tie Morticus into a scenario via a PC who also has ties to the intelligence community; perhaps they once worked together and the hero will have a chance to recognize Morticus's speech patterns, mannerisms, or tradecraft.

To make Morticus more powerful, give him a small Variable Power Pool for gadgetry, and/or improve his defenses with some Damage Negation or Damage Reduction. To weaken him, put Activation Rolls on most of his systems to represent the fact that his armor's a prototype.

Appearance: Morticus wears a suit of light powered armor that's mostly purple and grey, but with some electronic blue highlights and panels here and there. Electricity arcs and crackles around the gauntlets, and sometimes other parts of the armor as well. Outside of his armor, Ethan Martin is 5'10" tall with black hair, dark eyes, and prominent acid scars on the left side of his face and much of the left half of his body.

GRAB



Membership: Black Diamond, Bluejay, Cheshire Cat, Hummingbird

Background/History: GRAB was founded in the late Eighties by several money-minded villains as a sort of “support group.” Its members were all mentally balanced individuals (relatively speaking) who didn’t want to conquer the world, spread misery and suffering, or launch grandiose schemes — they just wanted to use their powers to get rich and live in the lap of luxury. Although it was a loose alliance more than a true villain team, all the members got along well, often socializing together. They established special funds for planning jobs, obtaining medical care, posting bail money, and so on.

Things went horribly awry in 1994, when Black Claw, one of the group’s founding members and its *de facto* “leader,” was shot and killed by the police while trying to escape from a botched break-in. Unfortunately, the Claw was the one who maintained all of the group’s finances and records, and the police quickly found them and froze all his assets. Almost overnight, the members of GRAB lost nearly two million dollars — their entire operating stash.

Disheartened by Black Claw’s death, not to mention losing all that money, the members of GRAB started to drift apart. Without someone to motivate the membership, the group was in danger of breaking up altogether. Then, one fine spring day, each of them received a note in the mail. Elegantly handwritten on rich, cream-colored paper, each note invited the recipient to a meeting “to discuss matters of mutual interest that will ensure the continued existence, prosperity, and success of your organization.”

Intrigued, and lacking any better alternative, each of the remaining members showed up at the designated location — an elegant hotel suite in New York City — at the appointed time. Ushered into a sitting room by a silent butler, they soon found themselves speaking with an old, vulpine-faced man.

Obviously wealthy and powerful, the man minced no words. “I am aware of the nature of your organization,” he said, “and I applaud your cupidity and your desire to avoid bloodshed — both admirable qualities in my opinion. I have need of persons such as yourself from time to time, and often come across information that might be of use to individuals in your... profession.

“I propose to re-constitute GRAB in a form more or less the same as it was before. I will establish a five million dollar “working fund” in trust, so that you as a group exert control over the money but the police cannot take it away. From time to time, I will provide you with information about jobs, and unless the group has some strong objection you will perform these jobs according to my instructions. What do you say?” He gave them a week to think it over.

Although none of the thieves was entirely comfortable with the proposal — they couldn’t find out a *thing* about the mysterious old man — it looked like a pretty good deal. It was too elaborate to be a police scam; it had to be legit. When they met the crafty old man one week later, they agreed to his terms.

Since then, the members of GRAB have seen an unprecedented rise in their respective fortunes. Their jobs go more smoothly than ever, the old man helps them get top dollar for fenced goods, and none of them has spent very much time in jail. They still have no idea who the old man is, where he gets his information, or why he wants to work with them, but they see no reason to look a gift horse in the mouth. Things are good, and GRAB wants them to stay that way.

Group Relations: The members of GRAB get along extremely well. They tend to be easy-going, and to have the same attitudes and opinions, so the group isn’t split apart by personality conflicts like so many villain teams are. And they play together as well as work together; they go out in their Secret Identities to eat at fine restaurants, shop at boutiques, and visit clubs.

Tactics: GRAB doesn’t have an extensive selection of combat tactics; the group doesn’t even like to fight. As far as the members are concerned, if they get into a battle, something’s gone wrong. Their main concern in combat is usually getting away. Fortunately, as a group GRAB is pretty mobile, and they use that to their advantage whenever possible.

GRAB doesn’t have a secret headquarters, but it maintains several luxury apartments as safe-houses and bolt-holes. Cheshire Cat often uses his “gate” power to take the team to one of them, or to other designated “rally zones,” when fleeing the scene of a crime.

GRAB FACTS

Here are some facts characters and NPCs might know about GRAB if they succeed with an appropriate Skill Roll:

N/R: GRAB is a group of super-thieves who specialize in stealing items other criminals can't get. Members include Black Diamond, Bluejay, Cheshire Cat, and Hummingbird.

K/R: The members of GRAB go out of their way to avoid violence and fighting. Their usual tactic is to flee from super-heroic opposition, and no civilian's ever been seriously hurt during one of their jobs. GRAB has often participated in disaster relief efforts, or joined forces with superheroes to oppose major super-menaces.

-10: The secret leader of GRAB is the Fox of Crime, a fox-faced, teleporting, practical joke-playing super-thief who was active in the Seventies and early Eighties, but retired after age diminished his powers to the point of near-uselessness. GRAB is his way of staying involved in the underworld and enjoying himself without risking exposure.

Campaign Use: GRAB is markedly different from most villain teams. It's not after power, or trying to satisfy some bizarre personal ambition, or interested in putting people in danger. It just wants money, and wants to get it as easily and safely as possible. Heroes may find themselves wondering why they're wasting time pursuing GRAB when there are *really* dangerous villains out there. Vigilante-style heroes may have to confront a moral quandry — is it just and proper to shoot a group of villains that goes out of its way not to hurt people, and which even spends time helping with disaster relief when some master villain attacks the city?

Because the villains of GRAB are so sympathetic (relatively speaking), they may make good potential romantic interests for PCs. Given the right circumstances, any one of them could reform and give up crime, or maybe even become a superhero.

GRAB doesn't Hunt heroes; it's interested in money, not revenge. At best they might pursue a hero to steal something from him, but they'll either succeed and stop bothering him, or eventually conclude it's not worth the time and give up.

GRAB isn't meant as an equal combat threat against most superhero teams; its members don't want to fight at all. So don't worry about the group's power level *vis-a-vis* your PCs in most instances. However, GRAB should be powerful or versatile enough to have a decent chance to *escape* from the heroes when confronted; if it's not, consider increasing the team's movement speeds, and/or give Cheshire Cat some group-oriented teleportation powers. On the other hand, if GRAB can escape too easily, tone down the members' movement powers until they're more evenly matched with the PCs.

Associates, Allies, And Adversaries: For the most part GRAB doesn't associate with other villain teams or agencies, since that just seems to lead to trouble and most of those people aren't very likeable anyway. In fact, on a few occasions they've stolen from the likes of VIPER, so any attempt at alliance would prove fruitless.

On the other hand, GRAB is certainly open to considering new members, if it encounters a villain who "fits" in terms of personality and *modus operandi*. If you want to expand the team's roster, some good possibilities from this book or CV3 include: Alchemica; Arachne; Cateran (if she could be convinced to stop swinging that claymore around...); Dreamwitch; Lady Blue; Lash; Lode-stone; Riptide; El Salto; Signal Ghost; Smoke and Mirrors; Snowblind; Vixen; White Rhino; Zephyr; and ZigZag.

BLACK DIAMOND

Background/History: "Maxine, would you take these notes in to Dr. Rabindahar, please?"

"Yes, sir." She picked up the folder and headed toward the lab, her mind more on what she was going to wear for her date that night than what she was doing. Unfortunately, while she was debating the merits of mini-skirt versus jeans, she completely overlooked the EXPERIMENT IN PROGRESS — DO NOT ENTER warning sign. She opened the door to the lab and walked right into the middle of one of Dr. Rabindahar's gravity induction experiments. Enormous energies fed back into her body, and the equipment exploded.

She woke up when the paramedics tried to move her — and couldn't! Something had happened; instead of dying, she'd become extremely heavy. She didn't look any different, didn't feel or sound any different, but a change had definitely taken place. Over the next few days, Maxine discovered she'd become superhumanly strong and durable — and she could absorb the force of impacts to become stronger still. Sure, she was too heavy to ride in most cars anymore, but that was a small price to pay.

For the first time in her life, Maxine felt she'd gotten a break. With superpowers, she could become rich! She made herself a costume out of an old bathing suit, bought a mask at a costume shop, and started robbing banks and jewelry stores. Due to her inexperience, it wasn't long before the superhero Diamond caught her. She managed to escape before the government could get her to Stronghold, but the whole incident scared her. She didn't want to go to prison.

It wasn't long afterward that she met Black Claw, another costumed criminal who, like her, didn't particularly want to hurt anyone — he just wanted to get rich. Together the two of them thought up the idea of GRAB, pitched it to like-minded villains, and got the "team" started. Since the Claw's death, she's sort of become the "leader" of GRAB, a role she's not particularly comfortable with. But the jobs keep going well, and they're all raking in the bucks, so she figures she must be doing all right.

Personality/Motivation: Black Diamond isn't a particularly complex person. She wants to be rich, and she doesn't particularly care how she gets there as long as no one gets hurt. The way she sees it, anyone who can't protect their stuff deserves to have it taken away.

Black Diamond has a tendency to be reckless. She goes off half-cocked, without fully considering the implications of her actions. She's a doer, not a thinker, and reacts impulsively to many situations. Combined with her greediness, this trait has led her to stick her nose where it doesn't belong more than once, causing trouble for herself and GRAB.

Quote: "Look, pal, don't make me hit you. Trust me, you won't like it."

B BLACK DIAMOND

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
20	DEX	20	13-	
40	CON	30	17-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
25	PD	23		Total: 25 PD (25 rPD)
25	ED	23		Total: 25 ED (25 rED)
20	REC	16		
80	END	12		
15	BODY	5		
66	STUN	23		

Total Characteristics Cost: 292

Movement: Running: 18m
Leaping: 40m

Cost	Powers	END
30	Kinetic Absorption: Absorption 15 BODY (physical, half to STR, half to PD) Delayed Return Rate (loses points at the rate of 5 per Minute; +1)	0
12	Dense Form: Hardened (+¼) for 25 PD/25 ED	0
31	Dense Form: Resistant (+½) for 25 PD/25 ED Hardened (+¼)	0
10	Dense Form: Knockback Resistance -10m	0
6	Super-Strong Legs: Running +6m (18m total)	1
18	Super-Strong Legs: Leaping +36m (40m forward, 20m upward)	2

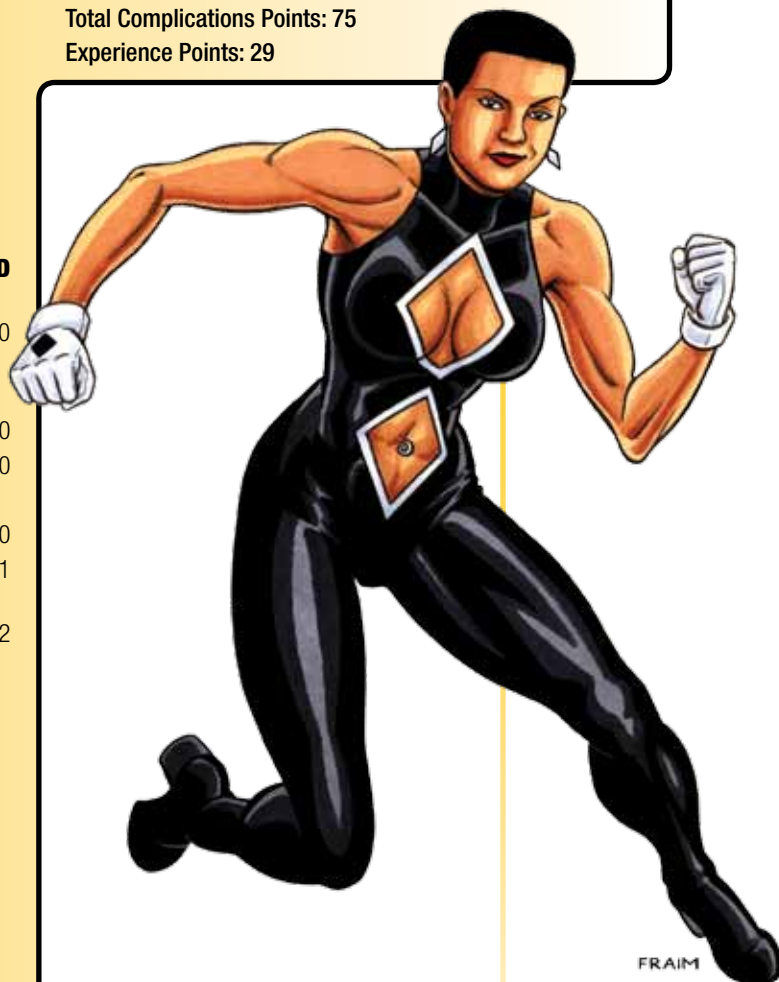
Cost	Skills
16	+2 HTH
3	Climbing 13-
2	CK: New York City 11-
2	KS: The Superhuman World 11-
1	Security Systems 8-
3	Stealth 13-
3	Teamwork 13-

Total Powers & Skills Cost: 137
Total Cost: 429

400 Matching Complications (75)

- 25 **Hunted:** PRIMUS (Infrequently, Mo Pow, NCI, Capture)
- 25 **Hunted:** Justice Squadron (Infrequently, Mo Pow, NCI, Capture)
- 10 **Physical Complication:** Weighty (weighs 400 kg) (Infrequently; Slightly Impairing)
- 20 **Psychological Complication:** Code Versus Killing (Common, Total)
- 15 **Psychological Complication:** Greedy (Common, Strong)
- 15 **Psychological Complication:** Hasty, Impulsive, And Careless (Common, Strong)
- 15 **Social Complication:** Public Identity (Maxine Walters) (Frequently, Major)
- 10 **Vulnerability:** 1½ x STUN from Force, Gravitic, and Magnetic attacks (Common)
- 10 **Vulnerability:** 1½ x BODY from Force, Gravitic, and Magnetic attacks (Common)

Total Complications Points: 75
Experience Points: 29



Powers/Tactics: Black Diamond was given superhuman powers from accidental exposure to an experimental high-gravity field. This made her superhumanly strong — able to rip vault doors off their hinges, toss cars around like baseballs, and shrug off bullets like they were nothing. Her most unusual power is her ability to absorb kinetic energy and use it to increase her strength and resilience. When she uses this power, a field of black, crackling energy surrounds her body.

Black Diamond is the most “straightforward” member of GRAB in combat. She’s the group’s front-line fighter, the one who charges into battle and starts smacking superheroes around. The rest of the team tends to rally around her, following her lead until they can all break free from the fight and escape.

Campaign Use: Other than as a member of GRAB, Black Diamond can serve as a source of story ideas due to her tendency to act without thinking. She might impulsively steal a necklace, only to discover it’s an enchanted relic DEMON desperately wants. She might take it into her head that a news reporter is insulting her, and go down to the TV station to pick a fight with him and everyone else there. The possibilities are endless.

If you need Black Diamond to be more powerful, boost her STR to 70, give her a few levels of Density Increase, or let her have the *Brick Tricks* Martial Art from HSMA 79. If she’s too tough already, reduce her STR to 50, cut her SPD down to 5, and/or get rid of her Kinetic Absorption power.

Associates, Allies, And Adversaries: Superhuman gossip magazines and websites claim that Black Diamond and Vector were once involved in a passionate love affair, but neither of them has commented publicly about the matter.

Appearance: Black Diamond is a tall black woman, 6’2” with a sculpted, muscular body and hair cut very short. She wears a sleeveless black body stocking with tasteful silver-edged diamond-shaped cut-outs on the sides and front, and short silver gloves. Since she was first captured and her identity exposed, she hasn’t bothered to wear a mask.

BLACK DIAMOND FACTS

Here are some facts characters and NPCs might know about Black Diamond if they succeed with an appropriate Skill Roll:

N/R: Black Diamond is a member of GRAB; she’s superhumanly strong and tough.

K/R: Her real name is Maxine Walters; she got her powers from a laboratory accident involving a gravity induction experiment.

-2: Black Diamond also has the ability to “absorb” the energy of physical impacts and “channel” it to make herself even stronger and tougher.

-4: Black Diamond is something of a “hipshooter” who tends to act/react without thinking; her recklessness sometimes gets GRAB into trouble.

-6: Attacks based on gravitic, magnetic, or force energy cause Black Diamond extra pain.

BLUEJAY

Background/History: Lisa Anderson was once an engineer working for a small, cutting-edge aeronautics firm called McNeil Aviation. Thanks in large part to some of her innovative designs, the firm won a contract from UNTIL to manufacture a winged “flying battlesuit.”

Lisa spent many long, frustrating hours working on the project, allowing her personal and social life to deteriorate in the hope of reaping big career and financial benefits when the job was done. Unfortunately, UNTIL cancelled the project due to cost overruns, and McNeil fired Lisa, keeping her work for itself under the terms of her employment contract.

Bitter over how she was treated, and eager for riches she felt should be hers, Lisa broke into McNeil late one night, stole the suit and all its plans, and made her escape. Unfortunately, something went wrong; a fire started that burned the McNeil plant to the ground. The authorities blamed the fire on the “new flying supervillain” seen leaving the scene of the crime.

Seeing no legitimate way to earn the kind of money she wanted to have, Lisa went back to work, modifying the battlesuit for her own uses. Soon Bluejay was making the papers with stories of her daring upper-story robberies and other crimes. But bad luck continued to dog Lisa; though she didn’t want to harm anyone, things often went wrong, resulting in innocent people getting hurt during her jobs. She soon developed a reputation as being far more dangerous than she actually is.

One night, Bluejay planned to rob a high-tech company, but found Black Diamond and Black Claw were beating her to it! When PRIMUS showed up, the three villains, who were just about to start fighting, teamed up to make their escape. In the process they found they had a lot in common, and Black Diamond told Bluejay about GRAB. Bluejay gladly got involved, and has been a part of the alliance ever since.

Personality/Motivation: Like the other members of GRAB, Bluejay is in the supervillain game for the money. She feels life has treated her shabbily, and she intends to make up for it by stealing from people who have more than they need — banks, corporations, rich people, and so on. Although her suit carries some pretty heavy armaments, she doesn’t want to hurt anyone; she’ll stick to nonlethal attacks most of the time. She’s been known to fly injured people to the hospital after she accidentally hurt them.

Bluejay is really upset about her reputation as a “dangerous supervillainess”; she knows she’s not really dangerous at all. But every time she tries to convince people she’s harmless, something goes wrong and the stories about her keep circulating. Not even membership in GRAB has helped.

Quote: “Just try to catch me!”

A

BLUEJAY



Val	Char	Cost	Roll	Notes
10+20	STR	13*	11- (15-)	Lift 100 kg (1,600 kg); 2d6 (6d6) HTH damage [1 (3)]
15+8	DEX	10+11*	12- (14-)	
13+7	CON	3+5*	12- (13-)	
18	INT	8	13-	PER Roll 13-
11	EGO	1	11-	
10+10	PRE	7*	11- (13-)	PRE Attack: 2d6 (4d6)
5+3	OCV	10+10*		
5+3	DCV	10+10*		
3	OMCV	0		
4	DMCV	3		
3+3	SPD	10+20*		

Phases: 6, 12
(2, 4, 6, 8, 10, 12)

5	PD	3	Total: 19 PD (14 rPD)
5	ED	3	Total: 19 ED (14 rED)
7	REC	3	
25	END	1	
10	BODY	0	
30	STUN	5	

Total Characteristics Cost: 146

*: OIF (battlesuit; -½)

Movement: Running: 12m
Flight: 32m/86m

Cost	Powers	END
33	Power Pack: Endurance Reserve (160 END, 15 REC) OIF (-½)	0
40	Gauntlet Weapons: Multipower, 60-point reserve All OIF (-½)	
4f	1) Blaster: Blast 12d6 OIF (-½)	6
4f	2) Pulse Blaster: Blast 8d6 Autofire (5 shots; +½); OIF (-½)	6
4f	3) Atrophic Ray: Drain STR 6d6 OIF (-½)	6
4f	4) Capturefoam Projector: Entangle 6d6, 6 PD/6 ED [16] OIF (-½), 16 Charges (-)	
28	Battlesuit: Resistant Protection (14 PD/14 ED) OIF (-½)	0
7	Helmet Flare Shielding: Sight Group Flash Defense (10 points) OIF (-½)	0
7	Helmet Acoustic Shielding: Hearing Group Flash Defense (10 points) OIF (-½)	0
21	Wings: Flight 32m, x8 Noncombat OIF (-½), Restrainable (-½)	4
27	Booster Pack: Flight +54m OIF (-½), Increased Endurance Cost (x2 END; -½)	10
6	Helmet Communicator: HRRP OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0

- 10 **Helmet Radar Unit:** Radar (Radio Group), Increased Arc Of Perception (360 Degrees) OIF (-½), Affected As Sight Group As Well As Radio Group (-½) 0
- 12 **Helmet Binocular Lenses:** +12 versus Range Modifier for Sight Group OIF (-½) 0

Perks

- 8 **Contacts:** 8 points' worth in the aeronautics/defense contracting industries

Skills

- 10 +2 with Gauntlet Weapons Multipower
- 8 +4 with Flight
- 3 Acrobatics 12- (14-)
- 3 Breakfall 12- (14-)
- 3 Computer Programming 13-
- 3 Electronics 13-
- 2 KS: The Superhuman World 11-
- 2 Navigation (Air) 13-
- 3 SS: Aeronautics 13-
- 3 SS: Physics 13-
- 3 Stealth 12- (14-)

Total Powers & Skills Cost: 258
Total Cost: 404

400 Matching Complications (75)

- 20 **Hunted:** PRIMUS (Infrequently, Mo Pow, NCI, Capture)
- 20 **Hunted:** Justice Squadron (Infrequently, Mo Pow, NCI, Capture)
- 20 **Psychological Complication:** Code Versus Killing (Common, Total)
- 15 **Psychological Complication:** Greedy (Common, Strong)
- 15 **Social Complication:** Secret Identity (Lisa Anderson) (Frequently, Major)
- 10 Unluck 2d6

Total Complications Points: 75
Experience Points: 4

BLUEJAY FACTS

Here are some facts characters and NPCs might know about Bluejay if they succeed with an appropriate Skill Roll:

N/R: Bluejay is a member of GRAB; she wears a suit of light powered armor with wings that allow her to fly and various weapons built into its gauntlets.

K/R: Bluejay's weapons include blasters, a capture-foam projector, and an Atrophic Ray that weakens the target.

-2: Bluejay and Black Diamond sometimes use a "fastball special"-style attack where Bluejay carries Black Diamond at his speed and then drops her onto hapless foes.

-4: For someone who's extremely graceful in the air, Bluejay seems to be a little clumsy at times; she often accidentally knocks things over or causes other problems for GRAB.

-10: Her Secret Identity is Lisa Anderson; she's an aerospace engineer who stole her suit from the defense contractor McNeil Aviation.

Powers/Tactics: Bluejay's powers come from the battlesuit she wears. In addition protecting her from attacks, the battlesuit augments her strength and reflexes. It also comes equipped with several weapons built into the gauntlets: two blasters, a weakness ray, and a capturefoam projector. Most importantly, it allows her to fly using built-in hypercritical wings and a booster pack. When she turns the booster pack up to full, she can move at approximately Mach 1, which is useful for escaping from annoying superheroes.

If she can't avoid combat, Bluejay sticks to the skies, not landing at all if she can help it. She uses her Capturefoam Projector and Atrophic Ray the most, since they cause no lasting harm; the blasters are best for smashing through walls and taking out superheroes powerful enough to withstand the blast. She and Black Diamond have worked out a "fastball special"-style tactic where she picks Diamond up, carries her along at high speed, and then lets her go like a "living bomb."

Campaign Use: Bluejay is a pretty typical member of GRAB when it comes to everyday use, but she presents some interesting story hooks. For example, was she *really* responsible for the McNeil Aviation fire, or is there more going on of which she's unaware?

If you want to increase Bluejay's powers, there are several possible routes. You could improve her STR and defenses, making her a quasi-brick. You could increase her SPD and movement, making her a quasi-speedster. Or you could give her more weapons, making her more like a powered armor character. Another possibility is to change the Atrophic Ray to Drain Characteristics 4d6, Variable Effect (+½) so she can make people less agile, stupider, and so forth instead of just physically weaker. Making her less powerful usually involves decreasing her movement and SPD, and/or getting rid of one or two of her weapons.

Associates, Allies, And Adversaries: Bluejay is good friends with Lady Blue, and sometimes helps her out with her "charity work." That could lead to some interesting escapades. She's also friends with Cyclone; they correspond about aeronautical engineering, and if he ever decides the Ultimates are too violent for him he might play on their friendship to try to join GRAB.

Appearance: Bluejay's battlesuit is light blue and white, with some black highlights: blue boots, torso, gauntlets, and helmet; white legs and arms; with various points of articulation and the like in black. The helmet leaves her lower face exposed, and has a bird-like crest. The suit's wings, also light blue, are attached to her arms.

Out of her battlesuit, Lisa Anderson is a pretty woman, 5'7" tall with light brown hair cut just above her shoulders, and brown eyes. Thanks to her criminal career, she can afford to dress nicely, and does.

CHESHIRE CAT

Background/History: Bob Johanssen was a nuclear plant technician — not a very good one, but he got by. For fun, he studied martial arts and spent time with his wife. One day, to his shock, his wife said she wanted a divorce. She was sick of living on his technician's salary; she expected more of a man, and Bob certainly wasn't delivering. She moved out that night, leaving Bob alone.

The day he got the final divorce papers, Bob tried to commit suicide by walking right into the heart of the reactor. Much to everyone's amazement, he didn't die — he suddenly appeared, right out of thin air, on the other side of the plant! Bob wasn't quite sure what to make of it, but he knew opportunity when he saw it. With superpowers, he could make himself so rich his ex-wife would eat her heart out with envy and regret!

As Cheshire Cat, Bob spent several years as a solo criminal, committing robberies and avoiding trouble as much as he could. He was quite successful, but lonely. When he heard about GRAB, he tracked down Black Diamond and told her he wanted to be a member. He's never regretted it — after all, how many other jobs let him get rich quickly and effortlessly while hanging out with three gorgeous women?

Personality/Motivation: Cheshire Cat is usually the most violence-prone member of GRAB. He doesn't want to kill or seriously injure anyone — after all, he's in this for the money! — but he has no objection to administering a good beating to his enemies. He particularly likes to defeat other superpowered martial artists to prove he's better than they are.

Cheshire Cat has a borderline bipolar personality disorder. Most of the time, he's cheerful, or at least neutral, but a sustained run of failures or bad luck plunges him into a deep, dark depression from which it may take him a long time to recover. This doesn't affect his job or combat abilities most of the time, so it's not represented as a Psychological Complication, but it's worth noting for roleplaying purposes.

Cheshire Cat is something of a skirtchaser. He doesn't hit on his teammates, since that could make things awkward, but he's not above making a pass at a superheroine who catches his eye.

Quote: "Keeping this Cat out is harder than you think."

Powers/Tactics: Cheshire Cat is a hand-to-hand combatant; he has no Ranged attacks (aside from his Teleportation Boxing, which is only technically ranged). His high (for a martial artist) STR gives him punching power and makes it easy for him to immobilize most opponents with his Hold or Joint Lock maneuvers.

A CHESHIRE CAT

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
25	DEX	30	14-	
23	CON	13	14-	
10	INT	0	11-	PER Roll 11-
11	EGO	1	11-	
20	PRE	10	13-	PRE Attack: 4d6
9	OCV	30		
9	DCV	30		
3	OMCV	0		
5	DMCV	6		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
14	PD	12		Total: 17 PD (3 rPD)
14	ED	12		Total: 17 ED (3 rED)
11	REC	7		
45	END	5		
10	BODY	0		
38	STUN	9		Total Characteristics Cost: 225

Movement: Running: 20m
Leaping: 20m
Teleportation: 30m

Cost Powers **END**

Martial Arts: Aikijutsu				
Maneuver	OCV	DCV	Notes	
4 Dodge	—	+5	Dodge all attacks, Abort	
4 Escape	+0	+0	+55 STR vs. Grabs	
3 Hold	-1	-1	Grab Two Limbs, +50 STR for holding on	
4 Joint Lock/Throw	+1	+0	Grab One Limb; 2d6 NND (1); Target Falls	
5 Redirect	+1	+3	Block, Abort	
5 Strike	+1	+3	8d6 Strike	
3 Throw	+0	+1	8d6 + v/10; Target Falls	
8 +2 Damage Classes (already added in)				
9 Billy Club: HA +4d6			OAF (-1), Hand-To-Hand Attack (-¼)	2
34 Teleportation Boxing: Blast 6d6			Area Of Effect (16m Radius Selective; +1); Extra Time (Full Phase; -½), Limited Range (center of Area must be within the Cat's Half Move using Teleportation at Combat velocity; -¼)	6
44 Teleporting: Teleportation 30m, Position Shift			Reduced Endurance (½ END; +¼)	0

29	Long-Distance Teleporting: MegaScale (1m = 10 km; +1¼) for Teleporting	8
	Increased Endurance Cost (x2 END; -½)	
8	Compensatory Teleporting: No Relative Velocity for Teleporting	2
	Increased Endurance Cost (x2 END; -½)	
22	Staying Out Of Reach: Teleportation 10m, Position Shift 0	
	Trigger (whenever he wants to after performing an attack, activating Trigger takes no time, resetting Trigger is a Zero Phase Action; +¾), Reduced Endurance (0 END; +½)	
67	Teleport Gate: Teleportation 20m, x32 Noncombat, x4 Increased Mass	8
	Area Of Effect (1m Radius; +¼), Constant (+½), Usable By Others (+¼); Gate (-½)	
8	Strong Runner: Running +8m (20m total)	1
8	Strong Leaper: Leaping +16m (20m forward, 10m upward)	2

Talents

6 Combat Luck (3 PD/3 ED)

Skills

16	+2 HTH	
26	Teleportive Combat Enhancement: +4 HTH	3
	Costs Endurance (to activate; -¼)	
3	Acrobatics 14-	
3	Breakfall 14-	
1	KS: Hockey 8-	
2	KS: Superhuman World 11-	
2	PS: Nuclear Technician 11-	
3	Stealth 14-	
3	Streetwise 13-	
3	Teamwork 14-	

Total Powers & Skills Cost: 333

Total Cost: 555

400 Matching Complications (75)

10	Distinctive Features: Style (Not Concealable, Always Noticed And Recognizable, Detectable By Large Group)	
25	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)	
25	Hunted: Justice Squadron (Infrequently, Mo Pow, NCI, Capture)	
20	Psychological Complication: Code Versus Killing (Common, Total)	
15	Psychological Complication: Greedy (Common, Strong)	
5	Rivalry: Professional (with other superpowered martial artists, to prove his superiority)	
15	Social Complication: Public Identity (Robert Johanssen) (Frequently, Major)	
15	Susceptibility: to being Teleported, takes 3d6 damage instantly (Uncommon)	

Total Complications Points: 75

Experience Points: 155

Cheshire Cat is adept at using his Teleportation in conjunction with his fighting skills. Besides simply making a Half Move Teleport right behind or next to someone to obtain a Surprise Move bonus, he can rapidly teleport around to hit several people (Teleportation Boxing), “blink teleport” rapidly around someone to hit them from unexpected angles or avoid their counterattacks (Teleportive Combat Enhancement), or quickly “mini-teleport” away from someone so they can’t hit back. However, his metabolism cannot tolerate having other people Teleport him; this causes him severe pain.

In addition to being able to teleport himself (sometimes over distances of up to 300 km), Cheshire Cat also has a limited power to open “teleportation gates” through which other people can travel. His gates aren’t a continuous-effect phenomenon; he can only keep one open for a second or two, just long enough for someone to use it. Through diligent practice, he’s increased his ability to the point where he can move someone as heavy as Black Diamond through his gate; in the future he hopes to extend the gate’s range and duration.

Campaign Use: To make the Cat more powerful, give him some additional Teleportation-based abilities (see the “Teleportation Powers” section of *Champions Powers* for plenty of ideas) and improve his Gate; you could also consider increasing his DEX to 28. If he’s too powerful for your game, get rid of his Gate, and decrease his STR to 25 and SPD to 5.

Associates, Allies, And Adversaries: Cheshire Cat regards other superpowered martial artists as his rivals; he’s happy to fight them to prove he’s better. His challenges and insults have led to less-than-friendly relations between him and villains like Blackguard, Black Mist, Green Dragon (he and the Cat particularly hate one another), Jade Phoenix, and Tiger Lily.

Appearance: Robert “Bob” Johanssen is a six feet tall, handsome, blond-haired man with an infectious smile and the body of an athlete who trains intensively. As Cheshire Cat, he wears a white gi-like top, with red trim and a red sash, and red ankle-length pants and shoes. His fingerless gloves are red, and his half-face, cat-eared mask is white.

CHESHIRE CAT FACTS

Here are some facts characters and NPCs might know about Cheshire Cat if they succeed with an appropriate Skill Roll:

N/R: Cheshire Cat is a member of the GRAB team of super-thieves; he’s a martial artist who can teleport.

K/R: His real name is Robert “Bob” Johanssen; he got his teleportation powers when he tried to commit suicide by walking into a nuclear reactor, but his martial arts skills come from training and practice.

-1: Cheshire Cat considers other superpowered martial artists his rivals, and is always looking for opportunities to prove that he’s a better fighter than they are.

-2: Cheshire Cat practices Aikijutsu.

-6: Cheshire Cat and Green Dragon are bitter rivals.

-8: If someone else teleports Cheshire Cat, he suffers intense pain.



HUMMINGBIRD

Background/History: Ever had that dream where you wake up and you're real tiny, and everything around you looks gigantic? Well, it happened to Melissa Saunders for real.

One night when she was just shy of sixteen, Melissa went to bed. She'd been reading *Alice's Adventures In Wonderland* for one of her high school classes. Everything was perfectly normal, but when she woke up, her bed, furniture, and everything else in her room had become gigantic! She screamed, but no one heard her (she figured out later her voice wasn't loud enough because of her small size). After she stopped panicking, she realized it wasn't that her furnishings had all gotten bigger — it was that *she'd* gotten *smaller*.

She sat there and tried to figure out what to do. Couldn't tell her parents — heck, they usually didn't even have time to talk to her in the morning anyway, they were so busy rushing off to work in the city. Didn't want to tell any of her friends, either; some things, she understood, were best kept secret.

For that matter, how was she even going to get to school? It would take her two hours just to walk to the bus stop at her size. Could she even get out of bed? She crawled to the edge and looked over. It was a *looong* way down. Well, nothing for it; she'd have to jump and hope she didn't break her leg. She gritted her teeth, closed her eyes, and leaped...

...only to find herself suspended in mid-air! She wasn't falling. She concentrated hard for a second, and found that she could move herself. She could fly! Within five minutes, she was zipping around the room just as pretty as you please, executing midair spins, hairpin turns, and all sorts of fancy maneuvers. She landed on the floor near her desk. The flight thing was pretty cool, but she wasn't all that sure about the Tom Thumb routine. Maybe if she concentrated real hard on being normal size again?...

Within a few seconds, she was back to her normal self. She found out she couldn't fly at that size, though; flying only worked when she was tiny. She got her biology textbook out of her backpack and flipped through it for a second, looking for something she'd read the other day. "Mutation: a change in a gene which results in a new inheritable characteristic." Wow, she thought, that must be it, I'm a mutant. I mean, I haven't been in any lab accidents or bitten by any radioactive butterflies or anything, what else could it be? *Cool*.

When you're sixteen, without significant parental supervision, and you have powers of shrinking and flight, what can you do? You've got it, spy on your rivals at school. And get into the teacher's desk and look at the test before you take it. Soon, Melissa was making straight As, and the gossip mill was buzzing with hateful little stories about all the popular girls who'd been snubbing her since fifth grade. All in all, it was a very good junior year.

It wasn't long before Melissa graduated to petty theft. Nothing major — small pieces of jewelry, a little cash here and there, anything small enough and light enough for her to carry in her "Hummingbird" form (as she called it). It was during one of these "shopping runs" that she learned about some of the other powers that she had. She was lifting a small, but nevertheless very valuable, diamond ring from a jeweler's in the mall when an annoyingly diligent sales clerk saw her. "Hey, come back here!" he shouted, waving his hands and trying to catch her.

"Leave me alone!" she shouted in her tiny, squeaky voice. Suddenly he stopped, turned around, and walked the other way as if nothing had happened! Intrigued, she flew up behind him and said, "Cluck like a chicken!" In a moment he was strutting around making clucking noises. A little experimentation brought another mental power to the fore as well — a psychic blast that made people clutch their heads in agony and pass out.

When you're seventeen and find out you have mind control powers, what do you do then? That's right — you get the captain of the football team to take you to the Senior Prom. And you make your parents give you a sports car for graduation.

But petty theft and idle amusement didn't satisfy Melissa for long. She had all these powers, why shouldn't she use them? Before long she was making her living stealing and fencing jewelry and similar small, valuable items. After she'd proven herself trustworthy, her fence turned her on to some spy-jobs she was ideal for. Soon she was making more money doing industrial espionage and surveillance work than by stealing, and having a fine time. Sure, her parents thought she was attending community college, but a little mental control here and there ensured she got top marks without ever having to attend class.

Hummingbird came to GRAB's attention when the group's patron needed to find out some information about a computer corporation he wanted to hit. GRAB had to know where the plans for certain experimental microchips, as well as the prototype chips themselves, were kept, so they wouldn't waste time looking. Hummingbird got the information, and in almost no time. GRAB was impressed — so impressed it offered Hummingbird membership in the team. It didn't take Melissa long to agree; the group's attitude toward crime suited hers, and it was a lot more fun to hang out with other super-people than spend so much time by herself. She's been a member in good standing since then, and enjoying every minute.

Personality/Motivation: Hummingbird isn't a hardened criminal. She's more of a young adult on a lark. She loves her powers and what she can do with them. She likes spying on people without being detected (she *loves* knowing peoples' secrets), making people do whatever she wants, and getting whatever she wants without paying for it. She really isn't into the whole self-sacrifice, devotion to the cause of good routine most heroes

go in for; she's essentially a selfish, petty, rather vain person who'd rather look out for herself than use her powers to help others. "Self-sacrifice, who needs that? Gimme the mink coat and diamond necklace any day!"

Hummingbird's villainous tendencies run strictly to the larcenous. She has no desire whatsoever to play nasty tricks on superheroes (okay, maybe a little prank or two every now and then), or to get in fights with them — or anybody else, for that matter. If someone pulled a gun on her, she'd probably freak out. This is really just a big game to her, something to do for kicks. In fact, she doesn't always take things nearly seriously enough; she's sort of an airhead, prone to ignoring planning meetings and other important details. (About once every adventure or two she appears in, the GM should make an EGO Roll for her; if she fails, she forgets some important detail and causes problems for GRAB as a result.)

Hummingbird gets along well with her teammates, particularly Bluejay and (to a lesser extent) Black Diamond. She and Bluejay often go out shopping together.

Quote: "Size counts! But not in the way *you're* thinking."

Powers/Tactics: Hummingbird is a mutant with the power to shrink her body down to about 2.5 inches tall. When she shrinks, her cells become extremely compact, which makes her resistant to damage. The compaction also somehow strengthens her brain cells, giving her mental powers (she may develop additional ones in time). She can also use the residual energies from reducing her size to fly.

Most of Hummingbird's powers are Linked to her Shrinking. For every 6 points' worth of Shrinking she uses, she can use 1d6 of Mental Blast, 2d6 of Mind Control, or 10m of Flight. She usually Shrinks down as small as she can go.

Hummingbird dislikes combat intensely and will avoid it if at all possible. If she can't, she'll try to use Held Actions to protect herself by Dodging or Diving For Cover. She's also gotten quite good at Shrinking, hiding behind something strong enough to protect her from counterattack, and then blasting away at enemies with her Neural Cohesion powers.

Campaign Use: Like the other members of GRAB, Hummingbird is primarily a thief, not a combatant. The GM should use her appropriately — as the focus for mystery and chase-and-capture scenarios, rather than straight-up battles. Given that she's not particularly malicious or vicious, she might even make a good potential romantic interest for a PC hero.

If you need to make Hummingbird more powerful, there are two possible routes you can take. One is to emphasize her psionic abilities — give her more Mental Powers and increase her EGO. The other is to focus on her speed — make her a speedster by increasing her Flight, her SPD, and her ability to Dodge. A little more defense wouldn't hurt, either. To make her less powerful, reduce her SPD and meters of Flight.

Associates, Allies, And Adversaries: Hummingbird has a bit of a crush on Tachyon, though it's based on picture she's seen of him; they've never met in person.

Appearance: Hummingbird is a pretty twenty-something girl with shoulder-length brown hair, green eyes, and a trim, attractive figure. Her normal costume consists of tight green pants, a green top that bares her midriff, nothing on her arms, short gold gloves, and gold boots — but sometimes she changes the color scheme around, just for fun. She doesn't wear a mask.

HUMMINGBIRD FACTS

Here are some facts characters and NPCs might know about Hummingbird if they succeed with an appropriate Skill Roll:

N/R: Hummingbird's a member of the GRAB team of super-thieves; she has the power to shrink down to about 2 inches tall and to fly.

K/R: When shrunk, Hummingbird also has some psionic powers.

-2: Hummingbird only has two psionic powers when shrunk, a direct mental assault and mental control.

-6: Hummingbird is a mutant.

-8: Chemical and biological attacks are particularly effective against Hummingbird; she suffers increased injury from them.

-10: Her Secret Identity is Melissa Saunders.

A

HUMMINGBIRD

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
24	DEX	28	14-	
18	CON	8	13-	
10	INT	0	11-	PER Roll 11-
18	EGO	8	13-	
15	PRE	5	12-	PRE Attack: 3d6
7	OCV	20		
9	DCV	30		
6	OMCV	9		
6	DMCV	9		
5	SPD	30		Phases: 3, 5, 8, 10, 12
8	PD	6		Total: 16 PD (8 rPD)
8	ED	6		Total: 16 ED (8 rED)
8	REC	4		
35	END	3		
10	BODY	0		
30	STUN	5		

Total Characteristics Cost: 171

Movement: Running: 12m
Flight: 50m

Cost Powers

45	Hummingbird Size: Shrinking (.064m tall [about 2.5 inches], .0032 kg mass, -10 to PER Rolls to perceive character, +10 DCV, takes +30m KB) Reduced Endurance (0 END; +½)	0
50	Neural Cohesion Powers: Multipower, 62-point powers All Linked (to Shrinking; -¼)	
5f	1) Mental Attack: Mental Blast 5d6 Reduced Endurance (½ END; +¼); Linked (to Shrinking; -¼)	2
5f	2) Mental Domination: Mind Control 10d6 Reduced Endurance (½ END; +¼); Linked (to Shrinking; -¼)	2
16	Bulletproof Costume: Resistant Protection (8 PD/8 ED) OIF (-½)	0
12	Neural Cohesion: Mental Defense (12 points)	0
50	Small But Speedy: Flight 50m Reduced Endurance (½ END; +¼); Linked (to Shrinking; -¼)	2

Skills

6	+2 with Neural Cohesion Powers Multipower
8	+4 with Flight
3	Acrobatics 14-
3	Breakfall 14-
3	Charm 12-
3	Conversation 12-
2	KS: Gems & Jewelry 11-
4	KS: Popular Music & Culture 13-
4	PS: Shopping 13-
3	Security Systems 11-
3	Stealth 14-

Total Powers & Skills Cost: 225

Total Cost: 396

400 Matching Complications (75)

- 10 **Distinctive Features:** Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 20 **Hunted:** PRIMUS (Infrequently, Mo Pow, NCI, Capture)
- 20 **Hunted:** Justice Squadron (Infrequently, Mo Pow, NCI, Capture)
- 10 **Physical Complication:** Tiny Voice (-3 to Hearing PER Rolls to hear her speak when she's Shrunk below 1m tall) (Infrequently, Slightly)
- 20 **Psychological Complication:** Code Versus Killing (Common, Total)
- 10 **Psychological Complication:** Insatiable Curiosity About Others' Secrets (Common, Moderate)
- 10 **Psychological Complication:** Airhead (see text; Common, Moderate)
- 15 **Social Complication:** Secret Identity (Melissa Saunders) (Frequently, Major)
- 20 **Vulnerability:** 2 x STUN from Biological or Chemical Attacks (Common)
- 20 **Vulnerability:** 2 x BODY from Biological or Chemical Attacks (Common)

Total Complications Points: 75

Experience Points: 0



FRAM

B MERC-FORCE 1

Membership: Stareye, Piledriver, and the Cahokian.

Background/History: The seeds of Merc-Force 1 were planted in 2002 with a rejection — the rejection of Gregory Robinson, codenamed “Stareye,” from the Ameriforce One project to create a new team of superhumans for the US government. Enraged at being denied a place on the team despite his obvious superiority to the “dolts” they’d chosen, Stareye decided that if Uncle Sam wasn’t going to give him the job he deserved, he wouldn’t work for the US at all. He went AWOL, embarking on a career of crime instead of superhuman-soldiering.

After a couple years of solo supercrime sprinkled with periodic team-ups and working for the occasional master villain, Stareye decided it was time to form a team of his own — one that would show the Army just what a mistake it made when it didn’t give him a place on Ameriforce One. He recruited two villains he’d read about (illegally) in classified government files during his training: Piledriver, an energy-infused, superhumanly-strong man originally from Seattle; and a man codenamed “the Cahokian” who apparently was from some sort of alternate Earth.

Finding Piledriver took a little work. He’d broken out of the government’s secret “holding facility” for military superhumans some time ago and gone on the run as a supervillain. After calling on all of his underworld contacts and spending thousands of dollars on unscrupulous private investigators, Stareye finally caught up with him on the outskirts of Chicago and made his pitch. The suspicious Piledriver took a little convincing, but he was smart enough to know he’d stay free and rich a lot longer as part of a team than he would on his own. Finding the Cahokian, on the other hand, was easy — he was still in that same “holding facility” after all these years. Stareye and Piledriver broke him out and arranged to have his signature weapon rebuilt for him by Wayland Talos; the grateful Cahokian readily signed up for the team. Stareye christened them “Merc-Force 1” as a slap in the face to the Ameriforce One brass. Since then the three of them, often with two or three more villains as short-term allies or hirelings, have committed a series of crimes across the US and fought several superhero groups.

Group Relations: The members of Merc-Force 1 get along pretty well. Being in charge makes Stareye happy, and for the most part he’s not a harsh or demanding leader so Piledriver and the Cahokian don’t mind letting him take control (though the Cahokian thinks he’d actually be a better leader most of the time). When they’re “off-duty,” they usually socialize together; they often go to movies, live sporting events, or bars.

Tactics: Since they’ve all had some amount of military training, the members of Merc-Force 1 have spent a lot of time and effort developing tactics that play to their strengths as a group — the way their respective powers and preferred moves can work together to maximum effect. They maintain a Mind Link between them at all times when on a mission so they don’t need to communicate verbally, though they’ll drop it if they think an enemy mentalist is “tapping in” and listening to them. They have a fairly extensive “playbook” of maneuvers, each with a simple one- or two-word code name (the team periodically changes these names to avoid becoming too predictable). Some of these tactics include:

- **Beta Green:** the Cahokian Holds his Action in the hopes of picking off a target who tries to Dodge or Dive For Cover out of the way of the others’ attacks
- **Theta Mind [name of target]:** Stareye captures the designated target in a Mental Paralysis, then the Cahokian concentrates his fire on that target. (*Iota Mind* means for Piledriver to attack the paralyzed victim, usually using downward blows to avoid having to chase the target down after doing Knockback to him.)
- **Lambda Twelve [name of target]:** The Cahokian uses his Flash on the target, then everyone hits that target hard while he can’t see.
- **Omicron Fats [name of target]:** Use your most powerful attack on the designated target.
- **Upsilon Peter [name of target]:** Piledriver should perform a Move Through on the designated target, and if possible try to hit him at such an angle that he can Knock him Back into another enemy.

Campaign Use: Unlike many supervillain teams, Merc-Force 1 doesn't have any sort of agenda or ulterior motive — they're a “plain vanilla” bunch of supercriminals who are just interested in making money, having fun, and staying out of prison. You can use them for nearly about any plot you envision, whether that involves working for some other villain, spearheading a major crime on their own, or being hired by an anonymous adversary to take out the heroes once and for all.

Merc-Force 1's obvious weak spot is its relatively small roster, so the best way to make the group more of a threat to your heroes is to add more permanent members. (See the next section for some potential new recruits.) If the team already seems too powerful, get rid of their *Tactics* and *Teamwork* Skills, or send the Cahokian back home.

Associates, Allies, And Adversaries: Since the team only has three core members, Stareye often arranges to hire “support personnel” (other supervillains) to work with the team for a particular crime or series of crimes. The group prefers to work with other super-mercenaries who have strong reputations for professionalism — the Steel Commando, Mechassassin, Lazer, Hazard, and the like — but when it comes right down to it what the members of Merc-Force 1 want first and foremost is the right superpowers for the job. For example, if a crime involves tapping a computer, they'll hook up with a cyberkinetic; if they need a lot of tricky technical work done, Utility's tops on their list. Other villains they've worked with from time to time include Brainchild, Devastator, Exo, Fenris, Frag, Grenadier, Mantisman, Pulsar, Python, Smoke and Mirrors, Wildeye, and ZigZag.

As its name implies, Merc-Force 1 willingly takes jobs for hire. They've worked for VIPER, the Warlord, the Ultimates, ARGENT, and several organized crime syndicates, usually receiving excellent reviews for the quality of their job performance.

MERC-FORCE 1 FACTS

Here are some facts characters and NPCs might know about Merc-Force 1 if they succeed with an appropriate Skill Roll:

N/R: Merc-Force 1 is a trio of villains-for-hire; its members include the powerful energy projector/mentalist Stareye, the super-strong Piledriver, and a super-archer called the Cahokian.

K/R: Since MF1 only has three members, it often hires other mercenary villains to join it for specific jobs. Some of the ones it's worked with include Devastator, Frag, Hazard, Lazer, Mechassassin, Python, the Steel Commando, and ZigZag.

-2: All three members of MF1 have military training; they've practiced fighting together extensively, and have a large array of battle-codes that indicate specific tactics or maneuvers.

STAREYE

Background/History: Gregory Robinson was one of those lucky people who grew up to get his dream job: astronaut. He didn't make many friends in the Air Force, what with his arrogant manner and undisguised superiority complex, but there was no denying his physical and mental qualifications for the space program.

In 2000, Robinson was chosen to fly a special solo mission — NASA's first manned orbital solar surveyor. Everything was going superbly when the Agency's sensors picked up some sort of odd energy flare. Most analysts later concluded that it was an unpredictable solar flare of a type never before observed, but some claimed it simply couldn't have been from the sun — on some instruments' readings it didn't even seem to *come* from the sun. Robinson himself later testified that he didn't see where it came from or what it was. All he knew was that the electronics on the ship went wonky, then the cabin was filled with this ultra-bright light that seemed to be no color and every color at once, and then a burst of intense pain knocked him unconscious.

Robinson awoke two hours later to find many of the ship's systems only partially functional. After some effort he re-established contact with Houston and began the long, arduous task of getting home with a crippled ship. When he made it back to Earth safely, the newspapers hailed it as a miracle.

But to NASA, the real miracle was that Robinson not only seemed completely unharmed, he was actually *better* — stronger, faster, tougher. When his eyes began to change color, the doctors realized there was even more going on: he was rapidly developing superpowers. He soon displayed a wide range of energy projection and mental powers, thus adding even more fuel to the speculative fires about what that energy flare was and where it came from.

When the government realized it had another genuine superhuman in its military ranks, it arranged to have Robinson transferred to the Ameriforce One project post-haste. Robinson didn't like it one bit; he wanted to stay with NASA, not join a bunch of “ground-pounding yahoos wearing capes” (as he put it). But he didn't have any choice. He did well in the training program and found that he actually enjoyed combat — something about hurting people appealed to him, an emotion he'd never experienced before. But his superiors noticed his violent attitude and soon realized that despite his versatile and powerful superhuman abilities, he wasn't right for the team they were assembling.

STAREYE FACTS

Here are some facts characters and NPCs might know about Stareye if they succeed with an appropriate Skill Roll:

N/R: Stareye is a supervillain with energy projection powers; he leads the Merc-Force 1 villain team.

K/R: Stareye also has a small suite of mental powers, and can maintain a mental communications link with his teammates.

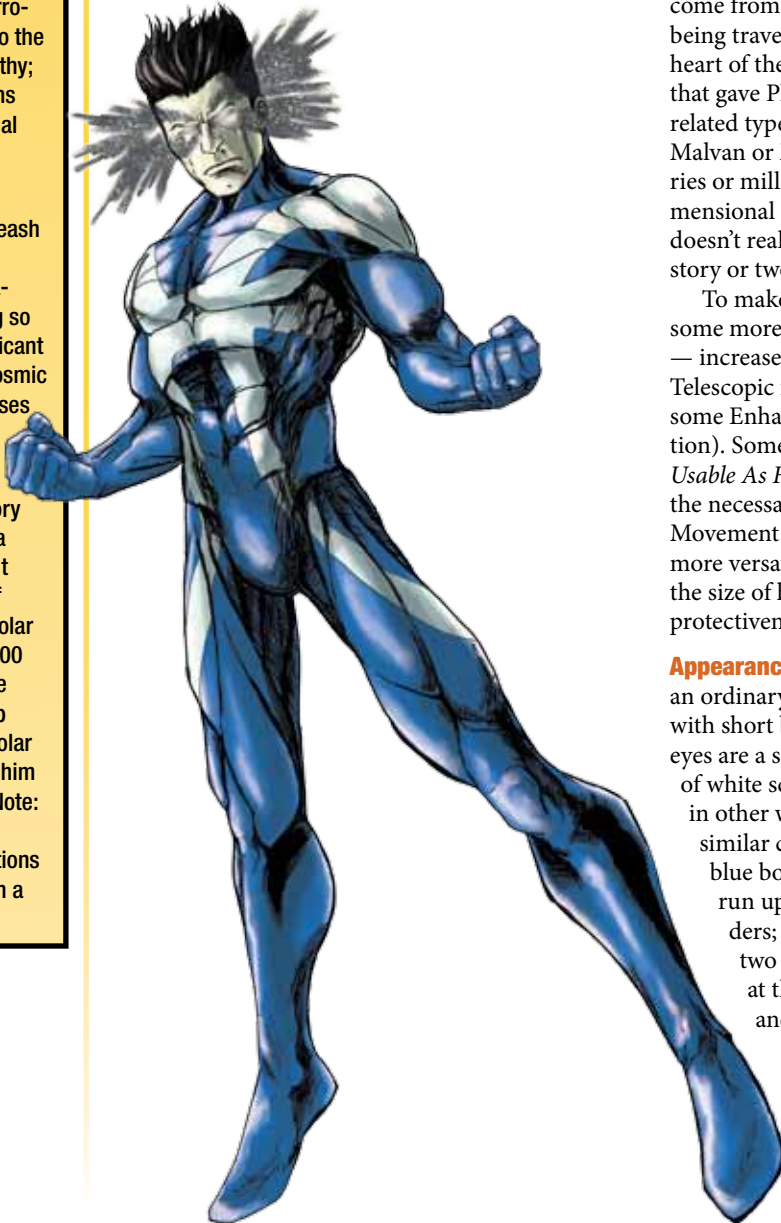
-2: Stareye is arrogant and cruel to the point of sociopathy; he has no qualms about using lethal force.

-6: If necessary Stareye can unleash an extremely powerful “mega-blast,” but doing so uses up a significant portion of the cosmic energy that infuses his body.

-10: His Secret Identity is Gregory Robinson. He’s a former astronaut who was part of NASA’s orbital solar expedition in 2000 and barely made it home in a ship crippled by a “solar flare” that gave him superpowers. (Note: characters with military connections can learn this on a -8 roll.)

When he got the word he not only wasn’t going to lead Ameriforce One (as he’d fully expected, given how obviously superior he was to every other candidate) but hadn’t made the team *at all*, Robinson was furious. He stewed about it for a few days, and finally decided if they didn’t want him, he damn sure had better things to do than hang around. He left, destroying two buildings and killing three guards in the process, and has never looked back.

Personality/Motivation: The mysterious energy flare that altered Stareye’s body and brain to give him superpowers also affected his personality, though this wasn’t apparent to his military handlers at first due to the fact that he’s always been arrogant and obnoxious. Now that’s increased to the point of sociopathy — he’s so convinced he’s smarter and better than anyone else that he has little interest in other people. He casually kills civilians who get in his way, and would have killed several superheroes already if they weren’t so tough.



Quote: “What do I spy with my little eye? Oh, yeah — a dead man.”

Powers/Tactics: Stareye’s powers, which are fueled by a vast reserve of cosmic energy that infuses his body, fall into two categories. The first is energy projection — he can fire several different types of energy beams from his eyes. Some simply cause damage (one, the Mega-Eyebest, causes enormous amounts of damage, but at the cost of nearly a third of his energy reserve). Others trap the target in bands of starry energy or blind him. The second is mental powers. While Stareye isn’t a versatile psionic, he can inflict mental agony, communicate with others mentally, paralyze people, move objects psychokinetically, and maintain a mind-link with his comrades.

In combat, Stareye prefers to use his Flight to stay mobile in the air. Unless he needs them to hit his targets consistently, he usually puts his Combat Skill Levels into DCV, representing his agility while flying.

Campaign Use: The most intriguing question surrounding Stareye is exactly where his powers come from. Did his ship “collide” with an energy being traveling through space or who lives at the heart of the sun? Was it the same sort of energy that gave Photon (see CV3) her powers, or a related type? Was he hit by some sort of stray Malvan or Mandaarian energy beam fired centuries or millennia ago? Was he caught in an interdimensional rift of some sort for a few moments? He doesn’t really care, but you may be able to weave a story or two around the mystery.

To make Stareye more powerful, give him some more eyebests — some Drains, for example — increase his SPD to 6, and/or give him some Telescopic for the Sight Group (and perhaps some Enhanced Senses like Ultraviolet Perception). Some more meters of Flight, perhaps with *Usable As FTL Travel* (+¼) (in conjunction with the necessary Life Support!), perhaps with some Movement Skill Levels, would make him an even more versatile combatant. To weaken him, reduce the size of his Endurance Reserve, and perhaps the protectiveness of his Cosmic Defenses.

Appearance: Physically, Stareye *almost* looks like an ordinary human. He’s a white male, 5’11” tall, with short black hair and an athletic build. But his eyes are a solid jet black with tiny, glittering specks of white scattered throughout — like a starfield, in other words. His eyebests manifest with a similar color pattern. His costume is a royal blue bodystocking with curved white lines that run up the sides from his calves to his shoulders; a horizontal white band connects the two curved lines at the chest. The suit ends at the neck, leaving his head uncovered and his eerie-looking eyes clearly visible.

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STAREYE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
20	DEX	20	13-	
20	CON	10	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
20	PRE	10	13-	PRE Attack: 4d6

8	OCV	25		
7	DCV	20		
8	OMCV	15		
8	DMCV	15		
5	SPD	30		Phases: 3, 5, 8, 10, 12
6	PD	4		Total: 26 PD (20 rPD)
6	ED	4		Total: 26 ED (20 rED)
7	REC	3		
40	END	4		
15	BODY	5		
40	STUN	10		

Total Characteristics Cost: 200

Movement: Running: 12m
Flight: 30m

Cost	Powers	END
95	Cosmic Energies: Endurance Reserve (300 END, 30 REC)	0
90	Powers Of The Starry Eye: Multipower, 90-point reserve	
9f	1) Eyebeams: Blast 12d6 Line Of Sight (+½)	9
2f	2) Mega-Eyebeams: Blast 18d6 Concentration (½ DCV; -¼), Increased Endurance Cost (x10 END; -4)	90
9f	3) Deadly Eyebeams: RKA 4d6 Line Of Sight (+½)	9
9f	4) Starbeam Prison: Entangle 6d6, 6 PD/6 ED Line Of Sight (+½)	9
9f	5) Stars In Your Eyes: Sight Group Flash 12d6 Line Of Sight (+½)	9
75	Powers Of The Mind: Multipower, 75-point reserve	
7f	1) Mental Attack I: Mental Blast 6d6 Reduced Endurance (½ END; +¼)	3
7f	2) Mental Attack II: Mental Blast 3d6 Constant (+½), Reduced Endurance (½ END; +¼)	3
5f	3) Mindprison: Entangle 3d6, 3 PD/3 ED ACV (uses OMCV against DMCV; +¼), Takes No Damage From Physical Attacks (see 6E1 217; +¾), Work Against EGO, Not STR (+¼), Reduced Endurance (½ END; +¼); Mental Defense Adds To EGO (-½)	3
7f	4) Psychokinesis: Telekinesis (20 STR), Fine Manipulation ACV (uses OMCV against DCV; +0), Line Of Sight (+½), Reduced Endurance (½ END; +¼)	3
7f	5) Mindspeech: Telepathy 12d6 Reduced Endurance (½ END; +¼)	3

72 **Cosmic Defenses:** Resistant Protection (20 PD/20 ED/10 Mental Defense/10 Power Defense)
Costs Half Endurance (-¼) 4

30 **Cosmic Flight:** Flight 30m 3
30 **Mental Link:** Mind Link, up to any 8 minds at once 0

Talents

32 Danger Sense (immediate vicinity, any danger, sense) 13-

Skills

24 +3 with Ranged Combat
3 Combat Piloting 13-
1 Computer Programming 8-
3 Conversation 13-
2 KS: NASA 11-
2 KS: The Solar System 11-
2 KS: The Superhuman World 11-
2 KS: The US Air Force 11-
3 Navigation (Air, Space) 13-
3 Persuasion 13-
2 PS: Air Force Pilot 11-
2 PS: Astronaut 11-
2 SS: Astronomy 11-
1 SS: Physics 8-
3 Stealth 13-
3 Streetwise 13-
3 Tactics 13-
3 Teamwork 13-

Total Powers & Skills Cost: 559

Total Cost: 759

400 Matching Complications (75)

20 **Hunted:** US government (Infrequently, Mo Pow, NCI, Capture/Kill)
20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture/Kill)
20 **Psychological Complication:** Casual Killer (Very Common, Strong)
15 **Psychological Complication:** Has To Be In Charge (Common, Strong)
15 **Social Complication:** Secret Identity (Gregory Robinson) (Frequently, Major)

Total Complications Points: 75

Experience Points: 359

PILEDRIVER

Background/History: Calvin Tannenbaum was a late-blooming mutant — instead of emerging when he hit puberty, his power to convert solar energy into immense strength and resilience and the power to fly only became apparent when he reacted poorly to some of the tests performed during his induction into the US Army. Realizing what it had on its hands, the Army moved him out of basic training and into the Ameriforce One project.

Calvin, codenamed *Piledriver*, spent a couple of years in the program, but he never did well. He learned most of what they had to teach him well enough, but he was a constant discipline problem. He took orders poorly, did his own thing during group maneuvers, and went AWOL to enjoy a night on the town far too often. Finally, after he hit one of his drill instructors so hard he nearly killed the man, the Army confined him to the stockade — which in Piledriver's case meant a secret military “holding facility” designed to imprison superhumans.

Unfortunately for the Army, its “holding facility” wasn't as tough as it hoped. A few months later Piledriver broke out and became a supervillain. The Army would probably have caught him eventually, but Stareye found him first and recruited him for Merc-Force 1.

Personality/Motivation: Unlike his teammates, who are both much more antisocial and violent than he, Piledriver just basically wants to be left alone to do whatever he feels like. He figures he's big and strong enough to take what he wants, and therefore he deserves to have it. Anyone who gets in his way gets squashed. He's so good at squashing people that he's developed a real streak of overconfidence that's going to cause him problems sooner or later.

Quote: “You think you've been hit hard before, pal? Try *this* on for size!”

Powers/Tactics: The cells in Piledriver's body function like miniature solar engines, sucking up ultraviolet radiation and using it to make him incredibly strong and resistant to injury; he can also project energy behind himself to fly. If deprived of significant amounts of ultraviolet radiation of any sort for long periods of time, he'll weaken, losing about 15% of his power per week until he passes into a coma after about a month. He'll remain in the coma until he dies of old age, is killed, or is revived with a good strong dose of sunlight.

Compared to Stareye and the Cahokian, Piledriver isn't much of a tactician. He's usually the front wave of their offense — the guy who charges into battle and just starts smashing things — and he likes it that way just fine. He still doesn't much like to take orders, but he's learned enough to know that things tend to go better when he does what Stareye tells him to, and he's got the team's tactical codes down cold.

Campaign Use: Piledriver is the closest thing Merc-Force 1 has to a weak link. He's not entirely comfortable with some of the things his teammates do, and with the right sort of socialization and experiences it might even be possible to transform him into a quasi-hero instead of a happy-go-lucky supervillain.

To make Piledriver tougher, let him channel his stored solar energy in other ways — perhaps as Blasts, Sight Group Flashes, or other Ranged attacks. To weaken him, remove some or all of his Combat Skill Levels, or reduce his STR to 60.

Appearance: Piledriver is an enormous brute of a man, 6'8" tall and with the super-muscular build one would expect of a man who can lift 400 tons. He's technically white, but the internal solar fires that give him his powers have “burned” his skin a sort of charcoal grey and caused all the hair on the top of his head to fall out. His costume is a sort of gold-colored leotard and tank top that resembles a professional wrestler's outfit; he doesn't wear gloves or a mask, but does have oversized black boots (“the better to stomp you with,” as he sometimes puts it).

THE CAHOKIAN

Background/History: Somewhere in the Multiverse, not too far from the Champions Universe's reality but not too close, lies an alternate Earth that's almost, but not quite, the same as the standard Earth. One of the most important differences is that the United States of America never coalesced; instead, North America between Canada and Mexico is occupied by a hodge-podge of often-warring states.

One of those states is the Empire of Cahokia, which occupies the upper Midwest and some of the region around the Great Lakes. Of the many warriors who serve the Empire, the greatest by far is the living-legend superhuman-soldier known to his people simply as *the Cahokian*. A master of combat both unarmed and armed, he favors a special high-tech crossbow that fires equally high-tech bolts.

Some years ago during a fight with a superteam from a neighboring nation, the Cahokian was caught in a dimension rift created by an enemy supermage and transported to Chicago on the Earth of the Champions Universe. Disoriented and weakened by his journey, he was easily picked up by the authorities and confined until they could figure out who he was and how he got there. Once they developed some idea about who and what he was, they couldn't decide what to do with him — he definitely wasn't open to offers to work for the United States (since he considered all nations but his own inferior), and they knew of no way to send him back home (even if they could find the proper dimension to send him to). So they simply kept him confined, thwarting his many attempts to escape.

A**PILEDRIVER**

Val	Char	Cost	Roll	Notes
70	STR	60	23-	Lift 400 tons; 14d6 HTH damage [7]
20	DEX	20	13-	
40	CON	30	17-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	
25	PRE	15	14-	PRE Attack: 5d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		Phases: 3, 5, 8, 10, 12
40	PD	38		Total: 40 PD (40 rPD)
50	ED	48		Total: 50 ED (50 rED)
30	REC	26		
80	END	12		
30	BODY	20		
80	STUN	30		

Total Characteristics Cost: 364

Movement:	Running:	12m
	Flight:	30m

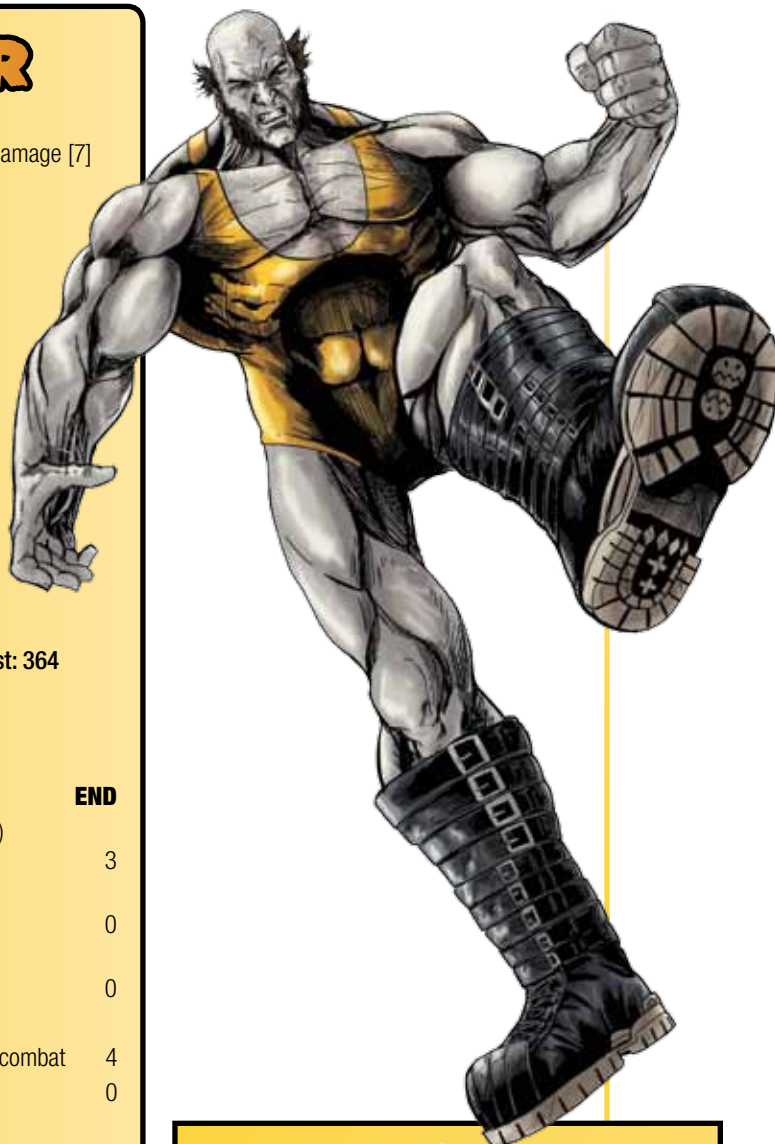
Cost	Powers	END
17	Arm Sweep: Area Of Effect (1m Radius; +¼) for up to 70 STR	3
22	Solar-Toughened Form: Hardened (+¼) for 40 PD/50 ED	0
56	Solar-Toughened Form: Resistant (+½) for 40 PD/50 ED Hardened (+¼)	0
45	Solar-Powered Flying: Flight 30m, x16 Noncombat	4
35	Solar-Powered Form: Life Support (Total)	0

Skills

32	+4 HTH
3	Stealth 13-
1	Tactics 8-
3	Teamwork 13-

Total Powers & Skills Cost: 2214**Total Cost: 578****400 Matching Complications (75)**

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: US government (Infrequently, Mo Pow, NCI, Capture/Kill)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture/Kill)
15	Psychological Complication: Overconfidence (Very Common, Moderate)
15	Psychological Complication: Greedy (Common, Strong)
15	Social Complication: Secret Identity (Calvin Tannenbaum) (Frequently, Major)

Total Complications Points: 75**Experience Points: 178****PILEDRIVER FACTS**

Here are some facts characters and NPCs might know about Piledriver if they succeed with an appropriate Skill Roll:

N/R: Piledriver is a super-strong villain who's a member of Merc-Force 1.

K/R: In addition to superhuman strength and resilience on par with Durak's, Piledriver can fly.

-2: Piledriver doesn't need to breathe, eat, or sleep; his superhuman energies somehow sustain his body.

-6: Piledriver is a mutant.

-8: Piledriver's powers depend on his cells absorbing solar energy; if cut off from solar energy for long periods of time (weeks), he'll weaken and eventually fall into a coma after about a month.

-10: His Secret Identity is Calvin Tannenbaum; his mutant powers surfaced late, while he was in the military, but he didn't like the discipline or instructors in the Ameriforce One program and escaped to become a supervillain.

THE CAHOKIAN FACTS

Here are some facts characters and NPCs might know about the Cahokian if they succeed with an appropriate Skill Roll:

N/R: The Cahokian is a member of the Merc-Force 1 villain team; he's a weaponmaster armed with a super-tech crossbow and bolts, and a blaster-staff.

K/R: The Cahokian's quiver holds taser bolts, explosive bolts, "siren-flare" bolts that blind and deafen, a glue bolt, and traditional sharp-arrowhead bolts.

-2: The Cahokian practices a martial art that seems similar to Karate.

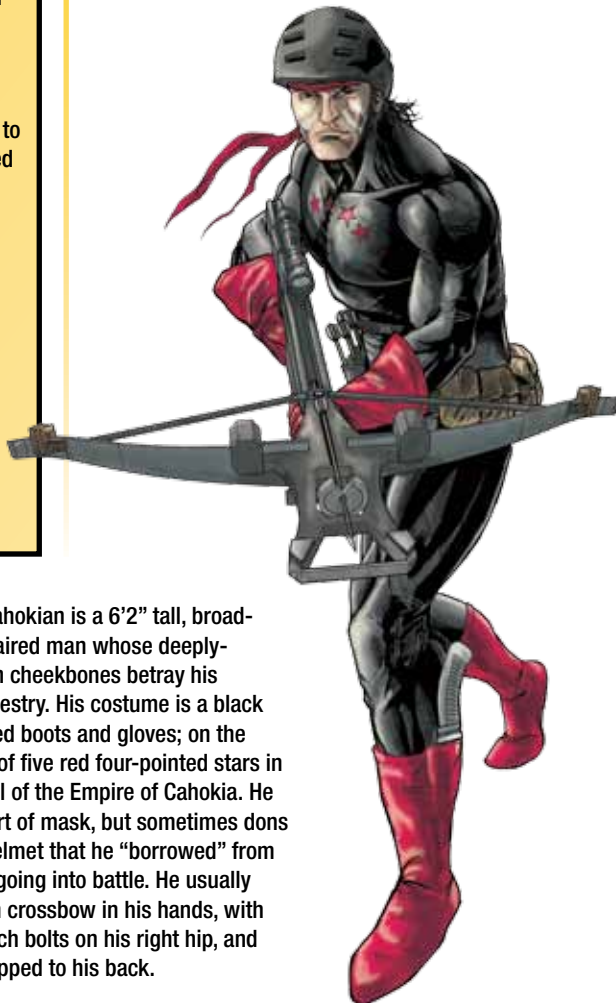
-6: The Cahokian sometimes seems to get very disoriented in combat.

-10: The Cahokian is actually from an alternate Earth where he's the leading soldier of the Empire of Cahokia, located in central North America. He desperately wants to return home.

He finally broke free with a little help from Stareye and Piledriver, who also arranged to supply him with new weapons. Deeply grateful for their help, and honorable in his warrior's way, he agreed to join the new Merc-Force 1.

Personality/Motivation: The Cahokian is a man seemingly born and bred for nothing but combat. He only comes alive when on a mission or in a battle; the rest of the time he's either training or sitting around bored. Although he considers his teammates his only friends on Earth (which is true) and enjoys spending time in their company on some basic level, unless they're in a fight or preparing for one he tends to be frustrated and annoyed. He has a tendency to pick fights that could be avoided, or to drag out fights he could end quickly, which sometimes makes him a liability.

Because he's not actually from the Earth of the Champions Universe, the Cahokian sometimes experiences disorienting episodes of "reality fugue" where he seems to be perceiving his own Earth overlaid with the Earth he now lives on. As a result he suffers major penalties (-5 or more) to PER Rolls, Attack Rolls, and most Skill Rolls. (In game terms, the GM should roll his *Reality Fugue* Psychological Complication at least once per game session; if the Cahokian fails the roll, he should experience an episode of reality fugue lasting 1d6+1 Phases at a crucial moment.)



Appearance: The Cahokian is a 6'2" tall, broad-shouldered, black-haired man whose deeply-tanned skin and high cheekbones betray his American Indian ancestry. His costume is a black bodystocking with red boots and gloves; on the chest is an emblem of five red four-pointed stars in an arc — the symbol of the Empire of Cahokia. He doesn't wear any sort of mask, but sometimes dons a modern military helmet that he "borrowed" from the US Army before going into battle. He usually carries his high-tech crossbow in his hands, with his quiver of high-tech bolts on his right hip, and his blaster-staff strapped to his back.

While he's found life and battle on his current Earth satisfying, the Cahokian would far prefer to return home and fight for his own people once more. He's constantly on the lookout for information about dimensional technologies, dimension-travel spells, and any other way to get back to his own reality. If he finds one he trusts, and that he believes he can properly calibrate to get him to the right dimension, he'll do whatever he must to use it... even if that means hurting his teammates.

Quote: "They have no honor, and no skill... and thus no way to defeat us."

Powers/Tactics: The Cahokian is a highly trained, highly competent, highly experienced combatant who knows many methods of armed and unarmed combat. His main weapons are (a) a high-tech crossbow that shoots bolts that can injure, incapacitate, or blind opponents, and (b) a blaster staff that also has a projecting spearhead. If deprived of these weapons he can inflict painful blows using his *Cahokian Combat* Martial Art.

In most combats the Cahokian lets his flashier teammates take the lead; he hangs back and picks off targets of opportunity. But he has no qualms about mixing it up hand-to-hand if necessary. He's a wily fighter who often uses Acrobatics to obtain Surprise Move bonuses.

Campaign Use: Although the Cahokian isn't exactly a weak link in Merc-Force 1 — he's a tough fighter who willingly goes along with the group's plans — his desire to get home leaves the team vulnerable to losing a member. The heroes might be able to decoy him out of hiding with the promise of a way to return him to his home dimension... or better yet, they might actually have a way to send him home and get him out of their hair once and for all.

To make the Cahokian tougher, increase the Active Points in his Crossbow's attacks to 75 or 90, and perhaps give him some Swinging or more Combat Luck. To weaken him, get rid of his Blaster-Staff and half of his Extra DCs.

The Cahokian doesn't Hunt heroes unless Stareye orders him to, in which case he follows orders. However, if he met up with a hero he felt was his equal in combat, he might track that hero down to challenge him to a "training match" — just for fun, so to speak.

Associates, Allies, And Adversaries: The Cahokian studies superhumans with dimensional powers in the hopes of finding one with the ability and willingness to send him home. Currently he's mostly focused on Professor Paradigm and the Paradigm Pirates, but he recognizes that the Professor's very self-interested and not necessarily trustworthy. He's waiting until he has some leverage before he approaches the Malevolent Metaphysician. He's also heard of the Janus Key and its power to shift people along the Cosmic Axis; he'd like to learn more, but until the Key resurfaces there's not much he can do.

A

THE CAHOKIAN

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
20	DEX	20	13-	
18	CON	8	13-	
20	INT	10	13-	PER Roll 13-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
5	DMCV	6		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
10	PD	8		Total: 21 PD (11 rPD)
10	ED	8		Total: 21 ED (11 rED)
10	REC	6		
35	END	3		
13	BODY	3		
40	STUN	10		

Total Characteristics Cost: 187

Movement: Running: 18m
Leaping: 12m
Swimming: 8m

Cost Powers

45	High-Tech Crossbow And Quarrels: Multipower, 60-point reserve 60 Charges (+½) for entire reserve; all OAF (-1)	END [60]
2f	1) Broadhead Arrow: RKA 3d6 OAF (-1)	
2f	2) Chisel-Point Arrow: RKA 2d6 Armor Piercing (+¼); OAF (-1)	
3f	3) Taser Arrow: Blast 12d6 OAF (-1), STUN Only (-0)	
3f	4) Glue Arrow: Entangle 4d6, 4 PD/4 ED Sticky (+½); OAF (-1)	
3f	5) Siren-Flare Arrow: Sight and Hearing Group Flash 11d6 OAF (-1)	
3f	6) Smoke Arrow: Darkness to Sight Group 8m radius Continuing Charges (each Charge used for this slot lasts for 1 Turn [or ends if exposed to high winds or rain]); +½; OAF (-1)	
3f	7) Explosion Arrow: Blast 8d6 Area Of Effect (18m Radius Explosion; +½); OAF (-1)	
2f	8) Knockout Gas Arrow: Blast 4d6 NND (defense is Life Support [Self-Contained Breathing]); +1, Area Of Effect (8m Radius; +½); OAF (-1)	
30	Blaster Staff: Multipower, 60-point reserve All OAF (-1)	
1f	1) Staff: HA +4d6 OAF (-1), Hand-To-Hand Attack (-¼) plus: Reach +2m OAF (-1)	2
1f	2) Projecting Spearhead: HKA 1d6+1 (2½d6 with STR) OAF (-1) plus: Reach +2m OAF (-1)	2
3f	3) Blaster: Blast 12d6 OAF (-1), 12 Charges (-¼)	[12]

Martial Arts: Cahokian Combat

Maneuver	OCV	DCV	Notes
4	Block	+2 +2	Block, Abort
4	Disarm	-1 +1	Disarm, 50 STR
4	Dodge	+0 +5	Dodge all attacks, Abort
3	Legsweep	+2 -1	9d6; Target Falls
4	Knifehand Strike	-2 +0	HKA 2d6 (3d6+1 with STR)
4	Nerve Strike	-1 +1	4d6 NND(1)
4	Punch/Snap Kick	+0 +2	10d6 Strike
5	Side/Spin Kick	-2 +1	12d6 Strike
16	+4 Damage Classes (already added in)		
16	Armored Costume: Resistant Protection (8 PD/8 ED) 0 OIF (-½)		
6	Fast Runner: Running +6m (18m total) 1		
4	Strong Leaper: Leaping +8m (12m forward, 6m upward) 1		
2	Strong Swimmer: Swimming +4m (8m total) 1		
9	Observant: +3 to PER Rolls with all Sense Groups 0		

Talents

6 Combat Luck (3 PD/3 ED)

Skills

50	+5 with All Combat
3	Acrobatics 13-
3	Breakfall 13-
3	Climbing 13-
3	Contortionist 13-
3	Demolitions 13-
3	Electronics 13-
3	Lockpicking 13-
3	Security Systems 13-
3	Stealth 13-
2	Survival (Temperate/Subtropical) 13-
3	Tactics 13-
3	Teamwork 13-
3	Tracking 13-
6	WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons
3	Weaponsmith (Firearms, Muscle-Powered Ranged) 13-

Total Powers & Skills Cost: 289

Total Cost: 476

400 Matching Complications (75)

10	Distinctive Features: Style (Not Concealable, Always Noticed And Recognizable, Detectable By Large Group)
20	Hunted: US government (Infrequently, Mo Pow, NCI, Capture/Kill)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture/Kill)
15	Psychological Complication: Lives For Combat (Common, Strong)
15	Psychological Complication: Desperately Wants To Return Home (Common, Strong)
10	Psychological Complication: Reality Fugue (see text) (Uncommon, Strong)

Total Complications Points: 75

Experience Points: 76



PSI

Membership: The primary members of PSI as of mid-2010 are Psimon, Medusa, Mind Slayer, Deuce, Hypnos, and Soulfire. The organization also has numerous “field agents” with lesser psionic powers, young potential members in training, and the like.

Background/History: The story of PSI, the Parapsychological Studies Institute, began in 1980 when the National Institute of Health, working with a grant from the estate of the super-scientist Michael Maven, formed a task force to study beneficial human mutations in general and psionic and psychokinetic powers in particular. The scientist they put in charge of the program was Dr. Sebastian Poe, a prodigy in his mid-20s who’d already published several papers on the topic of what he referred to as “cerebellic genetic deviations.” Poe had several theories about psionics, most interestingly that while everyone was born with some level of psionic potential, certain combinations of proteins and other chemicals could greatly enhance the powers of those who had already manifested small talents.

Unfortunately, Poe was unable to prove his theories quickly enough; the NIH cut his funding in 1984. Poe believed he was very close to a breakthrough, so he opened a private research company called the Parapsychological Studies Institute in Maryland with his own funds. Since he no longer had the government providing him with patients to experiment on, he hired Trace, a private detective who’d already manifested psychic tracking abilities, to help him find subjects for his experiments.

In 1985, Poe had his breakthrough, developing what he called the “Psi Serum.” Using it on himself, he amplified his own psychic potential to the point where he could actually perceive the world through other people’s senses. Thrilled by his success, he also began experimenting on his own infant son Kevin, though at first this had no effect.

In 1986, Poe publicly founded the Parapsychological Studies Institute with the announced goal of studying superhuman powers and training young superhumans to use their powers. But this was just a facade; Poe simply wanted to learn more and further develop his serum. Things went very well at first, but then Poe’s other personal

investments failed and he was suddenly unable to continue maintaining the clinic. In desperation, Poe turned to organized crime; the Scarlatti family, which ruled the underworld of Baltimore. Sam Scarlatti saw the potential value of Poe’s serum and agreed to continue to fund Poe’s research, as long as Poe could continue to provide superhuman help for the Scarlattis in the form of his successful “experiments.”

Poe went straight to work, and within months he had his first two criminal successes: Darkmind, a powerful telepath; and Crimson, who manifested additional telekinetic “limbs.” Poe had also hired a new accountant, Madeline Bruner, and began an affair with her. Bruner found out she had latent psionic potential and insisted she also get a sample of the serum; soon she manifested powers herself. Learning of the affair (and also the illicit experiments Poe had performed on their child), Poe’s wife Renee left him and took Kevin into hiding somewhere in the midwest.

By 1990 Madeline and Poe were married, and her ambition began to guide Poe’s work. Dissatisfied with merely providing soldiers for the mob, Madeline devised a plan to use their powers to seize control of the Scarlatti family, and she and the other mentalists Poe had “created” carried it out. Soon she repeated the plan, taking over the Baltimore VIPER Nest. This time her spoils included the Nest’s technological assets and the brilliant mechanical engineer Bradley Richards, who was responsible for creating and maintaining them.

PSI’s power had begun to grow. The pace of growth, however, remained too slow for Madeline, who now preferred her codename “Medusa.” She wanted more money and power, and she wanted it now, not years from now. The most powerful of PSI’s field agents, a protégé of Poe’s called Psimon, seemed to share her ambition. She carefully sounded him out and found that he was in complete agreement with her. The two of them began a passionate affair, and in 1994 they devised a scheme to remove Poe from leadership. They carefully wove a web of betrayal, planting a series of clues for the Justice Squadron that led them to PSI’s secret headquarters in Maryland. Poe and the field agents who were most loyal to him were all captured, leaving Psimon and Medusa in complete control of the remnants of the

organization. Thanks to their careful planning, Poe's claims that the Squadron had *not* in fact captured all of the organization were not believed. In 1995 Poe was sentenced to twenty years in Stronghold; he remains there to this day, having not managed to escape during the 2009 breakout.

With Psimon and Medusa now in control, PSI relocated to what would become Millennium City. By the early 2000s its ranks had swelled significantly due to Medusa's recruiting and use of the Psi Serum. Some of its members at that time included:

- *Bodyjacker*, who had the power to project his mind into another person's body and "possess" it;
- *Deuce*, a young woman with the mental power to split her "shadow self" off from her body;
- *Hypnos*, a mutant with powers of mental control and will-sapping;
- *Inquisitor*, a mutant with various psionic powers, including strong telepathy;
- *Lancer*, a "psi-soldier" who claimed to be from an alternate Earth where mentalists are oppressed and exploited;
- *Mind Slayer*, a lethal psychokinetic originally recruited by Dr. Poe who was in love with Psimon;
- *Soulfire*, a pyrokinetic;
- *Torment*, a pain-afflicted young man with the ability to mentally inflict the pain he felt on other people; and
- *Trace*, the psionic detective who'd helped Dr. Poe find subjects for his experiments.

PSI's most successful scheme during the first decade of the twenty-first century was the creation of *Mind, Inc.*, a self-help group based in Millennium City. In reality Mind, Inc. simply allowed PSI to accumulate profit, power, influence, and potential recruits.

But the whole thing unravelled in 2005 when Psimon, Medusa, Mind Slayer, and their core group of followers came under two-pronged attack. First, Kevin Poe, son of Sebastian Poe and leader of Millennium City's infamous New Purple Gang, began a war against PSI. Poe hungered for revenge against the people who "betrayed" his father and wanted to control the organization itself. Second, after discovering that the Institute for Human Advancement was about to propose sweeping new legislation to restrict non-registered superhumans,

Lancer decided that Champions Universe Earth was about to go the oppressive way of her home dimension... and that she had to stop it. She and a group of PSI operatives loyal to her (including Deuce, Torment, and recent recruits Gossamer and Reflex) rebelled against Psimon in an effort to take over PSI. They wanted to turn it into an "army" to use against the "anti-metahuman forces" rising to power. Hypnos, Soulfire, Inquisitor, and Bodyjacker switched sides from moment to moment based on perceived advantage, which only heightened the chaos.

The resulting three-sided conflict ripped PSI apart. The Champions, with some help from students at the Ravenswood Academy, did their best to contain the battle and capture the various villains (and their mind-controlled allies). When the dust settled, Lancer and most of her team had escaped after arranging the disgrace of several congressmen on IHA's payroll, and then disappeared (possibly having returned to her homeworld to fight for mentalists' rights); Gossamer, Inquisitor, Reflex, Torment, and Trace were dead; Bodyjacker was also dead (though it was never clearly established that his mind hadn't escaped into someone else's body before his was killed); Psimon and Medusa were both captured and sent to Stronghold; Mind Slayer was on the run from the law (and temporarily went to work for Menton, along with several of her other, lesser-powered, colleagues); and the New Purple Gang was significantly weakened and Kevin Poe himself in hiding. Mind Inc. was revealed to be a PSI front organization, and the discovery that many of its followers were city employees involved in siphoning public funds for PSI activities was a scandal that fed the local papers for months.

When Psimon and Medusa escaped from Stronghold during the 2009 breakout, they got Mind Slayer and some of the others to join them in re-creating PSI. Their minions include a number of former Mind, Inc. members whose psionic powers were left dormant and have now been awakened to serve the organization (see accompanying text box). As of 2010, PSI seems as powerful as it ever was... and officials fear that if it's not stopped, it may once again insidiously corrupt the people of Millennium City to serve it through a scheme that makes Mind, Inc. look like child's play.

PSI FIELD AGENTS

PSI's "field agents" are people who've been treated with the Psi Serum to bring out their latent psionic abilities. Generally those abilities are so weak that these people can't become full-fledged members/supervillains; instead they're used as psionic footsoldiers and minions in PSI's various schemes. Some of the most common types include:

Agent: Regarded as the least powerful field operatives, Agents can manifest psychokinetic "arms." (Possible powers include Extra Limbs, plus enhanced STR or Stretching that only works with those Limbs.)

Hypnotist: Typically the most powerful field agents, Hypnotists have powers of mesmerism and psionic assault, and sometimes psychokinetic abilities. (Possible powers include Mind Control 6-10d6, Mental Blast 2-5d6, Telekinesis (no more than 20 STR at most), and Blast 4-6d6, Double Knockback.)

Neophyte: Neophytes have psychokinetic powers but can only channel them through their bodies. Thus, they can't manipulate objects at a distance, but they're much stronger, tougher, and faster than a normal person. (Possible powers include STR 15-25, DEX 13-20, CON 13-18, OCV and DCV 4-6, SPD 3-4, and PD and ED 8-12.)

Slicers: Slicers have the ability to manifest one or two "blades" of psionic and/or psychokinetic force that can strike deadly, or merely painful, blows. (Possible powers include RKA 1-2d6, No Range; Mental Blast 2-4d6, No Range; and Telekinesis (no more than 20 STR at most).)

Group Relations: The relations between the members of PSI are strained, for several reasons. First, Psimon, Medusa, and Mind Slayer form a dangerous love triangle. Psimon and Medusa have been involved with one another for years now — but Mind Slayer is deeply attracted to Psimon, and he has no problem taking advantage of that, and exploiting her for his own purposes, when Medusa's not around. This causes a *lot* of tension between the two supervillainesses; he does a good job keeping the situation at no worse than a low simmer, but it wouldn't take much for it to boil over into violence.

Second, the other main members of PSI aren't as loyal to Psimon and Medusa as they'd prefer. Hypnos and Soulfire both went with the wind during the war, trying to support whichever side seemed to have the upper hand at the moment. Hypnos wouldn't mind running things himself if he had the chance, but ultimately both of them are simply selfish and don't care about the organization as a whole. Only their mutual desire for power and profit, which they can more easily acquire together, keeps them a part of the group. Deuce was one of Lancer's partisans who was somehow abandoned or left behind when Lancer disappeared; she was practically forced to rejoin PSI by Psimon and would rather not be a super-criminal at all.

Tactics: PSI's approach to combat is different from that of other villain teams, since its members' powers mostly fall into the same category: psionic and psychokinetic powers. Instead of working together to pound opponents into the dirt, they combine their mental powers to achieve greater effects (see *Complementary Mental Powers* on 6E1 152). Early in battle, Hypnos often concentrates on using his Drain EGO so that enemies become more vulnerable to the team's powers; the other members protect him while he does this (assuming he can't find cover himself). Psimon uses his *Group Mind* power to keep the team in contact during any mission or battle.

Other than its general lack of anyone but mentalists, PSI's major tactical weaknesses is its inability to move quickly, or in unusual ways. Of the six most powerful members, only two, Hypnos and Mind Slayer, can fly; the others are limited to running. They plan their jobs and battles to take this into account as much as possible, but it still causes problems from time to time. Psimon has put some funds into researching personal teleportation technology, but so far nothing has come of it; he'd be interested in stealing some from ARGENT or other organizations if he had the opportunity. As an alternative, he'd be willing to create versions of Hypnos's belt jets for everyone, but Hypnos refuses to let anyone examine or reverse-engineer them.

Campaign Use: You can use PSI in one of two ways. The first, but perhaps least satisfying, is as straightforward combat opponents for the PCs — sort of the same way you'd use the Crimelords, Eurostar, or the Ultimates. Given the specialized nature of PSI, this may be problematic. If your PCs don't have any strong defenses against Mental Powers, PSI will walk all over them; if they have too many defenses, they'll walk all over PSI.

The second, and preferable, way is to emphasize the behind-the-scenes, conspiratorial scheming aspect of PSI — the aspect Medusa is so enamored with that led to the creation of Mind, Inc. With their psionic powers, the members of PSI can infiltrate governments and institutions, obtaining power and riches while secretly corrupting society. This is a much more insidious and evil form of supercrime than simply smashing banks apart to take the money, and one the PCs will have a harder time coming to grips with — which makes PSI more of an intriguing challenge. They can still hold their own if a fight breaks out (as it inevitably will), but they're not just combat machines, and this approach focuses on what makes them so dangerous: their ability to control people and events without being detected.

If PSI isn't powerful enough for your PCs, all you have to do is create some more members. The ones described here definitely are not the limit of PSI's roster. On the other hand, if PSI's members are too powerful, decrease their mental powers generally (or get rid of the powers causing you the most trouble), or remove a few members from the team.

PSI is a dangerous and powerful Hunted. Rather than take on its quarry directly, the team conducts surveillance and research, finding out whatever it can and using that information to mount a campaign of covert harassment. A little Mind Control on the right people is enough to get a hero audited, divorced, fired, or arrested (among other things), and that's just the beginning. When PSI feels the foe is sufficiently weakened, it closes in to kill him... or transform him into a puppet to do its bidding.

THE PSI SERUM

PSI retains control of Sebastian Poe's greatest discovery, the Psi Serum. (It's possible that Kevin Poe obtained some during the "war" with PSI, but as far as PSI can tell its stock is intact.) The Psi Serum has the effect of amplifying a person's latent psionic potential. If administered to a person with no psionic potential at all, it has no effect (other than sometimes making the subject mildly ill for one or two days). But if the subject has the tiniest trace of latent psionic potential — even so little that, like Madeline Bruner, they don't register as mutants on mutant detection scanners — then the Psi Serum interacts with and increases that potential, usually to the point where the subject gains true mental powers. The stronger the subject's potential, the stronger the powers he gains from the Psi Serum. To date, Psimon is the strongest and most versatile mentalist created with the Serum.

PSI keeps a small stock of the Psi Serum on hand for testing new "recruits" (even if they don't know they're being tested). The formula is a carefully-guarded secret; only Medusa and Psimon know it in full.

Associates, Allies, And Adversaries: PSI's relations with the rest of the Superhuman World are none too good, in part because most villains don't trust the organization. Would you trust someone who can manipulate your thoughts and emotions with ease? But PSI generally doesn't care, since most villains are too overt and "flashy" to suit the group's preferred method of operation.

That being said, PSI regards independent mentalist villains, like Cybermind and Esper, as potential recruits. It would prefer to "grow from within" by enhancing the powers of its "field agents" and young "students," but adding fresh blood in the form of an experienced psionic villain is certainly possible.

PSI's opinion on Menton is mixed. On the one hand, Mind Slayer and several lesser members went to work for him after PSI split up, and relations between them remain reasonably cordial; he's helped the group out on a couple of occasions. However, Psimon and Medusa don't trust him, and pretty much everyone in the organization resents how Menton thinks of them as "mental midgets" to some degree. Psimon might eventually become angry enough to try to eliminate Menton... but only if he thought he had a strong chance of success.

PSI has ongoing feud with VIPER due to the "Baltimore incident" (as VIPER refers to it), which the snakes have never forgotten. And as discussed on CU 160, PSI's also feuding with ARGENT over that organization's "betrayal" of it and attempt to develop psionic technology.

However, PSI's worst enemy is Kevin Poe and his now-recovered New Purple Gang. Poe himself is a powerful psychokinetic, and the members of the Gang are a loyal, well-armed, vicious army supporting his every move. He's a major thorn in PSI's side; law enforcement officials have no doubt that another war between the two is inevitable. (For Kevin Poe, use Force's character sheet on page 65 but increase his INT to 20 and give him Danger Sense.)

Because so many of its members are mutants, PSI is of great interest to Kinematik. He hasn't yet made any overtures to PSI about joining his "team," but he probably will eventually. At the very least, he'd be willing to form a loose alliance with PSI so the two groups can help each other out if necessary.

PSIMON

Background/History: Simon Bell was PSI's first great success under Sebastian Poe's leadership. In 1992, Bell, a nondescript college student at the University of Maryland, checked himself into a local hospital complaining of migraine headaches. While there, he began to manifest psychic powers, giving several of the nurses and residents "waking nightmares" in the process. His "emergence" was detected by Trace, and Poe visited him in the hospital, recruiting him into PSI that very afternoon.

Giving him the joking code name "Psimon," Poe ran Bell through the full battery of tests, and eventually woke in him an impressive suite of psychic abilities. Poe began to regard Bell as his eventual second-in-command. Meanwhile, Medusa became quite taken with the handsome, aggressive young man, and the two started a torrid affair. Obsessed as always with personal power, Medusa decided Psimon was both more forceful and more easily manipulated than Poe, and convinced him to overthrow his mentor and seize control of the organization. With her assistance, Psimon laid the trap that led to the Justice Squadron capturing Poe and apparently "destroying" PSI.

Psimon led the team to Millennium City, through the successes of the Mind, Inc. years, and through the war and seeming dissolution of the organization as he and Medusa were incarcerated in Stronghold. Since escaping during the 2009 breakout he's re-formed the organization and has plans to lead it to greater heights of wealth, influence, and power than ever before.

Personality/Motivation: Psimon has been a fairly effective leader for PSI. Though not very well-read or educated (television is the limit of his entertainment), he's a naturally-gifted tactician and a sharp thinker who knows how to use his team's abilities to best advantage. He's not subtle, so he lets Medusa handle the scheming, reserving the power to approve her plans.

Psimon has a massive ego and enormous faith in his own abilities; his years in Stronghold did nothing to diminish this sense of confidence. He frequently underestimates the abilities of his opponents, especially if they're female, though to his credit he usually learns from his mistakes. He knows PSI's greatest strength has been its patience and willingness to work behind the scenes, and is loath to risk revealing its activities to the public for anything but the highest stakes. He's a bit of a bully and has no patience for weakness, which he exploits cruelly for his own ends (as he does with Mind Slayer and Deuce, for example).

Despite his ego and desire for power, Psimon genuinely cares for Medusa, though the two of them fight frequently. He doesn't take kindly to other men paying her attention. Mind Slayer he regards as more of a toy, someone he can use however he wants. He may come to regret that attitude if she ever falls out of love with him.

PSI FACTS

Here are some facts characters and NPCs might know about PSI if they succeed with an appropriate Skill Roll:

N/R: PSI is an organization of criminal mentalists led by Psimon and Medusa; other members include Mind Slayer, Hypnos, and Soulfire.

K/R: PSI has a long and tortured history (see main text), including a "war" in 2005 that pitted some members against others while the organization was under attack by the New Purple Gang for some reason. The self-help group Mind, Inc. was a PSI front.

-1: PSI also has some "field agents" who are mostly normal humans with minor psionic or psychokinetic powers.

-6: Kevin Poe, leader of the New Purple Gang, is the son of Sebastian Poe, PSI's now-disgraced and imprisoned founder; he wants to take over PSI.

-8: PSI does not get along with VIPER or ARGENT.

Quote: “All right, hero. Time to do as Psimon says!”

Powers/Tactics: Psimon is one of the more powerful psychics on Earth, though nowhere near the range of Menton or Mentalla. His powers are varied and strong, allowing him the ability to deploy his teammates according to their own strengths and covering their weaknesses himself. In combat he tries to identify the opposition's leaders and remove them with Mind Control or Mental Illusions, hopefully scrambling any plan of attack. His Mind Link allows him to remain in constant contact with his own team, whom he directs to strike by surprise and from hiding wherever possible.

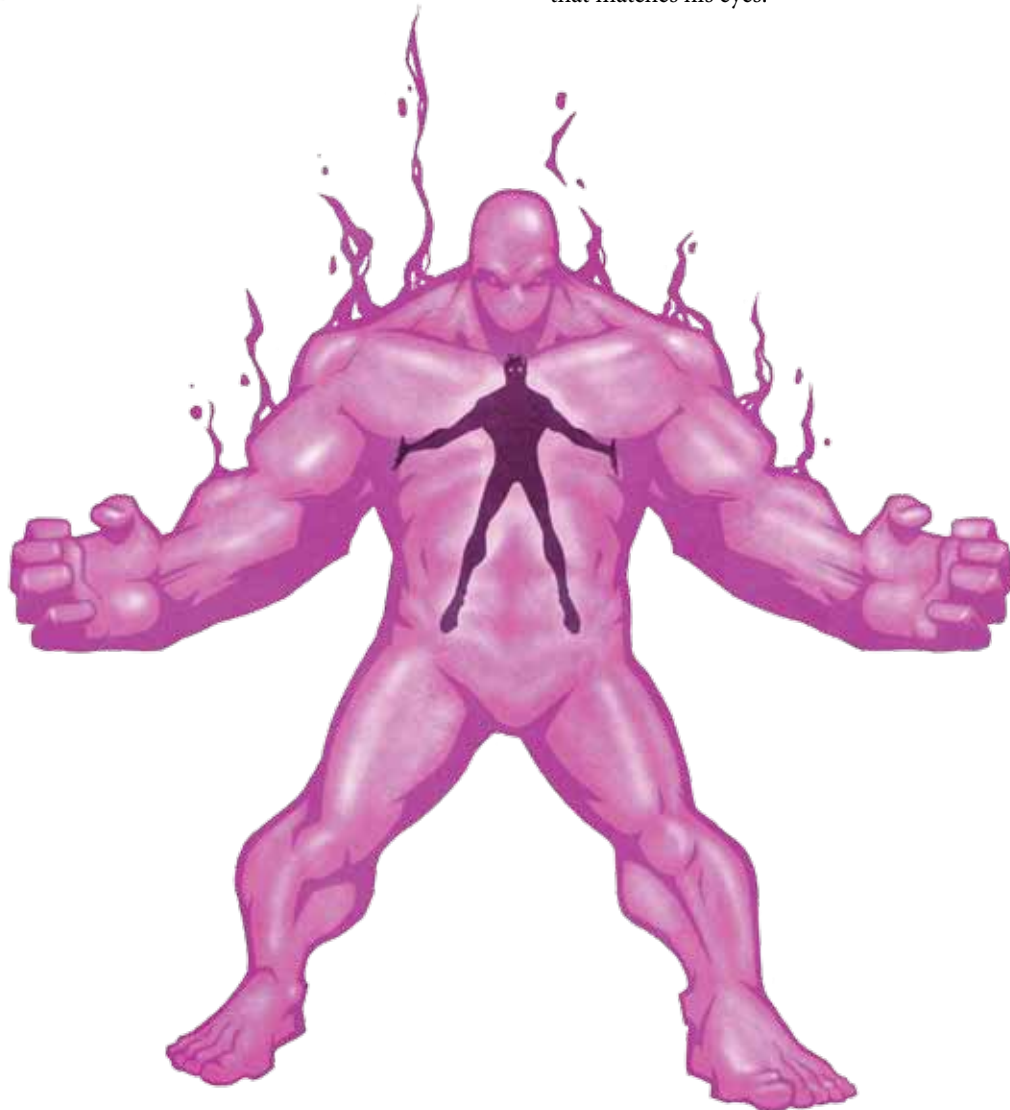
When Psimon exerts his psychokinetic powers in full, they manifest as a large humanoid form made of pinkish energy with him “riding” in the center. This “psi-giant” (as Deuce once named it) protects him, enhances his basic psychokinesis, and lets him “run” faster than normal.

Campaign Use: As the leader of PSI, Psimon should have as much or more knowledge of any plot the organization gets involved in than any other member (except maybe Medusa), though

not of individual members' activities, which could lead to some interesting situations. VIPER (or any other organization PSI has interfered with) might recognize his value and either attempt to recruit him themselves or remove him to weaken PSI for a future attack.

Psimon should come across as a tough foe, one any single PC (if not two or three) should have a tough time with, especially when he's in his psi-giant. If he's not powerful enough to function that way in your campaign, try increasing his Multipower to a 75 or higher point reserve (and possibly increase some of the slots as well), and/or tack more defensive powers (such as some Damage Negation) onto the psi-giant form so that he's nigh-invulnerable when he's “inside” it. If he's too effective, decrease the Multipower reserve to 50 points and the psi-giant's defenses to 20 PD/20 ED.

Appearance: Psimon is a handsome brown-haired man in his mid-thirties twenties, standing about 6'1"; he's clean-shaven and his eyes glow with pinkish energy. He wears a red and black costume with a stylized PSI-symbol on the chest. His telekinetic powers manifest as a form of pinkish energy that matches his eyes.





PSIMON

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2.5d6 HTH damage [1]
18	DEX	16	13-	
25	CON	15	14-	
20	INT	10	13-	PER Roll 13-
29	EGO	19	15-	
23	PRE	13	14-	PRE Attack: 4½d6

6	OCV	15		
6	DCV	15		
10	OMCV	21		
10	DMCV	21		
5	SPD	30		Phases: 3, 5, 8, 10, 12
7	PD	5		Total: 15 PD (8 rPD)
10	ED	8		Total: 18 ED (8 rED)
15	REC	11		
60	END	8		
15	BODY	5		
36	STUN	8		Total Characteristic Cost: 223

Movement: Running: 12m (20m)

Cost Powers

Cost	Powers	END
60	Mental Domination: Multipower, 60-point reserve	
12v	1) Superior Will: Mind Control 12d6	6
12v	2) Open Your Mind to Me: Telepathy 12d6	6
12v	3) Control Of The Senses: Mental Illusions 12d6	6
12v	4) Mental Overload: Mental Blast 6d6	6
12v	5) No Escape From My Thoughts: Mind Scan 12d6	6
45	Basic Psychokinesis: Telekinesis (20 STR) ACV (uses OMCV against DCV; +0), Line Of Sight (+½)	4
42	Psi-Giant Psychokinetic Enhancement: Telekinesis (+20 STR) ACV (uses OMCV against DCV; +0), Line Of Sight (+½), Reduced Endurance (½ END; +¼); Unified Power (-¼)	2
60	Psi-Giant Force-Field: Resistant Protection (30 PD/30 ED) Costs Half Endurance (-¼), Unified Power (-¼)	4
6	Psi-Giant's Stride: Running +8m (20m total) Unified Power (-¼)	1
16	PSI Armored Costume: Resistant Protection (8 PD/8 ED) OIF (-½)	0
15	Mental Wards: Mental Defense (15 points)	0
35	Group Mind: Mind Link, any group of up to 16 minds	0
4	PSI Radio: Radio Perception/Transmission (Radio Group) OAF (-1), Affected As Hearing Group As Well As Radio Group (-¼)	0

Talents

5	Money: Well Off
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Skills

18	+3 with All Mental Powers
3	Charm 14-
3	Interrogation 14-
2	KS: American Superheroes 11-
2	KS: Television Shows 11-
3	Persuasion 14-
3	Tactics 13-

Total Powers & Skills Cost: 382

Total Cost: 605

400 Matching Complications (75)

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
10	Enraged: when taunted effectively or humiliated (Common) go 8-, recover 14-
25	Hunted: VIPER (Infrequently, Mo Pow, NCI, Kill)
5	Psychological Complication: Vain About His Appearance (Uncommon, Moderate)
10	Psychological Complication: Consistently Underestimates Female Opponents (Common, Moderate)
15	Psychological Complication: Powerhungry (Common, Strong)
15	Psychological Complication: Loyal To Medusa Despite Their Fights (Common, Strong)
15	Social Complication: Public Identity (Simon Bell) (Frequently, Major)

Total Complications Points: 75

Experience Points: 205

PSIMON FACTS

Here are some facts characters and NPCs might know about Psimon if they succeed with an appropriate Skill Roll:

N/R: Psimon is the leader of PSI. He has a broad range of mental and psychokinetic powers; the latter often manifest in the form of a pinkish "psi-giant" that he "rides" inside.

K/R: His real name is Simon Bell. He was captured in 2005 and imprisoned in Stronghold, but escaped during the 2009 breakout and re-formed PSI.

-1: Psimon has been involved in a romantic relationship with Medusa for many years.

-2: Psimon's "psi-giant" power makes him very difficult to harm.

-4: At maximum effectiveness, Psimon's psychokinesis can lift over 6,000 metric tons.

-6: Psimon is a mutant, though his powers were so weak it took the Psi Serum to enhance them to the point of usefulness.

MEDUSA FACTS

Here are some facts characters and NPCs might know about Medusa if they succeed with an appropriate Skill Roll:

N/R: Medusa is one of the main members of PSI; she has the power to psionically paralyze people.

K/R: Her real name is Madeline Bruner; she was once married to PSI founder Sebastian Poe, but betrayed him to be with Psimon and run the organization.

-1: Medusa also has some psychokinetic powers.

-2: Medusa has a real vicious streak when crossed; she's been known to paralyze opponents and then slit their throats so they have to watch themselves slowly bleed to death.

MEDUSA

Background/History: Madeline Bruner was born in 1965 to upper-middle-class parents in Connecticut. All her life she watched her parents try to scramble up the social ladder and not quite succeed. Everything they had, and it was plenty for most people, was never enough for the Bruners. Madeline learned her lessons well, and went off to college with the idea of acquiring a good job and then a wealthy husband firmly in mind. After graduating with a degree in accounting, she went to work as the CFO of a small research firm in Maryland, only to discover that the Parapsychological Studies Institute was being funded by the mob in exchange for the use of some of its students as super-criminals! Her mother would have been scandalized, but Madeline was only... intrigued.

She began an affair with the Institute's director, Sebastian Poe, and when his wife found out and left him they moved in together, marrying in 1989. She became invaluable to Poe in his relationship with the Scarlatti family, since he didn't have the native instinct for deception that she had or the ability to organize and "cook" PSI's books. And then, when she asked him to give her the psychic activation serum he'd developed, well, there was no way for him to refuse.

Once Madeline became Medusa, there was no limit to her thirst for more power. First she pushed Poe to betray the mob, and then to take on and defeat the local VIPER Nest. But he moved too slowly for her, so she instead took up with the younger and more ambitious Psimon, and helped him betray and overthrow Poe. After escaping the Justice Squadron, she convinced Psimon to move PSI to Millennium City and to found first the Academy and then Mind, Incorporated — all the while juggling several other lovers. Now she has set her sights on political power, and has spent her time recently establishing her new secret identity of Madeline Bell as a mover and shaker in Millennium City's local politics. Though Psimon remains the official head of PSI, no one who deals with the organization has any doubt that it's Medusa who really holds the reins.

Personality/Motivation: Medusa defines the word "powerhungry," and she has a generous dose of good old-fashioned greed to go with it. She won't be satisfied as long as someone out there is happier and more powerful than she is. Despite everything she has, she still has a pathological need to acquire *more*, whether it's wealth, power, or the attention of men. Despite this naked cupidity, she is a shrewd and crafty plotter and never enters a situation without a plan. She is patient, methodical, and absolutely ruthless to anyone unfortunate enough to get in her way.

Despite her constant string of affairs and willingness to use sex as a weapon, Medusa genuinely loves Psimon, and gets jealous when he pays attention to other women. They may fight a lot, but he's *hers* to fight with, and anyone who tries to take him away is going to suffer.

Quote: "You'll regret your interference in my plans. Now why not be a good boy and stay there for a while?"

Powers/Tactics: Thanks to Sebastian Poe's Psi Serum, Medusa's minuscule latent psionic potential was vastly amplified. Initially she just had a single, extremely strong, mental power: the ability paralyze her foes, locking up their voluntary muscles and motor commands. Once she makes someone stop moving, they usually can't budge until the effect wears off (about a day later, unless another member of PSI helps the victim out, or he breaks out on his own).

Over time, as she took more serum, practiced more, and spent more time around her PSI colleagues, Medusa manifested some psychokinetic powers as well: basic psychokinetic manipulation and a few psychokinetic blasts. She's not the strongest psychokinetic in the world by any means, but these powers give her some good tactical options if her Mental Paralysis won't do the trick.

Medusa avoids combat whenever possible. If she can't, she'll get to cover quickly and then snipe at targets, trying to use her Mental Paralysis to set them up for her teammates. She's been known to freeze people who have particularly angered her and then slit their throats, leaving them to watch as their lives bleed slowly away. She carries a stiletto with sharpened edges for this purpose (it's also good for Surprise Move attacks against vulnerable foes who don't know she's got it).

Campaign Use: Medusa is the "power behind the throne" of PSI, and unlikely to appear without an entourage of field agents to protect her. However, her recent efforts to manipulate political events in Millennium City may bring her a new set of enemies and rivals that might threaten PSI's veil of secrecy.

Medusa's power may be a real problem for your PCs; it's a strong Entangle that's hard (if not impossible) for most heroes to break out of. If this is a problem in your campaign, either weaken it, make her not use it so much, or make its use obvious so the PCs learn to take her out of the fight quickly. She should be a frightening, but not overwhelming, opponent.

On the other hand, if Medusa's too weak for your game, expand the scope of her mental abilities. Either give her more psychokinetic powers, or expand her Mental Paralysis into other telepathic powers like Mental Assault and Mind Control.

Appearance: Medusa is in her early 40s, and though she's only slightly more attractive than average, she has an indefinable appeal to many men. She's careful about her appearance, and keeps her thick mane of long, black hair styled in whatever the fashion of the moment might be. When she uses her psychokinetic powers, her hair takes on the appearance of pinkish energy, similar to Psimon's powers. When she has to work in the field she wears a modified PSI costume, carefully tailored to show off her generous figure.

A

MEDUSA

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 HTH damage [1]
16	DEX	12	12-	
17	CON	7	12-	
23	INT	13	14-	PER Roll 14-
26	EGO	16	14-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
5	DCV	10		
9	OMCV	18		
8	DMCV	15		
4	SPD	20		Phases: 3, 6, 9, 12
4	PD	2		Total: 18 PD (14 rPD)
4	ED	2		Total: 18 ED (14 rED)
5	REC	1		
35	END	3		
8	BODY	-2		
30	STUN	5		Total Characteristic Cost: 140

Movement: Running 12m

Cost Powers

Cost	Powers	END
128	Mental Paralysis: Entangle 6d6, 8 PD/8 ED ACV (uses OMCV against DMCV; +¼), Takes No Damage From Physical Attacks (see 6E1 217; +¾), Work Against EGO, Not STR (+¼), Reduced Endurance (0 END; +½); Mental Defense Adds To EGO (-½)	0
60	Psychokinetic Powers: Multipower, 60-point reserve	
4f	1) Psychokinesis: Telekinesis (20 STR) ACV (uses OMCV against DCV; +0), Line Of Sight (+½)	4
6f	2) Psychokinetic Blast: Blast 8d6 ACV (uses OMCV against DCV; +0), Line Of Sight (+½)	
4f	3) Psychokinetic Pulse: Blast 8d6 ACV (uses OMCV against DCV; +0), Double Knockback (+½); No Range (-½)	6
5	Stiletto: HKA ½d6 (1d6-1 with STR) Armor Piercing (+¼); OAF (-1), No Knockback (-¼)	1
16	PSI Armored Costume: Resistant Protection (11 PD/11 ED) OIF (-½), Activation Roll 14- (-½)	0
20	Mental Wards: Mental Defense (20 points)	0
4	PSI Radio: Radio Perception/Transmission (Radio Group)0 OAF (-1), Affected As Hearing Group As Well As Radio Group (-¼)	0

Perks

6 **Money:** Wealthy

Talents

6 **Combat Luck** (3 PD/3 ED)

Skills

- 3 Acting 13-
- 3 Bureaucratics 13-
- 7 Charm 15-
- 3 Computer Programming 12-
- 3 Conversation 13-
- 7 High Society 15-
- 1 CK: Millennium City 8-
- 3 KS: PSI's Finances 14-
- 2 KS: Millennium City Underworld 11-
- 2 KS: The Superhuman World 11-
- 2 Language: French (fluent conversation; English is Native)
- 3 Persuasion 13-
- 3 PS: Accountant 14-
- 3 Stealth 12-
- 3 Teamwork 12-

Total Powers & Skills Cost: 307

Total Cost: 447

400 Matching Complications (75)

- 25 **Hunted:** VIPER (Infrequently, Mo Pow, NCI, Kill)
- 20 **Psychological Complication:** Powerhungry (Very Common, Strong)
- 15 **Psychological Complication:** Uses Sex To Manipulate Men (Common, Strong)
- 15 **Psychological Complication:** Actually In Love With Psimon And Jealous Of His Attention (Common, Strong)
- 15 **Social Complication:** Public Identity (Madeline Bruner) (Frequently, Major)

Total Complications Points: 75

Experience Points: 47



MIND SLAYER FACTS

Here are some facts characters and NPCs might know about Mind Slayer if they succeed with an appropriate Skill Roll:

N/R: Mind Slayer is a member of PSI; she has psychokinetic powers.

K/R: Mind Slayer is a vicious, murderous fighter whose signature attack is psychokinetic “knives” that she throws at her opponents to cut them to ribbons.

-1: Mind Slayer is deeply in love with Psimon.

-4: Mind Slayer is a serious smoker; she becomes upset, nervous, and less competent if kept from smoking for long periods of time due to being distracted by her need for nicotine.

-6: Mind Slayer is a mutant.

-8: Mind Slayer can manifest psychokinetic “fingers” that make it possible for her to perceive things around her even if she can’t see.

-10: Her Secret Identity is Stacy Turner.

MIND SLAYER

Background/History: Stacy Turner ran away from her home in the suburbs of Chicago in 1989 when she was sixteen, fleeing the beatings her father had given her regularly since the death of her mother a few years before. For awhile she survived on the Chicago streets, first as a petty thief and eventually as a prostitute. One night she unluckily walked down the wrong alley and run into a gang looking for something to steal. She only had a few dollars on her, and she knew that wouldn’t be enough to satisfy them. Terrified, she snapped mentally and her powers manifested in the form of telekinetic “knives” that tore her tormentors apart. Terrified, Stacy stole their wallets and used the money to buy a bus ticket.

She stayed on the run for awhile, moving from city to city when she had the money, and finally landed in Millennium City. There she was approached by a heavysset older man who called himself Trace. He not only knew her name, he knew what had happened in Chicago, and everything she’d done since! He promised to take her to a place where doctors could help her learn to use her powers safely and no one would be able to hurt her again. Though she was hesitant at first, eventually he won her over and took her back to the Institute. There she met Dr. Poe, who showed her various new ways to use her powers, and Psimon, with whom she fell instantly in love. She became one of PSI’s most feared assassins, and when Psimon approached her about joining the “traitors” in taking over the organization, she accepted immediately. Now she serves as Psimon’s primary field operative and assassin, and sometimes as his personal bodyguard.

Personality: Mind Slayer is utterly in love with and loyal to Psimon. Even though she knows he’s in a relationship with Medusa, and that he uses and abuses her for his own ends, she’s convinced herself Medusa really means nothing to him and that she is his one true love. To everyone else, Mind Slayer is cold, merciless, and uncaring. She rarely even speaks to anyone other than her “love.” She’s quick to anger and reacts harshly (sometimes violently) to any attempt to engage her in conversation. She won’t hesitate to maim or kill, and often seems to enjoy hurting people. The other members of PSI have learned to just leave her alone as much as possible. She smokes heavily but doesn’t drink or use other drugs. She takes her responsibilities as Psimon’s “bodyguard” seriously; when she’s not on a mission for him she spends most of her time at his side watching out for danger.

Quote: “Don’t worry, dear, this costumed fool won’t hurt you again after I cut him to ribbons.”

Powers/Tactics: Mind Slayer’s powers are all variations on her psychokinesis, from straightforward mental “grabs” to shields of mental energy to psychokinetic “fingers” enabling her to function by feel in darkness. Her specialty, however, is the razor-sharp “knives” she fashions from pure psychokinetic force and hurls at her enemies. She has no hesitation about using this lethal attack in combat, making her a fearsome opponent.

In a battle, Mind Slayer remains as close to Psimon as possible, using her Barrier to protect him (and her) from attackers. That keeps her from using her Psychokinetic Blades, of course, but she can still use ordinary Telekinesis. If necessary, she’ll leave Psimon in a force bubble and fly out into battle, but she’s loathe to do this for fear Psimon will get hurt when she’s not around. If a fight goes badly, she’ll pick Psimon up and fly away with him. She won’t lift a finger to help or protect Medusa unless Psimon directly orders her too.

Campaign Use: Mind Slayer is probably the least likely member of PSI (aside from Psimon and Medusa) to turn against the organization; she genuinely loves Psimon and has no outside interests at all. However, some day she may finally graps the fact that he doesn’t love her in return, and her wrath in that case might be terrifying. Also, her real father still lives in Chicago — if a mission took her out there, she might decide to drop in on him and try to resolve some old traumas.

To make Mind Slayer more powerful, give her some additional telekinetic powers — some Indirect attacks to bypass her Barrier would make her even deadlier, but you can find plenty of other suggestions in the “Telekinetic Powers” section of *Champions Powers*. To weaken her, reduce her powers by 15-25% effectiveness, and/or decrease her END so she has to watch how she uses her powers more carefully.

Taking Mind Slayer as a Hunted is like signing one’s own death warrant; she’s clever, fast, and vicious. She likes to strike from surprise with her Psychokinetic Blades, preferably while her quarry is in public or with loved ones.

Appearance: Mind Slayer is a white woman in her late thirties (though she looks ten years younger) with a thin, well-proportioned figure. She dyes her shoulder-length hair pink or purple. Her costume is a revealing red and black outfit similar to a one-piece bathing suit, with a loose belt with the PSI symbol on the buckle in red, black straps on her arms and legs, and black boots with red laces. Her telekinetic powers manifest with a pinkish or purplish energy effect.

B

MIND SLAYER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
18	DEX	16	13-	
18	CON	8	13-	-
10	INT	0	11-	PER Roll 11-
20	EGO	10	13-	
15	PRE	5	12-	PRE Attack: 3d6
6	OCV	15		
6	DCV	15		
9	OMCV	18		
7	DMCV	12		
5	SPD	30		Phases: 3, 5, 8, 10, 12
8	PD	6		Total: 36 PD (28 rPD)
9	ED	7		Total: 27 ED (18 rED)
10	REC	6		
80	END	12		
10	BODY	0		
28	STUN	4		Total Characteristics Cost: 169

Movement: Running: 12m
Flight: 30m

Cost Powers

157	Psychokinesis: Telekinesis (60 STR)	6
	ACV (uses OMCV against DCV; +0), Line Of Sight (+½), Reduced Endurance (½ END; +¼)	
6	Precise Psychokinesis: Fine Manipulation for Telekinesis 10	
	Increased Endurance Cost (x5 END; -2)	
75	Psychokinetic Blades: RKA 4d6	3
	ACV (uses OMCV against DCV; +0), Reduced Endurance (½ END, +¼)	
36	Psychokinetic Shield: Resistant Protection (20 PD/10 ED)	2
	Costs Half Endurance (-¼)	
53	Psychokinetic Wall: Barrier 12 PD/12 ED, 12 BODY (up to 12m long, 4m tall, and ½m thick), Non-Anchored, Dismissable; Costs Endurance (to maintain; -½)	5
14	PSI Armored Costume: Resistant Protection (8 PD/8 ED)	0
	OIF (-½), Activation Roll 14- (-¼)	
16	Mental Wards: Mental Defense (16 points)	0
30	Telekinetic Flight: Flight 30m	3
21	Psychokinetic Probe: Spatial Awareness (Mental Group)	3
	Costs Endurance (-½)	
4	PSI Radio: Radio Perception/Transmission (Radio Group)0	
	OAF (-1), Affected As Hearing Group As Well As Radio Group (-¼)	

Talents

3 Striking Appearance +1/+1d6

END



Skills

9	+3 with Psychokinesis, Psychokinetic Blades, and Psychokinetic Wall
3	Breakfall 13-
3	Charm 13-
2	KS: Millennium City 11-
2	KS: The Superhuman World 11-
1	Language: Spanish (basic conversation; English is Native)
3	Stealth 13-
5	Streetwise 13-
2	Survival (Urban) 11-

Total Powers & Skills Cost: 445

Total Cost: 614

400 Matching Complications (75)

0	Dependence: character must smoke (or otherwise ingest nicotine) at least once every six hours or suffer Incompetence (Very Common, Addiction)
10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
15	Hunted: VIPER (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Loves And Needs Approval From Psimon (Common, Total)
15	Psychological Complication: Violent (Common, Strong)
15	Psychological Complication: Overconfidence (Very Common, Moderate)
5	Rivalry: Romantic, with Medusa, for Psimon's affection
15	Social Complication: Secret Identity (Stacy Turner) (Frequently, Major)
5	Unluck 1d6

Total Complications Points: 75

Experience Points: 214

DEUCE

Background/History: Angela Baker was born in 1981 in Mill Valley, California, to parents of the “hippie” generation who belonged to a series of “alternative” religious groups. In 1994 her mutant power first manifested at a weekend prayer meeting; as she prayed along with the rest of the congregation, she slowly slipped into unconsciousness and a diaphanous “shadow-form” began to float around the room. Her parents and their “guru” condemned the creation as a manifestation of Angela’s sins and cast her out of the congregation, decrying the taint of Satan in her.

Angela went to live with an aunt in San Francisco. Her aunt had little interest in her, so Angela spent most of her time on her own. While she struggled to get along with the aid of a local church, her shadow form caused havoc on the dark streets at night. Fearing for her own sanity, she visited a Mind, Inc. outlet bookstore, where a counselor, realizing her “sinful shadow” might indicate potential psionic powers, called Edward Cummings (the “head” of Mind, Inc., a minor mentalist who was Psimon’s and Medusa’s puppet). It wasn’t long before Angela, now code-named “Deuce,” was a student of PSI living in Millennium City.

Although she was grateful for PSI’s help, and to have a place where she “belonged,” Deuce was never very comfortable with the criminal side of the organization. When Lancer finally rebelled and tried to take over the organization, Deuce joined her, sensing in Lancer’s “protect super-humanity” crusade a noble cause she could get behind with a whole heart. Unfortunately, when Lancer finally found a way home, something in the “gateway” technology she used malfunctioned, leaving Deuce behind.

DEUCE FACTS

Here are some facts characters and NPCs might know about Deuce if they succeed with an appropriate Skill Roll:

N/R: Deuce is a member of PSI; she has the power to unleash some sort of mental energy construct, her “Shadow-Self,” from her body (which remains physical helpless as long as the Shadow-Self is active).

K/R: Deuce’s Shadow-Self can cause mental pain by “touching” someone (actually passing its hand through someone, since it’s intangible).

-6: Deuce is a mutant.

-10: Her Secret Identity is Angela Baker.

Abandoned by her friends the way she’d been abandoned by her parents, Deuce fled to the streets, using her powers to support herself with petty crime. She spent several miserable, lonely years that way... and then Psimon and Medusa escaped from Stronghold. When they were putting PSI back together they tracked her down. By that point she was so desperate for somewhere, *anywhere*, she could belong and feel safe that it didn’t take much to persuade her to join them.

Personality/Motivation: Deuce used to be a much nicer person, one who didn’t want to commit crimes and felt guilty about using her powers to hurt people. That side of her personality’s been buried by her “shadow self” (which very much enjoys the fear and chaos she spreads working for PSI), her fear of “abandonment” and desire to please her “friends” so they won’t toss her out on the street, and general depression. She’s not a hardened criminal, but she doesn’t really hesitate or worry about committing property crimes anymore. Psimon, recognizing her fears and weaknesses, exploits and manipulates her constantly.

Quote: None. Deuce’s Shadow-Self is mute, and she herself spends most combats unconscious.

Powers/Tactics: Deuce’s mutant power is to manifest a psychokinetic “being,” a semi-ethereal form of shadow — her Shadow-Self, which is tough, fast, can fly at tremendous speeds, and create painful psionic interference patterns in sentient targets by means of a wraithlike touch. However, while her Shadow-self is active, Angela falls into a deathlike coma, utterly nonresponsive to outside stimuli until something disrupts her Shadow-self (*i.e.*, Knocks it Out) or it returns to her voluntarily. She suffers any harm it suffers, and vice-versa. Deuce retains all memories of the Shadow-self’s actions while it was out of her body. PSI prefers to use Deuce as a scout and spy, keeping her physical body in a nearby van while her Shadow-Self stealthily gathers information.

Campaign Use: Deuce is PSI’s resident sneak, providing Psimon and Medusa with information on their enemies. But she’s not particularly evil, and if offered an alternative might turn against her teammates. Her Shadow-Self wouldn’t like that, though; some way would have to be found to “convert” or “nullify” it.

Deuce is generally intended to be weaker than a starting superhero; the better side of her nature holds her Shadow-Self back. You should only adjust her powers if you want to expand the range of her psychic abilities.

Appearance: Deuce is a pretty brunette in her late twenties, 5’7” and thin, with pale skin and a sad demeanor. Her Shadow-Self looks like her dark negative image, with a crueller expression, wild, manic eyes, and no mouth.

A

DEUCE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
17	DEX	14	12-	
11	CON	1	11-	
10	INT	0	11-	PER Roll 11-
18	EGO	8	13-	
8	PRE	-2	11-	PRE Attack: 1½d6
6	OCV	15		
6	DCV	15		
7	OMCV	12		
6	DMCV	9		
4	SPD	20		Phases: 3, 6, 9, 12
4	PD	2		Total: 12 PD (8 rPD)
3	ED	1		Total: 11 ED (8 rED)
4	REC	0		
40	END	4		
8	BODY	-2		
30	STUN	5		Total Characteristics Cost: 102

Movement: Running: 12m**Cost Powers**

Cost	Powers	END
20	Shadow-Self: Desolidification (affected by magic) Projection (see APG 92; +0), Reduced Endurance (0 END; +½); Feedback (-1), Physical Body Left Behind (-½), Must Return To Physical Body (24 Hours; -½)	0
20	Shadow Speed: +3 SPD Linked (to Desolidification; -½)	0
51	Shadow Touch: Mental Blast 3d6 Affects Physical World (+2); No Range (-½), Linked (to Desolidification; -¼)	9
10	PSI Armored Costume: Resistant Protection (8 PD/8 ED) OIF (-½), Does Not Apply To Shadow-Self (-1)	0
5	Shadow Toughness: +8 PD Linked (to Desolidification; -½)	
8	Shadow Toughness: +12 ED Linked (to Desolidification; -½)	
3	Hard To Hurt: Resistant (+½) for 10 ED Linked (to Desolidification; -½)	0
20	Mental Wards: Mental Defense (20 points)	0
40	Shadowflight: Flight 60m Linked (to Desolidification; -½)	6
3	Shadow Sight: Nightvision Linked (to Desolidification; -½)	0
3	PSI Radio: Radio Perception/Transmission (Radio Group) 0 OAF (-1), Affected As Hearing Group As Well As Radio Group (-¼), Does Not Work When Using Shadow-Self (-1)	0

**Skills**

2	Animal Handler (Equines) 11-
3	Concealment 11-
3	KS: The Bible 12-
2	Language: French (fluent conversation; English is Native)
3	Shadowing 11-
3	Stealth 12-

Total Powers & Skills Cost: 199**Total Cost: 301****400 Matching Complications (75)**

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: VIPER (Infrequently, Mo Pow, NCI, Kill)
25	Psychological Complication: Despondent; Believes She Has No Options In Life (Very Common, Total)
20	Psychological Complication: Terrified Of Both PSI And Its Enemies (Common, Total)
20	Psychological Complication: Revels In Chaos And Fear When In Shadow-Self Form (Common, Total)
15	Social Complication: Secret Identity (Angela Baker) (Frequently, Major)
15	Vulnerability: 1½ x BODY from Energy Attacks when in Shadow-Self form (Very Common)

Total Complications Points: 75**Experience Points: 0**

HYPNOS

Background/History: Brian Van Der Schaaf was always a bad kid — which only made sense, since his Mom was the notorious supervillainess Dr. Bedlam. After his mental powers manifested, he used them to bully his foster parents, teachers, and classmates, and when he finally got caught on a breaking-and-entering charge in 1983 and was sent to reform school, well, he wound up pretty much running the place. All his life he'd watched superbeings battle each other on the evening news, and finally he decided he was ready to join the fun. He developed a costume, stole some experimental belt-jets, and became the mercenary criminal Hypnos.

Well, being a supervillain turned out to be harder than he'd thought. He ran into a second-rate hero called Mighty Man the first couple of times out of the starting gate, and despite his obvious edge in intelligence got beaten and wound up in Stronghold. He participated in the Great Stronghold Breakout of 1990, only to get recaptured a week later by Vanguard. He caught a lucky break and escaped from custody before his trial, but that was his last bit of good fortune for awhile. When he teamed up with some other villains to rob Fort Knox, things finally seemed to be looking up — but then the Sentinels came along and busted up that little party.

Finally, in 1992 Hypnos took a job working as a henchman for the Lyndon mob in Philadelphia, and when the Scarlatti family took out a hit on Mr. Lyndon himself, Hypnos wound up in direct conflict with Psimon. The two struck up a conversation, and Psimon offered Hypnos a choice: join PSI, or die along with his employers. Hypnos signed up without hesitation.

As a basically selfish and power-hungry individual, Hypnos tried to play both sides of the street during the PSI “civil war,” shifting his allegiance from Lancer to Psimon and back again based on how things were going.

HYPNOS FACTS

Here are some facts characters and NPCs might know about Hypnos if they succeed with an appropriate Skill Roll:

N/R: Hypnos is a member of PSI. As the name implies, his main power is super-mesmerism, but he can also make direct mental assaults or sap someone's will.

K/R: Hypnos uses concealed belt-jets to fly.

-1: Hypnos is a pretty decent brawler, if forced to fight hand-to-hand.

-4: Hypnos is a skirtchaser and something of a sucker for a pretty face.

-6: Hypnos is a mutant.

-8: His real name is Brian Van Der Schaaf; his mother was the Silver Age supervillainess Dr. Bedlam.

Fortunately for him, he was on Psimon's team when Lancer disappeared. He escaped capture and spent the next several years as a mercenary villain once again. When he heard that Psimon and Medusa were back on the scene, he tracked them down and joined up again. Maybe *this* time they'll finally listen to him; he wasn't the one stupid enough to let the situation deteriorate like Psimon did....

Personality/Motivation: Hypnos is a straightforward costumed villain. He's greedy, amoral, and lazy, and wants to use his powers to “get some for himself and the heck with everybody else.” He's not particularly violent unless he's scared or embarrassed, and isn't really a killer. Mostly he just likes the excitement of fighting the law and living life on the edge.

Hypnos is a first-class lecher and made passes at pretty much every female in PSI. Medusa has strung him along with promises, Deuce was mostly confused and shamefully ignored him, and Mind Slayer nearly cut him in half. He won't be trying that one again.

Quote: “Hey, Kinetik! Why don't you go play in traffic? No, I *mean it*....”

Powers/Tactics: Hypnos doesn't much care about tactics, preferring to concentrate on having fun, looking good, and humiliating heroes. Unless Psimon orders him to use his Drain EGO to support one of his teammates, his general technique involves swooping into the fray with his belt-jets and zapping whichever hero he finds most annoying with a couple of Drain EGOS, then ordering them to do something spectacularly dangerous with his Mind Control and watching the fun. He's not above using his Mind Control to sic opponents who are getting to close to him on his teammates if the effect is easier to maintain.

Campaign Use: Aside from his general criminal conduct as a member of PSI, Hypnos is useful to the GM as a potential weak spot in PSI's armor. Not only would he like to displace Psimon (if for no other reason than to have a better chance with Medusa), but he's also a pretty good candidate to sell out the team if someone like VIPER decides to go after PSI once and for all.

To make Hypnos a tougher opponent, give him more Multipower slots (possibly including some Mind Scan, a Mental Transform, or more ACV-based powers). To tone him down a bit, increase the END cost for his Mind Control (and maybe other powers).

Appearance: Hypnos is an odd-looking white male in his mid-30s, completely bald and with unusually pale skin and dark eyes. He stands 5'10" tall and weighs about 180. In his costumed identity, he wears a PSI armored uniform, dark red in the center, boots, and gloves, and gold along the sides and arms, with a “hypnotic eye” chest symbol. Unlike most PSI members, he also wears a cape, also gold-colored, with a high collar. His belt-jets are worn in back, concealed by his cloak.

A

HYPNOS

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 150 kg; 3d6 HTH damage [1]
18	DEX	16	13-	
18	CON	8	13-	
10	INT	0	11-	PER Roll 11-
23	EGO	13	14-	
12	PRE	2	11-	PRE Attack: 2d6
OCV				
5	OCV	10		
DCV				
6	DCV	15		
OMCV				
8	OMCV	15		
DMCV				
8	DMCV	15		
SPD				
5	SPD	30		Phases: 3, 5, 8, 10, 12
PD				
8	PD	6		Total: 16 PD (8 rPD)
ED				
7	ED	5		Total: 15 ED (8 rED)
REC				
9	REC	5		
END				
55	END	7		
BODY				
10	BODY	0		
STUN				
30	STUN	5		Total Characteristics Cost: 157

Movement: Running: 12m
Flight: 20m

Cost Powers

62	Mental Powers: Multipower, 62-point reserve	
6f	1) Power Of Suggestion: Mind Control 12d6	6
6f	2) Mental Shock: Mental Blast 5d6 Does Knockback (+¼)	6
6f	3) Sapping The Will: Drain EGO 3d6 ACV (uses OMCV against DMCV; +¼), Line Of Sight (+½), Reduced Endurance (½ END; +¼)	2

Martial Arts: Brawling

Maneuver	OCV	DCV	Notes
4	Eye Gouge	-1 -1	Sight Group Flash 4d6
4	Low Blow	-1 +1	2d6 NND (3)
4	Punch	+0 +2	5d6 Strike
3	Tackle	+0 -1	3d6 + v/10 Strike; You Fall, Target Falls

16	PSI Armored Costume: Resistant Protection (8 PD/8 ED) OIF (-½)	0
15	Mental Wards: Mental Defense (15 points)	0
16	Concealed Belt Jets: Flight 20m IIF (-¼), Fuel Charge (1 Continuing Charge lasting 1 Hour; -0)	[1cc]
4	PSI Radio: Radio Perception/Transmission (Radio Group) OAF (-1), Affected As Hearing Group As Well As Radio Group (-¼)	0

Skills

3	+3 OMCV with Mind Control
3	Conversation 11-
5	Disguise 12-
1	Gambling (Card Games) 8-
2	KS: East Coast Mafia 11-
2	KS: The Superhuman World 11-
3	Persuasion 11-
3	Stealth 13-
1	Streetwise 8-
1	Teamwork 8-

Total Powers & Skills Cost: 171

Total Cost: 328

400 Matching Complications (75)

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
15	DNPC: Wanda Van Der Schaaf (retired mother, in a nursing home) (Infrequently, Incompetent)
15	Hunted: VIPER (Infrequently, Mo Pow, NCI, Kill)
15	Psychological Complication: Overconfidence (Very Common, Moderate)
10	Psychological Complication: Lecherous (Common, Moderate)
5	Rivalry: Professional (with Psimon for leadership of PSI)
10	Unluck 2d6

Total Complications Points: 75

Experience Points: 0



JAMES Q. 10

SOULFIRE

Background/History: Harold Gripp was a bad kid. Born in 1984 in Newark, New Jersey, Gripp started cutting school and hanging out on the streets before he was 10. He was soon selling drugs and committing petty robberies with his band of cronies. Caught and sent to juvenile hall in '99, Harry was soon among the leaders of the reform school gangs and seemed headed down a slow path to nowhere...

...until his mutant powers manifested in the spring of 2001. He was part of a cleanup detail collecting trash by the side of a New Jersey freeway when he and another inmate got into a fight over nothing in particular. As two fellow inmates restrained his arms, Harry stared intensely at his opponent, and was as surprised as anyone when the other young man screamed and burst into flames. In the ensuing confusion, Harry escaped from the cleanup detail and fled into the woods.

Harry spent the next few months on the run, working his way west as he learned how his powers functioned by committing petty robberies of gas stations and convenience stores to survive. He arrived in Millennium City in September, where Trace detected him. PSI recruited him by promising to teach him how to control and use his powers in new and interesting ways. As *Soulfire*, he learned how to use his powers and became a valuable member of the group.

When the PSI "civil war" broke out, Soulfire tried to cut the best deal for himself by shifting sides depending on how the situation looked. He fought for Lancer when she was winning, but jumped ship to Psimon's side when she wasn't. He got away when the authorities captured Psimon and Medusa and began a solo supervillain career. That lasted until 2009 when he was captured and sentenced to Stronghold... arriving just in time for the breakout. He fled with former partners and agreed to join their new PSI.

Personality/Motivation: Soulfire suffers from a number of undiagnosed psychological problems. He's naturally paranoid, prone to violence, and pathologically unable to sympathize with the pain of others. This makes him a bully who only responds to intimidation (Psimon and Medusa can intimidate him easily... for now). He's at least borderline schizophrenic, a problem that currently manifests as "voices" only he can hear. The voices tell him to use his powers on anyone or anything that annoys or frightens him. On top of all that, Soulfire developed a cocaine habit years ago, and has always found a way to keep it secret from the rest of PSI. Despite his tremendous power, Soulfire is definitely a time bomb waiting to go off.

Quote: "Burn."

Powers/Tactics: Soulfire is a pyrokinetic; he can mentally "excite" molecules of matter until they combust, frequently with explosive effects. He's become so skilled that he can frequently destroy bullets and other projectiles in mid-air. He's also resistant (but not immune) to the effects of tremendous heat, and can detect and "see" gradients of heat.

In combat Soulfire doesn't have too much tactical sense; he jumps right into the thick of things and starts enflaming people or creating fireballs. Eventually someone will show him the error of his ways with a few well-placed blows.

Campaign Use: Soulfire is a young man with a hair-trigger temper and a dangerous power. PSI has no real interest in helping him with his various psychological issues (beyond making sure they don't make him a liability to the team), and good dramatic karma dictates they should suffer for it. Eventually Soulfire will turn against them, with devastating results, unless the PCs find a way to help him.

If you want to make Soulfire more powerful, add some slots to his Multipower and give him a little more general defense. If his powers make him too dangerous, tone his Multipower down to a 45-point reserve.

Appearance: Harry is a powerfully-built young white man standing 6'2m and weighing 195 pounds. He has black hair, and his green eyes flash fire-orange when his powers activate. Ordinarily he wears a PSI costume with a small "flame" logo, but when off duty prefers a T-shirt, jeans and a backwards baseball cap.

SOULFIRE FACTS

Here are some facts characters and NPCs might know about Soulfire if they succeed with an appropriate Skill Roll:

N/R: Soulfire is a member of PSI; he's a pyrokinetic (a fire-controller).

-4: Soulfire's body doesn't tolerate cold well; he suffers intense pain when hit with Ice/Cold attacks.

-6: Soulfire is a mutant. His real name is Harold Gripp, though he hates to be called anything but Soulfire.

-8: Soulfire is addicted to cocaine; if he can't get any, withdrawal symptoms adversely affect him.

-10: Soulfire is dangerously schizophrenic and violent; it's only a matter of time before he snaps for good and becomes *really* dangerous unless he gets the proper treatment.

A

SOULFIRE

Val Char Cost Roll Notes

13	STR	3	12-	Lift 150 kg; 2½d6 [2]
21	DEX	22	13-	OCV: 7/DCV: 7
18	CON	8	13-	
13	INT	3	12-	PER Roll 12-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
6	DMCV	9		
4	SPD	20		Phases: 3, 6, 9, 12
7	PD	5		Total: 15 PD (8 rPD)
12	ED	10		Total: 20 ED (18 rED)
7	REC	3		
50	END	6		
10	BODY	0		
26	STUN	3		

Total Characteristics Cost: 145

Movement: Running: 12m

Cost Powers

67	Pyrokinesis: Multipower, 67-point reserve	END
4f	1) Enflame: RKA 3d6	7
	Indirect (Source Point is always Soulfire, but Path can change from use to use; +½); No Knockback (-¼), Not Versus Targets In Or Under Water (-¼)	
7f	2) Fireball: RKA 3d6	7
	Area Of Effect (20m Radius Explosion; +½)	
	Martial Arts: Karate	
	Maneuver OCV DCV Notes	
4	Disarm -1 +1 Disarm, 23 STR	
4	Dodge — +5 Dodge, Abort	
4	Knifehand -2 +0 HKA ½d6 (1d6+1 with STR)	
3	Legsweep +2 -1 3½d6 Strike, Target Falls	
16	Padded Costume: Resistant Protection (8 PD/8 ED) OIF (-½)	0
5	Fire Resistance: Resistant (+½) for 10 ED	0
16	Heat Point Defense: Deflection Only Works Against Physical Projectiles (-¼)	2
14	Mental Wards: Mental Defense (14 points)	0
2	Stay In The Kitchen: Life Support (Safe Environment: Intense Heat)	0
5	See Heat: Infrared Perception (Sight Group)	0
4	PSI Radio: Radio Perception/Transmission (Radio Group) OAF (-1), Affected As Hearing Group As Well As Radio Group (-¼)	0



Skills

3	Breakfall 13-
3	Combat Driving 13-
2	CK: Newark 11-
1	KS: PSI 8-
2	KS: Video Games 11-
2	Language: French (fluent conversation; English is Native)
3	Lockpicking 13-
3	Streetwise 13-

Total Powers & Skills Cost: 174

Total Cost: 319

400 Matching Complications (75)

5	Dependence: must snort cocaine at least once per day or suffer Incompetence (Common, Addiction)
10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
30	Enraged: Berserk in combat (Very Common), go 8-, recover 11-
20	Hunted: FBI (Infrequently, Mo Pow, NCI, Imprison)
15	Psychological Complication: Bully (Common, Strong)
10	Psychological Complication: Believes His Powers Control Him (Uncommon, Strong)
10	Vulnerability: 2 x STUN from Cold attacks (Uncommon)
10	Vulnerability: 2 x BODY from Cold attacks (Uncommon)

Total Complications Points: 75

Experience Points: 0

B RED WINTER

Membership: Soviet Guard, Drago, Hammer, Red Dawn, Sickle, and White Wolf.

Background/History: During the late twentieth century, the People's Legion was world-renowned as the official superhero team of the Soviet Union. But unbeknownst to most people either inside or outside Russia, the Soviets had another super-team to perform espionage and military missions: *Krasniy Zyma* — “Red Winter.” With members who included the most ruthless superhumans in Russia, Red Winter was assigned to all secret tasks the Soviet leadership needed taken care of: assassinations, thefts, kidnappings, quelling dissent, and much, much more. Although they were considered heroes, and frequently decorated for their service to the state, in truth the members of Red Winter were just supervillains given an official job by a totalitarian regime (though some of them would strongly disagree with that description).

When the Soviet Union disintegrated in the early Nineties, the Red Winter program was discontinued. Cast aside by the state they'd once served, the members faced a quandry: should they go to work for the “new Russia” somehow, or go into business for themselves? After much discussion and debate, they finally decided there was little worth serving in the post-Communist world, so they might as well get rich.

Since then Red Winter's been known as one of the most skilled and professional teams of mercenary villains on the market. Most of them would still strongly disagree with being called “villains,” preferring to think of themselves as superpowered spies or elite soldiers. But the truth is that the things they do are usually blatantly illegal, and now they don't even have the political facade of working for a nation to hide behind.

Group Relations: The members of Red Winter have been together for over two decades and have strong bonds of experience and friendship; camaraderie among them is rock-solid. But even brothers sometimes quarrel, and in Red Winter the differences that sometimes cause tension tend to be ideological. The Soviet Guard, Hammer, and Sickle are all Communist loyalists who'd like to have the Soviet regime (and Russian pride) restored; seeing their beloved Russia degenerate into kleptocracy and capitalism sickens them.

If they could they'd spearhead a restoration of Marxism, but they've never had the chance and lack the power to conquer and hold the entire nation. White Wolf has a canine's loyalty to the Soviet Guard, but is otherwise apolitical.

Drago and Red Dawn, on the other hand, never really cared much about Communism, and care even less today. They're in it for the money, the excitement, and the violence, and constantly push the team to take high-profit jobs that the other members aren't always comfortable with. The Soviet Guard, Hammer, and Sickle continue to delude themselves that they're not really criminals, so they try to find jobs they consider “respectable” (such as guard duty or taking out a VIPER Nest) instead of obviously criminal missions. But ultimately the bills must be paid, and crime brings in the rubles... and truth to tell, the three of them enjoy the thrill of being supervillains, though they won't admit it even to themselves.

Tactics: The members of Red Winter have all received military training and worked extensively together, making them tactically adept and far more dangerous than their number or powers suggest. Typically the Soviet Guard, Hammer, Sickle, and White Wolf close to HTH Combat distance, while Drago and Red Dawn remain at Range (depending on the situation, Drago may *really* be at Range, waiting to pick off enemies with his sniper rifle). When fighting opponents they're reasonably certain don't know Russian (or who know very little Russian), they communicate freely in battle using their native language (heavily laced with Soviet military slang) to arrange attacks and keep their foes off-balance.

When facing teams of heroes (or rival villains), Red Winter usually prefers to eliminate mentalists and mystics first, since they don't have either on their own team. If the enemy has flyers, teleporters, or speedsters, Red Dawn and Drago (and sometimes Sickle) concentrate on taking them out quickly so they don't take advantage of Red Winter's relative lack of mobility.

Campaign Use: Red Winter's background provides you with many possible plots, particularly if you can arrange for the PCs to get involved in their personal lives somehow. On the one hand, when it comes right down to it they're just a powerful, well-trained group of supervillains (even though most of them would never use that term to describe themselves). On the other hand, their political ties, ideology, and dreams give them a goal beyond simply acquiring money and power. They could draw the PCs into struggles for control of Russia, attempts to establish (or uphold) Marxist regimes elsewhere on Earth, or the shadowy world of super-espionage.

Red Winter is already pretty powerful, with six highly-trained members. They should be a tough opponent, one your PCs can be proud of defeating; if they're not at that level already, add some members (perhaps some of the villains mentioned on CU 79) or increase the existing members' power by giving them gadgets from the former Soviet super-arsenal or custom-designed for them by the scientists of Larisagrad. If they're already too tough, get rid of Drago and Red Dawn and make the team more overtly political and dedicated to reviving the Soviet Union.

Associates, Allies, And Adversaries: As a mercenary villain team, Red Winter considers similar teams — the Crimelords, the Ultimates, and so on — as competitors to some degree. It's more concerned with teams that operate frequently in Eurasia, but it's performed more than enough missions in North America to worry about rivals there.

Red Winter enjoys good relations with Slun, who's hired the team on several occasions. The pro-Soviet members aren't entirely comfortable working for someone who so embodies everything they hate about post-Communism Russia, but there's no denying that Slun pays them well.

Red Winter despises Eurostar, and vice-versa. Eurostar's stated goal of uniting Europe is anathema to the pro-Soviet members of Red Winter, who think that if anything's going to unite Europe it should be Communist rule directed from Moscow. (Drago and Red Dawn, on the other hand, would be good candidates for membership in Eurostar if Red Winter ever breaks up.) Fiacho sees a powerful villain team with at least some pro-Soviet leanings as a definite threat to his long-term goals and would be happy to see Red Winter destroyed or imprisoned.

The wrist communicators worn by Red Winter were designed, and are maintained, by Larisagrad scientists — which is to say, ARGENT (see CU 143-44). Unbeknownst to the team, ARGENT's placed micro-miniaturized tracking devices in them so that it knows where all members of Red Winter are at all times.

THE SOVIET GUARD

Background/History: In the late Eighties scientists working for PRIMUS achieved an unusual breakthrough when they administered the Cyberline treatments to a recruit named Christian Bernard. He didn't register as a mutant, but somehow his body reacted particularly well to the treatments, making him much stronger, tougher, and faster than a typical Silver Avenger. Never one to pass up an opportunity, PRIMUS decided to make Bernard its own superhero — Liberty Guard — rather than just another Avenger.

Across the ocean Soviet military scientists looked on with envy. Fortunately for them, the KGB had infiltrated an agent into PRIMUS, and he was able to obtain data on the Cyberline program in general and Liberty Guard in particular. After months of work, the Soviet scientists thought they might be able to duplicate the Liberty Guard "accident"... if only they had the right subject.

That subject proved to be Stephan Stepanov, the son of a minor bureaucrat from Minsk who'd enrolled in the military some years before and been flagged as a potential subject for "special programs" based on the results of his physical. A loyal Soviet subject, Stepanov willingly submitted to the experiments "to aid the Motherland." And against all odds, the experiments were successful! Stepanov emerged from the lab able to lift over 12 tons, run like the wind, and bounce gunfire off his chest.

Given a special uniform and christened *Chasovoy Sovietskij* — the Soviet Guard — Stepanov expected his superiors to assign him to join the People's Legion. But he was wrong. The Legion's ranks were complete. *Another* team was being assembled, a more covert team, one that could perform missions the Legion could not without attracting attention. This team would be called Red Winter, and he would lead it.

Faithfully obeying the orders of his Communist masters, the Soviet Guard threw himself into training, become a master soldier and spy. He was immensely proud to be serving the Soviet Union, though some of his missions — assassinations, kidnappings, and worse — weren't that much to his liking. But he and his team had only been operational a few years when the Soviet system collapsed to the point where his superiors pulled the plug on Red Winter.

The Soviet Guard and Red Winter had given their all to Mother Russia... only to have Mother Russia cast them aside. Well, a man had to make a living in this world. Regretfully turning his back on patriotic service, the Soviet Guard became a mercenary supervillain instead of a superhuman soldier-spy.

RED WINTER FACTS

Here are some facts characters and NPCs might know about Red Winter if they succeed with an appropriate Skill Roll:

N/R: Red Winter is a team of Russian villains for hire; it's led by the Soviet Guard, and other members include Hammer, Sickle, Drago, Red Dawn, and White Wolf.

K/R: Red Winter used to be a team of superhumans performing secret missions for the KGB, GRU, Red Army, and the Soviet Union in general. Its existence was only publicly revealed and acknowledged after the collapse of the Soviet Union.

-1: Red Winter has worked for Slun on several occasions.

-4: Some members of Red Winter still espouse a pro-Soviet, pro-Communism ideology to some degree and would like to see the Soviet Union restored.

-6: Red Winter and Eurostar hate each other.

B THE SOVIET GUARD

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 12.5 tons; 10d6 HTH damage [5]
23	DEX	26	14-	
25	CON	15	14-	
20	INT	10	13-	PER Roll 13-
18	EGO	8	13-	
25	PRE	15	14-	PRE Attack: 5d6
9	OCV	30		
9	DCV	30		
3	OMCV	0		
6	DMCV	9		
5	SPD	30		Phases: 3, 5, 8, 10, 12
15	PD	13		Total: 25 PD (20 rPD)
15	ED	13		Total: 25 ED (20 rED)
10	REC	6		
50	END	6		
15	BODY	5		
40	STUN	10		

Total Characteristics Cost: 266

Movement:

Running:	20m
Leaping:	12m
Swimming:	8m

Cost Powers **END**

Martial Arts: Brick Tricks

Maneuver	OCV	DCV	Notes	Cost
4 Bearhug	+0	+0	14d6 Crush, Must Follow Grab	
4 Big Push	+0	+0	65 STR to Shove	
4 Break Free	+0	+0	65 STR versus Grabs	
4 Grab	+0	-1	Grab Two Limbs, 60 STR for holding on	
4 Punch	+2	+0	12d6 Strike	
4 Slam	-1	-1	12d6 Strike; Grab Two Limbs; Target Falls	
3 Tackle	+0	-1	10d6 +v/10 Strike; You Fall, Target Falls; FMove	
4 Toughness	+2	+2	Block, Abort	
12 Enhanced Physiology: Reduced Endurance (½ END; +¼) for 50 STR				0
10 Super-Tough Skin: Resistant (+½) for 10 PD/10 ED				0
20 Armored Costume: Resistant Protection (10 PD/10 ED) OIF (-½)				0
12 Enhanced Physiology: Power Defense (12 points)				0
6 Mask Lenses: Sight Group Flash Defense (8 points) IIF (-¼)				0
8 Fast Runner: Running +8m (20m total)				1
4 Strong Leaper: Leaping +8m (12m forward, 6m upward)				1
2 Fast Swimmer: Swimming +4m (8m total)				1
9 Observant: +3 to PER Rolls with all Sense Groups				0
6 Wrist Communicator: HRRP OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)				0

Talents

- 3 Resistance (3 points)
- 3 Lightsleep

Skills

- 24 +2 Overall
- 32 +4 HTH
- 3 Acrobatics 14-
- 3 Acting 14-
- 3 Breakfall 14-
- 2 Bribery 10-
- 3 Bureaucratics 14-
- 3 Charm 14-
- 3 Climbing 14-
- 3 Combat Driving 14-
- 3 Combat Piloting 14-
- 1 Computer Programming 8-
- 3 Concealment 13-
- 3 Conversation 14-
- 3 Cryptography 13-
- 1 Demolitions 8-
- 1 Disguise 8-
- 1 Electronics 8-
- 1 Forgery (Documents) 8-
- 2 KS: The Espionage World 11-
- 2 KS: The Military/Mercenary/Terrorist World 11-
- 2 KS: The Russian Underworld 11-
- 2 KS: The Superhuman World 11-
- 2 Language: English (fluent conversation; Russian is Native)
- 2 Language: German (fluent conversation)
- 3 Lockpicking 14-
- 1 Mechanics 8-
- 3 Oratory 14-
- 3 Persuasion 14-
- 11 Power: Brick Tricks 18-
- 2 PS: Espionage Agent 11-
- 2 PS: Soviet Soldier 11-
- 3 Security Systems 13-
- 3 Shadowing 13-
- 3 Stealth 14-
- 3 Streetwise 14-
- 1 Systems Operation 8-
- 7 Tactics 15-
- 3 Teamwork 14-
- 4 TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles, Basic Parachuting
- 5 WF: Small Arms, Blades, General Purpose/Heavy Machine Guns, Shoulder-Fired Weapons

Total Powers & Skills Cost: 291

Total Cost: 557

Personality/Motivation: Although he's outwardly bitter at the way the Soviet government treated him, in his heart the Soviet Guard would very much like to revive the Soviet Union (look at how he's kept the name, rather than changing it to something more descriptive and less politically charged). He's as fervent a Soviet patriot as they come, even today, and would gladly abandon his villainous career to go back into the service of his country... provided he can respect his country. Right now, unfortunately, there's little to respect about Russia.

Even deeper down, though, serving his country and being a high-ranking military/espionage asset were just means to an end for the Soviet Guard. What he *really* wants most of all is respect, influence, and money — all things he had when he served the state, since like other high-ranking Soviet officials he had it good while the ordinary people suffered. He wants to have that again, and right now the surest route to wealth and power for him is being a supervillain for hire.

Villain or not, the Soviet Guard is an extremely charismatic individual and an adept leader of men. Even his enemies can't deny his skill at presenting himself to others and persuading them to see his point of view.

Quote: "Not all that has fallen is dead. Sometimes it merely slumbers, awaiting the proper spark to awaken it to life once more."

Powers/Tactics: As a result of being subjected to a Cyberline-like series of experiments and treatments, the Soviet Guard is superhumanly strong, tough, and fast. Compared to many other "bricks" (such as Ironclad, Durak, or Ogre) he's a little weak, but he's trained in ways to employ his super-strength to make him as effective a fighter as someone able to lift dozens or hundreds of tons more. He's also got two decades' worth of practical experience in the field as a fighter.

The Soviet Guard has also received extensive training as a soldier and spy. While he hasn't mastered every discipline of espionage, he's a tolerable hand at many skills and a master of more than a few. The real danger he poses as an adversary isn't just his strength, it's his ability to outthink and outmaneuver his opponents.

400 Matching Complications (75)

- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 15 **Hunted:** Eurostar (Infrequently, Mo Pow, Kill)
- 15 **Psychological Complication:** Wants Respect, Influence, Power, And Wealth (Common, Strong)
- 10 **Psychological Complication:** Ardent Communist; Wants To Restore The Soviet Union (Common, Moderate)
- 15 **Social Complication:** Secret Identity (Stephan Stepanov) (Frequently, Major)

Total Complications Points: 75

Experience Points: 157



Campaign Use: As the leader of Red Winter, the Soviet Guard is the "face" and spokesman for the team. He's the group member the PCs are most likely to talk with at length. As they'll discover if they're insightful enough, he's not really that villainous. Circumstances have driven him to crime, but he'd rather be a soldier and spy for a Russia he loves and respects. Given the right opportunities and pressures he could "switch sides" and become a superhero (probably bringing Hammer, Sickle, and White Wolf along with him), though his first loyalty would always be to the Soviet Union, not to crimefighting.

If you want to make the Soviet Guard tougher, increase his SPD to 6 and his REC to 15-20 (a little more STUN might not hurt either), and give him some super-tech weapons and gadgets designed for him by the Larisagrad scientists. If he's too tough, get rid of some Skills (or reduce them to Familiarities or Proficiencies) and some Martial Maneuvers, and drop his OCV and DCV to 7.

Appearance: The Soviet Guard is a 6'2" tall Russian man. He wears a red, black, and gold costume with a gold hammer-and-sickle chest symbol. A high collar rises from his tunic behind his head, and he conceals his identity with a simple black domino mask. His hair and short, stylish beard are dark brown.

SOVIET GUARD FACTS

Here are some facts characters and NPCs might know about the Soviet Guard if they succeed with an appropriate Skill Roll:

N/R: The Soviet Guard is the leader of Red Winter. He's superhumanly strong, fast, and tough.

K/R: The Soviet Guard's strong enough to lift over ten metric tons.

-1: The Soviet Guard has trained himself to use his super-strength very effectively in combat (in game terms, he has a *Brick Tricks* Martial Art).

-2: In many ways the Soviet Guard seems to be a counterpart to the Liberty Guard, a superhero affiliated with PRIMUS; perhaps their powers are related.

-4: The Soviet Guard remains loyal to the ideals and government of the Soviet Union, and would probably be inclined to bring Communist rule back to Russia if given the chance.

-8: The Soviet Guard was created by Soviet scientists using data stolen from the PRIMUS program that created the Liberty Guard.

-10: His Secret Identity is Stephan Stepanov; he used to be a soldier in the Red Army.

B DRAGO

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
20	DEX	20	13-	
20	CON	10	13-	
15	INT	5	12-	PER Roll 12-
20	EGO	10	13-	
20	PRE	10	13-	PRE Attack: 4d6

8	OCV	25		
7	DCV	20		
3	OMCV	0		
6	DMCV	9		
5	SPD	30		Phases: 3, 5, 8, 10, 12

12	PD	10		Total: 23 PD (15 rPD)
10	ED	8		Total: 21 ED (15 rED)
10	REC	6		
50	END	6		
20	BODY	10		
50	STUN	15		

Total Characteristics Cost: 214

Movement:

Running:	18m
Leaping:	10m
Swimming:	6m

Cost	Powers	END
24	Dragori Heavy Pistols: RKA 2d6 Armor Piercing (+¼), +2 Increased STUN Multiplier (+½), 8 Clips of 12 Charges each (+¼); OAF (-1), Beam (-¼), No Knockback (-¼)	[12]
5	Dragori Heavy Pistols: Another Pistol (total of 2)	[12]
32	Dragori Sniper Rifle: RKA 3d6 Armor Piercing (+¼), Increased Maximum Range (1,800m; +½), +1 Increased STUN Multiplier (+¼), No Range Modifier (+½); OAF (-1), Beam (-¼), No Knockback (-¼), Two-Handed (-½), 8 Charges (-½)	[8]
8	Combat Knives: HKA 1d6 (2½d6 with STR) Range Based On STR (can be thrown; +¼); OAF (-1), Lockout (after being thrown, can't be used again until recovered; -0), No Knockback (-¼)	2
5	Combat Knives: Another Knife (total of 2)	2

Martial Arts: Boxing

	Maneuver	OCV	DCV	Damage/Effect
4	Block	+2	+2	Block, Abort
3	Clinch	-1	-1	Grab Two Limbs, 40 STR for holding on
4	Cross	+0	+2	8d6 Strike
5	Hook	-2	+1	10d6 Strike
3	Jab	+2	+1	6d6 Strike

4	Toughened Skin: Resistant (+½) for 4 PD/4 ED	0
16	Armored Costume: Resistant Protection (8 PD/8 ED) OIF (-½)	0
10	Cyber-Eyes: Sight Group Flash Defense (10 points)	0

6	Leg Bone And Muscle Augmentations: Running +6m (18m total)	1
3	Leg Bone And Muscle Augmentations: Leaping +6m (10m forward, 5m upward)	1
1	Leg Bone And Muscle Augmentations: Swimming +2m (6m total)	1
5	Cyber-Eyes: Infrared Perception (Sight Group)	0
5	Cyber-Eyes: Ultraviolet Perception (Sight Group)	0
12	Cyber-Eyes: Telescopic (+8 versus Range Modifier) for Sight Group	0
6	Wrist Communicator: HRRP OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0

Talents

6	Combat Luck (3 PD/3 ED)
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Skills

20	+2 with All Combat
3	Climbing 13-
3	Combat Driving 13-
3	Fast Draw (Small Arms) 13-
3	Interrogation 13-
2	KS: The Espionage World 11-
2	KS: The Military/Mercenary/Terrorist World 11-
2	KS: The Russian Underworld 11-
2	Language: English (fluent conversation; Russian is Native)
1	Language: Farsi (basic conversation)
2	PS: Soviet Soldier 11-
2	PS: Sniper 11-
10	Rapid Attack
5	Stealth 14-
3	Streetwise 13-
3	Tactics 12-
3	Teamwork 13-
4	TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles, Basic Parachuting
10	Two-Weapon Fighting
6	WF: Common Melee Weapons, Small Arms, General Purpose/Heavy Machine Guns, Shoulder-Fired Weapons

Total Powers & Skills Cost: 256

Total Cost: 470

400 Matching Complications (75)

20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
15	Hunted: Eurostar (Infrequently, Mo Pow, Kill)
20	Psychological Complication: Casual Killer (Very Common, Strong)
15	Psychological Complication: Greedy And Self-Centered (Common, Strong)
15	Social Complication: Secret Identity (Evgenii Drago) (Frequently, Major)

Total Complications Points: 75

Experience Points: 70

DRAGO

Background/History: In the early Eighties Evgenii Drago was a Spetznaz (Soviet elite forces) soldier assigned to the invasion of Afghanistan. Even for a Spetznaz he was skilled, ruthless, and brutal, soon earning a terrifying reputation among the Afghan rebels for his stealthiness, ability to kill, and love of torturing prisoners.

One day Drago and his squad walked into a carefully-laid ambush. The other soldiers were killed, but Drago fought on, eventually killing all of their attackers. But he paid a heavy price; he was shot in several places (including the left eye) and stabbed twice. Only a nigh-superhuman strength of will enabled him to walk out of there until he found some Russian troops who could get him to medical care.

Given the extent of his injuries, it seemed that Drago's soldiering days were over — but fate had other plans in mind for him. The scientists of Directorate Black-12, the Soviet superhuman-soldier program, had been waiting for just such an opportunity. They ordered the military to turn Evgenii Drago over to them, and he went under the knife.

Months passed in a blur of drugs and pain. Operation followed operation, separated only by chemical treatments and strange regimens of physical therapy. When Drago was finally coherent again, he discovered that the Directorate had implanted devices in his body: cybernetic eyes to replace the one he'd lost (and the other one, which had to be amputated to make the cyber-eye system function properly); muscle grafts and bone augmentations to make him stronger and faster; micro-polymers woven into his skin to make it resistant to bullets and knives. Deciding to use his last name *Drago* (derived from the Russian word for "dragon") for his codename, they sent him for further training as a soldier and assassin.

DRAGO FACTS

Here are some facts characters and NPCs might know about Drago if they succeed with an appropriate Skill Roll:

N/R: Drago is a member of the Red Winter mercenary villain team; he's a cybernetically-enhanced soldier armed with powerful weapons.

K/R: Drago's cybernetic enhancements include cyber-eyes, muscle grafts, bone augmentation, and artificial toughening of the skin to resist injury.

-2: Drago favors using one or two pistols in combat, but he also uses a high-powered sniper rifle to take out Red Winter's enemies from a distance.

-8: Drago is jealous of and dislikes the Soviet Guard.

-10: His Secret Identity is Evgenii Drago; he was a Soviet soldier and assassin in Afghanistan.



For years Drago went on missions all over the world, killing whoever his handlers ordered him to (and sometimes other people, just for fun). Then the powers that be decided the Soviet Union needed an entire secret team of superpowered operatives, and Drago became a part of Red Winter.

Drago served loyally with Red Winter for years, enjoying the companionship even if some of his comrades were entirely too squeamish about the use of force and other "fun" activities. When the team was "disbanded" by the government, he was quick to suggest that they turn mercenary. As far as he's concerned, it's the best decision they ever made.

Personality/Motivation: Drago is a cold, efficient, ruthless killer. He has no real concern for others (unless those others are his superior officers or comrades in Red Winter, and sometimes not even then). The only thing he thinks about is himself — things he wants, things he enjoys. He'll do whatever it takes to satisfy his own wants and desires, up to and including casually murdering people who annoy him.

Quote: "A thousand meters? A simple shot. Now be quiet and let me take care of this problem without anyone knowing we were here."

Powers/Tactics: Drago is a highly-trained Soviet soldier and assassin whose body has been augmented and enhanced with cybernetic technology. He's stronger, tougher, and faster than a normal person, and thanks to his cyber-eyes can see far better as well.

HAMMER FACTS

Here are some facts characters and NPCs might know about Hammer if they succeed with an appropriate Skill Roll:

N/R: Hammer is a member of the Red Winter mercenary villain team; her main “power” is a “hammer” weapon on her right gauntlet that lets her punch with tremendous force.

K/R: The “hammer” can also fire compressed air blasts, or be used to hit the ground and cause a “shock-wave” effect.

-1: The “hammer” can also protect her with a compressed-air field, though this requires a lot of its power.

-2: Hammer is romantically attached to her teammate Sickle; they may even be married.

-4: Hammer wears boots that use compressed-air “jets” that let her leap up to thirty meters.

-10: Her Secret Identity is Natalya Vasilev; she’s a former Soviet soldier.

Drago’s armed with weapons of his own design: two heavy pistols; a sniper rifle; and two combat knives. He’s also a skilled boxer. Typically he prefers to fight at range, relying on the pistols, but he’s not scared of mixing it up hand-to-hand if he has to. He often waits for the melee fighters of the group to engage, then provides supporting fire to assist them.

Campaign Use: Drago is a weakness in the Red Winter lineup. His sociopathy, combined with his dislike of the Soviet Guard, makes him the most likely member to abandon (or even turn on) his teammates because they won’t wholeheartedly embrace their destiny as supervillains.

To make Drago tougher, equip him with more weapons and gadgets (heavier armor; multi-function blaster pistols instead of regular pistols; an energy blade...) or more cyberware (internal organ replacements, claws that pop out of the back of his hands, and so forth). To weaken him, reduce his STR and other Characteristics slightly.

Associates, Allies, And Adversaries: Although they’re still comrades in arms, Drago’s jealous of the Soviet Guard, and more and more over the years has come to dislike him. He’s a goody-two-shoes who got all the attention and accolades back in the day, and now his idiotic insistence on “morality” is preventing Red Winter from being the villain team it could be. He won’t kill the Soviet Guard — they’ve been through too much and saved one another’s lives too many times — but he might not be so quick to help him out of a situation where he might get killed.

Appearance: Drago is a Russian male 6’0” tall. His cowl is red and gold; his belt gold; the holster and pouch on his legs red; his boots red. The chest-piece of his costume is red with black side panels and a golden hammer-and-sickle chest symbol; over it he wears a short brown jacket. His gloves are red.

HAMMER

Background/History: Natalya Fedorovna was raised in a loyal Soviet family to be a model Soviet citizen. Wanting to to serve her nation and her people, she joined the Red Army when she was done with school. Her physicals showed that she might be a viable low-level test subject for some superhuman-soldier programs the Soviet military was working on, so she was placed in a special unit with soldiers who’d tested similarly. There she met Stephan Stepanov, who became a friend for life, and Vasilli Vasilev, who in time became her beloved husband.

The three came up through the ranks together until the day Stepanov was re-assigned to a secret project and they lost touch with him. They might never have seen him again, for he became the Soviet Guard, but one day on a routine mission in Afghanistan there were involved in a serious

car accident that grievously wounded Vasilli’s left hand. It became apparent that the hand would have to be amputated — and that was just the sort of situation the scientists on the superhuman-soldier project had been waiting for. They’d developed a weapon they could attach to his left arm, provided they could use their special treatments to toughen his body. Vasilli was willing to take part in the experiment, but in a rare act of defiance refused to go along unless his wife was also brought into the program. He might have gotten shot for his pains, but their old friend the Soviet Guard heard about what was happening and used his influence to see that Vasilli’s wishes were met.

Natalya and Vasilli both successfully underwent the treatments that had made their old friend the Soviet Guard, though the strength, swiftness, and toughness they gained were much less than his. Vasilli was given a special sickle weapon and the codename *Sickle*. As his counterpart, Natalya was provided with a gauntlet-based piston weapon and the codename *Hammer*.

The two spent several years alongside their friend the Soviet Guard doing the necessary work of the Soviet Union. Although they weren’t entirely happy with some of the missions they performed, they knew that statecraft was sometimes an ugly thing and that someone had to “take care of things.” They were dismayed by the collapse of the Soviet Union and Russia’s rejection of the government and way of life they supported and admired. Deciding to make the best of a bad situation, they joined their teammates and became mercenary supervillains... but to this day would be glad to go back to work for a new Soviet Union, if one were to ever arise.

Personality/Motivation: Hammer was once an idealistic young soldier. Years of secret missions, watching her beloved Soviet Union crumble to dust, and being a supervillainess have largely burned that idealism out of her, though she’s not yet the hardened criminal Drago and Red Dawn are. She’s more mercenary than the Soviet Guard, but would gladly follow him on a crusade to re-establish a new Soviet Union if he started one. Her one overriding concern is the safety of her husband, Sickle, and getting to be with him as much as possible.

Quote: “Time to feel the power of the people!”

Powers/Tactics: Although the Soviet superhuman-soldier program made her faster, stronger, and tougher than most people, Hammer’s main power is her weapon, called *the Hammer Of The People*. It uses a compressed-air piston system to let her punch with tremendous force, unless a blast of compressed air to knock her opponents head over heels, or hit the ground and create a “shockwave.” It can also create a compressed-air field around her to protect her, but this tends to drain its batteries (the Endurance Reserve) quickly so she has to be careful how much she uses it.

B HAMMEЯ



Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
20	DEX	20	13-	
20	CON	10	13-	
15	INT	5	12-	PER Roll 12-
13	EGO	3	12-	
18	PRE	8	13-	PRE Attack: 3½d6

8	OCV	25	
7	DCV	20	
3	OMCV	0	
4	DMCV	3	
5	SPD	30	Phases: 3, 5, 8, 10, 12

8	PD	6	Total: 16 PD (8 rPD)
8	ED	6	Total: 16 ED (8 rED)

8	REC	4	
45	END	5	
10	BODY	0	
40	STUN	10	Total Characteristics Cost: 165

Movement:

Running:	18m
Leaping:	30m
Swimming:	6m

Cost Powers **END**

15	Hammer Power: Endurance Reserve (60 END, 12 REC) 0	
	OIF (-½)	
40	Hammer Of The People: Multipower, 60-point reserve	
	All OIF (-½)	
2f	1) Hammer-Punch: HA +8d6	4
	OIF (-½), Hand-To-Hand Attack (-¼)	
3f	2) Compressed Air Blast: Blast 8d6	6
	Double Knockback (+½); OIF (-½), Limited Range (30m; -¼)	
3f	3) Piston-Shockwave: HA +6d6	5
	Area Of Effect (22m Radius Explosion; +½), Personal Immunity (+¼); OIF (-½), Hand-To-Hand Attack (-¼), Only Affects Targets On The Ground (-¼)	
16	Armored Costume: Resistant Protection (8 PD/8 ED) 0	
	OIF (-½)	
18	Compressed-Air Field: Damage Negation (-6 DCs Physical, -3 DCs Energy) 8	
	OIF (-½), Costs Endurance (-½), Increased Endurance Cost (x2 END; -½)	
6	Mask Lenses: Sight Group Flash Defense (8 points) 0	
	IIF (-¼)	
9	Compressed-Air Boot-Jets: Leaping +26m (30m forward, 15m upward) 1	
	OIF (-½)	
6	Fast Runner: Running +6m (18m total) 1	
1	Fast Swimmer: Swimming +2m (6m total) 1	
6	Wrist Communicator: HRRP 0	
	OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	

Skills

12	+4 with Hammer Of The People Multipower
3	Concealment 12-
2	Language: English (fluent conversation; Russian is Native)
2	PS: Soviet Soldier 11-
3	Stealth 13-
3	Streetwise 13-
3	Tactics 12-
3	Teamwork 13-
4	WF: Common Melee Weapons, Small Arms

Total Powers & Skills Cost: 160

Total Cost: 325

400 Matching Complications (75)

15	Enraged: if Sickle is hurt (Common), go 11-, recover 14-
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
15	Hunted: Eurostar (Infrequently, Mo Pow, Kill)
15	Psychological Complication: Loves Sickle (Common, Strong)
15	Social Complication: Secret Identity (Natalya Vasilev) (Frequently, Major)

Total Complications Points: 75

Experience Points: 0

B RED DAWN

Val	Char Cost	Roll	Notes
10+40	STR 27*	11- (19-)	Lift 100 kg (25 tons); 2d6 (10d6) HTH damage [1 (5)]
10+11	DEX 15*	11- (13-)	
10+20	CON 13*	11- (15-)	
16	INT 6	12-	PER Roll 12-
12	EGO 2	11-	
10+20	PRE 13*	11- (15-)	PRE Attack: 2d6 (6d6)
3+5	OCV 17*		
3+5	DCV 17*		
3	OMCV 0		
4	DMCV 3		
2+3	SPD 20*		Phases: 6, 12 (3, 5, 8, 10, 12)
6	PD 4		Total: 36 PD (30 rPD)
6	ED 4		Total: 36 ED (30 rED)
6	REC 2		
30	END 2		
12	BODY 2		
40	STUN 10		

Total Characteristics Cost: 157

*: OIF (Powered Armor; -½)

Movement: Running: 12m
Flight: 15m

Cost	Powers	END
53	Power System: Endurance Reserve (240 END, 30 REC) 0 OIF (-½)	
60	Mega-Gauntlets: Multipower, 90-point reserve All OIF (-½)	
6f	1) Mega-Beam: Blast 18d6 OIF (-½)	9
6f	2) Concussor Blast: Blast 12d6 Double Knockback (+½); OIF (-½)	9
6f	3) Explosive Blast: Blast 12d6 Area Of Effect (26m Radius Explosion; +½); OIF (-½)	7
6f	4) Laser Beam: RKA 4d6 Penetrating (+½), OIF (-½)	6
60	Secondary Weapons: Multipower, 90-point reserve All OIF (-½)	
6f	1) Micro-Rocket Launcher: RKA 2d6 [32] Area Of Effect (3m Radius; +¼), Autofire (5 shots; +1½), 32 Charges (+¼); OIF (-½)	
4f	2) Mini-Gun: RKA 2d6 [20] Area Of Effect (125m Line; +1), Armor Piercing (+¼), 20 Charges (+¼); OIF (-½), No Range (-½)	
6f	3) Chest Beam: Blast 12d6 9 No Range Modifier (+½); OIF (-½)	

60	Powered Armor: Resistant Protection (30 PD/30 ED) 0 OIF (-½)
7	Psi-Shields: Mental Defense (10 points) 0 OIF (-½)
7	Flare Shielding: Sight Group Flash Defense (10 points) 0 OIF (-½)
7	Hearing Protection: Hearing Group Flash Defense (10 points) 0 OIF (-½)
13	Life Support Systems: Life Support (Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum; Self-Contained Breathing) 0 OIF (-½)
10	Boot-Jets: Flight 15m 1 OIF (-½)
6	Helmet Communication System: HRRP (Radio Group) 0 OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)

Skills

24	+3 with Ranged Combat
3	Computer Programming 12-
3	Demolitions 12-
3	Electronics 12-
2	Language: English (fluent conversation; Russian is Native)
3	Mechanics 12-
2	PS: Physics 11-
2	PS: Robotics 11-
3	Security Systems 12-
3	Systems Operation 12-
2	Tactics 10-
3	Teamwork 13-
2	WF: Small Arms
2	Weaponsmith (Energy Weapons) 12-

Total Powers & Skills Cost: 380

Total Cost: 537

400 Matching Complications (75)

20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
15	Hunted: Eurostar (Infrequently, Mo Pow, Kill)
25	Physical Complication: No Manipulatory Limbs While Wearing Armor (Very Frequently, Greatly Impairing)
15	Psychological Complication: Hungry For Power And Wealth (Common, Strong)
15	Social Complication: Secret Identity (Fyodor Mikhailov) (Frequently, Major)

Total Complications Points: 75

Experience Points: 137

Campaign Use: Hammer and Sickle are the heart of Red Winter in many ways. They always support one another and are firmly loyal to the Soviet Guard, so his opinions hold sway over the group more than the harsher ideals of Drago and Red Dawn. Without their support Red Winter could easily become more villainous and cruel very quickly.

To make Hammer tougher, give her more gadgets (including one that provides her with more defense at all times). For example, maybe you could expand the hammer's special effect to be more like vibratory energy and give her some related gadgets (like one that lets her "phase" through walls [Desolidification]). See the "Vibration Powers" section of *Champions Powers* for plenty of ideas. To weaken her, reduce her SPD to 4 and get rid of her "shockwave" slot and her Compressed-Air Boot-Jets.

Appearance: Hammer is a Russian woman 5'7" tall. Her costume is red on the right side, black on the left with a golden hammer-and-sickle chest symbol; the boots, belt, and gauntlets are gold; her cape is black with a gold hem, and she keeps the hood drawn up to conceal her face. Her "Hammer" weapon attaches to the back of her right hand.



RED DAWN

Background/History: A top-notch engineering student recruited into the weapons development program of the Red Army, Fyodor Mikhailov has been working on powered armor systems for most of his adult life. He became intrigued by them during his college days, when he designed a prototype gauntlet blaster for his graduation project. Getting to work with the best technology the Soviet Union had to offer soon turned that interest into an obsession.

With the help of some other Soviet scientists, Mikhailov soon achieved major breakthroughs, eventually designing a suit of armor his superiors codenamed *Krasniy Rassvet* — "Red Dawn." The one drawback to the armor was that to operate it a person needed to have certain cybernetic control modules implanted in his brain, spine, and nervous system. No one wanted to undergo the risky surgery, so Mikhailov volunteered to do it himself. (Secretly he was happy for the opportunity, but he pretended to be making a noble sacrifice to earn the favor of his superiors.) The procedure was a success, and he soon joined the ranks of Red Winter.

RED DAWN FACTS

Here are some facts characters and NPCs might know about Red Dawn if they succeed with an appropriate Skill Roll:

N/R: Red Dawn is a member of the Red Winter mercenary villain team; he wears a suit of powered armor.

K/R: Red Dawn's main weapons are his "Mega-Gauntlets," which fire powerful energy beams but enclose his hands so he can't pick things up. His armor also comes equipped with micro-rockets, a mini-gun, and a chest-mounted beam projector.

-1: Red Dawn can fly, but not much faster than most heroes can run.

-8: Red Dawn's armor offers no protection against Drains and similar attacks.

-10: His Secret Identity is Fyodor Mikhailov.

When the Soviet Union collapsed, Red Dawn joined his voice with Drago's to urge that the team become mercenary villains. He had no particular loyalty to Russia or Communism — what he wanted was money, power, and technology, and being a villain could get him all three. Succumbing to their urging, the other team members agreed, and as far as Red Dawn's concerned things have gone smoothly ever since.

Personality/Motivation: Red Dawn is a greedy, amoral person who wants all the money and power he can get out of life. Being a supervillain satisfies that desire, and also lets him use his beloved armor in battle. He enjoys the excitement of battle and the chance to blast his enemies into oblivion, though he's not a hothead about it.

Red Dawn is obsessed with improving his armor — making it tougher, more powerful, and to his way of thinking “the best ever created.” Deep down, though, he's aware that his design simply isn't as good as many created by Western and Asian superheroes, and this chafes at him. As a result, he's often in an acerbic, surly mood. The situation's not likely to improve until he finally admits the truth to himself and does some major redesign work on the gauntlets and other primary components of his armor... and that, in turn, is unlikely until he has lots of samples of better armor to study.

Quote: “Ha! Your powers cannot possibly protect you against the might of the Red Dawn!”

Powers/Tactics: In terms of raw power, Red Dawn is by far the strongest member of Red Winter. His energy beams and other attacks can destroy cars, buildings, and superheroes with ease, and his technological skills also come in hand on many missions. His main weapons are his *Mega-Gauntlets*, which fire most of the beam attacks, but the armor also has a micro-rocket launcher and a mini-gun that folds out of a pack on his back. Unfortunately the tradeoff for the gauntlets' power is that they totally surround Red Dawn's hands, making him unable to pick things up or manipulate most objects — all he can do is blast and smash. The armor also comes equipped with boot-jets, but it's so heavy he can't fly very fast.

In battle Red Dawn usually takes point, picking the toughest-looking enemy and blasting at him until he falls. Despite being trained as a soldier he has relatively little tactical sense, though years of experience fighting with his comrades have made him good at supporting them in combat.

Campaign Use: Red Dawn is Red Winter's major “muscle,” and as such is likely to attract a lot of counterattacks from PCs. He should be tough enough to stand up to them for at least a Phase or three; otherwise he's not particularly threatening or effective. On the other hand, if you let him dominate the battle that's no fun either; make sure the PCs have a way to take him down before he blasts them all into chutney.

Making Red Dawn tougher is just a matter of upgrading the Resistant Protection his armor provides, and perhaps the DCs of his attacks. A more subtle improvement would be to change his Mega-Gauntlets so they have fingers, thus eliminating his Physical Complication. Weakening him, on the other hand, means reducing his defenses and cutting his Multipowers' reserves (and slots) down to 60-75 points.

Appearance: The Red Dawn powered armor is a huge, hulking, super-technological marvel with a red paint job and glowing green panels and screens. The gauntlets containing most of the weaponry are so large and bulky that they don't even have fingers, making it impossible for the wearer to handle objects or manipulate devices.

SICKLE

Background/History: Vasilli Vasilev is the grandson of Irina Vasilev, better known to the world as the Golden Sickle, a member of the Soviet Super Patriots during the Great Patriotic War (World War II) who was murdered by the villain Necrull (see CV1). When he came of age, Vasilli could think of no better way to spend his life than to serve the Soviet Union as a soldier, the way his grandmother had.

He got his wish to an even greater degree than expected. As related above under *Hammer*, after he suffered an injury that required the amputation of his left hand, the scientists running the program that created the Soviet Guard sensed opportunity. They'd been wanting to try to re-create the Golden Sickle, and perhaps even her old partner the Iron Hammer, and this was the perfect opportunity. At first they only wanted Vasilli himself, but he insisted that his wife Natalya be brought into the program, and the Soviet Guard backed his play. The scientists weren't entirely happy with the situation, because they had better candidates for “Hammer” picked out, but it wasn't the worst possible solution so they acquiesced.

Months of surgery, drug treatments, experimentation, and finally training followed. When it was all done Vasilli Vasilev had a powerful, symbolic weapon where his left hand had once been, and he went by a new name: *Sickle*.

Personality/Motivation: There was a time when Sickle was immensely proud of the fact that he ended up following in his grandmother's footsteps by turning a potential handicap into an asset, and a symbolically powerful one at that. However, since the breakup of the Soviet Union and the team's switch to becoming mercenary supervillains, he's become a bit more cynical. He's still entirely loyal to the Soviet Guard and would love to see a new Soviet Union established, but he feels as if the government he served so loyalty used him for its own ends, and he doesn't particularly like that. In many ways he's happy to be serving his own destiny now.

Quote: “This Sickle can do more than just cut you.”

B SICKLE

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
20	DEX	20	13-	
20	CON	10	13-	
15	INT	5	12-	PER Roll 12-
13	EGO	3	12-	
20	PRE	10	13-	PRE Attack: 4d6

8	OCV	25		
8	DCV	25		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		Phases: 3, 5, 8, 10, 12

10	PD	8		Total: 18 PD (8 rPD)
10	ED	8		Total: 18 ED (8 rED)

10	REC	6		
60	END	8		
10	BODY	0		
40	STUN	10		

Total Characteristics Cost: 189

Movement:

Running:	18m
Flight:	20m
Leaping:	8m
Swimming:	6m

Cost	Powers	END
31	Golden Sickle: Multipower, 31-point reserve	
3f	1) Sickle's Edge: HKA 1½d6 (3d6-1 with STR) Armor Piercing (+¼)	3
2f	2) Sickle's Flat: HA +5d6 Hand-To-Hand Attack (-¼)	2
100	Sickle Electric Blaster: Multipower, 100-point reserve	
7f	1) Electric Blast: Blast 12d6 Reduced Endurance (½ END; +¼)	3
7f	2) Electric Field: Blast 10d6 Area Of Effect (30m Cone; +¾), Reduced Endurance (½ END; +¼); No Range (-½)	4
8f	3) Paralytic Discharge: Entangle 5d6, 5 PD/5 ED Takes No Damage From Attacks (+1); Limited Range (30m; -¼)	10
2f	4) Force-Field: Resistant Protection (15 PD/15 ED) Costs Endurance (-½), Lockout (can't use other slots while maintaining field; -½)	4

Martial Arts: Sicklefighting

Maneuver	OCV	DCV	Notes
4 Counterstrike	+2	+2	Weapon +2 DC Strike, Must Follow Block
4 Disarm	-1	+1	Disarm, 35 STR to Disarm
4 Parry	+2	+2	Block, Abort
5 Plunging Strike	-2	+1	Weapon +4 DC Strike
4 Slash	+0	+2	Weapon +2 DC Strike
5 Thrust	+1	+3	Weapon Strike
3 Trip	+1	+1	Weapon Strike; Target Falls

16	Armored Costume: Resistant Protection (8 PD/8 ED) OIF (-½)	0
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SICKLE FACTS

Here are some facts characters and NPCs might know about Sickle if they succeed with an appropriate Skill Roll:

N/R: Sickle is a member of the Red Winter mercenary villain team; in place of his left hand he has a large, lethally sharp sickle.

K/R: Sickle's sickle is also a form of blaster, able to project electricity for a variety of tactical effects.

-2: Sickle is romantically attached to her teammate Hammer; they may even be married.

-6: Sickle is thought to be related to the Golden Age Soviet superheroine Golden Sickle, and possibly to her partner Iron Hammer as well.

-10: His Secret Identity is Vasilli Vasilev.

6	Mask Lenses: Sight Group Flash Defense (8 points) IIF (-¼)	0
13	Jet-Boots: Flight 20m OIF (-½)	2
6	Fast Runner: Running +6m (18m total)	1
2	Strong Leaper: Leaping +4m (8m forward, 4m upward)	1
1	Fast Swimmer: Swimming +2m (6m total)	1
6	Wrist Communicator: HRRP OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0

Skills

20	+2 with All Combat
16	+2 HTH
2	Climbing 10-
2	KS: The Superhuman World 11-
2	Language: English (fluent conversation; Russian is Native)
2	PS: Soviet Soldier 11-
3	Stealth 13-
3	Streetwise 13-
3	Tactics 12-
3	Teamwork 13-
4	WF: Common Melee Weapons, Small Arms

Total Powers & Skills Cost: 299

Total Cost: 484

400 Matching Complications (75)

20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
15	Hunted: Eurostar (Infrequently, Mo Pow, Kill)
15	Physical Complication: Lacks Left Hand (Frequently, Slightly Impairing)
15	Psychological Complication: Loves Hammer (Common, Strong)
15	Social Complication: Secret Identity (Vasilli Vasilev) (Frequently, Major)

Total Complications Points: 75

Experience Points: 84

Powers/Tactics: Sickle takes his name from his weapon: a large golden sickle that attaches to his left arm where his left hand once did. In addition to being very sharp (and having a heavy, blunt back edge for non-lethal blows), it's got a built-in electric blaster that provides him with a variety of ranged attacks (a basic blast, a cone-shaped flare of electricity, and an electric bolt that paralyzes the target). It can also generate a protective force-field, but he has to maintain the field, which prevents him from using the blaster for other purposes. The power source for the blaster draws on his own personal bio-energy, so he has to be careful not to tire himself out too much when using it.

Having a sickle in place of a left hand isn't all fun and games, though. It prevents Sickle from taking part in a lot of mundane activities, makes it impossible for him to disguise himself, and so on.

In combat Sickle usually tries to close to HTH distance as quickly as possible and use his Martial Maneuvers + weapon to take out a few foes as quickly as possible. One of his favorite moves is a Multiple Attack linking his HKA or HA with his Paralytic Discharge, leaving the target both hurt and unable to move.

Campaign Use: Hammer and Sickle are the heart of Red Winter in many ways. They always support one another and are firmly loyal to the Soviet Guard, so his opinions hold sway over the group more than the harsher ideals of Drago and Red Dawn. Without their support Red Winter could easily become more villainous and cruel very quickly.



To make Sickle more powerful, first make his sickle a held weapon and give him back his left hand. Then build more weapons into it so that he's got more tactical flexibility — some Drains and an RKA, for example. To weaken him, convert his *Sickle Electric Blaster* Multipower into just the first Blast slot.

Appearance: Sickle is a Russian male 5'11" tall. His costume is black on the right side, red on the left, with a golden hammer-and-sickle chest symbol. His belt, boots, shoulderpieces, and the bracer on his right wrist are golden. Instead of a left hand his left arm terminates in a gold-colored sickle weapon. His cape is black with a gold hem, and he keeps the hood drawn up to conceal his face.

WHITE WOLF

Background/History: Adrik Smirnov was born to parents who lived in a tiny village in the backwoods of northern Russia. The village was full of superstitious folk, but his parents were not among them. One day they said something that offended an old woman in the village that most people thought was a witch. Some even said she was the great-great-great-great granddaughter of Baba Yaga herself!

Unfortunately for Adrik, those villagers were right! The deeply insulted old woman got revenge on his parents by cursing him with lycanthropy. On the next full moon he transformed into a wolf-man. For a few years his parents tried to control him, and sought out every folk remedy they could, but it was all for naught. Finally, in desperation they turned to the Soviet government.

Sensing a possible asset, the KGB took Adrik from his parents and raised him in a sort of military school. Subjected to Soviet propaganda at every turn, he grew up to be a deeply loyal Communist, eager to serve his country with his special "abilities." His superiors gave him the code-name *Beliy Volk* — White Wolf — and assigned him to Red Winter.

Personality/Motivation: At first White Wolf's love of country and desire to serve was genuine. But as he's grown older and stronger, he's become more powerful and bestial in both form and mind. Although he has a fierce, doglike loyalty to the Soviet Guard, his violent, bestial side has become more and more a part of his personality. It's now so dominant that he spends most of his time in man-wolf form and tends to lose control of himself in battle. He can feel his humanity slowly slipping away, and sometimes it scares him. At other times he grins wolfishly.

Quote: None. White Wolf almost never speaks in combat, though he sometimes snarls and howls.

B WHITE WOLF

Val	Char	Cost	Roll	Notes
40	STR	24*	17-	Lift 6,400 kg; 8d6 HTH damage [4]
25	DEX	24*	14-	
23	CON	10*	14-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
25	PRE	12*	14-	PRE Attack: 5d6
10	OCV	28*		
9	DCV	24*		
3	OMCV	0		
7	DMCV	10*		
6	SPD	32*		Phases: 2, 4, 6, 8, 10, 12
25	PD	18*		Total: 25 PD (15 rPD)
25	ED	18*		Total: 25 ED (15 rED)
25	REC	17*		
60	END	6*		
20	BODY	8*		
76	STUN	22*		

Total Characteristics Cost: 253
*: OIAID (-¼)

Movement: Running: 30m
Leaping: 15m



Cost Powers

Cost	Powers	END
24	Claws: HKA 2d6 (4½d6 with STR) OIAID (-¼)	3
12	Fangs: HKA 1d6 (3½d6 with STR) OIAID (-¼)	1
12	Lupine Toughness: Resistant (+½) for 15 PD/15ED OIAID (-¼)	0
27	Supernatural Healing: Regeneration (3 BODY per Turn) 0 OIAID (-¼), Does Not Work On Some Damage (that caused by silver weapons; -½)	0
8	Bestial Mind: Mental Defense (8 points)	0
14	Lupine Speed: Running +18m (30m total) OIAID (-¼)	2
4	Lupine Legs: Leaping +11m (15m forward, 8m upward) 1 OIAID (-¼)	1
5	Lupine Senses: +2 PER with All Sense Groups OIAID (-¼)	0
8	Lupine Senses: Discriminatory for Smell/Taste Group OIAID (-¼)	0
8	Lupine Senses: Tracking for Smell/Taste Group OIAID (-¼)	0
4	Lupine Senses: Nightvision OIAID (-¼)	0
2	Lupine Senses: Ultrasonic Perception (Hearing Group) 0 OIAID (-¼)	0

END

Skills

16	+2 HTH
3	Acrobatics 14-
2	Animal Handler (Canines) 14-
3	Breakfall 14-
3	Climbing 14-
3	Shadowing 14-
3	Stealth 14-
2	Tactics 10-
3	Teamwork 14-

Total Powers & Skills Cost: 166

Total Cost: 419

400 Matching Complications (75)

20	Accidental Change: always during nights of the full moon (Uncommon)
10	Accidental Change: when angry, frightened, or in combat 8- (Common)
20	Enraged: if takes BODY (Common), go 11-, recover 11-
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
15	Hunted: Eurostar (Infrequently, Mo Pow, Kill)
20	Psychological Complication: Bestial, Violent Killer (Very Common, Strong)
20	Psychological Complication: Loyal To Soviet Guard (Very Common, Strong)
15	Social Complication: Secret Identity (Adrik Smirnov) (Frequently, Major)
20	Vulnerability: 2 x STUN from attacks with Silver Weapons (Common)
20	Vulnerability: 2 x BODY from attacks with Silver Weapons (Common)

Total Complications Points: 75

Experience Points: 19

Powers/Tactics: White Wolf is a classic werewolf — a wolf-man with claws, fangs, and powerful muscles (far more powerful than usual in his case; he can lift nearly 6,500 metric tons). In combat he relies on his natural weaponry and agility. He follows the Soviet Guard's orders scrupulously unless he loses control of himself, which is most likely to happen if he's injured.

Campaign Use: White Wolf is a liability in the making for Red Winter. Eventually his bestial side will overwhelm his humanity and he'll probably turn on them — or if not, he'll flee into the wilderness and have to be hunted down.

One potential plot seed surrounding White Wolf is: who, exactly, cursed him with lycanthropy? Few old women are powerful witches. Could it have been Mother Gothel (see CV3)? Some member of the Circle of the Scarlet Moon? Someone even more sinister?

To make White Wolf tougher, enhance the “brick” side of his nature — make him stronger, tougher, and maybe give him a few “brick tricks” that complement his natural weaponry. To weaken him, reduce the DCs in his Claws and Fangs.

Appearance: In his human form, Adrik Smirnov is a Russian male 5'8” tall with an average face and build. But when he transforms into White Wolf he becomes a 6'3” tall wolf-man with silver fur and razor-sharp fangs and claws.

WHITE WOLF FACTS

Here are some facts characters and NPCs might know about White Wolf if they succeed with an appropriate Skill Roll:

N/R: White Wolf is a wolf-man who's a member of the Red Winter mercenary villain team; he fights with a combination of claws, fangs, strength, and swiftness.

K/R: White Wolf is actually a lycanthrope; he can transform back to a normal-looking human form if necessary, though he prefers not to.

-1: Like most lycanthropes, White Wolf is vulnerable to attacks made with silver weapons.

-6: White Wolf is becoming more and more bestial, mentally at least if not also physically; eventually he will lose his human nature altogether.

-10: His Secret Identity is Adrik Smirnov.

SMOKE AND MIRRORS



Background/History: Lizaveta and Irina Perovsky are twin mutants whose superpowers — darkness control and illusion creation, respectively — manifested when they were in their early teens. Their parents, wretchedly poor and highly superstitious Russian farmers, were “persuaded” to sell their “devil children” to VIPER.

VIPER instructors indoctrinated the two, code-named them Smoke and Mirrors, and inducted them into Dragon Branch. Though they weren't truly happy in VIPER, especially when asked to participate in some of the organization's more violent or brutal activities, it was the only life they knew.

In 1994, VIPER launched Operation Fever Dream, an effort to force the world to pay an enormous ransom to avoid being subjected to biological warfare. It was mostly a feint designed to test the world's strength and ability to respond to a threat of that magnitude, and to a large extent it worked. But any plan requires the use of some organizational resources, and in VIPER's case one of the things it had to do was sacrifice Smoke and Mirrors. It betrayed them to the authorities and left them to endure a long term in jail.

At first the two girls remained loyal to VIPER, but it didn't take long for their indoctrination to wear off. Eventually they realized VIPER had used them as dupes. At that point they agreed to cooperate with the authorities by revealing everything they knew about VIPER in exchange for early parole. VIPER, which had expected its brainwashing to last much longer (if not forever), has never forgiven the sisters for their “treachery.”

Once released from Stronghold, Smoke and Mirrors returned to a life of supercrime. In the years since they've worked primarily as villains for hire (always as a duo), and on occasion have even perpetrated their own schemes.

Personality/Motivation: Life has taught Smoke and Mirrors that the only thing they can count on is each other. They're totally devoted to one another, to the extent that both of them have difficulty keeping boyfriends — no man, no matter how cute or attentive, can truly become a part of their own little world. Years of running from the police and having to live by their wits and powers has only strengthened their sisterly bond.

Quote:

Smoke: “If we turn out the lights...”

Mirrors: “...then can you figure out what's real and what's not?”

Powers/Tactics: Smoke and Mirrors fight as a team; years of practice doing that allow them to Coordinate with ease. (However, since Mirrors has no powers that do STUN damage, you should figure out what effect, if any, they can achieve with Coordination, or if they just look graceful fighting together.) Mirrors can see through Smoke's Darkness, and Smoke can easily distinguish Mirror's Images from reality, so they don't trip each other up. Typically they use Mirrors's Images to cover their approach to a location, then attack from surprise. They sometimes pretend that Mirrors has the power to pull “monsters” out of Smoke's Darkness in the hopes of making Images of shadow-beasts more believable. If the battle starts to go badly, Smoke can Teleport them both to safety, and/or Mirrors can cover their retreat with an illusion.

In addition to their powers, VIPER trained Smoke as a combat pilot and Mirrors as a combat driver. They'll happily provide “getaway driver” services to employers who don't need their superhuman abilities.

Campaign Use: Compared to most supervillains Smoke and Mirrors aren't really dislikeable; they're not even particularly violent. They could easily become “friendly foes” who act as much like rivals with the PCs than enemies, and possibly even romantic interests (but see above regarding how well that usually works out). If treated well in the long run, they might even reform.

To make Smoke and Mirrors more powerful, you primarily need to beef up Mirrors, who has only one offensive power, no way to directly cause damage to an opponent, and relatively little defense. Perhaps they liberated some gadgets from a VIPER Nest to make up for their weaknesses. To weaken them, reduce Mirrors's Images to -3 to PER Rolls, Smoke's Multipower to a 50 point reserve, and both their SPDs to 5.

SMOKE AND MIRRORS FACTS

Here are some facts characters and NPCs might know about Smoke and Mirrors if they succeed with an appropriate Skill Roll:

N/R: Smoke and Mirrors are twin sister supervillainesses; Smoke has darkness powers, while Mirrors can generate illusions. They always work together.

K/R: Their real names are Lizaveta (Smoke) and Irina (Mirrors) Perovsky; they used to work for VIPER as part of its Dragon Branch, but were captured during Operation Fever Dream in 1994 and turned on the organization (which now wants them dead).

-2: Based on their accents and names, Smoke and Mirrors are probably from Russia or Eastern Europe.

-4: Smoke and Mirrors are both mutants.

-8: Smoke experiences heightened pain when struck with Light-based attacks, and her eyes are particularly susceptible to Light-based Sight Group Flashes.

Associates, Allies, And Adversaries: Smoke and Mirrors have worked for a wide variety of employers and generally enjoy good professional relations with them; these include ARGENT, the Ultimates, Holocaust, and Professor Paradigm (who's intrigued by Mirror's powers and would like to study her further... but the sisters find him a little too creepy to want to go along for what he's willing to pay). They haven't worked with GRAB

yet, but each group is aware of the other; Smoke and Mirrors would make excellent additions to GRAB's lineup if that team ever decides to expand. Kinematik has extended an offer to them to join his pro-mutant followers, but they're totally apolitical and don't care about his cause right now; he hasn't yet gotten mad enough about their refusals to label them "traitors to mutantkind."

Smoke and Mirror's major underworld enemy is VIPER. They betrayed the snakes, and there's only one penalty for that: death. VIPER has a standing offer out for them, dead or alive, and that often makes their life difficult.

A

SMOKE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
20	DEX	20	13-	
20	CON	10	13-	
20	INT	10	13-	PER Roll 13-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
5	DMCV	6		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
8	PD	6		Total: 28 PD (20 rPD)
12	ED	10		Total: 32 ED (20 rED)
12	REC	8		
60	END	8		
12	BODY	2		
30	STUN	5		

Total Characteristics Cost: 195

Movement: Running: 12m
Teleportation: 50m

Cost	Powers	END
50	Shadow Field: Darkness to Sight Group 8m radius Personal Immunity (+¼)	5
60	Shadow Powers: Multipower, 60-point reserve	
6f	1) Shadow Force Blast: Blast 12d6	6
5f	2) Blinding Shadow Force Blast: Blast 8d6 plus: Sight Group Flash 4d6 Linked (-½)	6
6f	3) Grasping Shadows: Entangle 5d6, 5 PD/5 ED, Stops A Given Sense (Sight Group)	6
6f	4) Blinding Clot Of Shadows: Sight Group Flash 12d6	6
2f	5) Shadow Sphere: Barrier 8 PD/8 ED, 8 BODY (up to 4m long, 2m tall, and ½m thick), Opaque (Sight Group) Costs Endurance (to maintain; -½), No Range (-½), Only To Englobe (-½)	5
48	Shadow Shield: Resistant Protection (20 PD/20 ED) Costs Half Endurance (-¼)	2
55	Shadow-Travel: Teleportation 50m, x2 Increased Mass	5
5	Telling Reality From Illusion: +10 to Normal Sight PER Rolls Only To Determine That Mirror's Illusions Are Illusions (-1)	0

Talents

- 4 Lightning Reflexes: +4 DEX to act first with All Actions
- 3 Striking Appearance +1/+1d6

Skills

- 9 +3 with Shadow Powers Multipower
- 3 Acrobatics 13-
- 3 Breakfall 13-
- 3 Charm 13-
- 3 Combat Piloting 13-
- 2 KS: The Superhuman World 11-
- 2 KS: VIPER 11-
- 3 Language: English (completely fluent; Russian is Native)
- 1 Lockpicking 8-
- 3 Persuasion 13-
- 1 Security Systems 8-
- 3 Stealth 13-
- 3 Streetwise 13-
- 3 Teamwork 13-
- 3 TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles

Total Powers & Skills Cost: 295

Total Cost: 490

400 Matching Complications (75)

- 10 **Distinctive Features:** Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 25 **Enraged:** if sister Knocked Out or seriously hurt (Common), go 14-, recover 11-
- 25 **Hunted:** VIPER (Infrequently, Mo Pow, NCI, Capture)
- 25 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 20 **Psychological Complication:** Code Versus Killing (Common, Total)
- 20 **Psychological Complication:** Devoted To/Protective Of Her Sister (Common, Total)
- 15 **Social Complication:** Public Identity (Lizaveta Perovsky) (Frequently, Major)
- 10 **Vulnerability:** 2 x STUN from Light attacks (Uncommon)
- 10 **Vulnerability:** 2 x BODY from Light attacks (Uncommon)
- 20 **Vulnerability:** 2 x Effect from Light-based Flashes (Common)

Total Complications Points: 75

Experience Points: 90

A

MIRRORS

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
20	DEX	20	13-	
20	CON	10	13-	
20	INT	10	13-	PER Roll 13-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
5	DMCV	6		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
8	PD	6		Total: 16 PD (8 rPD)
12	ED	10		Total: 20 ED (8 rED)
12	REC	8		
60	END	8		
12	BODY	2		
30	STUN	5		

Total Characteristics Cost: 185

Movement: Running: 12m

Cost	Powers	END
107	Illusions: Images to Sight, Hearing, Smell/Taste, and Touch Groups, -6 to PER Rolls Area Of Effect (16m Radius; +¾), Mobile (+½), Reduced Endurance (½ END; +¼)	6
16	Armored Costume: Resistant Protection (8 PD/8 ED) OIF (-½)	0
16	Eyes In The Darkness: Detect Physical Objects 13- (no Sense Group), Discriminatory, Range, Sense, Targeting Only To Perceive Through Smoke's Darkness (-1)	0

Talents

- 4 Lightning Reflexes: +4 DEX to act first with All Actions
- 3 Striking Appearance +1/+1d6

Skills

- 8 +4 OCV with Illusions
- 3 Acrobatics 13-
- 3 Breakfall 13-
- 3 Charm 13-
- 3 Combat Driving 13-
- 1 Computer Programming 8-
- 1 Electronics 8-
- 2 KS: The Superhuman World 11-
- 2 KS: VIPER 11-
- 3 Language: English (completely fluent; Russian is Native)
- 3 Persuasion 13-
- 3 Stealth 13-
- 3 Streetwise 13-
- 3 Teamwork 13-
- 4 TF: Small Planes, Large Planes, Combat Aircraft, Helicopters

Total Powers & Skills Cost: 191

Total Cost: 376

400 Matching Complications (75)

- 10 **Distinctive Features:** Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 25 **Enraged:** if sister Knocked Out or seriously hurt (Common), go 14-, recover 11-
- 25 **Hunted:** VIPER (Infrequently, Mo Pow, NCI, Capture)
- 25 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 20 **Psychological Complication:** Code Versus Killing (Common, Total)
- 20 **Psychological Complication:** Devoted To/Protective Of Her Sister (Common, Total)
- 15 **Social Complication:** Public Identity (Irina Perovsky) (Frequently, Major)

Total Complications Points: 75

Experience Points: 0



Appearance: Smoke and Mirrors are twin sisters, both beautiful twenty-somethings with long blonde hair. Each wears a skin-tight bodysuit with a daring teardrop-shaped decolletage cut out of the front (Smoke's suit is charcoal grey, Mirror's is a shiny, reflective silver), plus matching boots and gloves. Neither of them wears a mask.



THE SYLVESTRI CLAN

Membership: Giacomo Sylvestri (Patriarch), Bocol McFarlane, Astralle, Cornelius Liefeld, and others.

Background/History: For three hundred years, the Sylvestri clan has been one of the most powerful and evil factions of the Mystic World. The clan consists of several related, extended families: the Sylvestris themselves; the McFarlanes; the Liefelds; and a few other minor families. Members of the Sylvestri Clan live on at least three continents.

The lineage's involvement in black magic began with Count Giacomo Sylvestri. Unlike most Satanists, Giacomo had the patience and discretion to learn magic on his own instead of relying on what the Lords of Hell proffered. Giacomo went beyond his deal with the Devil to serve the Dragon — the mystical embodiment of all human evil — directly. He has lived for centuries through Satanic power, with no end in sight, and has become one of the Dragon's most favored servants.

Giacomo raised his children as Satanists and Dragon-worshippers, and they continued the tradition with their own children. The Sylvestris married other black magicians, bringing them into the extended family. By now the far-flung clan includes at least twenty adepts of significant power, and dozens of minor mystics. Family members with no talent for magic stay involved as cultists and accomplices. Not all the family members choose to follow this peculiar “family business,” and the Sylvestris suffer a high attrition rate, but after three centuries their numbers make them a major power-bloc in the Magical World.

Group Relations: Sylvestris work together on missions, and any Sylvestri can count on help from the others if he faces danger from outside forces such as churches, governments, or mystic heroes. At the same time, the Sylvestris are selfish amorlists who gladly betray each other when things go well, if they think this could bring them more power. Keeping up with family gossip on who's doing what with whom (or to whom) is a major preoccupation.

The Sylvestris agree, however, that family patriarch Giacomo remains the boss, now and forever. Giacomo has the most seniority and experience, and he's clearly the clan's most powerful sorcerer. Giacomo has also survived numerous assassination attempts and killed the would-be assassins.

Most importantly, the Dragon says Giacomo is the boss, and most Sylvestris know better than to argue with the Dragon.

Other senior Sylvestris receive respect and obedience in proportion to their age, power, and favor with Giacomo. The family patriarch appoints an informal council of elders to advise him and oversee family operations. The Sylvestris preach obedience to elders as an important part of Sylvestri etiquette. Actually, respect for elders is a matter of self-preservation: young snots who mouth off to their seniors don't live to become seniors themselves.

Most law enforcement agencies have no idea of the Sylvestris' dark deeds. The Sylvestris devote great effort to keeping the cops in the dark. It's not easy, considering how many Sylvestris engage in kidnapping, torture, murder, and other criminal activities. The family is also hip-deep in the international drug trade, more for its value as a corroder of social values than for the money (their demonic connections have allowed the Sylvestris to amass total assets worth billions of dollars already). Several are multi-millionaires. A few Sylvestris fall because of their criminal activities, but the family passes them off as isolated “black sheep” and hides the occult aspects.

Tactics: The family's goals can be summarized as, “Whatever would please the Dragon.” In the long term, this means freeing the Dragon, annihilating civilization as it currently exists, and making the Earth an eternal Hell of misery from which even death gives no escape. In the short term, however, the Sylvestris follow many goals. Typical Sylvestri operations range from creating a magic item to provoking wars, plagues, and famines — if it's nasty, Sylvestris enjoy doing it. Some Sylvestris hire out to other evil sorcerers and cults as a way of making contacts — and keeping an eye on potential rivals of the clan. Each family member has his own favored magic tactics, making the group a dangerously unpredictable foe.

Resources: Many members of the extended Sylvestri clan are wealthy and/or hold positions of influence in the societies they live in. Additionally, the Sylvestris own several Bases. The three family homelands hold their most important sanctums. Castello di Sylvestri in the Apennine Mountains of Italy is the clan's supreme headquarters. A small town in Scotland hosts McFarlane House.

The Liefeld Commerzbank Tower in Frankfurt, Germany forms the chief nexus for the clan's financial web. All these Bases boast extensive defenses, both magical and mundane.

Campaign Use: Most obviously, the Sylvestris present an ongoing threat to the heroes. They make a fine source for new villains, too. If you cannot think of some other origin for an evil sorcerer or magical super-thug, you can make him another Sylvestri. You can also use the Sylvestris as an excuse for all sorts of different sorcerers, villains, and monsters to work together.

The Sylvestris are so widespread and have their fingers in so many pies that players can easily justify them as a hero's Hunted. Heroes might have thwarted Sylvestri plots in the past, or gained their powers by accident from a Sylvestri magic ritual, and so on. A hero might even be a Sylvestri who "went rogue," and the family wants him back — or dead. In every generation, a few Sylvestris try to drop out and lead normal lives. If they succeed, their children might inherit a knack for magic. Sylvestris who fail might seek good-guy sorcerers — like the PCs — for help against their relatives.

Weakening or strengthening the Sylvestris primarily means decreasing or increasing their numbers. You could also make the family less powerful by heightening its internal divisiveness, making it less likely that large numbers of them can work together.

SYLVESTRI FACTS

Here are some facts characters and NPCs might know about the Sylvestris if they succeed with an appropriate Skill Roll. The best Skills for this would be KS: The Mystic World or the like; the Sylvestris as a group rarely mingle with the full Superhuman World or comport themselves like costumed villains.

N/R: The Sylvestris are a large, extended clan some of whose members are said to be accomplished mystics.

K/R: Some Sylvestris are in fact powerful mystics, and their power seems to come mostly from pacts with demons and other infernal beings.

-1: A Professor Carlota Sylvestri was involved in the March 2006 attack by the Cirque Sinister on Vibora Bay using the Janus Key. She helped Robert Caliburn defuse their plot, but then betrayed him and tried to seize the Key for herself. It burned her hand and vanished into the muck of the San Sebastian Swamp. It's believed she still desperately wants the Key and is obsessively searching for it and researching it.

-4: In truth, the Sylvestris ultimately serve not the Devil but the Dragon, the mystic embodiment of all human evil. Patriarch, the clan's leader, is most likely the Dragon's chief human servant.

-6: The main Sylvestri strongholds are located in Italy, Scotland, and Germany, and are heavily protected by means both mundane and magical.

Associates, Allies, And Adversaries: The Sylvestris' biggest rivals in the Mystic World, at least in the eyes of many, is the Vandaleur family. Other sorcerous "dynasties" like the de Morphants and the Warwicks died away long ago, but the Vandaleurs remain, and are of far older lineage than the Sylvestris. (And it doesn't hurt that Giacomo Sylvestri and Adrian Vandaleur despise one another personally.) Additionally, Vandaleur magic doesn't depend so much on pacts with the infernal and the Dragon, giving them potentially greater flexibility and freedom. But the truth is the two clans hardly interact. Sometimes a plot hatched by a Sylvestri impacts a Vandaleur and there's a clash between the two of them, or a Vandaleur decides not to let a Sylvestri do something harmful (at least as the Vandaleur defines "harmful") and works against him behind the scenes, but the two families have never "gone to war" with one another. In many ways their "rivalry" is more more of a cold war... though there's no question that it could easily flare up into something hotter, given the right circumstances.

Relations between the Sylvestris and the Circle of the Scarlet Moon are touchy. The leaders of the Circle prefer for their followers not to sell their souls to demonic powers (since they don't want them answering to anyone else), whereas most Sylvestris are firmly in the pocket of either the Dragon itself or some diabolic power. Despite this potential source of friction, various Sylvestris have at times teamed with the Circle to their mutual profit, and that's likely to continue in the future... though neither group trusts the other at all.

The Sylvestris enjoy cordial relationships with most other Satanic and Draconic cults and mystics. DEMON used to have close relations with the Sylvestris. But when DEMON's true nature and purpose were revealed (see CU 159-60), the Dragon and the demonic patrons of various family members commanded the clan to break off the alliance. Most Sylvestris obeyed, and the ones who did not had to throw in their lot with DEMON, once and for all.

Of course, all heroic mystic organizations despise the Sylvestris. The Trismegistus Council is the clan's most determined foe, having fought it tooth and nail for over a century now. If and when a new Archmage takes office, the Council will urge him to destroy the Sylvestris once and for all. It's bad enough the Dragon has to exist; having such a powerful group of humans serve him directly is intolerable.

OTHER SYLVESTRIS

Besides the four Sylvestris profiled below, other family members of note include:

Fra Diavolo: Diodoro Sylvestri tried to escape his family by becoming a monk, but the Patriarch eventually corrupted him. He's both a Satanist (though with little power) and a crime boss in Naples.

Canidia Liefeld: Erichtho McFarlane's great-granddaughter inherited only a little of her ancestress's necromantic skill (see below), but she is a top-notch lawyer. Canidia looks out for the legal affairs of many of her relatives.

Georgius Liefeld: Canidia's cousin Georgius runs a brokerage house in Hamburg. His only mystic talents are astral perception and projection, which he uses to gain information for insider trading.

Sagana Liefeld: This Sylvestri scion suffered from an ugly and handicapped body until she sold her soul to the archdevil Mulciber, the Netherworld's greatest artisan. Mulciber gave Sagana an immortal body of living metal, making her drop-dead gorgeous but unable to pass for human. Sagana gained great magical power over earth, fire, and metal. She serves Mulciber with utter devotion, and indeed has fallen in love with the demon-smith.

Matachin: Dashwood Sylvestri has little magic of his own, but he wields a magic sword charged with deathly Qliphothic energies. As the mercenary Matachin, he sells his services in the Mystic World and gathers information to sell to his kinfolk.

Erichtho McFarlane: This daughter of the Patriarch changed her name to that of a witch from Classical literature to reflect her mastery of necromancy. Erichtho died more than a century ago, but remains active as a ghost. She can possess corpses, create other undead, and cast a variety of necromantic spells while in disembodied, astral form.

Velleda McFarlane: Although she learned a few minor spells, this Sylvestri daughter lacked the talent to match her ambition. She appealed to Erichtho for help, and her deceased kinswoman turned her into a vampire. Velleda acts as the Sylvestris' liaison whenever they need to negotiate with vampires. She enjoys seducing and preying upon the living, especially Goth types who think being dead is sexy.

Professor Carlota Sylvestri: A professor of anthropology at Tulane University under the name Carlota Silverman, her ties to the Sylvestris were revealed in March 2006 when she helped Robert Caliburn thwart the Cirque Sinister's attack on Vibora Bay using the Janus Key, but then tried and failed to seize the Key for herself (see CU 16, 137). Patriarch is very displeased with her failure and the revelation of her true identity; she's continuing to study and look for the Key in the hopes of winning back his favor... and obtaining the Key's power for herself!

PATRIARCH

Background/History: After twenty years, the Conte Giacomo Sylvestri at last would have a child: his third wife was pregnant. His ancient line and title would continue. Moreover, the unfruitfulness of his past wives and mistresses was *not his fault*.

Giacomo had a brilliant life. He was a successful army commander; fluent in French, German, Latin, and Greek; a shrewd investor; and a patron of the arts. He succeeded at everything except siring an heir.

On a business trip to Milan, Giacomo obtained a horoscope from the notorious Pietro Mora, who was rumored to be a sorcerer as well as a doctor and astrologer. His wife's child was a boy, Mora said, and Giacomo would father more sons than Jacob of Israel. Giacomo returned early from Milan to tell his wife the news. In high heart, he strode to their chamber, threw open the door to greet her — and felt a dagger of ice in his heart.

His wife was naked on their bed. So was the handsome young guard. They broke their embrace, as surprised as he. Giacomo moved first. They barely had time to scream before he slew them both with his sword.

Giacomo spent the next week drunk, but wine could not erase the horrid clarity of that moment at his chamber door. The child had not been his. Killing his wife and her lover did not kill the truth that he could never sire an heir. He was the last Sylvestri. Giacomo laughed, remembering Pietro Mora's assurance. More sons than Jacob indeed! And so Giacomo decided to ride back to Milan and kill Mora as well. What was another murder? He did not regret killing his faithless wife any more than he regretted the men he slew on the battlefield.

Only Mora did not die. When he saw Giacomo's sword, Mora raised his hand and spoke a Word. One of the rings on his fingers flashed red and Giacomo felt fire explode in his head. He staggered forward, half blind with pain, until a second blast sent him crumpling to the floor.

To his surprise, Giacomo woke up again. Mora wanted to know why Giacomo sought his death; this was a strange reaction to good news, was it not? Giacomo told of his wife and why he'd slain her. "Your horoscopes are no better than fart-wind, wizard."

Mora frowned, but thoughtfully. "Not my words, but those of my lord and patron, the great Duke Astaroth. He has never been wrong before, but one must consider his words closely. He said the child was a boy. He never said it was yours. The rest of his prophecy may yet come true — if you dare to fulfill it. Will you accept damnation to gain an heir?"

Giacomo laughed bitterly. "God has shown His "love" for me well enough. I am an adulterer and a murderer and do not repent it! Let your devil do his best. If he can make my seed fertile, he shall be my liege as well!"

So it came to pass. Giacomo sold his soul to the archdevil Astaroth and took another wife. Soon he had a baby daughter, with another child on the way. As Astaroth commanded, he baptised neither. With proof of Hell's power, Giacomo contacted Mora again. He wanted to learn sorcery himself. Since Milan was becoming too hot for Mora, the Satanic wizard gladly moved to Castle Sylvestri.

As always, the Conte did well at his chosen task. When Mora left five years later, Giacomo could summon demons himself... and just in time, for the Pope had allied with a neighbor to conquer and destroy him. Many of Giacomo's own people welcomed the invader: Giacomo was as thorough in damnation as everything else, and earned their hatred. The few who remained loyal were not enough, but some minor demons sent among the besiegers at night evened the score. Even as the army retreated from Giacomo's gates, though, an arquebus shot pierced him. The wound festered into gangrene; mortal medicine was helpless, and so Giacomo invoked the demon Marbas, a President who cures disease and appears in the form of a lion.

To Giacomo's dismay, this time his conjurations did not cow the demon. His sickness made him too weak. "Payment, son of Adam!" the demon growled as it stalked around Giacomo's magic circle. "Life and health I give, in return for what else is most precious to thee!"

"Fiend!" he cried. "My soul is pledged already!"

The demon bared its fangs, a grin. "That I know... but what did you buy that was worth damnation? Give it to me, with thy two hands, and perfect health shall be thine for all thy days."

What could the demon mean but his eldest son Pietro, his heir? A fine little lad, though Giacomo didn't see much of him; that was the nanny's job. But then, he had two other sons, one legitimate, and already wise folk did not question his word.... "Agreed, spirit. With my own two hands will I grant thy desire in... a week? If you will assure my life until then?"

"A week," Marbas agreed. "I shall know if thy payment is given with less than thy full heart." And it vanished in a flash of flame.

In the days to come, Giacomo announced sadly that little Pietro was sick. The nanny did not contradict him. Pietro got all the toys and sweets he wanted. And then Giacomo stood in the circle again, his son sleeping in his arms from an herbal potion. Pietro would not suffer, he told himself. Once more the lion Marbas paced outside his circle. Once more it grinned.

"Come forth and be healed," the demon said. Steeling his nerve, Giacomo stepped out of the circle, knelt, and laid Pietro on the stone floor. "Now, let all infirmity depart!" the demon commanded. A wave of sulfurous fumes swirled around Giacomo, making him cough, but he felt the pain and corruption leave his flesh. Pietro coughed as well and opened sleepy eyes.

"Daddy?" he murmured. Then Pietro shrieked, a thin, brief sound as Marbas leaped upon him and swallowed him whole, knocking Giacomo back into the circle.

Patriarch Facts

Here are some facts characters and NPCs might know about Patriarch if they succeed with an appropriate Skill Roll. The best Skills for this would be KS: The Mystic World or the like; Patriarch rarely mingles with the full Superhuman World or comports himself like a costumed villain.

K/R: The Patriarch is the head of the mystically-gifted Sylvestri family; in addition to being a strong sorcerer, he's said to be highly skilled at summoning and commanding demons.

-1: Patriarch carries an enchanted sword-cane that he uses as a ritual implement to cast many of his spells.

-2: His real name is Giacomo Sylvestri.

-4: Patriarch is the Dragon's chief servant on Earth, his most willing tool but also sometimes subjected to the Dragon's fearsome wrath.

-6: Patriarch has worked so much evil magic that he suffers pain when he's on holy ground.

-8: The mystically aware can recognize Patriarch by his powerful but tainted mystic aura.

"Thou payest well, son of Adam," the demon said. It licked its chops and vanished. Giacomo regretted his damnation for the first time. And the last. Henceforth, no crime was beyond him, and the Lords of Hell were much pleased.

Over the years Giacomo became a mighty wizard, both from the powers the demon princes gave him and what he learned on his own. In fact, he proved a little too skilled for his demonic patrons. When old age closed in on him, Giacomo contacted the Dragon and made a final pact. The Dragon gave Giacomo immortality in exchange for eternal service as its tool for mankind's destruction. As token of their pact, Giacomo must sacrifice one of his own blood every year to maintain his immortal life. Giacomo has done this for three hundred years. He has sired dozens of children, as Astaroth foretold, and hundreds of grandchildren and further descendants... and his hands have run red with their blood.

Personality/Motivation: Giacomo is haughty, cold, and vicious. He's an amazingly competent person, and he knows it. He made himself the Dragon's favorite acolyte in the Quaternion, and he knows that, too. As far as Giacomo is concerned, the Multiverse divides into four categories: the Dragon; himself; that which serves the Dragon and himself; and that which *should* serve the Dragon and himself. In short, he's a psychopath and a fanatic. He's good at hiding it in public, though. Giacomo can be quite charming when he wants.

Quote: "A moment, please, before you attempt something heroic and foolish. There is something you should know...."

PATRIARCH

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
23	DEX	26	14-	
23	CON	13	14-	
23	INT	13	14-	PER Roll 14-
23	EGO	13	14-	
30	PRE	20	15-	PRE Attack: 6d6
7	OCV	20		
7	DCV	20		
8	OMCV	15		
8	DMCV	15		
5	SPD	30		Phases: 3, 5, 8, 10, 12
15	PD	13		Total: 15 PD (0 rPD)
15	ED	13		Total: 15 ED (0 rED)
10	REC	6		
70	END	10		
13	BODY	3		
36	STUN	8		

Total Characteristics Cost: 248

Movement: Running: 12m

Cost Powers **END**

115	Demonic Theurgy: Variable Power Pool (Magic Pool), 80 Pool + 80 Control Cost	var
	No Skill Roll Requires (+1); Extra Time (requires a minimum of 1 Turn to change Pool allocation; -¾), Variable Limitations (requires -1 worth of Limitations; -½)	
7	Hell Sword: HKA 1d6 (2d6+1 with STR without naked Advantages aren't used, 1d6+1 when they are) OAF (-1), No Knockback (-¼)	1
22	Hell Sword's Hellfire: Constant (+½), Penetrating (x2; +1), and Uncontrolled (stops working after 1 Turn; +½) for HKA 1d6	0
	Reduced Endurance (0 END; +½); OAF (-1)	

Martial Arts: Fencing

	Maneuver	OCV	DCV	Notes
4	Froissement	-1	+1	Disarm, 30 STR
5	Lunge	+1	-2	Weapon +4 DC
4	Parry	+2	+2	Block, Abort
4	Strike	+0	+2	Weapon +2 DC
2	Use Art With Blades and Clubs			

24	Diabolical Fortitude: Physical and Energy Damage Reduction, Resistant, 25%	0
	Only Works If Patriarch Maintains His Ritual Schedule (-¼)	

23	Diabolical Immunities: Life Support (Self-Contained Breathing; Safe Environments: Intense Cold, Intense Heat; Longevity: Immortal; Immunity: all terrestrial diseases and biowarfare agents)	0
	Only Works If Patriarch Maintains His Ritual Schedule (-¼)	

5	Mystic Ward: Power Defense (5 points)	0
15	Psychic Ward: Mental Defense (15 points)	0
13	Diabolical Regeneration: Regeneration (1 BODY per Turn)	0
	Only Works If Patriarch Maintains His Ritual Schedule (-¼)	

10	Astral Awareness: Dimensional (Astral Plane) for Sight Group	0
10	Astral Awareness: Dimensional (Astral Plane) for Hearing Group	0
10	See Magic: Detect Magic 14- (Sight Group), Discriminatory	0
5	Wizard's Wardrobe: Cosmetic Transform 2d6 (change clothing in any way)	1
	Improved Results Group (any clothing; +¼); Limited Target (own clothes; -½)	

Perks

80	Castello di Sylvestri: 400-point Base
12	Contact: Cult Of The Red Banner 11- (useful Skills and resources; organization Contact)
12	Contact: Ouroboros 11- (useful Skills and resources; organization Contact)
10	Money: Wealthy

Skills

16	+2 with Magical Attacks
3	Acting 15-
3	Analyze Magic 14-
3	Breakfall 14-
5	Cramming
3	Cryptography 14-
3	Deduction 14-
3	High Society 15-
3	Interrogation 15-
3	Navigation (Astral, Dimensional) 14-
3	Oratory 15-
3	Sleight Of Hand 14-
15	Power: Thaumaturgy 20-
3	Trading 15-
1	WF: Blades
3	Linguist
3	1) English (idiomatic; Italian is Native)
3	2) French (idiomatic)
2	3) German (completely fluent)
2	4) Greek (completely fluent)
3	5) Hebrew (completely fluent)
2	6) Latin (completely fluent)
3	Scholar
2	1) KS: Arcane And Occult Lore 14-
2	2) KS: Demonology 14-
2	3) KS: Draconic Cults 14-
1	4) KS: Fencing 11-
2	5) KS: Hermetic Theurgy 14-
1	6) KS: Imaginal Planes 11-
2	7) KS: The Mystic World 14-
1	8) KS: Occult History 11-
2	9) KS: Spirits 14-
2	10) KS: Western Occultism 14-

Total Powers & Skills Cost: 500

Total Cost: 748

EXAMPLE POWERS FOR DEMONIC THEURGY POWER POOL

Brimstone Spear: With a word and a pass of his beringed hands, the Patriarch conjures a javelin of fire and brimstone. When it hits its target, the spear explodes in a cloud of choking, stinking smoke.

Blast 5d6, Area Of Effect (1m Radius; +¼), NND (defense is Life Support [Self-Contained Breathing] or Taste/Smell Group Flash Defense; +1) (56 Active Points); OIF (talismanic rings; -½), Gestures (-¼), Incantations (-¼). Total cost: 28 points.

Diabolic Communion: Once the Patriarch contacts a devil, he offers access to his mind, so they may speak together.

Mind Link to any one infernal spirit, any distance, any dimension (20 Active Points); IAF (sword-cane; -½) Concentration (concentrate to ½ DCV throughout; -½). Total cost: 10 points.

Diabolic Invocation: Powerful as Patriarch is, he cannot actually force any but the weakest demons to appear. Instead, he sends a mystical beacon to a demon or devil, requesting communion. If the spirit responds (by accepting the *Diabolic Communion*, above), he can invite it to appear. The demon may choose to appear, or not. Tradition and formality call for a grand ceremony, but the Patriarch can make do with chanting an invocation while tracing a circle with his sword-cane.

Mind Scan 10d6, Transdimensional (Netherworld; +½) (75 Active Points); OAF (sword-cane; -1), Extra Time (1 Turn; -¼), Incantations (-¼). Total cost: 21 points.

Eyes Of Asmoday: Among his other gifts, the archdevil Asmoday grants invisibility. By calling on Asmoday and kissing one of his rings, the Patriarch can gain the power to “see” those who think themselves unseen.

Detect Invisibility (no Sense Group), Range, Sense, Targeting (22 Active Points); OIF (-½) (talismanic ring; -½), Gestures (-¼), Incantations (-¼). Total cost: 11 points.

Hypocrite's Cloak: In Dante's *Inferno*, religious hypocrites — especially those who used their holy office for financial gain — are condemned to wear imprisoning robes of gilded lead. With a wave of his sword-cane, the Patriarch conjures such a robe around a foe. The robe can trap spirits, astral projectors, and other non-solid entities, as well as mortals.

Entangle 4d6, 4 PD/4 ED, Affects Desolidified (+½) (60 Active Points); OAF (sword-cane; -1). Total cost: 30 points.

Soul Armor: The Patriarch summons a phantom suit of mail crafted from gibbering, damned souls. This stops the BODY from most mundane attacks.

Resistant Protection (10 PD/10 ED) (30 Active Points); OIF (-½) (talismanic rings; -½), Gestures (-¼), Incantations (-¼). Total cost: 15 points.

Surgat's Blessing: The demon Surgat has the power to open any lock. The Patriarch calls on Surgat's power with a few words and a tap from his cane. One tap suffices for most locks, but even bank vault doors open in time.

Lockpicking 25- (35 Active Points); OAF (sword-cane; -1), Incantations (-¼). Total cost: 15 points.

400 Matching Complications (75)

- 10 **Distinctive Features:** powerful, tainted magic aura (Not Concealable; Always Noticed; Detectable Only with Unusual Senses)
- 15 **Enraged:** by defiance, insult or humiliation (Common), go 11-, recover 14-
- 10 **Hunted:** assorted mystic heroes (Infrequently, As Pow, Capture/Kill)
- 10 **Hunted:** Adrian Vandaleur (Infrequently, As Pow, NCI, Discreetly Thwart)
- 10 **Hunted:** The Dragon (Frequently, Mo Pow, Watching)
- 10 **Hunted:** The Devil's Advocates (Frequently, Mo Pow, Watching)
- 10 **Negative Reputation:** the Dragon's chief disciple, 11- (Extreme, Limited Group [the Mystic World])
- 15 **Physical Complication:** must perform sacrifice rituals to keep physical toughness and magical powers (Infrequent, Greatly Impairing)
- 15 **Psychological Complication:** Devoted To The Dragon (Common, Strong)
- 15 **Psychological Complication:** Vengeful (Very Common, Moderate)
- 30 **Susceptibility:** takes 3d6 STUN and BODY damage instantly whenever the Dragon wants (Uncommon)
- 5 **Susceptibility:** takes 1d6 Drain Magic Pool every Turn he's on holy ground (Uncommon)

Total Complications Points: 75

Experience Points: 348



Powers/Tactics: Patriarch practices Hermetic theurgy with a demonic emphasis. The Dragon forbids him to use other sorts of magic. (He can use alchemical potions since they're actually spells cast by someone else, but the Dragon punishes him for it later.) He prefers to fill his Variable Limitation with his sword-cane (in either sword or cane form) as an OAF. If the Patriarch loses the sword-cane, he uses his talismanic rings (OIF) with Gestures and Incantations (or a 14- Activation Roll). If Giacomo loses use of all Foci, he has to find -1 worth of other Limitations (typically Activation Roll, Gestures, and/or Incantations). His complete list of permissible Limitations consists of Activation Roll, Concentration, Extra Time, Focus, Gestures, and Incantations.

Patriarch must sacrifice a descendant every year. If he does not, he loses the magical toughness and immortality granted by the Dragon (his Damage Reduction, Regeneration, and Life Support) and 5 points of STR, DEX, and CON. What's more, all his magic suffers an Activation Roll 14-. (He practices other rituals to maintain his power as well, but he doesn't need to follow a strict schedule.)

Patriarch carries an enchanted sword-cane. The demon-forged Hell Sword in the cane inflicts just a little damage when it hits — it's only a sharpened épée, after all — but the hellfire flickering along the blade can damage virtually anything, and keeps burning for a full Turn. (The sword inflicts full damage, with Damage Classes from the Fencing maneuvers, when it hits; after that the hellfire inflicts 1d6 Killing Damage, Penetrating (x), each Phase for 1 Turn.)

Campaign Use: See the introductory text for general information. Patriarch holds the Sylvestri clan together through sheer terror and the tacit threat of the Dragon's wrath. Without him, one of the most powerful factions in the Mystic World would fall apart as the various Sylvestris turned on each other or pursued their own schemes.

Giacomo prefers to delegate oversight to one descendant or another. Patriarch doesn't take charge personally unless he must: not only does Giacomo ensure his own safety by staying in the shadows, he can blame underlings for failure. Thus, heroes usually encounter Patriarch only at his pleasure, when he has lots of backup, deadly pre-cast spells ready to trigger, and a hostage DNPC or two — or when the Sylvestris capture them.

To make the Patriarch more powerful, increase his Magic Pool, reduce the Limitations on it, or give him greater attacks and defenses outside the VPP. To reduce his power, decrease the size of his Magic Pool, add Limitations to (or remove Advantages from) it, and/or reduce his DEX and SPD.

Appearance: The Patriarch looks like he's in his early fifties. The handsome Giacomo has a narrow mustache and just a few streaks of grey in his wavy black hair. When in public, mingling with Italian high society, he wears immaculately-tailored grey silk suits. Only close inspection of his dragon-headed sword-cane and rings would hint that Giacomo is a sorcerer: his rings bear demonic sigils, while the gold wire embedded in the rosewood cane twists into runes.

On formal occasions, Giacomo wears opulent seventeenth-century garb slightly modified for the demands of ritual sorcery: trousers and a broad-collared jacket of dark, richly embroidered velvet, with lace cuffs, a ruffled cravat, and leather belt and boots. He adds a black mantle lined with red silk and a golden coronet. The belt, mantle, and coronet all bear mystic characters. Two ensymboled brooches linked by a golden chain hold the mantle across his shoulders. The collar of his jacket is embroidered in gold with a rampant dragon on one side and the Secret Seal of Solomon on the other.

ASTRALLE

Background/History: Perrenon Sylvestri was eager to leap into the thick of Sylvestri magical operations. She didn't want to spend years getting some serious power. On the other hand, she didn't want to sell her soul outright and become a demon lord's pawn. So she struck a compromise. Perrenon contacted each of the seven planetary demons: Aratron, Barsabel, Bethor, Hagith, Och, Ophiel, and Phul. In exchange for small bequests of magical knowledge and power from the demons, she offered herself as a lover to all seven, with a promise of other favors. Through this, Perrenon quickly gained a wide range of spells. On the rare occasions when she needs a supervillain-style pseudonym, she calls herself "Astralle." When undercover, she calls herself "Perry Wood."

Personality/Motivation: Astralle is entirely cynical about human motivations. Most people, she believes, have just two desires — lust and greed — and follow these desires blindly. Clever people (like her) manipulate these two desires in others to gain power, which is all that really matters. Men are particularly easy for a beautiful woman like her to control: just offer them some nooky and they'll do anything. Hey, look how she got her powers. In a world of stupid sheep, it's practically a moral duty to be a wolf.

She never reflects on the possibility that her pursuit of power makes her just as easy to control as the "sheep" around her. This wasn't lost on the Planetary Demons, though.

Quote:

Undercover: "Hi, what's your sign?"

In Combat: "Barsabel, shield me! Aratron, bind him!"

Powers/Tactics: The Planetary Demons each gave Astralle one attack spell and one defensive or miscellaneous spell she can mix and match any way she wants. She also has a number of other spells based on demonology or astrology. She casts her planetary spells using a belt of enameled plaques bearing the sigils of the seven Planetary Demons and some combination of Gestures, Incantations, Concentration, Extra Time, or an Activation Roll.

Astralle's greatest power is actually her skill at astrological forecasts. By studying the positions of the planets in the Zodiac, Astralle often obtains visions of the future. She's especially skilled at predicting the future actions and circumstances of individuals (the more she knows about a person, the greater her chance of making an accurate forecast; the GM should take this into account when she uses her Precognition). She searches people's timelines for events she can turn to her advantage — she looks forward to see where they'll be; then she goes there at the appointed time... or sends her hirelings.

Astralle values her own safety above all else. When she can't get what she wants by working undercover, she tries to get somebody else to do the dirty work or at least back her up in a lightning-quick operation. If she encounters unforeseen problems, Astralle immediately flees.

Campaign Use: See the introductory text for general information. Astralle is a low-ranking Sylvestri. She schemes to gain information about heroes so she can trade her forecasts to other Sylvestris, gaining favors in return. Astralle might try to get close to a hero to learn about him and his comrades. She fights heroes because they've exposed her imposture or interfered with one of her plans. Other Sylvestris often recruit Astralle to help them Hunt their enemies, but she does not, strictly speaking, ever Hunt characters on her own.

To make Astralle more powerful, raise her Characteristics to make her a more effective combatant, or increase her Multipower to 144 points so she can use more Powers at once. To make her less powerful, reduce her SPD and scale back her Multipower slots to 50-some and 25 Active Points.

Appearance: Perrenon Sylvestri is a voluptuous woman with cornsilk-blond hair. When not undercover as "Perry Wood" she wears flowing costumes of dark blue silk that leave her arms and legs bare, with lots of décolletage, and a blue-lined black satin cape. Around her waist is the belt of dark blue and gold sigil plaques. A black domino mask is strictly for show; Astralle thinks it makes her look mysterious.

ASTRALLE FACTS

Here are some facts characters and NPCs might know about Astralle if they succeed with an appropriate Skill Roll:

N/R: Astralle is a supervillainess with a suite of mystic powers.

K/R: Astralle's powers actually come from making pacts with demons rather than studying and casting spells.

-1: The demons who gave Astralle her powers are the Planetary Demons, and her powers are loosely related to their respective spheres of influence.

-2: Astralle's astrological powers allow her to foresee the future.

-4: Astralle is somehow connected to the Sylvestri clan; she may be a member, or may simply work for them on a regular basis. She's scared of being hurt or captured; unless she feels she's in control of a situation it's likely she'll flee and try again another time.

-6: Astralle's demonic taint makes her suffer pain when she's on holy ground or exposed to holy objects.

-8: The mystically aware can recognize Astralle by her demon-tainted aura.

-10: Her Secret Identity is Perrenon Sylvestri, though she sometimes uses the alternate identity of "Perry Wood."

CORNELIUS LIEFELD

Background/History: Cornelius Liefeld was something of a rebel in his younger days. How do you shock your parents when you come from a family of Satanic sorcerers? You say you want to become a scientist. Cornelius got a doctorate in chemistry, but studied alchemy on the side as a concession to his parents.

Like most young rebels, once Cornelius tasted the real world he settled down and became just like his parents. His life had no dramatic turning point. He just kept encountering situations in which it was inconvenient to remain a law-abiding industrial chemist. First Cornelius compromised his principles just a little by using some alchemy, but in a few years he was murdering enemies, trading favors with other family members, and generally behaving like any other Sylvestri. The clan forgave Cornelius's youthful rebellion, and now the other Sylvestris greatly respect his remarkable powers of alchemy.

Personality/Motivation: Cornelius is not actively vicious, just completely amoral. He feels no loyalty to anyone; he keeps all relationships strictly business, even with other members of the Sylvestri clan. He wouldn't save his own mother's life if someone didn't pay him for it in money, resources, or a promise of favors in return. His blunt and mercenary ways irritate senior Sylvestris, but not enough for any of them to chastise him. Cornelius would even betray the clan, if he saw enough profit to himself and he thought he could get away with it.

ASTRALLE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
18	DEX	16	13-	
18	CON	8	13-	
13	INT	3	12-	PER Roll 12-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
6	DCV	15		
6	OMCV	9		
6	DMCV	9		
5	SPD	30		Phases: 3, 5, 8, 10, 12
8	PD	6		Total: 21 PD (13 rPD)
8	ED	6		Total: 21 ED (13 rED)
6	REC	2		
35	END	3		
10	BODY	0		
24	STUN	2		Total Characteristics Cost: 142

Movement: Running: 12m
Flight: 34m

Cost Powers **END**

73	Favors Of The Planetary Demons: Multipower, 91-point reserve Variable Limitations (requires -½ worth of Limitations chosen from OIF [sigil belt], Activation Roll, Concentration, Extra Time, Gestures, and Incantations; -¼)	
3f	1) Och's Solar Flare: Sight Group Flash 8d6 Area Of Effect (1m Radius; +¼); Variable Limitations (see above; -¼), 8 Charges (-½)	[8]
3f	2) Phantasms Of Phul: Mental Illusions 12d6 Variable Limitations (see above; -¼), 8 Charges (-½)	[8]
4f	3) Ophiel's Forcible Flight: Flight 24m Usable As Attack (defense is Flight; +1¼), Ranged (+½); Variable Limitations (see above; -¼), 8 Charges (-½)	[8]
3f	4) Hagith's Mental Mastery: Mind Control 12d6 Variable Limitations (see above; -¼), 8 Charges (-½)	[8]
3f	5) Barsabel's Flaming Spear: RKA 2½d6 Armor Piercing (+¼); Variable Limitations (see above; -¼), 8 Charges (-½)	[8]
3f	6) Lightning Of Bethor: Blast 12d6 Variable Limitations (see above; -¼), 8 Charges (-½)	[8]
3f	7) Aratron's Leaden Bonds: Entangle 6d6, 6 PD/6 ED Variable Limitations (see above; -¼), 8 Charges (-½)	[8]
1f	8) Och's Illumination: Change Environment (creates real sunlight) Area Of Effect (32m Radius; +1), Reduced Endurance (½ END; +¼); Variable Limitations (see above; -¼)	1
3f	9) Concealment Of Phul: Invisibility to Sight Group and Mystic Group Reduced Endurance (½ END; +¼); Variable Limitations (see above; -¼)	1

2f	10) Ophiel's Instant Transport: Teleportation 30m Variable Limitations (see above; -¼)	3
1f	11) Hagith's Attractive Aura: +25 PRE Only To Make Persuasive/Seductive Presence Attacks (-1)	0
3f	12) Barsabel's Iron Shield: Resistant Protection (8 PD/8 ED/6 Power Defense) Hardened (+¼); Costs Half Endurance (-¼), Variable Limitations (see above; -¼)	2
1f	13) Bethor's Revelations: Detect Magic 12- (Sight Group), Discriminatory	0
3f	14) Aratron's Subtle Clutch: Suppress DEX 5d6 Costs Endurance (to maintain; -½), Variable Limitations (see above; -¼)	5
2f	15) Astrological Search: Mind Scan 18d6 Extra Time (1 Hour per attack roll; -3)	9
2f	16) Contact Demon: Mind Scan 12d6 Transdimensional (Netherworld targets; +½); Variable Limitations (see above; -¼), Extra Time (1 Hour; -3)	9
2f	17) Open The Way: Extra-Dimensional Movement (to a single location in a single dimension [Astralles location on Earth]) Usable By Other (+¼), Indirect (+½), Ranged (+½), Transdimensional (Netherworld targets; +½); Variable Limitations (see above; -¼), Concentration (0 DCV; -½), Increased Endurance Cost (x2 END; -½)	10
28	Lesser Gifts Of The Planetary Demons: Multipower, 49-point reserve OIAID (-¼), Variable Limitations (requires -1 worth of Limitations chosen from OIF [sigil belt], Concentration, Extra Time, Gestures, and Incantations; -½)	
2f	1) Shield Of The Star Demons: Resistant Protection (13 PD/13 ED/6 Power Defense) OIAID (-¼), Costs Half Endurance (-¼), Variable Limitations (see above; -½)	2
2f	2) Winds Of Asmodeus: Flight 34m, x8 Noncombat OIAID (-¼), Variable Limitations (see above; -½)	4
1f	3) Astrological Forecast: Precognitive Clairvoyance (Sight Group) OIAID (-¼), Variable Limitations (see above; -½), Precognition Only (-1)	4
2f	4) Astral Gate: Extra-Dimensional Movement (any location in the Imaginal Planes), x4 Increased Mass OIAID (-¼), Variable Limitations (see above; -½) Extra Time (Full Phase; -½), Increased Endurance Cost (x2 END; -½)	8
1f	5) Conjure Imp: Summon one 246-point Imp (see HSB 73) OIAID (-¼), Variable Limitations (see above; -½) Extra Time (1 Turn; -1¼), Increased Endurance Cost (x2 END; -½)	8
1f	6) Contact Demon: Mind Link to any one demon, any distance, any dimension Concentration (0 DCV, must Concentrate throughout; -1), OIAID (-¼), Variable Limitations (see above; -½)	0

- 5 **Stars In Her Eyes:** Sight Group Flash Defense (5 points) 0
- 8 **Slippery Mind:** Mental Defense (8 points) 0
- 10 **Astral Awareness:** Dimensional (Astral Plane) for Sight Group 0
- 3 **Instant Change:** Cosmetic Transform 1d6 (any clothing to costume; reverses at will) 1
Trigger (changing clothing is a Zero Phase Action, Trigger immediately automatically resets; +¾); Limited Target (the clothes currently worn by character; -½)

Talents

- 3 Striking Appearance +1/+1d6

Perks

- 1 Fringe Benefit: International Driver's License
- 1 Fringe Benefit: Library of Babylon Borrower's Card

Skills

- 15 +3 with Favors Of The Planetary Demons Multipower
- 4 **Astrology:** +8 OMCV with Mind Scan 0
OIAID (-¼), Variable Limitations (requires -½ worth of Limitations chosen from OIF [sigil belt], Concentration, Extra Time, Gestures, Incantations; -¼), Requires A PS: Astrology Roll (-½)
- 3 Acting 13-
- 3 Charm 13-
- 3 Concealment 13-
- 3 Conversation 13-
- 2 AK: Babylon 11-
- 2 AK: Astral Plane 11-
- 4 Language: English (idiomatic, native accent; Italian is Native)
- 1 Language: Latin (basic conversation)
- 3 Navigation (Astral, Dimensional) 12-
- 4 PS: Astrologer 13-
- 5 Shadowing 13-
- 3 Scholar
- 2 1) KS: Arcane And Occult Lore 12-
- 2 2) KS: Astrology 12-
- 2 3) KS: Demonology 12-
- 1 4) KS: The Mystic World 11-
- 1 5) KS: The Superhuman World 11-
- 1 6) KS: Western Occultism 11-

Total Powers & Skills Cost: 247

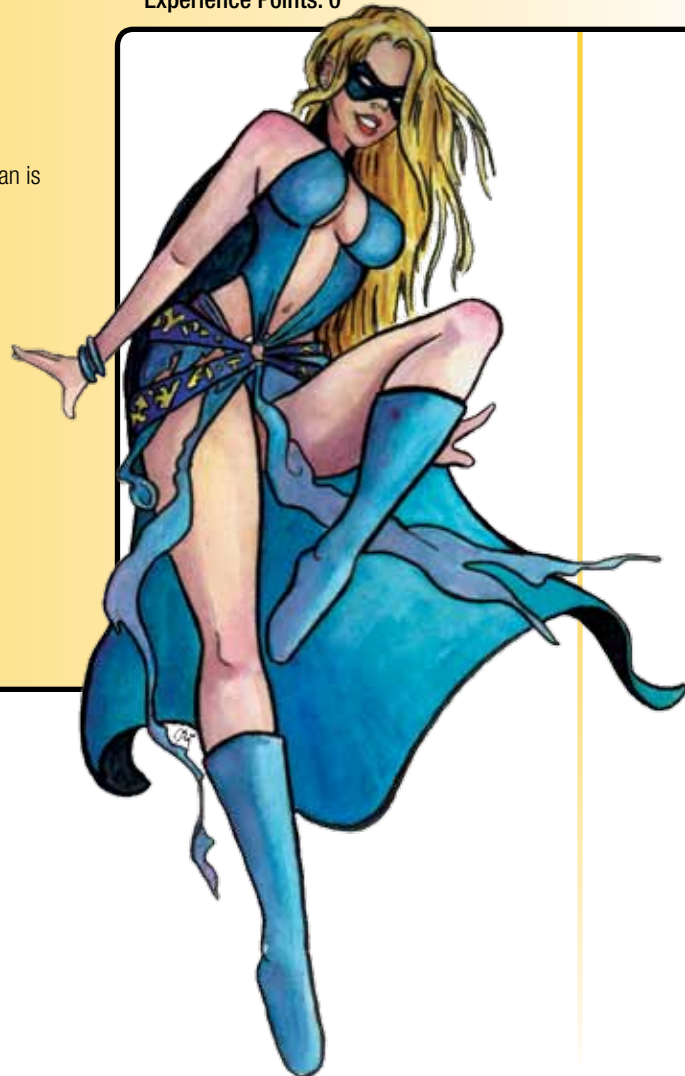
Total Cost: 389

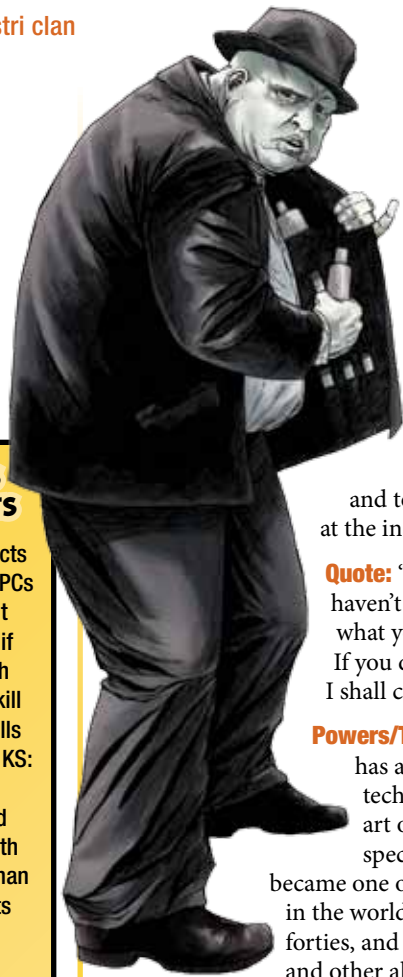
400 Matching Complications (75)

- 10 **Distinctive Features:** Demon-tainted aura (Not Concealable; Always Noticed; Detectable Only with Unusual Senses)
- 10 **Hunted:** Senior Sylvestris (Frequently, Mo Pow, Watching)
- 10 **Hunted:** Planetary Demons (Frequently, Mo Pow, Watching)
- 15 **Physical Complication:** Planetary demons can control her main Multipower (Infrequently, Greatly Impairing)
- 20 **Physical Complication:** Planetary demons can Summon her (Infrequently, Fully Impairing)
- 20 **Psychological Complication:** Terrified Of Capture, Punishment, Or Death (Very Common, Strong)
- 10 **Psychological Complication:** Greedy For Magical Power (Common, Moderate)
- 10 **Psychological Complication:** Lecherous (Common, Moderate)
- 15 **Social Complication:** Secret Identity (Perrenon Sylvestri) (Frequently, Major)
- 15 **Susceptibility:** takes 3d6 damage instantly whenever a planetary demon wants (Uncommon)
- 10 **Susceptibility:** to holy symbols/ground, 1d6 damage/Turn (Uncommon)

Total Complications Points: 75

Experience Points: 0





CORNELIUS LIEFELD FACTS

Here are some facts characters and NPCs might know about Cornelius Liefeld if they succeed with an appropriate Skill Roll. The best Skills for this would be KS: The Mystic World or the like; Liefeld rarely mingles with the full Superhuman World or comports himself like a costumed villain.

-2: Cornelius Liefeld is a member of the Sylvestri clan; he's a gifted alchemist who often supplies his relatives with potions.

-4: Cornelius Liefeld is a coward; he has no desire to fight at all, and flees confrontation if possible.

-6: Liefeld is extremely proud of his alchemical skills and may become very upset if they're insulted or questioned.

Cornelius's pride in his magic, however, can override both his avoidance of danger and his greed. He won't easily let pass any slur on the art of alchemy, *his* alchemy, especially from other kinds of sorcerers. He might lose his cool

and toss an attack potion at the insulting person.

Quote: "Who, me? Sir, I haven't the faintest idea what you are talking about. If you don't leave me alone, I shall call the police."

Powers/Tactics: Cornelius has adapted modern lab techniques to the ancient art of alchemy with spectacular results. He became one of the top alchemists in the world while still in his forties, and can make potions and other alchemical items for nearly any effect he wants. At

the moment, Cornelius is researching immortality and invulnerability. So far, he's succeeded only in giving himself a knack for suspended animation and addicting himself to heavy metal toxins such as mercury.

His alchemical mastery, however, doesn't make Cornelius a fighter. For the most part, he supplies alchemical weapons to cultists or agents working for the clan. He might hire some crook with an obscenely high Sleight Of Hand skill to slip a vile magical toxin or potion into an enemy's food or drink.

Cornelius often watches from hiding to make sure people use his potions correctly and to gauge their effectiveness, but he won't join an assault on heroes. He carries potions on his person in case someone notices and attacks him, but these are almost all for defense and escape. Any offensive potions will be for Flash, Darkness, or other powers to delay or hinder pursuit. Cornelius might carry one Constant Area Effect attack with which to threaten bystanders as a diversion (or he might try to bluff the heroes by claiming one of his other potions is a deadly attack). If he can't get away, he surrenders — in a public place, to a policeman. He knows he's safe in government hands and will never spend more than a few days in custody.

Campaign Use: See the introductory text for general information. Cornelius Liefeld is a mystical technician who possesses great mystical power but relies on other people to use the weapons he supplies. He might Hunt characters at the behest of a senior Sylvestri.

To make Cornelius Liefeld more powerful, give him a potion (outside his Alchemy Pool) that makes him invulnerable, or give him alchemy-spawned minions such as homonculi. He could create some of the mythical beings from the *The HERO System Bestiary* as servant monsters as well. To make him less powerful, reduce his Alchemy Pool so he cannot make such powerful potions.

EXAMPLE POWERS FOR ALCHEMY POWER POOL

Congeaed Frost Elixir: Cornelius reconstructed this magical weapon from an old Chinese recipe. Smashing the potion bottle creates a zone of intense cold and driving snow that quickly freezes unprotected people into hypothermic unconsciousness.

Blast 3d6, Area Of Effect (8m Radius; +½), Constant (+½), NND (defense is Life Support [Safe Environment: Intense Cold]; +1), Trigger (open or smash bottle; +¼), Usable By Other (+¼) (52 Active Points); OAF Fragile (potion and bottle; -1¼), 2 Continuing Charges lasting 1 Minute each (stopped by any heat/fire effect with at least a 1m Radius area; -¾). Total cost: 17 points.

Invisibility Potion: Cornelius often carries a dose or two of this potion in case he needs a discreet getaway. He improved upon older recipes in that his Invisibility Potion conceals him from all magical senses as well as sight. Striking Cornelius with a magical attack deactivates the potion, however.

Invisibility to Sight and Mystical Sense Groups, Trigger (open or smash bottle; +¼), Usable By Other (+¼) (45 Active Points); OAF Fragile (potion and bottle; -1¼), 2 Continuing Charges lasting 1 Minute each (stopped by striking user with a magical attack; -¾). Total Cost: 15 points.

Wizard Glue: This alchemical trap consists of a syrupy liquid and a fine powder. A surface is painted with the liquid, then dusted with the powder. The glue dries almost instantly and invisibly. The next thing that touches the glued surface triggers the magic, adhering the object. Cornelius can adjust the recipe so the Wizard Glue sets instantly, or delays a short while (a minor adjustment to the precise Trigger for a batch of the glue). Since the glue gives no obvious sign of the magic activating, the victim might not notice the trap for a while.

Telekinesis (20 STR), Area Of Effect (1m Radius Surface; +¼), Fully Invisible (except to Touch Group of course; +1), Usable By Other (+¼), 4 Continuing Charges lasting 1 Hour each (+½) (90 Active Points); IAF Fragile (bottle, liquid, and powder; -¾), Extra Time (One Turn to prepare surface; -1¼), Restricted Effect (only immobilizes body parts touching surface; -¼). Total cost: 28 points.

CORNELIUS LIEFELD

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 HTH damage [1]
14	DEX	8	12-	
18	CON	8	13-	
23	INT	13	14-	PER Roll 14-
13	EGO	3	12-	
10	PRE	0	11-	PRE Attack: 2d6

5	OCV	10		
5	DCV	10		
3	OMCV	0		
4	DMCV	3		
3	SPD	10		Phases: 4, 8, 12
6	PD	4		Total: 18 PD (6 rPD)
6	ED	4		Total: 18 ED (6 rED)
6	REC	2		
35	END	3		
12	BODY	2		
26	STUN	3		

Total Characteristics Cost: 81

Movement: Running: 12m

Cost Powers

Cost	Powers	END
103	Alchemy: Variable Power Pool (Magic Pool), 96 Pool + 48 Control Cost OAF (potions, pills, powders, and the like; -1), Only For Alchemical Concoctions (-½), Can Only Be Changed In Alchemical Laboratory (-½), All Powers Must Have Charges, But No More Than Four (-½)	var
7	Alchemical Rod: Multipower, 15-point reserve OAF (-1)	
1f	1) Transmutation: Minor Transform 1d6 (change one physical property) Improved Results Group (any one property of any material substance; +½)	1
1f	2) Alchemical Indicator: Detect Alchemical Magic, Analyze, Discriminatory	0
14	Alchemically-Treated Suit: Resistant Protection (6 PD/6 ED) IIF (-¼)	0
5	Alchemically-Treated Suit: +6 PD IIF (-¼)	0
5	Alchemically-Treated Suit: +6 ED IIF (-¼)	0
6	Alchemically-Treated Suit: Power Defense (8 points) IIF (-¼)	0
5	Alchemist's Tolerance: Life Support (Immunity: Metallic Toxins)	0

Perks

15 **Laboratory:** Base built on 75 Total Points

Talents

3 Simulate Death

Skills

3	Concealment 14-
3	Cryptography 14-
3	Paramedic 14-
2	PS: Apothecary 11-
2	PS: Glassblower 11-
3	Sleight Of Hand 12-
3	Linguist
1	1) Language: Arabic (fluent conversation)
2	2) Language: German (completely fluent; English is Native)
2	3) Language: Greek (completely fluent)
2	4) Language: Latin (completely fluent)
3	Scholar
2	1) KS: Arcane And Occult Lore 14-
2	2) KS: Alchemy 14-
1	3) KS: Astrology 11-
1	4) KS: The Mystic World 11-
2	5) KS: Occult Natural History 14-
2	6) KS: Western Occultism 14-
3	Scientist
1	1) SS: Anatomy 11-
1	2) SS: Biology 11-
2	3) SS: Chemistry 14-
1	4) SS: Metallurgy 11-
1	5) SS: Mineralogy 11-
2	6) SS: Pharmacology 14-

Total Powers & Skills Cost: 215

Total Cost: 296

400 Matching Complications (75)

10	Dependence: must consume heavy metal toxins every 6 hours or suffer Incompetence (Common, Addiction)
15	Hunted: Doctor Teneber or selected mystic hero (Infrequently, Mo Pow, Capture/Kill)
10	Hunted: Senior Sylvestris (Frequently, Mo Pow, Watching)
20	Psychological Complication: Fear Of Combat (Very Common, Strong)
10	Psychological Complication: Mercenary (Common, Moderate)
10	Psychological Complication: Proud Of His Alchemical Skill (Uncommon, Strong)

Total Complications Points: 75

Experience Points: 0

Appearance: Cornelius Liefeld is a fat, middle-aged man; he's completely bald, without even eyebrows (a side effect of thallium poisoning). His skin is fishbelly pale, except for about an hour after he doses himself with arsenic, when he looks flushed and almost lifelike. Outside the lab he dresses in black business suits with a string tie and porkpie hat. He keeps various potion vials and capsules in pockets inside his jacket and other places hidden about his person. Every few hours he sips mercury from a hip flask or snorts a pinch of a powdered lead and arsenic compound. If he goes a day without a "fix" he gets jittery and nauseous.

BOCAL MCFARLANE

Background/History: “He’s a deep one,” his parents used to say about young Bocal McFarlane. “He’ll go far.” His cousins thought Bocal was just boring. Even as a child, Bocal listened more than he spoke. While his cousins pestered their parents to activate them so they could work devilry, Bocal kept his nose in a book, studying whatever occult lore his elders permitted.

The Sylvestris typically initiate their young into Satanism at age 16. To Giacomo Sylvestri’s surprise, Bocal already knew how to summon and control minor demons: he’d studied more than his parents allowed. The Sylvestris take a practical view. First the Patriarch whipped Bocal within an inch of his life for his disobedience, then initiated him anyway and authorized more advanced training.

At 18, Bocal said he wanted to learn how certain demon lords changed the forms of mortals — and he wanted to learn from the demons themselves. Bocal endured five years of torment in the Netherworld as the slave of the demon Zepar, a Duke in the Cohort of Lust. When he returned, Bocal gave a brief report of what he learned: “Their way doesn’t work for humans.” Remarkably, however, this failure only sharpened Bocal’s interest in body magic. A month later, Bocal left for India to learn the body-control techniques of the fakirs.

BOCAL MCFARLANE FACTS

Here are some facts characters and NPCs might know about Bocal McFarlane if they succeed with an appropriate Skill Roll. The best Skills for this would be KS: The Mystic World or the like; McFarlane rarely mingles with the full Superhuman World or comports himself like a costumed villain.

N/R: A man with draconic features wearing Victorian garb has often led Sylvestri forces in battle.

K/R: In addition to his draconic claws, this person has life magic powers that allow him to induce migraines, weakness, and severe astigmatism in his victims, among other powers.

-1: This person has been referred to as “Bocal” by his companions on several occasions.

-4: His real name is Bocal McFarlane; he’s one of the most senior Sylvestris.

-6: Due to his “draconic” nature, Bocal McFarlane suffers pain if he’s on holy ground.

-8: Bocal McFarlane experiences greater than normal pain when attacked with Ice/Cold powers.

Bocal pursued the rare magic of biomancy for decades. At last, the Library of Babylon told him about the mysterious Lords Carnidine, powerful servants of Nature dwelling on one of the Outer Planes. A little trading of favors gained him a plane-travel device, and Bocal vanished from human ken for over a decade. To this day, the other Sylvestris do not know Bocal’s adventures in pursuit of the Lords Carnidine, but he returned as a true master of life magic.

Bocal became one of House Sylvestri’s most effective operatives. The other Sylvestri elders, however, never trusted him: Bocal had not accepted a permanent pact with either a demon lord or the Dragon.

That changed several years ago when Bocal announced a new project: he would transform himself into a living avatar for the Dragon to possess. To do it right would take many years, but in the end the Dragon would receive a body fit to channel its awesome power. The die was cast — Bocal not only bound himself to the Dragon, he would sacrifice himself to *become* the Dragon. Such loyalty could not go unrewarded: The Patriarch finally admitted Bocal to the inner circle of Sylvestri councils.

Now Giacomo trusts Bocal completely. After all, the Dragon would warn Giacomo if Bocal plotted treachery against him and the family, and after the pact Bocal couldn’t possibly keep secrets from the Dragon, could he?

Personality/Motivation: Bocal’s patience and self-control wars with his metamorphosing body’s lust for physical combat and bloodshed. He enjoys ripping enemies to shreds, but does not attack without plenty of backup and an escape plan. He pursues his ambitions slowly as well. He may not be the smartest Sylvestri (though he’s a genius), but he’s one of the most persistent. None of the other Sylvestris know the full extent of Bocal’s plans, and they probably never will. For instance, Patriarch is unaware that despite Bocal’s pact with the Dragon, the Dragon cannot harm Bocal at will as it can Giacomo: Bocal shares the Patriarch’s Susceptibility, but can deactivate it when he pleases. Since Bocal has not yet needed punishment, perhaps the Dragon itself does not know this. The Dragon *should* know all of Bocal’s plans, as it knows the deep motives of all humans... but is Bocal still human? Quite possibly, he is not. And if anyone in the Sylvestris can cheat the Dragon, it’s him. As his parents said, he’s a deep one.

Quote: “Do you know the legend of Prometheus? If you do not tell me where you hid the Tablet of Destinies, I will rip out your liver and eat it. Then I will heal you. Then I will rip out your liver again — and again — and again....”

Powers/Tactics: Bocal's slow metamorphosis forces him to keep adjusting his spells, making his magic less flexible and reliable than it once was (he used to have a Variable Power Pool with fewer Limitations). Bocal can still inflict many sorts of pain and harm, from muscle cramps to severe astigmatism, though most of his spells do not work against inorganic entities such as ghosts or golems. If Bocal can close with an enemy he may even eschew ranged attacks, put up his Resistant protection, Boost whatever Characteristic seems most useful, then rip into his enemy with teeth, claws, and his Kinetic and Disrupting Touch spells. He enjoys such rough-and-tumble — if he thinks he'll win.

Bocal is one of House Sylvestri's top interrogators. He starts by augmenting the victim's CON so he stays conscious. Then Bocal rips off one of the victim's arms and chews off the flesh as if it were a drumstick. Before the victim dies from blood loss, Bocal heals him and restores the arm. Then Bocal explains that he'll continue eating and restoring parts of the victim's body until the victim talks. That's when another Sylvestri hits the victim with a Mind Control to answer Bocal's questions with total accuracy. At that point, even the strongest-willed person could be forgiven for wanting to spill his secrets instead of his guts.

Campaign Use: See the introductory text for general information. Bocal is an example of a senior Sylvestri, someone the Patriarch trusts to oversee a scheme and command less powerful family members. While the Patriarch remains a remote and shadowy figure of fear, Bocal is the viceroy who actually clashes with heroes — though Bocal himself tends to lead from behind. The Patriarch also trusts Bocal to negotiate with heroes or issue his demands and return from the encounter: Bocal has too much physical power for purely mystical heroes to overcome him, and enough mystical power to fight regular superheroes.

To make Bocal more powerful, increase his physical Characteristics and his intrinsic Mental and Power Defense; perhaps add Sight Group Flash Defense, or move his Life Support outside of his Multipower. His Multipower could also take fewer Limitations. To make Bocal less powerful, reduce his Multipower to 62 points, or reduce his Characteristics.

If Bocal McFarlane Hunts a character, that person knows he seriously inconvenienced the Sylvestris. Bocal always Hunts by directing junior family members in careful investigations that end in deadly ambushes. He prefers to capture heroes before he kills them, however, so he can learn whatever secrets they hold. This gives heroes a chance to escape... and Bocal might deliberately use a less-than-perfect death trap instead of simply executing the heroes. As long as he can blame someone else for the heroes' escape, he establishes himself as the only Sylvestri who can defeat such cunning and resourceful enemies as the PCs.

Appearance: Bocal McFarlane's metamorphosis into a dragon is well underway and continuing. Every year he splits his skin like a reptile and emerges a little larger and a little less human. Armored scales cover Bocal's massive body; his face pushes forward into a blunt muzzle with long, sharp fangs; he's grown wings and a tail; his hands and feet are taloned paws.

Out of combat, Bocal dresses in oversized black formal wear from his Victorian youth, complete with a top hat and gold headed cane. (Of course this is a calculated absurdity.) In a fight, Bocal lets his clothes rip away, but he may wave the cane as he casts spells in hopes that an opponent mistakes it for a Focus. Bocal walks hunched over, and is as comfortable on all fours as standing upright.

BOCAL MCFARLANE

Val	Char	Cost	Roll	Notes
33	STR	23	16-	Lift 2,400 kg; 6 ½d6 HTH damage [3]
17	DEX	14	12-	
23	CON	13	14-	
23	INT	13	14-	PER Roll 14-
17	EGO	7	12-	
25	PRE	15	14-	PRE Attack: 5d6
7	OCV	20		
6	DCV	15		
6	OMCV	9		
6	DMCV	9		
5	SPD	30		Phases: 3, 5, 8, 10, 12
23	PD	21		Total: 23 PD (7 rPD)
23	ED	21		Total: 23 ED (7 rED)
12	REC	8		
60	END	8		
16	BODY	6		
46	STUN	13		Total Characteristics Cost: 245

Movement: Running: 12m
Flight: 10m

Cost Powers END

51	Biomancy: Multipower, 90-point reserve All slots Activation Roll 14- (-¼), Incantations (-¼), Side Effects (lose the use of the slot for 1 Minute; -¼)	
4f	1) Prospero's Curse Of Cramps: Suppress DEX 6d6 4 Uncontrolled (victim may make a CON Roll every Post-Segment 12, and if he succeeds the cramps stop; +½); Common Limitations described above (-¾), Costs Half Endurance (to maintain; -¼)	4
3f	2) Momentary Migraine: Mental Blast 6d6 6 Common Limitations described above (-¾)	6
4f	3) Mass Migraine: Mental Blast 3d6 4 Area Of Effect (24m Radius; +1), Constant (+½), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); Common Limitations described above (-¾), Extra Time (Full Phase to activate; -¼)	4
4f	4) Paralyze: Entangle 4d6, 4 PD/4 ED ACV (uses OMCV against DMCV; +¼), Takes No Damage From Physical Attacks (see 6E1 217; +¾), Work Against EGO, Not STR (+¼); Common Limitations described above (-¾), Mental Defense Adds To EGO (-½)	4
3f	5) Twisting Joints: RKA 1d6+1 6 NND (defense is Power Defense or Double-Jointed; +1), Does BODY (+1); Common Limitations described above (-¾)	6
3f	6) Induce Astigmatism: Sight Group Flash 8d6 4 NND (defense is Power Defense or having innate inorganic sensing devices; +0); Common Limitations described above (-¾)	4

2f	7) Meat Puppets: Telekinesis (20 STR) 4 ACV (uses OMCV against DCV; +0), Line Of Sight (+½); Common Limitations described above (-¾), Only For Puppeteering (see APG 122; -1)	4
2f	8) Bladeskin: RKA 1½d6 4 Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼); Common Limitations described above (-¾)	4
3f	9) Disrupting Touch: Blast 4d6 7 AVAD (defense is Power Defense; +1½), Does BODY (+1); Common Limitations described above (-¾), No Range (-½)	7
1f	10) Fist Toughening: HA +6d6 3 Common Limitations described above (-¾), Hand-To-Hand Attack (-¼)	3
2f	11) Body Toughening: Resistant Protection (10 PD/10 ED/10 Power Defense) 4 Common Limitations described above (-¾), Costs Endurance (-½)	4
1f	12) Body Control: Life Support (Self-Contained Breathing, Diminished Eating: only needs to eat once per week; Diminished Sleep: only needs eight hours of sleep per week; Safe Environments: High Pressure, Intense Cold, Intense Heat, Low Pressure/Vacuum; Immunity [all poisons]) 0 Common Limitations described above (-¾)	0
3f	13) Augmentation: Boost Physical Characteristics 6d6 2 Variable Effect (any one Physical Characteristic at a time; +½); Common Limitations described above (-¾), Costs Half Endurance (to maintain; -¼)	2
2f	14) Healing-Spells: Healing BODY 3d6, Can Heal Limbs 3 Common Limitations described above (-¾)	3
20	Claw/Bite: HKA 1d6+1 (3d6+1 with STR) 2	2
7	Tough, Scaled Hide: Resistant (+½) for 7 PD/7 ED 0	0
10	Trained Will: Mental Defense (10 points) 0	0
5	Inhuman Metabolism: Power Defense (5 points) 0	0
3	Slow Aging: Life Support (Longevity: lifespan of 800 years) 0	0
10	Supernatural Health: Life Support (Immunity: all terrestrial diseases and biowarfare agents) 0	0
5	Wings: Flight 10m 2 Usable As Gliding (+¼); Increased Endurance Cost (x2 END; -½), Restrainable (-½)	2
18	Psychic Sight: Clairsentience (Sight Group and Detect Magic) 1 Reduced Endurance (½ END; +¼); Activation Roll 14- (-¼), Incantations (-¼), Side Effects (lose the use of the slot for 1 Minute; -¼)	1
15	Feel Magic: Detect Magic 14- (Touch Group), Discriminatory, Ranged 0	0
21	Reptilian Regeneration: Regeneration (1 BODY per Turn), Can Heal Limbs 0	0
5	Tail: Extra Limbs (1) 0 Inherent (+¼); Limited Manipulation (-¼)	0

Perks

- 3 Anonymity
- 5 Fringe Benefit: Senior Sylvestri

Talents

- 3 Simulate Death

Skills

- 10 +2 with Biomancy Multipower
- 3 Acting 14-
- 3 Climbing 12-
- 3 Concealment 14-
- 3 Contortionist 12-
- 3 Cryptography 14-
- 3 Interrogation 14-
- 3 Paramedics 14-
- 3 PS: Flesh Sculpture 14-
- 3 SS: Biology 14-
- 3 Spell Research (Inventor) 14-
- 3 Linguist
- 2 1) Language: Gaelic (completely fluent; English is Native)
- 2 2) Language: German (completely fluent)
- 2 3) Language: Hindustani (completely fluent)
- 2 4) Language: Italian (completely fluent)
- 2 5) Language: Latin (completely fluent)
- 3 Scholar
- 2 1) KS: Arcane And Occult Lore 14-
- 1 2) KS: Ayurvedic Medicine 11-
- 2 3) KS: Body Magic 14-
- 1 4) KS: Demonology 11-
- 1 5) KS: Draconic Cults 11-
- 2 6) KS: Life Shaping And Augmentation 14-
- 1 7) KS: The Lords Carnidine 11-
- 1 8) KS: Outer Planes 11-
- 2 9) KS: Western Occultism 14-
- 1 10) KS: Yoga 11-

Total Powers & Skills Cost: 288
Total Cost: 533

400 Matching Complications (75)

- 20 **Enraged:** if takes BODY (Very Common), go 11-, recover 14-
- 10 **Hunted:** Doctor Teneber or selected mystic hero (Infrequently, As Pow, Capture/Kill)
- 10 **Hunted:** The Dragon (Frequently, Mo Pow, Watching)
- 5 **Hunted:** Patriarch (Infrequently, Mo Pow, Watching)
- 15 **Physical Complication:** Bocal cannot use his Multipower if he doesn't perform a monthly sacrificial ritual (Infrequently, Greatly Impairing)
- 10 **Physical Complication:** Large (4m tall/long; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
- 15 **Psychological Complication:** Bloodthirsty And Sadistic (Common, Strong)
- 10 **Psychological Complication:** Ambitious (Common, Moderate)
- 15 **Susceptibility:** to eating anything except raw meat, reduce Multipower by 31 points for 1d6 hours (Uncommon)
- 15 **Susceptibility:** to holy ground, 1d6 damage per Phase (Uncommon)
- 5 **Vulnerability:** 1½ x STUN from Ice/Cold attacks (Uncommon)
- 5 **Vulnerability:** 1½ x BODY from Ice/Cold attacks (Uncommon)

Total Complications Points: 75
Experience Points: 133





THE TIGER SQUAD

Membership: The Tiger Squad is the largest superteam on Earth, with nearly 60 members as of early mid-2010. The members described here in detail are GraniteMan, Red Bullet, Summer Cloud, Technocrat, and Winter Dragon; see CU 48 for the names and brief descriptions of several others.

Background/History: The Tiger Squad, the official superhero team of China, was organized and founded by the Chinese Communist government in 1967. The Red Chinese had noted the increasing numbers (and power) of superheroes in the West with both interest and concern. After the 1961 formation of the Sentinels and 1962 re-formation of the Justice Squadron, it determined that it must have its own team of superhumans, totally devoted to it, as both a shield against Western superhumans and a sword with which to implement the government's plans as needed.

Given China's teeming millions, it took relatively little effort to find both (a) talented martial artists and other persons who could be trained to a level sufficient to compete with superhumans, and (b) true superhumans. At the time China had few superheroes or villains; those who possessed superpowers usually hid them to avoid bringing the often-unpleasant attention of the government to themselves. But Mao Tse-tung's will would not be denied, and soon the Chinese authorities had turned up over two dozen candidates for what was now referred to as *Hū Bān* (the "Tiger Squad").

During the late Sixties, amidst the societal chaos of the Cultural Revolution, the team performed well as membership continued to grow. Mostly it fought gangsters and other crooks in the streets of Shanghai and Peking, and helped deal with natural catastrophes and similar problems all over the country. On several occasions it clashed with American heroes due to what the Americans would call "short-sighted stubbornness" and the Red Chinese government would refer to as "interference in Chinese internal matters." This caused most American citizens to view the Squad as villains, though in truth they were (and are) heroes... just heroes who are controlled by a repressive Communist government.

The Tiger Squad's record of achievement and heroism wasn't enough to spare it from the madness of the latter stages of the Revolution. Mao became suspicious that his enemies might use the Squad against him, or that the Squad itself

might become an enemy. During the early Seventies he gutted the Squad; only a scant handful of members survived his purges and "re-education camps."

Mao's death in 1976 brought the Cultural Revolution to an end, and with that the Tiger Squad's fortunes rose. Restored to the government's good graces, it went on a recruiting drive to replace lost members. By the mid-Eighties it had over three dozen members and its esteem among the people had risen to new heights. But popular opinion soured on the team after its participation on the side of the government during the 1989 Tiananmen Square incident. The Tiger Squad was responsible for breaking up numerous pro-democracy protests and arresting many protesters. While it never seriously harmed (much less killed) anyone, it was widely perceived as being a tool of entrenched governmental interests.

In the nearly two decades since then, the Tiger Squad has largely rehabilitated itself through a program of avoiding politically-charged matters as much as possible in favor of unquestionably heroic activities (particularly disaster prevention and relief). Its assistance with the transition of Hong Kong and Macao to Chinese rule was praised internationally, and while it still clashes with Western heroes occasionally, the general opening and warming of relations with America and Europe have helped to bring the heroes of East and West together in common cause more than once. It has faced many desperate challenges, such as the awakening of Li Chun the Destroyer in 1995 and the continuing problems associated with the existence of Dr. Yin Wu, but it, and the Chinese leadership and people, see bright things ahead during the twenty-first century.

Group Relations: Any group of nearly five dozen people, particularly people with extraordinarily stressful occupations and often-large egos, is going to suffer from a certain amount of strain and conflict. While in general the members of the Tiger Squad are united in their desire to protect, preserve, and improve China, they often differ on the best ways to accomplish these goals. Publicly they maintain a facade of full support for the government, and the truth is that if push came to shove the government could force any single member to do whatever it wanted (truly loyal Squad members and threats against the

recalcitrant hero's family being its main tools here). But privately, there's a serious split within the group among heroes who are (at least relatively) staunch supports of the Communist regime, and those who are more pro-democracy. About forty percent of the team falls into the latter camp, while about fifteen percent are hard-line, unwavering supporters of the Communist government, and the rest favor the government but with views that span the spectrum of moderate opinion. While these differences aren't enough to cause any sort of split within the Squad (even if that were possible), it creates tension and sometimes leads to arguments. Truly renegade members, such as Spirit Fist (see CV3), inevitably find that they have to leave, since any effort to achieve real change from within would require a significant shift of opinion into the pro-democracy camp.

The Tiger Squad's members are among the most popular celebrities in China; some of the best-known, such as Hero of the People or Summer Cloud, rank right up there with the most famous movie and music stars. Some in the government see this as a potential threat (the way Mao did decades ago), but calmer heads have pointed out that none of the Squad's members has so much as expressed interest in getting directly involved in politics. They just want to save lives and do good.

Tactics: Due to its size and constantly fluctuating membership, the Tiger Squad trains constantly to ensure that its members work together well, are aware of one another's capabilities, and know how to handle themselves in any sort of crisis situation. The team has no formal leadership, though Hero of the People and Revolutionary III are widely perceived by the public as the team's leaders. (In truth, the Squad takes its orders from government and military officials, sometimes even when it's in the field.) It's typically organized into "cadres" of four to seven heroes who serve as its main tactical field units, though the government may re-organize cadres as needed to deal with specific threats. A cadre is usually assigned to a specific city or region as its dedicated protectors.

Since over a third of the members of the Tiger Squad are martial artists of some variety, the Squad's tactics usually focus on three "teams": the "forward team," consisting of members who engage the enemy directly in HTH Combat range; the "middle team" of energy projectors and others who can fight at range; and the "long team" of mentalists and anyone else who can fight from long range. Typically the forward team's goal is to "lock down" as many combatants as possible, while the middle team tries to take control of its own zone and maintain tactical superiority there; the long team supports the other two teams as needed. All members have the *Teamwork* Skill as a result of their training.

All Tiger Squad members receive a Squad Communicator device which is usually built unobtrusively into a costume's sleeve or the like.

Campaign Use: The Tiger Squad embodies the classic comic book theme of "other heroes who function as villains." In most respects the Tiger Squad members are heroes just like your PCs — they fight crime, prevent disasters, save innocent lives, and thwart alien invasions. But because they work for an oppressive Communist regime, one whose desires and policies may clash with what the heroes want or need to do, they are ultimately villains and have an adversarial relationship with the PCs. (And some, like GraniteMan, may truly *be* villainous, and use service to the Chinese Communists as a "cover" that lets them abuse and hurt people with impunity.) They offer all sorts of story possibilities involving clashes of ideologies, love interests between heroes that work for rival governments, how to reconcile the "greater good" with political realities, and so forth.

Since the Tiger Squad is already the largest superteam in the world, you don't really need to add members to make it more powerful. Instead, give it a support staff to back up its superpowered muscle with other resources: a small army of specially-trained and -equipped agents, a corps of scientists and technicians to develop new devices for its members, and so on. In short, turn it into more of an organization than a superteam. To weaken it, you can remove members, but that runs contrary to the general idea of the team. A better approach is to increase the divisiveness within the team, making it so polarized that it functions poorly as a whole. That way your PCs rarely have to face more than 5-10 Squad members at a time. Similarly, if there are disputes within the Chinese government as to who controls the Squad, that may also hamper its effectiveness.

Associates, Allies, And Adversaries: The Squad enjoys a cool but generally positive relationship with UNTIL and other crimefighting organizations of world stature, such as the Sentinels. While it's usually more than willing to offer its assistance or "team up" to deal with major menaces, ultimately it has to do what the Chinese government wants, and what the Chinese government wants doesn't necessarily mean what's best for the world as a whole.

The Tiger Squad has fought many of the world's major supervillains, including Dr. Destroyer, Mechanon, Gravitator, and the Warlord. But by far its deadliest adversary is the insidious mystic Dr. Yin Wu, once described as "the greatest thorn ever in the side of Communist China." From his stronghold deep in the heart of the Middle Kingdom Dr. Wu has launched numerous attempts to conquer China (or even the world) — attempts the Squad has only foiled by the narrowest of margins, and it has never managed to penetrate his valley and defeat him for good. He's personally slain more than a dozen Squad members over the years, and for many of "the Tigers" (as they're popularly known) their fondest desire is to see Dr. Wu defeated for good... or dead.

TIGER SQUAD FACTS

Here are some facts characters and NPCs might know about the Tiger Squad if they succeed with an appropriate Skill Roll:

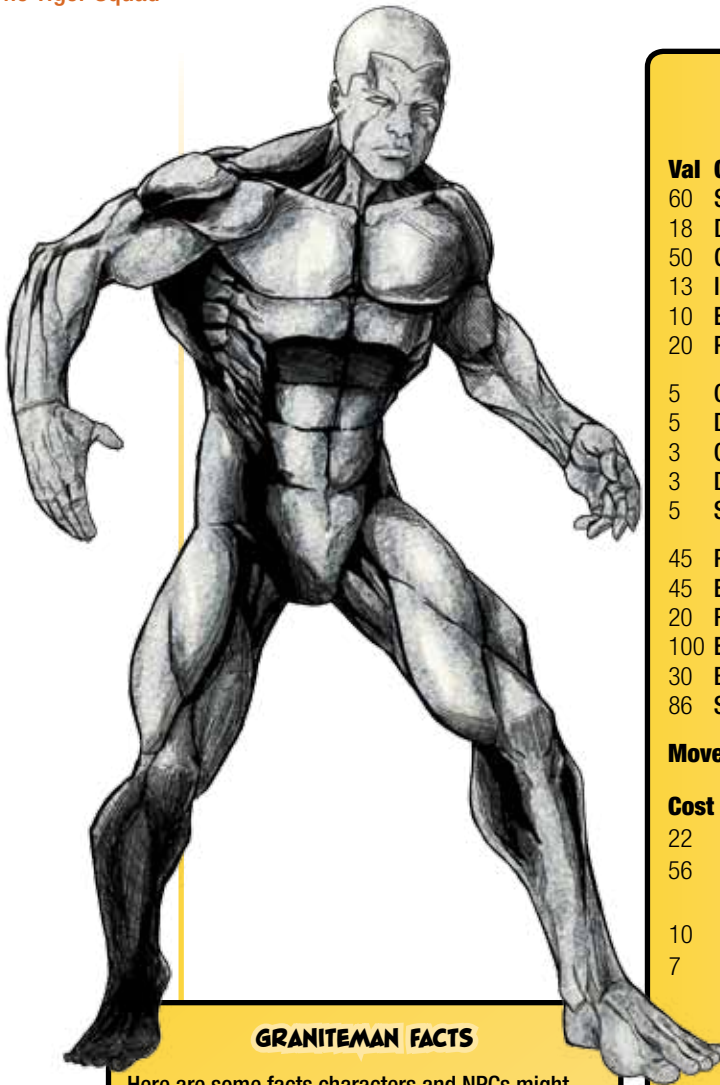
N/R: The Tiger Squad is the official superhero team of Communist China. With over five dozen members, it is by far the largest superhero team in the world. It's clashed with many super-human menaces; its greatest enemy is Dr. Yin Wu.

K/R: While the Squad publicly supports the Communist Chinese government, some of its members privately support the pro-democracy movement in China. The Communist Chinese government typically organizes the Squad into "cadres" of four to seven heroes each and assigns them to a city or region.

-1: Over one-third of the Squad's members are martial artists of some sort.

-2: A little less than half of the Tiger Squad's members seem to be pro-democracy, though the strength of their commitment to that cause varies.

-4: Hero of the People and Revolutionary III are often considered the leaders of the Tiger Squad, but in fact its actual leaders are Chinese government and military officials.



GRANITEMAN FACTS

Here are some facts characters and NPCs might know about GraniteMan if they succeed with an appropriate Skill Roll:

N/R: GraniteMan is a member of the Tiger Squad; his super-strong and -tough body is made out of solid rock.

K/R: GraniteMan hasn't been trained in the martial arts like so many of his teammates, but is a skilled hand-to-hand fighter nonetheless.

-2: GraniteMan loves a good fight, often lingering in battle when his comrades would prefer to retreat.

-6: GraniteMan is a mutant.

-8: Compared to most Tiger Squad members, GraniteMan is truly villainous; he was a street criminal earlier in his life and is a part of the Squad largely because he has no choice and it gives him the opportunity to abuse his power. He's cruel and sadistic.

-10: His Secret Identity is Qiu Shing.

Appearance: GraniteMan is a 5'6" tall Chinese man who looks like he's made out of grey granite — as if he were a living statue. He doesn't wear any sort of costume (he has no visible external genitalia, so there's no real need for one)

GRANITEMAN

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
18	DEX	16	13-	
50	CON	40	19-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		Phases: 3, 5, 8, 10, 12
45	PD	43		Total: 45 PD (45 rPD)
45	ED	43		Total: 45 ED (45 rED)
20	REC	16		
100	END	16		
30	BODY	20		
86	STUN	33		

Total Characteristics Cost: 340

Movement: Running: 12m

Cost	Powers	END
22	Tough As Granite: Hardened (+¼) for 45 PD/45 ED	0
56	Tough As Granite: Resistant (+½) for 45 PD/45 ED Hardened (+¼)	0
10	Tough As Granite: Power Defense (10 points)	0
7	Tiger Squad Costume Communicator: HRRP (Radio Group)	0
	IIF (-¼), Affected As Sight And Hearing Group As Well As Radio Group (-½)	

	Skills
48	+6 HTH
2	AK: Shanghai 11-
1	KS: The Chinese Superhuman World 8-
1	Language: English (basic conversation; Mandarin Chinese is Native)
3	Persuasion 13-
17	Power: Brick Tricks 20-
3	Stealth 13-
3	Streetwise 13-
3	Teamwork 13-

Total Powers & Skills Cost: 176

Total Cost: 516

400 Matching Complications (75)

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: Chinese Government (Very Frequently, Mo Pow, NCI, Watching)
15	Psychological Complication: Sadistic; Likes To Hurt People (Common, Strong)
15	Psychological Complication: Loves To Fight (Common, Strong)
15	Social Complication: Secret Identity (Qiu Shing) (Frequently, Major)

Total Complications Points: 75

Experience Points: 116

GRANITEMAN

Background/History: Qiu Shing grew up poor in the slums of Shanghai. Before he was even 10 he was running with street gangs and committing petty crimes. It looked like he was destined for a short, nasty life... then when he was 15 his mutant power to transform his body into “living stone” manifested. It only took a day or two before he was leading the gang... and maybe a week more for reports of the “stone man” to filter back to Beijing. Realizing it had another mutant and potential “recruit” on its hands, the government sent the Tiger Squad in to find Qiu and capture him. He put up quite a fight, but he couldn’t beat five trained superhumans. They blindfolded him and brought him to one of the Squad’s secret training facilities where the government gave him a simple choice: join the Squad and serve China loyally... or spend the rest of your life in prison. Not being a fool, Qiu chose the former option, and was given the codename GraniteMan (*Nán Huāgāngshí*).

Personality/Motivation: Compared to most Tiger Squad members, GraniteMan is truly villainous. Life has taught him that no one will look out for you but yourself, so that’s what he does. He’s only loyal to the government and the Squad because that’s what’s best for him right now; if a better opportunity presented itself, he’d take it. Even worse, he’s sadistic and cruel. He enjoys using his powers to fight and to hurt people. Most of the villains and criminals he captures have to visit the hospital before being sent off to jail, and the government has hushed up the stories about the prostitutes he’s injured or even mutilated during his “time off.” All the other members of his cadre are aware of his “tendencies” and try to restrain them as best they can.

Quote: “Time for you to... how do you Americans say it?... get stoned.”

Powers/Tactics: GraniteMan is a straightforward brick with respectable strength and resilience. He forms the backbone of his cadre, since he’s often the one who leads the charge into battle, holds the line while others retreat, and provides cover for his more fragile comrades. Unfortunately his love of fighting means he sometimes tends to linger in battle too long, or starts fights that could probably be avoided.

Campaign Use: GraniteMan is an example of a Squad member your PCs can hate without feeling any guilt. He only functions as a “hero” because circumstances have forced him into that role; he doesn’t care about other people, and in fact enjoys hurting them.

To make GraniteMan tougher, increase his STR to 70-80 so that he’s closer to the upper ranks of bricks in the Champions Universe, or give him a Multipower of “brick tricks” that he can perform at will. To weaken him, reduce his PD and ED to 35, and perhaps his SPD to 4.

RED BULLET

Background/History: In 1992 Hua Shoi-Ming was a scientist working on China’s next generation of missiles and rockets. He and his team were responsible for improving the speed of the weapons, and their approach involved a two-pronged attack: making the missile more aerodynamic; and creating better, more efficient fuels. After months of intensive labor, the fuel group, led by Hua, had a major breakthrough. Their new rocket fuel, codenamed X-9, was possibly the best rocket fuel ever invented, and would likely increase the speed of Chinese missiles by as much as 38%.

Unfortunately X-9, while a wonder in many respects, was also highly unstable in certain conditions. As Hua worked late one night to prepare another rocket for test-firing, a short-circuit in the rocket’s motherboard caused it to explode. The heat and pressure rendered the X-9 Hua was loading into the rocket unstable even as he was doused with the stuff. He awoke a few minutes later, amazed to even be alive. He shakily got to his feet and started to walk over to the emergency phone to call for help... and was astonished when he crossed the lab in the blink of an eye!



RED BULLET FACTS

Here are some facts characters and NPCs might know about the Red Bullet if they succeed with an appropriate Skill Roll:

N/R: The Red Bullet is a member of the Tiger Squad; he’s a speedster widely known as “the fastest man in China.”

K/R: According to some sources, when he really pushes himself the Red Bullet can reach speeds in excess of 80,000 kilometers per hour!

-6: The Red Bullet isn’t a mutant; he got his powers from being doused with an experimental, unstable rocket fuel.

-8: The Red Bullet suffers increased injury from electrical attacks.

-10: His Secret Identity is Hua Shoi-Ming.

RED BULLET

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
31	DEX	42	15-	
25	CON	15	14-	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	
15	PRE	5	12-	PRE Attack: 3d6
10	OCV	35		
12	DCV	45		
3	OMCV	0		
5	DMCV	6		
9	SPD	70		Phases: 2, 3, 4, 6, 7, 8, 10, 11, 12
25	PD	23		Total: 31 PD (24 rPD)
20	ED	18		Total: 26 ED (24 rED)
10	REC	6		
50	END	6		
15	BODY	5		
60	STUN	20		Total Characteristics Cost: 316

Movement: Running: 60m
 MegaRunning: Up to 30 km/Phase

Cost	Powers	END
76	Speedster Energy: Endurance Reserve (240 END, 24 REC)	0
75	Bullet Running: Multipower, 94-point reserve All Only In Contact With A Surface (-¼)	
7f	1) Hyper-Running: Flight 60m, x16 Noncombat No Turn Mode (+¼); Only In Contact With A Surface (-¼)	9
5f	2) Overdrive Running: Flight 30m No Turn Mode (+¼), MegaScale (1m = 1 km; +1); Only In Contact With A Surface (-¼)	7
75	Speedster Tricks: Multipower, 75-point reserve	
3f	1) Rapid-Fire Punch: HA +8d6 Hand-To-Hand Attack (-¼)	4
1f	2) Battering Ram: HA +6d6 Hand-To-Hand Attack (-¼), Only With Move Through/ By (-1)	3
6f	3) Vibro-grip: HKA 2d6 (3d6 with STR) Penetrating (+½), Reduced Endurance (0 END; +½)	0
3f	4) Supersonic Finger-Snap: Blast 6d6 NND (defense is Life Support [Safe Environment: High Pressure] or armored head-covering; +1); No Range (-½), Gestures (must hold hand near target's ear; -¼)	6
4f	5) Dizzying Spin: Drain DEX and CON 5d6 Expanded Effect (DEX and CON simultaneously; +½); No Range (-½), Requires A DEX Roll (-¼)	7
2f	6) Let's Wrap This Up: Entangle 6d6, up to 6 PD/6 ED 6 OIF (appropriate materials of opportunity; -½), No Range (-½), Extra Time (at least a Full Phase, and often longer, depending on how long it takes to get the materials; -½), Defense Depends On Materials Used (-½)	6

5f	7) Some Disassembly Required: Dispel Technological Object 16d6 Variable Effect (any one Technological Object power at a time; +½); No Range (-½)	7
4f	8) Sonic Boom Attack: Blast 10d6 Area Of Effect (8m Radius; +½); Must Pass Through Intervening Space (-¼), Does Not Work In A Vacuum (-¼)	7
4f	9) Vacuum Attack: Blast 6d6 NND (defense is Life Support [Self-Contained Breathing]; +1), Reduced Endurance (½ END; +¼); Must Pass Through Intervening Space (-¼), No Range (-½)	3
6f	10) Compressed Air Jackhammer: Blast 10d6 Double Knockback (+½); Limited Range (10m; -¼)	7
18	Friction-/Impact-Resistant Skin: Resistant (+½) for 18 PD/18 ED	0
12	Armored Costume: Resistant Protection (6 PD/6 ED) OIF (-½)	0
7	Tiger Squad Costume Communicator: HRRP (Radio Group) IIF (-¼), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0

Perks

2 Positive Reputation: the fastest man in China! (among Chinese) 11-, +1/+1d6

Skills

24	+8 with Grab By, Move By, and Move Through
3	Computer Programming 12-
3	Electronics 13-
2	KS: The Chinese Scientific World 11-
2	KS: The Chinese Superhuman World 11-
1	Language: English (basic conversation; Mandarin Chinese is Native)
17	Power: Speedster Tricks 22-
2	SS: Ballistics 11-
2	SS: Chemistry 11-
2	SS: Physics 11-
3	Sleight Of Hand 15-
3	Stealth 15-
3	Teamwork 15-

Total Powers & Skills Cost: 382

Total Cost: 698

400 Matching Complications (75)

20	Hunted: Chinese Government (Very Frequently, Mo Pow, NCI, Watching)
20	Psychological Complication: Code Versus Killing (Very Common, Strong)
15	Psychological Complication: Loyal To Chinese Government (Common, Strong)
15	Social Complication: Secret Identity (Hua Shoi-Ming) (Frequently, Major)
20	Vulnerability: 2 x STUN from Electricity attacks (Common)

Total Complications Points: 75

Experience Points: 298

A little experimentation proved to Hua that he'd somehow gained super-speed powers from the accident. As a loyal member of the Communist Party and a dedicated Chinese citizen, he immediately reported what had happened to his superiors. He soon found himself inducted into the Tiger Squad as the Red Bullet (*Hóng Zìdàn*) and training to become a superhero. To his own surprise he took to the training well, and for the past decade and a half has been one of the Squad's staunchest members.

Personality/Motivation: If it weren't for the fact that he works for a repressive Communist government, the Red Bullet would be a true hero. He thinks nothing of risking his life to save others, fights crime with zeal, and genuinely enjoys making other peoples' lives a little better with his powers. In fact, he's hoping to return to the lab one day, to find ways to use his super-speed to make scientific and technological breakthroughs.

Quote: "Just like a bullet, I travel faster than the eye can see... and I hit hard!"

Powers/Tactics: The Red Bullet is a speedster, with a classic suite of speedster powers — he can outrun a car, hit his opponents with various high-speed impacts for different effects, wrap up an enemy with loose cable or rope in a split-second, or take a device apart before you can blink. Since he acts so much more often, and so much faster, than his teammates, he's trained hard to learn to use his powers to "support" them by helping them defeat their own foes at the same time he's handling his own assigned target.

Campaign Use: You can use the Red Bullet as a "mirror" to hold up to the PCs. He's pretty much just like them... except that he's a Communist and supporter of a Communist government that squelches dissent with armed force. He'd much rather work with them than fight them, but he'll fight to the death rather than let them contravene the interests of the Chinese government or "invade" Chinese territory.

To make the Red Bullet more powerful, convert his Multipower into a large Variable Power Pool of *Speedster Tricks* (see *Champions Powers* for plenty of example powers). You could also give him some Speedster Martial Arts. To weaken him, reduce his SPD to 7 and halve his number of Combat Skill Levels.

Associates, Allies, And Adversaries: Red Bullet particularly despises GraniteMan, whom he regards (correctly) as a glorified thug and a potential liability to the team.

Appearance: The Red Bullet is a 5'8" tall Chinese man with a trim, athletic build. His costume is a red bodystocking with blue gloves, belt, and boots; the boots have specially-reinforced soles to withstand the impact of his high-speed running. Across the chest is an arc of five gold five-pointed stars. Instead of a mask he wears streamlined red-tinted running goggles.



SUMMER CLOUD

Background/History: Huan Lin was born in 1984 to parents who were active in China's burgeoning pro-democracy movement... and who were killed in the 1989 Tiananmen Square incident. Raised by her grandmother, as a teenager she was quick to adopt her parents' political views. But she also manifested the mutant power to control air and wind, and that made her life take an unexpected turn. She quickly went from being a poor child living in a Beijing suburb to living in Tiger Squad training facilities. She objected, sometimes stridently, to being forcibly inducted into the Squad, but the truth was that she loved using her powers and loved helping people, so it wasn't much of a burden to bear.

Now an outgoing, attractive woman in her mid-twenties, Lin goes by the codename Summer Cloud (*Xiàjì Yún*) and has become an experienced, tactically adept superheroine. She's one of the most popular members of the Tiger Squad, with entire magazines devoted to keeping her fans aware of what she's doing, what she thinks, and who she's dating (or thinking about dating). She inspires a minor media frenzy pretty much everywhere she goes, which she's not entirely happy with, but she tries to use her fame to subtly promote her pro-democracy views.

Personality/Motivation: Of all the members of the Tiger Squad, Summer Cloud is probably the most vocal in her support of the democracy movement in China. More than once she's come close to crossing the line of what her superiors will tolerate, and the time may come when they consider her more of a liability than an asset. She tries to restrain herself so she can go on being a superheroine, but she knows the day's going to come when a confrontation will have to happen.

SUMMER CLOUD FACTS

Here are some facts characters and NPCs might know about Summer Cloud if they succeed with an appropriate Skill Roll:

N/R: Summer Cloud is a member of the Tiger Squad; she has wind manipulation powers.

K/R: Summer Cloud has been linked romantically with Winter Dragon in the past, though they aren't currently a couple.

-2: Summer Cloud is one of the staunchest pro-democracy members of the Tiger Squad, and has sometimes come close to truly angering the government because of her views.

-4: Summer Cloud is one of the most popular superheroines in China; she's constantly being photographed, blogged about, and discussed in the professional and popular press.

-6: Summer Cloud is a mutant.

-10: Her Secret Identity is Huan Lin.

SUMMER CLOUD

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
20	DEX	20	13-	
20	CON	10	13-	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		Phases: 3, 5, 8, 10, 12
6	PD	4		Total: 28 PD (22 rPD)
8	ED	6		Total: 30 ED (22 rED)
6	REC	2		
40	END	4		
10	BODY	0		
30	STUN	5		

Total Characteristics Cost: 147

Movement: Running: 12m
Flight: 50m

Cost	Powers	END
54	Wind Power: Endurance Reserve (160 END, 21 REC)	0
108	Wind Power: Multipower, 108-point reserve	
10f	1) Wind Blast: Blast 12d6 Double Knockback (+½), Reduced Endurance (½ END; +¼)	4
6f	2) Tornado Blast: Blast 10d6 Area Of Effect (32m Cone; +¾); No Range (-½)	9
5f	3) Eye Of The Tornado: Blast 9d6 Area Of Effect (8m Radius; +½), Personal Immunity (+¼); No Range (-½), Random Knockback (-0)	8
9f	4) Hardened Air: Entangle 6d6, 6 PD/6 ED Reduced Endurance (0 END; +½)	0
10f	5) I Can't Breathe!: Blast 8d6 NND (defense is Life Support [Self-Contained Breathing]; +1), Reduced Endurance (0 END; +½)	0
9f	6) Wind Manipulation: Telekinesis (40 STR) Reduced Endurance (0 END; +½)	0
11f	7) Fire Starvation: Dispel Fire 18d6 Expanded Effect + Variable Effect (any two Fire Powers simultaneously; +1)	11
13	The Terrible Tornado: Blast +6d6 for Eye Of The Tornado attack Concentration (½ DCV; -¼), Increased Endurance Cost (x3 END; -1)	9
7	Temperature Manipulation: Change Environment, +/-1 Temperature Level Area Of Effect (2m Radius; +¼), Varying Effect (raise or lower temperature; +¼), MegaScale (1m = 1 km broad, wide, and deep; +1)	1

Martial Arts: Kung Fu

	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Dodge	+0	+5	Dodge all attacks, Abort
5	Kick	-2	+1	6d6 Strike
4	Punch	+0	+2	4d6 Strike
3	Throw	+0	+1	2d6 +v/10, Target Falls
4	Tien-hsueh Strike	-1	+1	2d6 NND (1)

90 **Wind-Powered Flight:** Flight 50m, x8 Noncombat
Reduced Endurance (0 END; +½) 0

53 **Air Shield:** Resistant Protection (22 PD/22 ED)
Costs Half Endurance (-¼) 2

7 **Tiger Squad Costume Communicator:** HRRP
(Radio Group) 0
IIF (-¼), Affected As Sight And Hearing Group As Well
As Radio Group (-½)

Perks

4 Positive Reputation: popular Chinese superheroine (in China) 11-, +2/+2d6

Talents

6 Striking Appearance +2/+2d6

Skills

15 +3 with Wind Powers Multipower

3 High Society 13-

3 KS: Chinese History And Culture 12-

2 KS: The Chinese Superhuman World 11-

1 Language: English (basic conversation; Mandarin Chinese is Native)

3 Stealth 13-

1 Streetwise 8-

1 Tactics 8-

3 Teamwork 13-

Total Powers & Skills Cost: 458

Total Cost: 605

400 Matching Complications (75)

10 **Distinctive Features:** Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)

20 **Hunted:** Chinese Government (Very Frequently, Mo Pow, NCI, Watching)

20 **Psychological Complication:** Code Versus Killing (Very Common, Strong)

15 **Psychological Complication:** Pro-Democracy (Common, Strong)

15 **Social Complication:** Secret Identity (Huan Lin) (Frequently, Major)

15 **Social Complication:** Famous (Frequently, Minor)

Total Complications Points: 75

Experience Points: 205

Quote: “You know what you need? A little fresh air!”

Powers/Tactics: Summer Cloud’s powers primarily related to control of air and wind. She can project blasts of wind in various forms (including her powerful “tornado” attack), lift objects with just the wind, fly, and shield herself or restrain others with “hardened air.” However, it seems that her powers may actually be broader than that. She has the ability to raise or lower the temperature over a 2 km radius area, and Tiger Squad scientists believe she may be able to control *any* weather phenomena the way she currently controls air. They’re working hard with her to develop these powers, but so far she hasn’t made much progress.

Campaign Use: Summer Cloud makes a good “ally” for the heroes on the Tiger Squad. Her pro-democracy views make her seem more sympathetic to them than the more hard-line members of the team, and her obvious heroic attitude and amicable personality make her easy to get along with. If the two teams interact enough, she might even make a possible love interest for a male PC... something that would irk Winter Dragon to no end.

To make Summer Cloud a more powerful superhuman, expand her powers to other weather phenomena, as discussed above. Start with clouds and fog, then precipitation, and finally lightning. In the end she’ll have a Multipower devoted to each type of weather. To weaken her, remove her Endurance Reserve so she has to carefully watch how much END she uses.

Associates, Allies, And Adversaries: Summer Cloud dated Winter Dragon for several months a few years ago. Despite a strong mutual attraction they broke up over their differing political views. But they still harbor feelings for one another, and the gossip magazines speculate about them endlessly.

Appearance: Summer Cloud is a beautiful, vivacious young woman who appears to be in her mid-20s. Her costume is peach, red, and gold. It consists of a tunic-like top with a plunging V neckline, a high collar, and flared sleeves; tight pants; and thigh-high boots. It’s decorated throughout with highlights and designs reflecting traditional Chinese styles.

TECHNOCRAT

Background/History: Chang Mei was the ultimate tomboy growing up. She didn’t care about “girly” things like dolls and dress-up; she wanted to play sports, explore the local wilderness, and take risks. Most especially she liked to build things and tinker — and she had a real gift for it, too. When she was only eight years old she rebuilt her father’s scooter motor to make it run more efficiently.

To ensure that Mei’s abilities were properly developed, the government arranged for her to attend a special school for the scientifically gifted. When it became apparent she was even better than *that*, the government decided to enroll her in the Tiger Squad. Since then she’s been putting her gifts, and her many inventions, to work on behalf of the Chinese people.

Personality/Motivation: Although she’s really more at home in a laboratory than on the battlefield, Technocrat has taken well to the life of a superhero. She enjoys helping other people and saving lives. While she’s definitely pro-democracy, she’s not as open or vocal about it as her good friend Summer Cloud, whom she often worries about. Sometimes, too, she admits to herself that she’s a little jealous of her much better-looking, much more famous, much more socially comfortable friend, but it doesn’t bother her that much. After all, who was voted “Sexiest Woman in China” three years in a row by *China Computing Weekly* magazine?

Quote: “Wait! I can take care of this easily, without the need for any violence. Give me a couple minutes to get something ready.”

Powers/Tactics: Technocrat is a natural-born gadgeteer, with an innate affinity for devices of all sorts. She can use the pre-prepared modules she carries on her belt, plus any other spare parts she can lay her hands on, to create all sorts of weapons and gadgets.

In combat, Technocrat usually looks for a non-violent approach to resolving the situation. She’d rather restrain someone with her Entangle, or knock them out painlessly with an NND attack, than resort to her blaster. She often spends more time during a battle protecting innocent bystanders, preventing property damage, and supporting her teammates than she does directly attacking the foe.



TECHNOCRAT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
18	DEX	16	13-	
15	CON	5	12-	
25	INT	15	14-	PER Roll 14-
15	EGO	5	12-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		Phases: 3, 6, 9, 12
6	PD	4		Total: 26 PD (20 rPD)
6	ED	4		Total: 26 ED (20 rED)
5	REC	1		
30	END	2		
13	BODY	3		
26	STUN	3		
Total Characteristics Cost: 109				

Movement: Running: 12m
Flight: 40m

Cost	Powers	END
80	Gadget Pool: Variable Power Pool, 60 Pool + 60 Control Cost Focus (all slots must have at least -1/2 of this Limitation; -1/2)	var
40	Bracer Weapons: Multipower, 60-point reserve All OIF (-1/2)	
4f	1) Bracer Blaster: Blast 12d6 OIF (-1/2), 16 Charges (8 per bracer; -0)	[16]
2f	2) Binding Pellet Projector: Entangle 6d6, 6 PD/6 ED OIF (-1/2), 12 Charges (6 per bracer; -1/4)	[12]
2f	3) Gravitic Negator: +30 STR Reduced Endurance (0 END; +1/2); OIF (-1/2), Only For Lifting (-1/2)	0
50	Force-Field Projector: Resistant Protection (20 PD/20 ED/5 Mental Defense/5 Power Defense) OIF (-1/2)	0
40	Rocket Boots: Flight 40m Reduced Endurance (0 END; +1/2); OIF (-1/2)	0
3	Eyepiece: Infrared Perception (Sight Group) OIF (-1/2)	0
3	Eyepiece: Nightvision OIF (-1/2)	0
6	Tiger Squad Headband Communicator: HRRP (Radio Group) OIF (-1/2), Affected As Sight And Hearing Group As Well As Radio Group (-1/2)	0

TECHNOCRAT FACTS

Here are some facts characters and NPCs might know about Technocrat if they succeed with an appropriate Skill Roll:

N/R: Technocrat is a member of the Tiger Squad; she's an accomplished gadgeteer.

K/R: In addition to her standard gadgets (which include bracers with several weapons built into them, a force-field projector, rocket boots, and an eyepiece), Technocrat can build all sorts of other devices "on the fly" from a supply of pre-prepared "modules" that she carries.

-2: Technocrat favors relatively non-violent attacks, such as Flashes, Entangles, and NNDs.

-10: Her Secret Identity is Chang Mei.

Skills

16	Targeting System: +3 with Ranged Combat OIF (-1/2)
3	Combat Piloting 13-
3	Computer Programming 14-
3	Demolitions 14-
3	Electronics 14-
2	KS: The Chinese Superhuman World 11-
1	Language: English (basic conversation; Mandarin Chinese is Native)
3	Mechanics 14-
15	Power: Gadgeteering 20-
3	Security Systems 14-
3	Stealth 13-
3	Systems Operation 14-
3	Teamwork 13-
3	Scientist
1	1) SS: Biology 11-
2	2) SS: Chemistry 14-
2	3) SS: Electronic Engineering 14-
2	4) SS: Physics 14-
2	5) SS: Robotics 14-

Total Powers & Skills Cost: 304

Total Cost: 413

400 Matching Complications (75)

20	Hunted: Chinese Government (Very Frequently, Mo Pow, NCI, Watching)
20	Psychological Complication: Code Versus Killing (Very Common, Strong)
10	Psychological Complication: Pro-Democracy (Common, Moderate)
15	Social Complication: Secret Identity (Chang Mei) (Frequently, Major)

Total Complications Points: 75

Experience Points: 13

Campaign Use: Technocrat gives this particular cadre of the Tiger Squad a technological edge in its battles against crime (and perhaps the PCs). While she's not a world-class super-gadgeteer, she's got enough chops to earn the respect of those who are.

To make Technocrat more powerful, convert her into more of a powered armor character, with greater defenses, more weaponry, and a larger Gadget Pool. To weaken her, reduce her VPP to a 40-point base.

Appearance: Technocrat is a Chinese woman, 5'4" tall with a slender build. Her basic costume is a plain black turtle-necked bodystocking, but her various gadgets, mostly colored a sort of orange-gold, accentuate it. They include a high-tech headband (which has an eyepiece with a red crystal over her left eye and a short radio antenna on the left side), a high-tech belt with several interchangeable electronic modules attached to it, high-tech bracers on both lower arms, streamlined shoulderpads, and stylish boots.

WINTER DRAGON

Background/History: Xiang Ho was born into a military family, and it was expected that he would follow in the footsteps of five generations before him and join the army. He didn't let his family down; he graduated from China's military academy with top marks and seemed destined for a long and accomplished career.

His military prospects came to a halt when he was asked to participate in "Project Blizzard," an experiment to design a weapon that could literally freeze enemy tanks and other vehicles in place by generating ice around them. All was ready for the test, and the countdown had begun to fire the weapon at an old tank. It was only then that Xiang realized there was still a soldier stuck in the tank! Without a thought for his own safety he rushed out to rescue the man, got him out of the tank, and shoved him to safety. Just as he was ready to leap off the tank himself, the experimental weapon fired.

The next thing Xiang remembered was waking up in the hospital several days later. His doctors were as amazed as he was that he hadn't died. They were even more astonished when he began to manifest powers over ice and cold. They first noticed that the temperature in his room was dropping by dozens of degrees at random times... and that Xiang didn't even seem to notice. Further experimentation, and eventually training with the Tiger Squad, allowed Ho to develop a wide variety of cryo-powers; he joined the Squad under the codename Winter Dragon (*Dōngjì Lóng*).

Personality/Motivation: Winter Dragon approaches being a superhero with a soldier's discipline. He speaks precisely and to the point, he acts with an economy of motion, and he expects others to do the same. He's a perfect "poster child" for the Tiger Squad as far as the Chinese government is concerned, and in fact they frequently use him for public appearances and the like.

Winter Dragon is a staunch supporter of the Chinese government and its way of doing things. This has led to some arguments with his teammates, and even soured his relationship with Summer Cloud, but he refuses to back down from his principles. Eventually his too-liberal teammates will realize that he's correct.

Quote: "It's time to shut these men down... cold."

Powers/Tactics: Winter Dragon can manipulate cold and ice. In addition to relatively simple tricks like lowering the local temperature or creating ice sculptures to amuse children, he can project bolts of cold force, fire darts of ice sharp and hard enough to pierce armor, encase his foes in blocks of solid ice, and make the ground too slippery to walk on. He creates "ice slides" that allow him to "skate" across the ground (and sometimes even through the air) at great speed, and can even use them to rescue people who are falling or need to get down from a tall building fast.



WINTER DRAGON

Val Char Cost Roll Notes

15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
23	DEX	26	14-	
20	CON	10	13-	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	
15	PRE	5	12-	PRE Attack: 3d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
5	DMCV	6		
6	SPD	40		Phases: 2, 4, 6, 10, 12
10	PD	8		Total: 30 PD (20 rPD)
10	ED	8		Total: 30 ED (20 rED)
10	REC	6		
60	END	8		
15	BODY	5		
34	STUN	7		Total Characteristics Cost: 194

Movement: Running: 60m

Cost Powers

Cost	Powers	END
60	Ice Powers: Multipower, 60-point reserve	
6f	1) Ice Blast I: Blast 12d6	6
6f	2) Ice Blast II: Blast 8d6 Area Of Effect (1m Radius Accurate; +½)	6
6f	3) Deep Freeze: Blast 6d6 NND (defense is Life Support [Safe Environment: Intense Cold]; +1)	6
5f	4) Ice Dart: RKA 2½d6 Armor Piercing (+¼)	5
3f	5) Ice Bonds: Entangle 4d6, 8 PD/8 ED Vulnerable (Fire/Heat; -1)	6
3f	6) Group Ice Bonds: Entangle 4d6, 4 PD/4 ED Area Of Effect (18m Radius Explosion; +½); Vulnerable (Fire/Heat; -1)	6
3f	7) Ice Sheet: Change Environment (create ice sheet), -4 to DEX Rolls to move on Area Of Effect (Surface 64m radius; +1½), Personal Immunity (+¼); Can Only Be Applied To Horizontal Surfaces (e.g., the ground and floors; -0)	3
27	It's Cold In Here: Change Environment (lower temperature), -4 Temperature Levels Area Of Effect (64m Radius; +1¼)	3

Martial Arts: Kung Fu

Maneuver	OCV	DCV	Notes
4	Block	+2 +2	Block, Abort
4	Dodge	+0 +5	Dodge all attacks, Abort
5	Kick	-2 +1	7d6 Strike
4	Punch	+0 +2	5d6 Strike
3	Throw	+0 +1	3d6 +v/10, Target Falls
4	Tien-hsueh Strike	-1 +1	2d6 NND (1)

60	Ice Armor: Resistant Protection (20 PD/20 ED)	0
2	Accustomed To The Cold: Life Support (Safe Environment: Intense Cold)	0

24	Ice Slides: Multipower, 30-point reserve All Physical Manifestation (-¼), Side Effects (leaves big chunks of ice around the environment; -0)	
1f	1) Basic Ice Slide: Running +18m Common Limitations described above (-¼)	2
1f	2) Aboveground Ice Slide: Flight 30m Common Limitations described above (-¼), Gliding (-1)	3
15	Rescue Ice Slide: Flight 12m Area Of Effect (60m long and 8m wide Line; +1¼), Usable As Attack (+1¼), Limited Range (40m; +¼); Costs Endurance (-½), Gliding (-1), Physical Manifestation (-¼), Only To Slide People To The Ground (-¼)	4
5	Perceive Heat Patterns: Infrared Perception (Sight Group)	0
7	Tiger Squad Costume Communicator: HRRP (Radio Group) IIF (-¼), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0

Skills

20	+4 with Ice Powers Multipower	
1	Computer Programming 8-	
2	KS: The Chinese Military 11-	
2	KS: The Chinese Superhuman World 11-	
1	KS: The Military/Mercenary/Terrorist World 11-	
1	Language: English (basic conversation; Mandarin Chinese is Native)	
3	Power: Ice/Cold Tricks 14-	
1	SS: Cryophysics 8-	
3	Stealth 14-	
3	Tactics 12-	
3	Teamwork 14-	

Total Powers & Skills Cost: 303

Total Cost: 497

400 Matching Complications (75)

20	Hunted: Chinese Government (Very Frequently, Mo Pow, NCI, Watching)	
15	Psychological Complication: Loyal To Chinese Government (Common, Strong)	
15	Social Complication: Secret Identity (Xiang Ho) (Frequently, Major)	
20	Vulnerability: 2 x STUN from Fire/Heat attacks (Common)	

Total Complications Points: 75

Experience Points: 97

Unlike most ice manipulators, Winter Dragon's powers don't involve drawing ambient moisture out of the air and freezing it. Somehow he creates the ice on his own, possibly by subconsciously pulling it from another dimension. As a result, the Chinese government has found it can easily use him to ameliorate the effects of droughts throughout China. Sometimes they send him to other arid areas to create ice (and thus, water) as a gesture of goodwill.

Campaign Use: Like GraniteMan, Winter Dragon is likely to get along less well with the PCs that the likes of Summer Cloud or Technocrat, though it's not because he's got criminal tendencies. In his case the clash will arise from his strong, and oft-expressed, support for the Chinese government and policies. He'll be one of the first to tell the heroes they can't enter Chinese territory, that they're risking "an incident" with the Chinese government, and so forth.

To make Winter Dragon tougher, convert his various Power Frameworks and other powers into one large, easily-manipulated, *Ice Powers Variable Power Pool*. (You can find plenty of example powers for the Pool in *Champions Powers*.) To weaken him, reduce his SPD to 4 and get rid of his Martial Arts.

Associates, Allies, And Adversaries: Winter Dragon was once romantically involved with Summer Cloud, and still sort of carries a torch for her. However, her abhorrent pro-democracy views make any sort of lasting relationship between them impossible; he keeps hoping that one day she'll finally see the wisdom of Communism and the corruptive effects of Western capitalism.

Appearance: Winter Dragon is a 5'9" tall Chinese man with an athletic build. He wears a dark and light blue costume: a flared shoulderpiece that comes about halfway down the neck and drops to a point mid-chest, domino mask, flared gloves, flared boots, and belt are all dark blue; the rest of the chest, arms, and legs are light blue.

WINTER DRAGON FACTS

Here are some facts characters and NPCs might know about Winter Dragon if they succeed with an appropriate Skill Roll:

N/R: Winter Dragon is a member of the Tiger Squad; he has ice and cold powers.

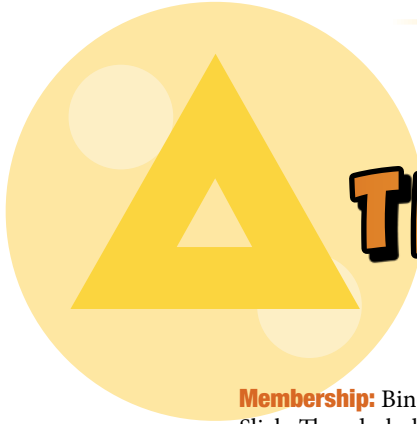
K/R: Winter Dragon is highly patriotic and stridently pro-Communist.

-1: Winter Dragon used to date Summer Cloud, but their political differences drove them apart.

-2: Winter Dragon's powers don't affect the ambient moisture in an area, so the government sometimes sends him to drought-stricken areas to create ice that can be melted down for water.

-8: Winter Dragon experiences intense pain when hit with Fire/Heat attacks.

-10: His Secret Identity is Xiang Ho.



THE ULTIMATES

Membership: Binder, Blackstar, Cyclone, Orion, Slick, Thunderbolt I

Background/History: The Ultimates are the brainchild of Earl Whitacker, better known to the world as the supervillain Binder. After stealing his prototype technology from his former employers at UNTIL and embarking on a career of crime, Binder realized that since heroes work in teams, he'd better do the same — as amazing as his weaponry is, it isn't enough to take on a group of superheroes. Binder switched to low-key crimes and began keeping his eyes and ears open for word of other supervillains who might fit the group he had in mind.

He got his first break in 1989 when he and Blackstar both tried to rob the same jewelry store. The two might have come to blows, but before a fight could break out a group of superheroes found them. By working together, the two criminals were able to defeat several of their foes and escape. That gave Binder the opportunity to make his pitch. Impressed by Binder's tactical skills and intelligence, Blackstar agreed to team up with him and form "the Ultimates."

The two villains operated as a duo for several years. In 1993, Binder's contacts in the scientific community alerted him to Bernard Ivey, a scientist who, like him, had been robbed of the fruits of his inventive genius and turned to crime. It didn't take much for Binder to track Cyclone down and, by telling his own story, convince the new supervillain to join up with the Ultimates.

Now they were three, but Binder wanted more. When Cyclone heard about the disastrous results of a government superhuman soldier experiment called Project Sunburst, Binder decided to check out the results. Sneaking into a military complex at night, he found a "dormitory" where several survivors were kept tightly guarded. Among the few survivors was one who could not speak, but who used gestures to beg Binder to get him out of there. Sensing a kindred soul — and one whose body was bursting with radiation — Binder broke him out of the facility and brought him back to the team's base. There he and the other two designed a costume to restrain the new recruit's ambient radiation field and christened him Radium.

Unlike the other members, Slick sought the group out and asked to join. He'd already been beaten and captured twice by superheroes, and he didn't want it to happen again. He got in touch through underworld contacts and offered his services. After talking with him and testing out his powers, Binder offered him membership right away. Slick's inability to be restrained seemed a perfect complement to Binder's ability to restrain almost anyone.

On the other hand, the Ultimates recruited Thunderbolt by tracking him down. Blackstar heard reports of a new supervillain destroying magnetohydrodynamic power plants around the country. The team staked one out and waited. When Thunderbolt arrived, they tricked him into thinking some superheroes were approaching, then helped him destroy the plant and "escape." Impressed with their skills, Thunderbolt accepted an offer to join the group.

The Ultimates stabilized with these same six members for over a decade, becoming a major supercrime menace both on their own and in the occasional employ of other villains. Powerful and tactically experienced, they were (and remain) a danger both to conventional authorities and superpowered foes. In 2008 the team experienced a major shake-up when Radium left without explanation (or possibly was "kidnapped") to join Project Sunburst. This made the two teams enemies. To replace their erstwhile colleague the Ultimates recruited Orion, who's proven to be just as powerful and effective as Radium.

Group Relations: By and large, the Ultimates get along well together. Many of them share a common sense of having once been picked on, snubbed, ignored, or scorned, and want to strike back at the society that "rejected" them — and get rich and powerful in the process, of course. None of them is sufficiently powerhungry or unstable to want to try to take Binder's place as team leader.

The Ultimates has a heavy complement of scientists, and the four scientifically adept members of the group often spend a lot of time together arguing theories, conducting experiments, or building devices for use in their next series of crimes. Slick and Orion, who couldn't care less about such things, hang out together and watch TV or play video games.

One potential rift in the team is the members' beliefs about violence. Binder, Blackstar, and Thunderbolt can all be very violent, and while none of them are hardened killers they don't have any qualms about using deadly force or putting innocents in danger. Cyclone, Orion, and Slick, on the other hand, prefer less violence and not endangering innocent bystanders. To keep this from becoming a problem Binder tries to plan jobs where serious violence is unlikely to occur.

The Ultimates have a hidden base in Millennium City built on 450 points (similar to the Urban Base on page 234 of *Champions*, but with much better security, more extensive scientific facilities, and a better computer). They also have a fast flying vehicle, the Starbird, which is detailed below.

Tactics: The Ultimates have worked together for several years now, and have a lot of battlefield experience. Several of the members have the *Tactics* and *Teamwork* Skills, and they make use of them.

The Ultimates are fast and mobile, with two speedsters (Cyclone and Slick) on the team, and only one member without significant movement powers (Blackstar). Many of the team's tactics, including combined Move Bys and Grab Bys to toss a foe toward a waiting Blackstar, depend on speed and mobility. Slick has spent a lot of time over the years trying to find a way to grant Blackstar the ability to move on frictionless fields the way he does, but has had no success so far.

The team also relies, to an unusual degree, on Entangles. Both Binder and Slick have powers that involve immobilizing people (and Orion can also trap foes in powerful energy shackles), and the other team members have learned to play off that. Their tactic "Home Run," in which either Binder or Slick stops a target from moving so Blackstar can wallop him with a large club, is often very effective. Both Binder and Slick can also restrain multiple foes at once, a good way to improve the group's chances to escape if necessary. Orion has been trying to develop a new form of Power Shackle that would allow Blackstar to hit the victim without damaging the Entangle, but has had no luck so far.

Tactically, the Ultimates has two weak links. The first is Cyclone, who's considerably less violence-prone than the others and may hold back in a crucial situation. The other is Thunderbolt, who doesn't particularly like taking orders and may directly or indirectly ignore or disobey them.

The Ultimates tend to spend a lot of time and effort researching, preparing for, and planning their crimes. Practice makes perfect, as Binder often reminds them. Though Blackstar and Slick would definitely prefer a more action-oriented approach, no one on the team can quibble with results, and Binder's plans usually lead to success.

Campaign Use: The Ultimates are an intriguing foe for most superhero teams. Rather than simply slug it out with Blasts and high STR, the Ultimates use Entangles and other unusual attacks to accomplish their tactical objectives. They're experienced and cagey, difficult to predict or capture.

The Ultimates don't go out of their way to Hunt heroes, but can be driven to do so by the right chain of circumstances — including simply being beaten or humiliated by the same hero once too often. Blackstar, with his eagerness for fighting, may drag the team into a Hunting situation by refusing to stop pursuing a hero for "a rematch." As Hunters, the Ultimates make use not only of their powers, but their scientific skills. They won't just attack the target mindlessly; they'll observe and plan, gathering data to help them determine when and how best to strike.

If the Ultimates are too weak for your superheroes, beef them up with a few more direct, damaging attacks. You might even consider adding another member — probably a mentalist or telekinetic — to round out their combat effectiveness. If they're too tough for your heroes, get rid of a member or two, and remove or tone down powers that make the group particularly effective against the PCs.

Associates, Allies, And Adversaries: The Ultimates have been active members of the super-underworld for years, and during that time have made plenty of both friends and enemies. The former category generally includes other villains and villain teams that Binder has hired (or formed temporary alliances with) to carry out his various plans and schemes. They include the Brain Trust, Merc-Force 1, Smoke and Mirrors, Ankylosaur, Armadillo, Black Paladin, Lodestone, Photon, Pulsar, Shrinker, and ZigZag.

Similarly, the Ultimates sometimes work as villains-for-hire. They tend to have good relations with past or potential future employers, such as Holocaust and VIPER. On the other hand, similar groups, such as Red Winter, compete with the Ultimates for this sort of work, and that can lead to friction. In particular the Ultimates and the Crimelords hate one another; they've fought several times, but never conclusively.

In the "enemies" category, the tops on the Ultimates' list is Project Sunburst. Ever since Sunburst "stole" Radium away in 2008 the two teams have been bitter enemies. Binder's not entirely sure whether Radium left of his own free will or was coerced, but either way it's a slap in the face he and his teammates intend to avenge. The Ultimates hold a grudge against Lazer for "botching" a job a few years ago, though he claims they were the ones who screwed it up.

ULTIMATES FACTS

Here are some facts characters and NPCs might know about the Ultimates if they succeed with an appropriate Skill Roll:

N/R: The Ultimates is a powerful, tactically proficient team of villains. It's led by Binder; the other members are Blackstar, Cyclone, Orion, Slick, and Thunderbolt I.

K/R: Radium used to be a member of the Ultimates, but left the team in 2008 or 2009 to join Project Sunburst. Orion took his place on the team.

-1: Radium's "defection" from the Ultimates has led to bad blood between that team and Sunburst and his followers. The Ultimates also do not get along with the Crimelords, since both teams compete for similar targets and business.

-2: Since most of the Ultimates are highly mobile, and the team has several restraining attacks (Entangles) to rely on, its tactics tend to involve slowing, hindering, or weakening foes rather than simply blasting them into unconsciousness.

-6: Blackstar's lack of movement powers, and his love of fighting, are two of the group's tactical weaknesses.

B**BINDER**

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
15	DEX	10	12-	
20	CON	10	13-	
23	INT	13	14-	PER Roll 14-
14	EGO	4	12-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
7	DCV	20		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		Phases: 3, 5, 8, 10, 12
8	PD	6		Total: 20 PD (12 rPD)
8	ED	6		Total: 20 ED (12 rED)
7	REC	3		
40	END	4		
12	BODY	2		
40	STUN	10		Total Characteristics Cost: 164

Movement: Running: 12m
Flight: 36m

Cost Powers

56	Glue-Gun: Multipower, 90-point reserve 32 Charges for entire reserve (+¼); all OAF (-1)	END [32]
4f	1) Narrow Glue-Beam: Entangle 6d6, 8 PD/8 ED Entangle And Character Both Take Damage (+¼); OAF (-1)	
4f	2) Wide Glue-Beam: Entangle 4d6, 4 PD/4 ED Area Of Effect (12m Radius; +¾), Entangle And Character Both Take Damage (+¼); OAF (-1)	
4f	3) Glue-Stream: Entangle 4d6, 4 PD/4 ED Area Of Effect (60m Line; +¾), Entangle And Character Both Take Damage (+¼); OAF (-1)	
4f	4) Glue-Blob: Entangle 6d6, 6 PD/6 ED Area Of Effect (1m Radius; +¼), Entangle And Character Both Take Damage (+¼); OAF (-1)	
2f	5) Solidified Glue Barrier: Barrier 4 PD/4 ED, 6 BODY (up to 12m long, 4m tall, and 1m thick), Opaque (Sight Group) OAF (-1), No Range (-½), Restricted Shape (Barrier must be in a straight line from rifle's barrel; -¼)	

Martial Arts: Generic

Maneuver	OCV	DCV	Notes
4	Block	+2 +2	Block, Abort
4	Dodge	— +5	Dodge, Affects All Attacks, Abort
4	Punch	+0 +2	5d6 Strike
3	Throw	+0 +1	3d6 + v/10; Target Falls

24	Armored Costume: Resistant Protection (12 PD/12 ED) 0 OIF (-½)
7	Polarized Faceplate: Sight Group Flash Defense (10 points) 0 OIF (-½)
7	Helmet Air Supply: Life Support (Self-Contained Breathing) 0 OIF (-½)
24	Jetboots: Flight 36m 4 OIF (-½)
6	Helmet Communicator: HRRP 0 OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)
3	Heat Detection Lenses: Infrared Perception (Sight Group) 0 OIF (-½)

Talents

6	Lightning Reflexes: +6 DEX to act first with All Actions
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Skills

20	+4 with Glue-Gun Multipower
3	Bureaucratics 13-
3	Combat Piloting 12-
3	Computer Programming 14-
3	Cryptography 14-
3	Demolitions 14-
3	Electronics 14-
3	Inventor 14-
1	CK: Geneva 8-
2	CK: Millennium City 11-
3	KS: Literature 14-
3	KS: The Superhuman World 14-
2	KS: UNTIL 11-
1	Language: French (basic conversation; English is Native)
3	Persuasion 13-
2	PS: Play Chess 11-
3	Security Systems 14-
3	Stealth 13-
3	Systems Operation 14-
3	Tactics 14-
3	Teamwork 12-
4	TF: Combat Aircraft, Helicopters, Large Planes, Small Planes
3	Scientist
4	1) SS: Adhesives And Solvents 16-
2	2) SS: Biology 14-
2	3) SS: Chemical Engineering 14-
2	4) SS: Chemistry 14-
2	5) SS: Computer Science 14-
2	6) SS: Mathematics 14-
2	7) SS: Nuclear Physics 14-
2	8) SS: Physics 14-

Total Powers & Skills Cost: 264**Total Cost: 428**

BINDER

Background/History: Although he was a gifted scientist, respected by many of his colleagues, Earl Whitacker wasn't satisfied. He felt underappreciated, overworked, and ignored. He wasn't paid nearly enough, and his moronic supervisors in the UNTIL laboratories never listened to him the way they ought to. Determined not to put up with their abuse anymore, he began spending his spare time working on a secret project — a new super-adhesive that would make him rich — even though personal use of agency resources was unauthorized. Lacking the funding he needed for the work (since his ungrateful siblings wouldn't even bother to loan him some money), he had to cut corners and compromise on safety measures.

Everything was going fine... until an unexpected chemical reaction caused the entire project to blow up in his face. Blinded and scarred, he staggered out of the lab, fell unconscious, and awakened later in the hospital. The doctors told him the loss of eyesight was temporary, but the scarring, unfortunately, was permanent. Plastic surgery might alleviate some of it, but never all of it. Then UNTIL fired him, which meant he didn't have the medical coverage for even that much reconstructive surgery.

The worst scars were the ones the doctors couldn't see. Whitacker lost some of his grip on sanity, becoming convinced that his failure was the result of UNTIL's refusal to help him, his family's refusal to help him, and society overlooking his genius. He realized they were out to get him — he had to strike back!

After checking himself out of the hospital, Whitacker bluffed his way back into UNTIL to get his notes and equipment, then went into hiding. After reviewing the data gained from his last experiment, he discovered he'd succeeded! His "Resin A" and "Resin B," when combined, made a revolutionary form of adhesive, which he called "Bind-All." He had once intended to make money selling his new super-glue, but now he had a better idea. He designed a rifle that used Bind-All as a weapon, and built himself an armored costume and a jetpack. The world had ignored and mistreated Earl Whitacker — but Binder would make them all sit up and take notice!



Personality/Motivation: Binder comes across as disciplined and confrontational, but in truth he's often wracked by self-doubt. He covers up his feelings of inferiority with bluster and aggression, since he thinks that if he shows weakness no one will ever listen to him again. This sometimes pushes him into situations he'd rather not be in — he bites off more than he can chew, then has to find a way out of the dilemma.

Exacerbating this tendency is his paranoia. He trusts his teammates (more or less), but he thinks the rest of the world is out to get him, to exploit him, to use him up and then throw him away. He

has difficulty distinguishing genuine offers of help from attempts to trick him; he thinks it's all an elaborate plot by "them" (though he's careful not to articulate his suspicions in ways that make him look delusional).

Binder remains sensitive about his scarred face; he rarely takes his helmet off. References to his looks, particularly expressions of sympathy, may anger him. At least insults and mockery are honest.

400 Matching Complications (75)

- 15 **Distinctive Features:** Facial Scarring (Concealable With Effort; Always Noticed, Major Reaction)
- 20 **Hunted:** UNTIL (Infrequently, No Pow, NCI, Capture)
- 20 **Hunted:** the Champions (Infrequently, No Pow, NCI, Capture)
- 20 **Psychological Complication:** Inferiority Complex Tinged With Paranoia (Very Common, Strong)
- 10 **Psychological Complication:** Sensitive About His Looks (Common, Moderate)
- 15 **Social Complication:** Secret Identity (Earl Whitacker) (Frequently, Major)

Total Complications Points: 75

Experience Points: 28

BINDER FACTS

Here are some facts characters and NPCs might know about Binder if they succeed with an appropriate Skill Roll:

N/R: Binder is the leader of the Ultimates; he wears a suit of light combat armor and uses a rifle that fires streams of glue to trap his foes.

K/R: Binder can configure his rifle's glue-stream to trap multiple targets at once, or even to create a wall made of rapid-drying glue.

-2: Binder's had some martial arts training.

-10: His Secret Identity is Earl Whitacker; he's a former UNTIL scientist who was badly scarred in a laboratory accident.

Despite his mental problems, Binder is actually a competent and effective villain team leader. He's disciplined, keeps his head in a crisis, and has good tactical sense. He's also adept at planning and executing missions.

Quote: "Tie *this* one on, hero!"

Powers/Tactics: Binder is more of a tactical leader and planner than a frontline combatant, but he can hold his own in a fight if need be — he's even had some martial arts training. His primary weapon is his Glue-Gun, which can spray Bind-All in a variety of configurations. The rifle keeps the Resin A and Resin B components separately, mixing them only in the final stream after they leave the barrel.

Binder usually takes a support roll in combat, Entangling enemies to keep them out of the way of his comrades. Whenever possible, he tries to use his Area Of Effect Entangles to disable multiple opponents. He knows that bricks and natural energy projectors can usually get out of his Entangles quickly, so he focuses on martial artists, gadgeteers, and other such characters first. If necessary he can even create a "wall" of solidified glue to block pursuit.

Campaign Use: To make Binder more powerful, increase the strength of his Entangles to the point where they *can* hold the typical brick or energy projector, at least for a few Segments. You could also give him more weapons and gadgets. If he's too powerful for your game, reduce the Active Points in his Multipower reserve to 75 or 60.

Binder's smart enough not to get caught up in Hunting heroes very often. If he does start Hunting one — perhaps because of a few too many insults or defeats — he'll approach the situation methodically, with plans and contingency plans to increase his chances of success.

Associates, Allies, And Adversaries: He'd never admit it to anyone, but Binder has a bit of a crush on Lady Blue. He hasn't met her in person — yet — but follows her as closely as he can through the tabloids and Internet. If she desperately needed help he might try to come to her rescue as a way of gaining her attention.

Appearance: Binder wears a suit of light battlearmor, gold with green trim. His Glue-Gun is also gold, and obviously not a normal ballistic firearm or a standard blaster. His helmet's faceplate is divided in two vertically, giving it a vaguely insectile appearance.

When he's not wearing his helmet, Whitacker's horrifically scarred, almost completely bald head can be seen... not that anyone looks at him any longer than they have to.

BLACKSTAR

Background/History: Overweight, ugly, socially maladjusted, and acne-covered, James Carson had only one redeeming feature as a child: his brain. He was highly intelligent, with a real gift for science. But that was small consolation for the universe of taunts, insults, and bullying he endured.

Things didn't improve much in college, though by that point the abuse mostly took the form of people leaving him alone and whispering insults behind his back. But his researches into gravitics and density earned him his doctorate and attracted the attentions of several major corporations. They didn't care what he looked or acted like, as long as he could produce profitable new technologies.

Carson took a job with Multitrex Incorporated. Hoping to find acceptance among the scientific staff there, he was rudely disappointed as his colleagues rejected his radical, cutting-edge theories about gravitics. He became angrier and angrier over the way he was treated, and his work began to suffer.

Finally, in an effort to prove that his theories were valid, Carson pushed forward with an experimental procedure to produce a density alteration device. Unfortunately, in his desire to show results, he went too far, too fast — his technology wasn't ready for practical trial yet. The machinery exploded, bombarding Carson with gravitic waves. But instead of killing him, the waves somehow altered his body. Almost instantly he became taller, athletically proportioned, handsome, and stronger. He soon discovered he had the ability to alter his density — he could make himself intangible, or weigh hundreds of thousands of kilograms.

Now the shoe was on the other foot! Now he could take what he wanted, and no one could stop him. He smashed his way out of Multitrex, making sure to destroy the other scientists' precious experiments on his way out, and launched a career of crime as Blackstar. Not long after that, he met Binder and became the first member of the Ultimates.

Personality/Motivation: Blackstar's primary motivating factor is his love of fighting. He likes nothing better than mixing it up with other superhumans (particularly super-strong ones) and proving that he's the best — it's his way of getting back at the world for the abuse and scorn he suffered as a child. He never retreats or surrenders, but keeps fighting until he wins, gets Knocked Out, or his teammates drag him away. He gets even angrier if someone insults him (that reminds him of the bad old days when he was a wimp), and gladly chooses that person for some special punishment.

B BLACKSTAR

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
15	DEX	10	12-	
28	CON	18	15-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
5	DCV	10		
3	OMCV	0		
4	DMCV	3		
5	SPD	30		Phases: 3, 5, 8, 10, 12
12	PD	10		Total: 24 PD (24 rPD)
12	ED	10		Total: 24 ED (24 rED)
15	REC	11		
75	END	11		
15	BODY	5		
60	STUN	20		

Total Characteristics Cost: 176

Movement: Running: 12m

Cost Powers

Cost	Powers	END
48	Heightened Density: Density Increase (400,000 kg mass, +60 STR, +12 PD/+12 ED, -24m KB) Costs Endurance Only To Activate (+¼); Lockout (can't use when using Desolidification; -0), Unified Power (-¼)	6
48	Intangibility: Desolidification (affected by force, gravitic, or magnetic attacks) Reduced Endurance (0 END; +½); Lockout (can't use when using Density Increase; -0), Unified Power (-¼)	0
45	Selective Gravity: Telekinesis (40 STR) Reduced Endurance (0 END; +½); Only To Pull Objects Directly To Him And/Or "Stick" Them To Him (-½), Lockout (can't use when using Desolidification; -¼), Unified Power (-¼)	0
20	Superhuman Form: Reduced Endurance (½ END; +¼) for up to 80 STR	0
24	Cohesive Physical Form: Resistant (+½) for up to 24 PD/24 ED	0
7	Mask Radio: Radio Perception/Transmission (Radio Group) IIF (-¼), Affected As Hearing Group As Well As Radio Group (-¼)	0



Skills

40	+5 HTH
3	Computer Programming 12-
3	Electronics 12-
3	Inventor 12-
2	CK: Millennium City 11-
5	KS: Super-Strength Superhumans 14-
2	KS: Movies 11-
3	KS: Television 12-
5	SS: Density Physics 14-
3	SS: Gravitics 12-
3	SS: Physics 12-
3	Teamwork 13-

Total Powers & Skills Cost: 267

Total Cost: 443

400 Matching Complications (75)

- 15 **Enraged:** if insulted (Common), go 11-, recover 14-
- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 20 **Hunted:** the Champions (Infrequently, Mo Pow, NCI, Capture)
- 20 **Psychological Complication:** Loves To Fight (Very Common, Strong)
- 15 **Psychological Complication:** Fear Of Heights (Common, Strong)
- 15 **Social Complication:** Secret Identity (James Carson) (Frequently, Major)

Total Complications Points: 75

Experience Points: 43

BLACKSTAR FACTS

Here are some facts characters and NPCs might know about Blackstar if they succeed with an appropriate Skill Roll:

N/R: Blackstar is a member of the Ultimates. He has the power to control his own density; he can become intangible or superhumanly dense, strong, and tough.

K/R: He also has the power to selectively increase his personal gravity and “draw” a person or object to him.

-1: Blackstar thinks of other super-strong superhumans as his “rivals” and often seeks to outdo them or prove who’s the stronger, better fighter.

-2: Blackstar does not tolerate insults or mockery well. He also loves to fight, and can sometimes be lured away from a tactically safe position with challenges or taunts.

-4: Based on the way he talks, Blackstar seems to have had some training as a scientist.

-6: Blackstar has a serious fear of heights.

-10: His Secret Identity is James Carson; he used to be a physicist.

Blackstar suffers from a significant fear of heights (dating from several unpleasant let’s-dangle-the-nerd-out-the-window incidents from his childhood). This restricts his combat tactics somewhat; he won’t let his flying teammates carry him very far off the ground unless it’s absolutely necessary.

Quote: “C’mon, get up and fight! Even a wimp like you should fight better than *that*.”

Powers/Tactics: Blackstar’s powers involve control over his own density. He can become so diffuse as to be intangible (handy for breaking into vaults and such), or so dense that he weighs 400,000 kilograms and is immensely strong. He has to be careful where he uses his Density Increase, though; only solid ground or a similarly reinforced surface can support his weight.

Despite the Reduced Endurance on his STR, Blackstar may run into END problems if he keeps fighting too long, Pushes, or the like. But when he gets wrapped up in battle, he doesn’t care — he’ll burn STUN for END if necessary just to keep pounding on someone.

In addition to his standard powers, Blackstar possesses an unusual “selective gravity” power. He can increase his personal gravitic attraction to draw people to him, or hold them to him even without using his hands. He sometimes uses this ability to hold a foe motionless while he and his teammates beat the poor victim to a pulp.

A favorite Ultimates tactic is for Cyclone to pick Blackstar up at his normal weight, and then make a “fastball special” or similar attack, with Blackstar increasing his density in mid-flight. (See *Champions*, page 179, for more information.) The only restriction on this tactic is Blackstar’s fear of heights; he’s not likely to let Cyclone carry him up high and then drop him.

Campaign Use: If Blackstar’s too tough for your campaign, reduce his Density Increase a little, so he’s not as strong or powerful at the upper end. You might also consider getting rid of his Selective Gravity power. To make him more powerful, increase his defenses and perhaps give him a few more unusual powers like Selective Gravity (see the “Density Alteration Powers” section of *Champions Powers* for some possibilities).

Blackstar happily Hunts anyone who annoys him too much; he particularly likes to pursue other bricks so he can show his superiority by beating them up. His Hunting isn’t subtle; he simply picks an appropriate moment and attacks (taking care to choose battlefields where he can employ all of his Density Increase).

Associates, Allies, And Adversaries: Blackstar wants to show the world that he’s the toughest, strongest villain around, so to a certain extent he sees super-strong heroes and villains as rivals... or perhaps more accurately, as challenges to overcome. He particularly dislikes Dwarfstar, leader of the Peacekeepers team from Chicago, who has powers similar to his own. He’s also clashed with der Westgote, Dreadnaught, Ogre, and Leviathan,

among others. He’d really like to get a crack at Gargantua because the growing villain has laughed at him several times.

Appearance: Blackstar wears a dark grey costume with a black star on the chest, and a matching star on his belt buckle. His gloves, boots, and belt are gold, but his mask matches the rest of his costume. He sometimes wears a high-collared cape, though even when he does wear it, he often takes it off before going into battle so it won’t get in his way while he smashes superheroes.

CYCLONE

Background/History: Bernard Ivey was a pilot and engineer in the Aviation Division of Drake-Victoria, Inc. Hired for his expertise with jet engines, he was soon sidelined by the company’s scientific establishment when it became apparent to them that his ideas about engine miniaturization were a pipe dream.

Nothing could have enraged Ivey more. He was a *genius*; he knew it, everyone at school had known it. All he needed was the chance to prove himself. But again and again, he found his projects cancelled, his budgets slashed, and his work scorned.

Then he developed a breakthrough the company could actually use — a small, light-weight, but incredibly powerful jet engine that was certain to revolutionize the field of unmanned aerial vehicles. Ivey expected lavish praise, a big raise, and increased budgets for the rest of his work. What actually happened was that his bosses stole the credit for his work. They got the raises; he got the shaft.

That was pretty much the last straw. Rather than turn over his notes and prototypes, Ivey took them and fled, becoming a fugitive. Well, if Drake-Victoria wanted to arrest him, fine. He’d give them a *real* reason to arrest him! Over the next several months Ivey designed a special armored suit for himself, one tough enough to withstand the g-forces generated by his miniaturized engine. He equipped it with several weapons using compressed air. Inspired by those weapons, he took the name Cyclone.

He started his criminal career by attacking several Drake-Victoria facilities, stealing valuable technology, data, and materials. His “cyclone blasts” were so destructive that he soon earned a reputation as a dangerous super-criminal, though he actually went out of his way to minimize casualties as much as possible.

When Binder heard about Bernard Ivey, it didn’t take long for him to put two and two together and realize who Cyclone really was. Ivey was surprised to return to his “headquarters” (an old warehouse he’d rented) one day to find Binder waiting for him. Sharing his own tale of oppression and institutional theft of his hard work, Binder made Cyclone a friend and ally — and soon, a member of the Ultimates.

Personality/Motivation: Cyclone's career as a supervillain stems from being angry at the world. Like Binder, he thinks he's been cheated, overlooked, and snubbed by people all his life, and he's finally gotten so sick of it he intends to show them just who's boss. If given the opportunity to strike back at anyone he considers a former tormentor, he'll almost certainly take it (even if it means endangering a mission).

Cyclone isn't really "into" the supervillain game, and it shows. He doesn't have much of a grasp of tactics or criminal common sense; he often spends more time showing off (flying rings around his opponents, announcing just how powerful his attack will be before he makes it, wasting a Phase marveling at how cool his armor is) than he does trying to achieve his objectives. Binder is working with him to correct this fault, but he hasn't had any luck shaking the habit yet.

Unlike some of his teammates, Cyclone is a pretty mild-mannered and nonviolent guy. He doesn't like the idea of seriously hurting (much less killing) anyone, and always tones down his attacks when he uses them on security guards and other normals. Blackstar considers him a wimp; Slick thinks he's a square. Binder recognizes his potential and value to the team, though, and makes sure Cyclone feels appreciated.

Quote: "Getting a little too breezy for you?"

Powers/Tactics: Cyclone wears a suit of powered armor designed for speed and efficient movement. With his engines at maximum, Cyclone can reach speeds of nearly 18,000 km per hour (over 11,000 miles per hour), and even in his "standard mode" of flight he's pretty fast. The suit's steering jets and systems allow him to turn and maneuver much more quickly than most flyers can, which sometimes gives him the ability to make a Surprise Move in combat against flying superheroes.

Cyclone's weapons use compressed air to generate blasts that scatter targets like tenpins. His Area Of Effect attacks are particularly powerful, but he reserves them for just the right moment because of their destructiveness. In battle, he keeps to the air, putting his Skill Levels with Flight into DCV if he doesn't have a better use for them, and attacks flying foes. Once he has command of the air, he helps his teammates take out targets on the ground. Cyclone's Sight and Radar both work in 360 degrees, which makes him difficult to surprise in combat.

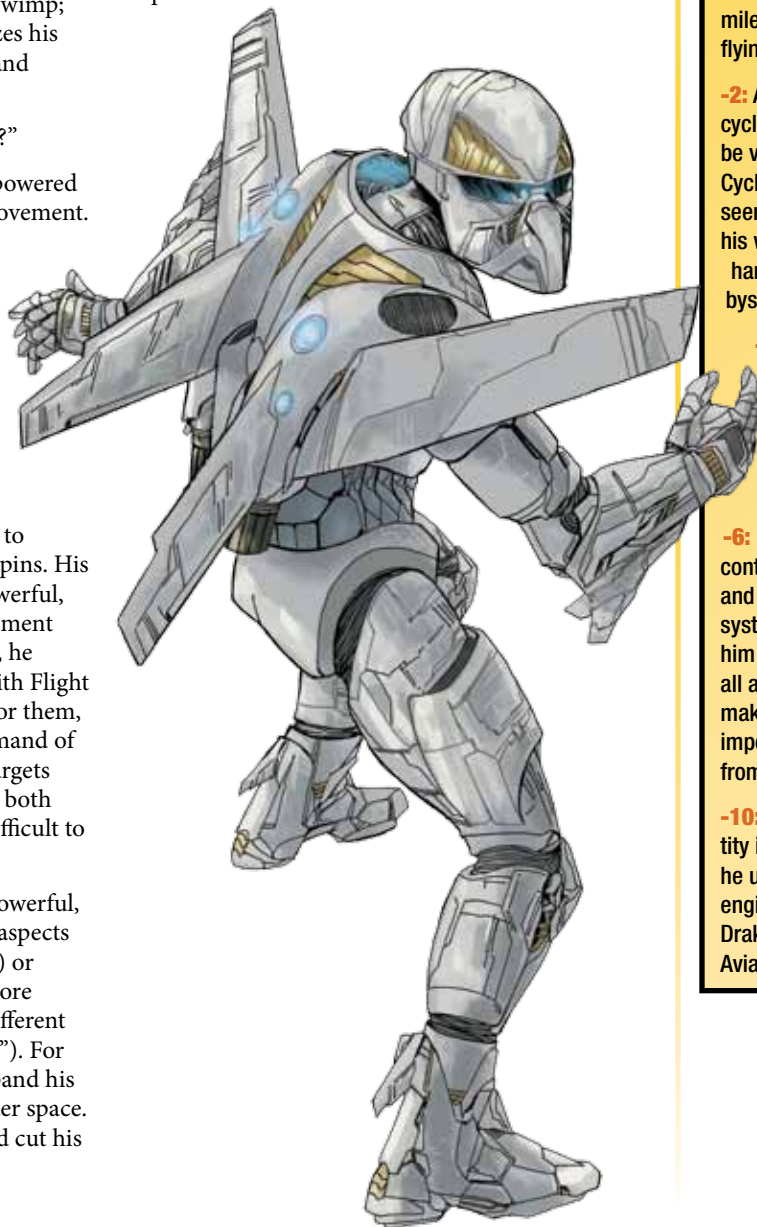
Campaign Use: To make Cyclone more powerful, you can either emphasize his "speedster" aspects (increase his standard Flight and his SPD) or his "powered armor" aspects (give him more weaponry, including some attacks with different special effects than "compressed air blasts"). For appropriate scenarios, you might also expand his capabilities to allow him to operate in outer space. To weaken him, reduce his movement and cut his Multipower back to a 75-point reserve.

Associates, Allies, And Adversaries: After seeing her in action on the news one evening, Cyclone struck up a correspondence with Bluejay of GRAB about aeronautical engineering, and they've become good friends though they've never met in person. If the Ultimates ever become too violent for his tastes he might try to join her in GRAB instead.

Cyclone would like to study Galeforce or Zephyr to see if he can find ways to improve his compressed-air weapons, but has so far been unable to contact either of them.

Appearance: Cyclone's silver-colored armor is a model of aerodynamic efficiency. Airfoil "wings" on his back help him maintain control and speed, and most of the armor's features, including its weapons, are built into it so they don't interfere with the airflow around the suit.

Out of his armor, Bernard Ivey is an average-looking black man in his late thirties, 5'10" tall with short hair and a well-groomed moustache and beard. Since becoming a criminal, he's taken to wearing expensive clothes and driving fast sportscars.



CYCLONE FACTS

Here are some facts characters and NPCs might know about Cyclone if they succeed with an appropriate Skill Roll:

N/R: Cyclone is a member of the Ultimates; he wears a suit of powered armor that's equipped with compressed-air weaponry and that allows him to fly at tremendous speeds.

K/R: According to official estimates, Cyclone may be able to exceed 11,000 miles per hour when flying at top speed.

-2: Although his cyclone-blasts can be very destructive, Cyclone actually seems to go out of his way to avoid harming innocent bystanders.

-4: Cyclone is very proud of his armor and something of a showoff in combat.

-6: Cyclone's helmet contains radar and 360-viewing systems that allow him to perceive all around himself, making it nearly impossible to attack from his "blind side."

-10: His Secret Identity is Bernard Ivey; he used to be an engineer working for Drake-Victoria, Inc.'s Aviation Division.

A**CYCLONE**

Val	Char	Cost	Roll	Notes
15+25	STR	5+17*	12- (17-)	Lift 200 kg (6,400 kg); 3d6 (8d6) HTH damage [1 (4)]
15+10	DEX	10+13*	12- (14-)	
15+15	CON	5+10*	12- (15-)	
18	INT	8	13-	PER Roll 13-
12	EGO	2	11-	
20	PRE	10	13-	PRE Attack: 4d6
3+4	OCV	13*		
3+4	DCV	13*		
3	OMCV	0		
4	DMCV	3		
3+3	SPD	10+20*		Phases: 4, 8, 12 (2, 4, 6, 8, 10, 12)
7	PD	5		Total: 22 PD (15 rPD)
7	ED	5		Total: 22 ED (15 rED)
6	REC	2		
30	END	2		
10	BODY	0		
30	STUN	5		

Total Characteristics Cost: 158

*: OIF (Powered Armor; -½)

Movement:	Running:	12m
	Flight:	48m
	MegaFlight:	10km

Cost	Powers	END
43	Power Pack: Endurance Reserve (200 END, 21 REC) OIF (-½)	0
60	Compressed-Air Weaponry: Multipower, 90-point reserve All OIF (-½)	
6f	1) Cyclone Blast (Focused): Blast 12d6 Double Knockback (+½); OIF (-½)	9
4f	2) Cyclone Blast (Wide-Beam): Blast 12d6 Area Of Effect (16m Cone; +½); OIF (-½), No Range (-½)	9
4f	3) Cyclone Effect: Blast 12d6 Area Of Effect (26m Radius Explosion; -½); OIF (-½), Requires A DEX Roll (-½), Random Knockback (-0)	9
1f	4) Cyclone Punch: HA +2d6 OIF (-½), Hand-To-Hand Attack (-¼)	1
35	Miniaturized Jet Engine Pack: Multipower, 53-point reserve All OIF (-½)	
3f	1) Standard Flight Mode: Flight 48m, x4 Noncombat OIF (-½)	5
1f	2) Mach Speed Mode: Flight 10m MegaScale (1m = 1 km; +1); OIF (-½)	2
30	Armored Costume: Resistant Protection (15 PD/15 ED) OIF (-½)	0
7	Polarized Faceplate: Sight Group Flash Defense (10 points) OIF (-½)	0

7	Helmet Air Supply: Life Support (Self-Contained Breathing) OIF (-½)	0
6	Helmet Communicator: HRRP OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
3	Heat Detection Lenses: Infrared Perception (Sight Group) OIF (-½)	0
7	Multi-Angle View: Increased Arc Of Perception (360 Degrees) for Sight Group OIF (-½)	0
6	Telescopic Lenses: +6 versus Range Modifier for Sight Group OIF (-½)	0
13	Radar Array: Radar (Radio Group), Increased Arc Of Perception (360 Degrees) OIF (-½)	0

Skills

10	+2 with Compressed-Air Weaponry Multipower
8	+4 with Flight
3	Combat Piloting 12- (14-)
3	Computer Programming 13-
3	Electronics 13-
3	Inventor 13-
2	CK: Houston 11-
3	KS: History Of Spaceflight 13-
1	KS: Superhuman World 8-
3	Mechanics 13-
2	Navigation (Air) 13-
2	PS: Build Model Rockets 11-
3	SS: Aeronautical Engineering 13-
2	SS: Physics 11-
3	Systems Operation 13-
3	Teamwork 12- (14-)
4	TF: Combat Aircraft, Helicopters, Large Planes, Small Planes

Total Powers & Skills Cost: 294**Total Cost: 452****400 Matching Complications (75)**

20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Code Versus Killing (Very Common, Strong)
15	Psychological Complication: Showoff (Common, Strong)
15	Social Complication: Secret Identity (Bernard Ivey) (Frequently, Major)

Total Complications Points: 75**Experience Points: 52**

A

ORION

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
24	DEX	28	14-	
24	CON	14	14-	
10	INT	0	11-	PER Roll 11-
13	EGO	3	12-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
4	DMCV	3		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
10	PD	8		Total: 18 PD (8 rPD)
10	ED	8		Total: 18 ED (8 rED)
10	REC	6		
50	END	6		
10	BODY	0		
40	STUN	10		

Total Characteristics Cost: 206

Movement: Running: 12m
Flight: 40m

Cost Powers

63	Orion Bracers: Endurance Reserve (300 END, 30 REC) 0 OIF (-½)
80	Orion Bracers: Multipower, 120-point reserve All OIF (-½)
7v	1) Power Fields: Telekinesis (40 STR) 6 OIF (-½), Affects Whole Object (-¼)
11v	2) Standard Power Blast: Blast 16d6 8 OIF (-½)
13v	3) Variable Power Blast: Blast 10d6 10 Variable Advantage (+½ Advantages; +1); OIF (-½)
11v	4) Stunning Blast: Blast 8d6 8 NND (defense is Power Defense; +1); OIF (-½)
16v	5) Power Fist: Blast 12d6 12 Indirect (Source Point and Path can vary from use to use; +1); OIF (-½)
12v	6) Power Shackles: Entangle 9d6, 9 PD/9 ED 9 OIF (-½)
8v	7) Power Spear: RKA 4d6 6 OIF (-½)
13v	8) Power Shield I: Resistant Protection (30 PD/30 ED) 3 Allocatable (+¼); OIF (-½), Costs Half Endurance (-¼)
8v	9) Power Shield II: Resistant Protection (25 PD/25 ED) 7 OIF (-½) plus: Life Support (Self-Contained Breathing) OIF (-½), Linked (-½)
6v	10) Power Wall: Barrier Barrier 10 PD/10 ED, 10 BODY (up to 12m long, 4m high, and ½m thick), Non-Anchored, Dismissable 7 OIF (-½), Costs Endurance (to maintain; -½), Limited Range (100m; -¼)

END



16	Basic Force-Field: Resistant Protection (8 PD/8 ED) 0 OIF (-½)
40	Power Flight: Flight 40m 0 Reduced Endurance (0 END; +½); OIF (-½)
Talents	
13	Translation Feature: Universal Translator 11- OIF (-½)
Skills	
25	+5 with Orion Bracers Multipower
3	Concealment 11-
1	Gambling (Card Games) 8-
2	CK: Millennium City 11-
3	Stealth 14-
1	WF: Handguns
Total Powers & Skills Cost: 352	
Total Cost: 558	
400 Matching Complications (75)	
20	Hunted: The Champions (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Code Versus Killing (Very Common, Strong)
15	Psychological Complication: Greedy (Common, Strong)
15	Social Complication: Secret Identity (Roger Harrison) (Frequently, Major)
20	Vulnerability: 2 x STUN from Mental Blasts (Common)
Total Complications Points: 75	
Experience Points: 158	

ORION FACTS

Here are some facts characters and NPCs might know about Orion if they succeed with an appropriate Skill Roll:

N/R: Orion is a member of the Ultimates; he wears a pair of “power bracers” that allow him to manipulate energy in various ways.

K/R: Besides projecting energy blasts, Orion can form shapes (such as walls and hands) of pure energy to move objects, protect himself from attacks, and so forth.

-4: Like his teammate Cyclone, Orion is relatively non-violent, preferring not to endanger civilians or use his most powerful attacks on anyone he’s not sure can take them.

-6: Besides being powerful weapons, Orion’s bracers allow him to read and speak any known language.

-8: Orion’s power-bracers somehow magnify the effect of Mental Blasts used against him, causing him to suffer excruciating pain.

-10: His Secret Identity is Roger Harrison; he used to be a drifter and petty thief.

ORION

Background/History: Harold Jackson was one of the best and brightest test pilots in the US Air Force. Handsome, bold, decisive, and an immensely-skilled pilot, he had a bright future ahead of him.

That changed the night he saw a UFO crash-land on Earth. There was a bright blur in the sky, nothing like anything he’d ever seen before, then the flash and explosion he knew could only come from a crashing aircraft. Hurrying to the scene, he found the remains of a ship that was nothing like Earth technology. He heard moans of pain from within, so without a thought for his own safety he tore off one damaged door and made his way inside.

He soon found the ship’s sole occupant — the pilot, who’d apparently fallen ill and crashed his ship. He was much taller than a human, with green skin and facial features that made it clear he hadn’t been born on Earth. Around his wrists were bracers made of some blue-black metal and set with strange gems; they glowed with an eerie light.

Seeing him through a haze of pain, the alien feebly motioned Harold forward. He began to speak, and mysteriously Harold could understand him. “Man of Earth, I sense you are a being of wisdom and honor. I am dying; I will never see my homeworld again. I bequeath to you these power bracers that I wear, that once allowed me to steer this ship. They will give you great power, which I bid you use in the causes of justice and righteousness.” And with that he died.

Dazed and not fully understanding what had happened, Harold removed the bracers from the alien’s arms and carried them outside. Walking away from the ship he examined them carefully. They didn’t seem dangerous; it would probably be all right to put them on. And what had the alien meant about “great power”?

Harold stopped and started to put the bracers on... when a drifter stepped out of the brush, bashed him in the head with a stick, took them, and ran. It was only a few days later that a new supercriminal calling himself Orion appeared in Millennium City. For a few years he was a solo villain mainly committing robberies, but when Binder contacted him and offered him a spot in the Ultimates he jumped at the chance to move up to the “big time.”

Personality/Motivation: Orion is a lucky man... and he knows it. “Finding” the power bracers that make him a superhuman was an incredible stroke of good fortune, and he’s been taking advantage of it ever since. Greedy and unprincipled, he wants to use his powers to amass as much wealth and live in as much luxury as possible.

Quote: “No way you or anyone else can stop me while I got these things on!”

Powers/Tactics: Orion is an energy projector whose powers derive from the alien bracers he wears on his wrists. They project energy for a variety of effects — not just simple bolts and blasts, but the ability to move objects telekinetically, to restrain someone, and so on. The energy they project is always a distinctive blue-purple shade, though within limits Orion can shape it in simple ways. For example, he could make his Entangle look like a pair of giant handcuffs, or his Telekinesis look like a giant hand that picks things up and moves them around.

Orion doesn’t have a lot of tactical sense; he usually attacks in a pretty straightforward fashion. He has enough points in his Multipower reserve to use at least one of his defensive slots and one of his offensive slots, though not necessarily both at full power. Although he’s not concerned about using violence to get what he wants, he’s no killer; he usually starts out with relatively weak attacks until he makes sure his opponent can take the brunt of his full attack.

Campaign Use: The most interesting question surrounding Orion is this: who was the alien who gave Harold Jackson the bracers? Was he benign (which seems likely), or do his people have some sinister plan involving Earth? Orion himself doesn’t really care, but the answers may become very important to the PCs.

To make Orion more powerful, convert his bracers into a Variable Power Pool with the *Cosmic* (+2) Advantage and a Limitation restricting the powers to those like the ones already on his character sheet. To weaken him, halve his Endurance Reserve and reduce his SPD to 5.

Associates, Allies, And Adversaries: Suspecting (incorrectly) that Orion’s bracers might be “Blueboy” (Hzeel) technology, the Warlord has begun studying him. Even if he realizes the bracers aren’t from the Blueboys, he may still decide to try to obtain them because they’re so powerful.

Appearance: Orion is a white male just under six feet tall whose formerly average body has been transformed into a handsome, muscular one by the bracers that gave him his powers. Those bracers, which are large enough to cover half his forearm, are made of a strange blue-black metal each set with six rows of six small gemstones of alien origin. The bracers usually glow, though the rest of Orion does not; the energy they project has a distinctive blue-purple color. In addition to the bracers, Orion wears a gold costume with purple belt, boots, and cape. On the chest are six four-pointed stars, three in a vertical line down each side. He does not wear a mask, and his pupilless eyes glow with purple energy.

SLICK

Background/History: Born and raised in southern California, Rick Powell grew up on the beach, swimming, surfing, playing frisbee and volleyball, and flirting with beautiful women. To keep himself supplied with surfboards, fast cars, and spending money, he got into dealing drugs — just pot at first, but soon he branched out into harder drugs. Thinking that he'd be set for life if he could find “the next crack,” he began concentrating on designer drugs. As a point of pride, he personally tested each one so he could describe its effects to his clients. It paid off; he built a big customer base and was raking the money in.

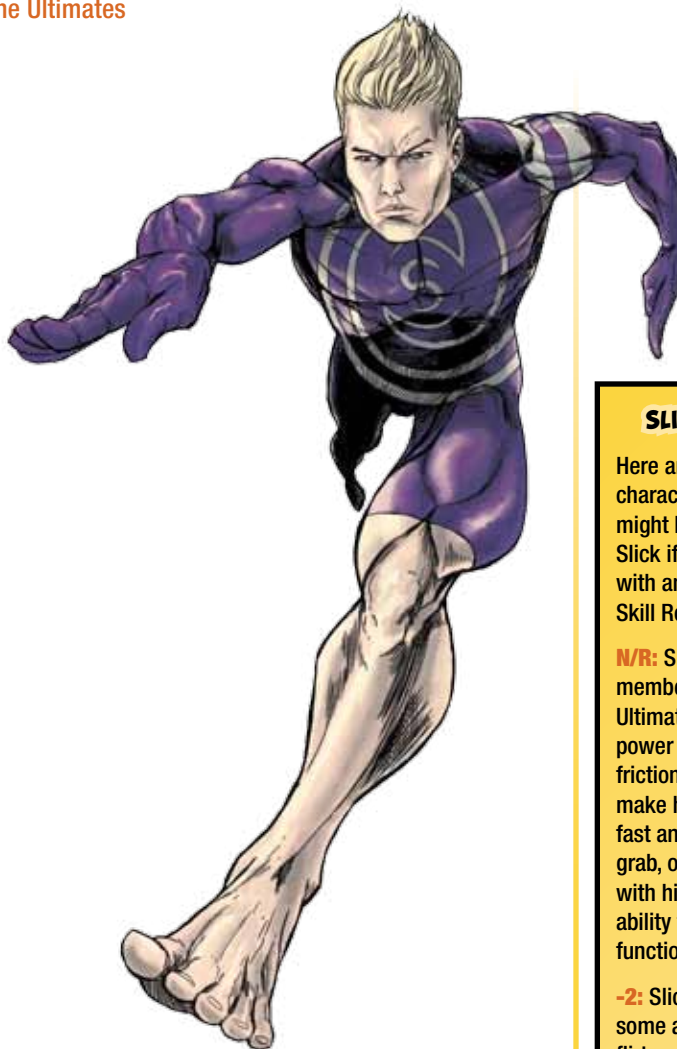
Then one of his suppliers sold him an all-new drug. “Hot stuff, man,” the guy said. “Fresh from the lab — no one else has this.” Rick gave it a try, figuring this might be the one to give him the big break he'd been looking for. It did... but not in the way he expected.

The experimental drug (he never did learn its name or where it came from) interacted in a very unusual way with his metabolism. Instead of getting him high, or simply killing him, it altered his molecular structure, giving him the power to control friction. Terrified at first, he got over it when he began to realize what he could do with these strange new abilities. He could skate without skates! He could break in anywhere! He could become rich!

Slick (as he christened himself) had a few successes early on, but his confidence got the better of him. He took on some jobs that were more than he could handle, and got beaten badly by superheroes because of it (though he managed to escape them and stay out of jail). He realized he couldn't do it all by himself; he needed some friends to back him up. He read about the Ultimates and decided they were the ones for him. Some underworld contacts put him in touch with Binder, and after a brief probationary period he was accepted into the group.

Personality/Motivation: Compared to the rest of the Ultimates, Slick is a pretty normal guy — laid back, friendly, interested in good old-fashioned American male pursuits like fast cars and beautiful women. He's the most stable and personable member of the team, and can be seductive and friendly if he wants. While the others spend time in their laboratories, or in their rooms brooding and scheming, he hangs out with Orion and watches TV, or slides into town to spend time (and a lot of money) at the trendiest nightclubs, where he's known as “Ricky.”

Slick's one big hang-up (besides his overconfident nature) is his fear of being confined or tied up in any way. It's not claustrophobia, but an intense hatred of being denied his freedom of movement. The longer he's confined, the more anxious and desperate he'll get. The thought of spending time in prison terrifies him. Fortunately, it's hard to keep him restrained for long.



Quote: “Get a grip, dude! — not that it's gonna help you much.”

Powers/Tactics: Slick has the power to control friction, both as it applies to himself and as it affects others. By decreasing the friction between himself and what he's touching, he can “skate” along at tremendous speeds or slip effortlessly out of the tightest bonds. By radically increasing or decreasing friction, he can stop other people from moving (even over a wide area), or make it much harder for them to hold onto things and keep their footing. His Slickness Control power, for example, uses Telekinesis to represent how hard it is for someone to hold on to a completely frictionless object — a wet bar of soap seems like a handlebar by comparison.

In combat, Slick moves around a lot. He rarely performs Move Thoughts or Move Bys (he doesn't enjoy hurting himself in the process), but a Grab By, particularly in conjunction with a little Slickness Control, is a great way to disarm his enemies. (Consider this a Multiple Attack and add the telekinetic STR to Slick's own STR and STR from velocity to determine if he can Grab the object successfully.) He also makes extensive use of his Entangles, which leave the enemy wide-open for his teammates' attacks.

Due to Slick's high SPD, he may use a lot of END quickly. When including him in a combat, be sure to keep an eye on his END.

SLICK FACTS

Here are some facts characters and NPCs might know about Slick if they succeed with an appropriate Skill Roll:

N/R: Slick is a member of the Ultimates; he has the power to manipulate friction, either to make himself very fast and difficult to grab, or to interfere with his enemies' ability to move and function.

-2: Slick is handsome and often flirts with his female enemies even as he fights them.

-4: Compared to some of his teammates, Slick is relatively non-violent; he wants to steal things and have fun, not hurt people.

-6: Slick has an intense fear of being confined or bound.

-10: His Secret Identity is Rick Powell; he used to be a drug dealer and surfer in southern California.

A

SLICK

Val Char Cost Roll Notes

15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
28	DEX	36	15-	
22	CON	12	13-	
11	INT	1	11-	PER Roll 11-
12	EGO	2	11-	
15	PRE	5	12-	PRE Attack: 3d6
8	OCV	25		
11	DCV	40		
3	OMCV	0		
4	DMCV	3		
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12
10	PD	8		Total: 18 PD (8 rPD)
10	ED	8		Total: 18 ED (8 rED)
10	REC	6		
60	END	8		
10	BODY	0		
30	STUN	5		Total Characteristics Cost: 214

Movement: Running: 64m**Cost Powers**

			END
77	Friction Manipulation (Focused): Entangle 6d6, 6 PD/6 ED		6
	Takes No Damage From Attacks (+1), Reduced Endurance (½ END; +¼); Unified Power (-¼), Vulnerable (to any attack that creates a physical effect which gives the victim something to grab hold of; -½)		
68	Friction Manipulation (Wide-Area): Entangle 4d6, 4 PD/4 ED		5
	Area Of Effect (16m Radius; +¾), Takes No Damage From Attacks (+1), Reduced Endurance (½ END; +¼); Unified Power (-¼), Vulnerable (to any attack that creates a physical effect which gives the victim something to grab hold of; -½)		
47	Slickness Control: Telekinesis (40 STR)		4
	Area Of Effect (1m Radius Accurate; +½), Reduced Endurance (½ END; +¼); Affects Whole Object (-¼), Only For Slickness Effects (-¾), Unified Power (-¼)		
44	Slickness Field: Change Environment, -5 to all DEX Rolls and DEX-Based Skill Rolls		2
	Area Of Effect (64m Radius; +1¼), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); Unified Power (-¼)		
33	Personal Slickness: +60 STR		0
	Reduced Endurance (0 END; +½); Only To Escape Entangles And Grabs (-1½), Unified Power (-¼)		

16	Armored Costume: Resistant Protection (8 PD/8 ED) 0
	OIF (-½)
62	Personal Friction Manipulation: Running +52m (64m total) 0
	Reduced Endurance (0 END; +½); Unified Power (-¼)
7	Concealed Wrist Radio: Radio Perception/Transmission (Radio Group) 0
	IIF (-¼), Affected As Hearing Group As Well As Radio Group (-¼)

Perks

10	Contacts: 10 points' worth in California drug, surfing, and cars subcultures
10	Money: Wealthy

Skills

9	+3 with Friction Manipulation (both powers) and Slickness Control
4	+2 with Running
3	Acrobatics 15-
3	Breakfall 15-
3	Charm 12-
13	Contortionist 20-
3	Combat Driving 15-
3	Combat Piloting 15-
2	Conversation 12-
2	AK: California Beaches 11-
2	CK: Los Angeles 11-
2	KS: California Surfer Subculture 11-
2	KS: Cars 11-
2	KS: Illegal Drugs 11-
1	KS: Superhuman World 8-
2	Persuasion 12-
3	Stealth 15-
3	Streetwise 12-
3	Teamwork 15-
4	TF: Hanggliding, SCUBA, Surfing, Water Skiing

Total Powers & Skills Cost: 443**Total Cost: 657****400 Matching Complications (75)**

20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Code Versus Killing (Common, Total)
15	Psychological Complication: Overconfidence (Very Common, Moderate)
15	Psychological Complication: Fear Of Being Bound Or Confined (Common, Strong)
15	Social Complication: Secret Identity (Rick Powell) (Frequently, Major)

Total Complications Points: 75**Experience Points: 257**

Campaign Use: One potential plot surrounding Slick is the source of the drug that gave him his powers. It could be ARGENT, VIPER, a renegade scientist, an unscrupulous corporation, Teleios, or many other people. Is there more of the drug, and if so will it have the same effect on other people? Does the drug's creator want to exploit Slick somehow, or think Slick "owes" him?

To make Slick more powerful, increase the Active Points in his powers (perhaps applying Personal Immunity to them, so he can skate through the affected area without being affected). A little more defense would also be helpful, particularly in conjunction with some Combat Skill Levels for Grab By. To weaken him, do the opposite — decrease the Active Points in his powers (maybe even get rid of one or two), and decrease his Running and SPD.

Associates, Allies, And Adversaries: Slick can be an outrageous flirt and has hit on more than a few of the female denizens of the Champions Universe. Women he's annoyed with his come-ons include Witchcraft, Sapphire, Talisman, Howler, Photon, Tiger Lily, and Esper. (The latter particularly dislikes him and wouldn't mind using her mental powers to make him suffer a bit.) If he were to learn the identity of a hero's girlfriend, he might try to steal her away from him just for fun.

Appearance: Slick wears a purple-blue bodysuit with a silver swirl design on it. He doesn't wear a mask, but he moves around so much people normally can't get a good look at his features anyway.

THUNDERBOLT

Background/History: Howard Reeves, a skilled electrical engineer, was working on a new high-voltage power transmission line at an experimental magnetohydrodynamic (MHD) power plant. Unfortunately, not all the workers there were as conscientious as he. Suddenly, an improperly-tightened valve burst open, spraying Reeves with liquid oxygen. Staggering back, he fell over the catwalk railing and down into the main generator just as it was building to full capacity. There was an incredible flash of light, followed by an explosion that wrecked the generator. Reeves disappeared. Rescue workers assumed he'd been annihilated by the blast, but suddenly, all the metal railings and fixtures around them began sparking. With a second flash of light, Howard Reeves was reborn — as a living thunderbolt!

Reeves discovered he'd been transformed from a being of flesh and blood to one composed of "organic electrical energy." People touching him got unpleasant shocks, and until he learned to control himself, tiny bolts of lightning often arced between him and metal objects. Soon he learned to project lightning bolts deliberately, and even how to travel instantaneously down wires or between conductive objects!

Reeves realized this was a big opportunity. A man with powers like his could do anything! He could become a famous crimefighter, the idol of millions and a savior of humanity — or a super-criminal, feared and hated, but extremely wealthy. There was no choice. Who cared about the adulation of the masses? Money and power were better than that! A supervillain he would become. It never occurred to him that the accident might have unhinged his mind a little.

The first step was to make sure his secret stayed a secret. He slagged the power plant, destroying it utterly, and killed everyone who knew about him. After adopting the costumed identity of Thunderbolt he began traveling across the country, wrecking other MHD power plants so no one could duplicate the accident that created him. That was how the Ultimates found him, trashing a power plant. When he needed help escaping from superheroes, they provided it, and in return he joined the group.

Personality/Motivation: Thunderbolt spent years slaving away for other people, and now *he's* in control as far as he's concerned. He does what he wants, and he hates having to take orders (which makes him something of a tactical weak link in the Ultimates). He takes himself quite seriously, so condescension or mockery infuriate him and usually provoke a violent response.

Even after years of having superpowers, Thunderbolt still can't get enough of them; he's endlessly fascinated by his own abilities, and loves to show them off. This doesn't do much for his tactical effectiveness either, especially when some hero goads him into a "contest of power" to prove who's the best. But he wins such contests more often than not; he can generate some mighty impressive voltage.

Quote: "You think *you've* got power? Here's a real jolt for you!"

Powers/Tactics: Since joining the Ultimates, Thunderbolt has achieved a much finer control over his powers. Once he could only project bolts of electricity, create an electrical field around himself for protection, and use wires and conductive materials to "teleport." Now he can take control of computers and many other types of electricity-using machines, blast his foes with ball lightning, and use his electrical energy to enhance his punches (he really enjoys using the latter attack; it look flashy and makes him feel tough).

Unfortunately for him, since Thunderbolt's powers derive from having a quasi-electrical body, he also suffers some significant restrictions. Metallic attacks that pierce his form do extra damage to him, causing an impressive discharge of electrical sparks. If he's restrained with metal — handcuffed, in a solid metal cage, caught in a wire-cable Entangle — he suffers damage as his body begins to "ground out." If he doesn't "recharge" himself from a source of electricity (such as a household outlet) at least once an hour, he starts to lose cellular cohesion; he'll die if he goes too long without a shot of "juice."

A THUNDERBOLT

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
23	DEX	26	14-	
20	CON	10	13-	
13	INT	3	12-	PER Roll 12-
14	EGO	4	12-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		Phases: 3, 5, 8, 10, 12
10	PD	8		Total: 25 PD (15 rPD)
15	ED	13		Total: 40 ED (25 rED)
9	REC	5		
40	END	4		
13	BODY	3		
40	STUN	10		Total Characteristics Cost: 197

Movement: Running: 12m
Teleportation: 40m



Cost	Powers	END
75	Electricity Attacks: Multipower, 75-point reserve	
7f	1) Lightning Blast I: Blast 15d6	7
7f	2) Lightning Blast II: Blast 12d6 Reduced Endurance (½ END; +¼)	3
7f	3) Lightning Blast III: RKA 4d6 Reduced Endurance (½ END; +¼)	3
7f	4) Ball Lightning: Blast 10d6 Area Of Effect (8m Radius; +½)	7
4f	5) Lightning Punch: HA +6d6 Reduced Endurance (½ END; +¼); Hand-To-Hand Attack (-¼) plus: Sight Group Flash 6d6; No Range (-½), Linked (-½)	4
4f	6) Electrical Control: Mind Control 10d6 (Machine class of minds) Telepathic (+¼), Reduced Endurance (½ END; +¼); No Range (-½), Requires An Electronics Roll (-½)	3
60	Electrical Form: Resistant Protection (15 PD/25 ED)	
40	Lightning-Riding: Teleportation 40m Reduced Endurance (0 END; +½); Only Between Conductors Or Through Wires (-½)	0
35	Electrical Form: Life Support: Total	0
Skills		
10	+2 with Electrical Attacks Multipower	
3	Computer Programming 12-	
3	Electronics 12-	
3	Inventor 12-	
2	KS: Sports 11-	
2	PS: Play Golf 11-	
3	SS: Electricity 12-	
3	SS: Physics 12-	
Total Powers & Skills Cost: 275		
Total Cost: 472		
400 Matching Complications (75)		
10	Dependence: must recharge with electricity at least once per hour or take 2d6 damage (Very Common)	
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)	
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)	
10	Psychological Complication: Dislikes Taking Orders, Being Talked Down To, Or Being Insulted (Common, Moderate)	
20	Psychological Complication: Showoff; Enjoys Using His Powers (Very Common; Strong)	
15	Social Complication: Secret Identity (Dr. Howard Reeves) (Frequently, Major)	
20	Susceptibility: to being restrained with metal, 2d6 damage per Phase (Uncommon)	
5	Unluck 1d6	
15	Vulnerability: 1½ x STUN from Metal Attacks (Very Common)	
30	Vulnerability: 2 x BODY from Metal Attacks (Very Common)	
Total Complications Points: 75		
Experience Points: 72		

Thunderbolt attacks aggressively in combat, especially if he senses a weakness in his foe that he can exploit. He usually opens up with his Lightning Blast I, hoping for an easy, early victory, but he'll switch to less END-intensive attacks if the battle starts to drag out. He's gotten pretty skilled at making Teleportation Half Moves to gain Surprise Move bonuses.

Campaign Use: If you want to make Thunderbolt more powerful, increase his Multipower's reserve to 90 Active Points, bump his SPD up a point or two, or give him some additional powers (such as an RKA 2d6 Damage Shield). To diminish his power, reduce his Multipower to a 60 Active Point reserve, and his Elemental Control to 40 Active Point powers.

Associates, Allies, And Adversaries: Thunderbolt has a deep and abiding loathing of Thunderbolt II, whom he regards as having "stolen" his name. They have yet to meet, but when they do, sparks will fly... literally.

Appearance: Thunderbolt's costume is a charcoal black bodysuit with red boots, belt, gloves, and a red T on his chest. His mask covers his entire face, but not the top of his head, leaving his blond hair visible. He's 5'9" tall and weighs approximately 190 pounds.

THUNDERBOLT FACTS

Here are some facts characters and NPCs might know about Thunderbolt if they succeed with an appropriate Skill Roll:

N/R: Thunderbolt is a member of the Ultimates; he has electricity powers.

K/R: Besides projecting electrical blasts, Thunderbolt can transform himself to pure electricity and "zap" through conductive materials to "teleport."

-1: Thunderbolt hates Thunderbolt II (see CV3) for "stealing my name" and has threatened to kill him if they ever meet.

-2: Thunderbolt hates to be insulted or mocked; he may lose control and attack anyone who taunts him.

-6: Thunderbolt's body is literally made of electricity and requires "recharging" from a wall outlet or other source about once an hour or he begins to feel pain.

-8: Attacks involving metal objects inflict greater than usual harm against Thunderbolt. Confining him with metal restraints (such as handcuffs) "grounds him out" in a way that's intensely painful; he can die if they're left on too long.

-10: His Secret Identity is Howard Reeves; he used to be an electrical engineer.

THE STARBIRD

When the Ultimates need to travel to or from the scene of a crime quickly, they use the *Starbird*, a flying vehicle built by them with plans stolen from UNTIL. Fast and maneuverable, the Starbird launches from a hangar hidden beneath a junkyard near the team's secret headquarters. Several team members know how to fly it.

THE STARBIRD

Val	Char	Cost	Notes
9	Size	45	16 x 8 x 8 m; mass 50 tons; -9 KB; OCV+ 6
55	STR	0	Lift 50 tons; 11d6 HTH damage [0]
20	DEX	20	
8	OCV	25	
8	DCV	25	
4	SPD	20	Phases: 3, 6, 9, 12
12	PD	15	
12	ED	15	
19	BODY	0	
			Total Characteristics Cost: 165

Movement:	Ground:	12m
	Flight:	80m/2,5120m

Cost	Abilities & Equipment	END
105	Jet Engines: Flight 80m, x64 Noncombat 1 Continuing Fuel Charge (1 Day; +0)	[1cc]
16	Sealed Environment: Life Support (Self-Contained Breathing, Safe Environment: Low Pressure/Vacuum, Intense Cold, Intense Heat)	0
16	Radar Array: Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+14 versus Range Modifier) OIF Bulky (-1)	0
5	Communications System: HRRP OIF Bulky (-1), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0

Total Abilities & Equipment Cost: 142

Total Vehicle Cost: 307

Value Complications

15	Distinctive Features: the Ultimates's super-plane (Not Concealable; Noticed And Recognizeable)
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Total Complications Points: 15

Total Cost: 307/5 = 62



THE VANDALEURS

Membership: Adrian Vandaleur, Eduard and Anais Vandaleur, Chatoyant, the Toad, and others.

Background/History: The Western world's oldest surviving occult dynasty began with Adrian Vandaleur. Mystic historians trace this magus to eleventh-century Constantinople, but his own family background and early life remain mysterious (largely by Adrian's own design). For three centuries, Adrian Vandaleur was Europe's leading master of thaumaturgy. Adrian's eternal youth also became clear — apparently an innate mystic gift, as no sorcerer or occultist can find any reliable evidence of Adrian learning immortality spells or receiving such a gift from a god or dimension lord.

Adrian relocated to France in the thirteenth century, where the family name reached its current form. In subsequent centuries, however, Adrian retreated from the Mystic World's rivalries. He taught fewer and fewer pupils, whether family members or not. His interventions in the affairs of other mystics, though occasionally catastrophic (as when he helped fend off the nascent Circle Of The Scarlet Moon), usually happened because other mystics wouldn't leave him or his family alone.

Over the centuries, the Vandaleurs spread throughout the Western world, from Russia to the Americas and Australia. Where wealth and political power collected, the Vandaleurs soon followed, in pursuit of luxury, lore, influence, and the arts. Adrian gave his family a streak of hedonism and appreciation for high culture along with a knack for magic. But few, if any, Vandaleurs live in India or the Far East: the powerful mystic forces and factions in those lands discourage penetration by Western mystics.

No one can guess the total population of Vandaleurs. At least a few hundred people consciously consider themselves part of the extended Vandaleur family and know something about its history and traditions. Only half this number uses the Vandaleur surname or its regional variants (Vandtler, Vandeloro, and so on). Various cadet branches with other names appear when female Vandaleurs marry outside the extended family. Other Vandaleurs change their name to avoid association with the family, but their children inherit the family's knack for magic. On the other hand, members of these collateral lineages may change their name back to Vandaleur to claim the prestige the family carries in the Mystic World.

Only a few dozen Vandaleurs actively practice magic, and fewer wield real power. Other Vandaleurs engage in mundane occupations, but know their kinfolk include occultists, mystics, and full-fledged sorcerers. Non-mystical Vandaleurs tend to follow professions that require education and intellect, from doctors and lawyers to artists and newspaper reporters. Family contacts often give Vandaleurs an edge over other mystics in dealing with the mundane world. For instance, a sorcerer who wants to buy a mystically-charged plot of land could obtain financing from a cousin in banking, and hire another cousin who's an architect to build his sanctum, without the need for cover stories or awkward explanations.

The mystical Vandaleurs practice thaumaturgy more than any other sort of magic, but the family includes a few practitioners of other mystic arts. Not all Vandaleur mystics are evil. They do tend to be self-centered and ruthless about getting their way, however, and in some family members the customary arrogance and hedonism curdle into criminality or monstrous perversity.

Most Vandaleurs show a strong family resemblance. Knowledgeable mystics easily recognize “the Vandaleur face”: a broad forehead and heavy brows, Roman nose, thin lips, and a wide jaw. These features tend to be more pronounced in the men. Many Vandaleurs are quite handsome, but in others the Vandaleur features look coarse and thuggish. The degree of resemblance to this archetype gives a loose measure of magical talent, since it often indicates a close relationship to the clan's founder. Now and then, Adrian Vandaleur grows infatuated with one of his great-great-*(et cetera)* granddaughters. The resulting offspring often inherit Adrian's knack for magic along with his face.

Group Relations: Under normal circumstances, the Vandaleurs follow the usual mystics' practice of breaking into tiny factions. Family infighting seldom escalates to murder because of Adrian Vandaleur's quelling reputation. Most Vandaleurs want to avoid their patriarch's attention, because Adrian's power dwarfs them all. Furthermore, the mystic Vandaleurs often trade favors, and may see an attack on a kinsman as an insult to the family's repute in the Mystic World.

Mystics call Adrian's powers “The Vandaleur Terror”: Vandaleurs who clash with their forebear

find their spells deserting or rebounding upon them. Sometimes Adrian curses an errant descendant with a hideously or comically altered appearance, according to his humor at the time. Adrian's favor, however, brings rewards as great as the punishments from his wrath. Adrian can magnify a descendant's magic powers for a short time, or bless a Vandaleur with beauty, athletic ability, or other gifts of the body.

Tactics: What tactics? Any alliance among Vandaleurs takes place strictly between individuals. How they work together tells one nothing about any other Vandaleurs.

Campaign Use: The Vandaleurs aren't so much an organization as a shared background that a GM can attach to heroes or villains. If the family serves some greater goal, it does so unwittingly, as a reserve of magically-potent pawns for Adrian to manipulate.

Nothing, not even Adrian's command, could possibly lead the Vandaleurs as a group to Hunt a character. At most, Adrian could turn a significant fraction of the family against a character, and most of those Vandaleurs would merely refuse to help the targeted character if they crossed paths.

As with the Sylvestris, the best way to make the Vandaleurs more powerful is to add to their number — or, more specifically, give the family more members with mystic talent and the ability and willingness to use it in combat conditions. Weakening them involves winnowing their numbers, or perhaps decreasing the effects of “the Vandaleur Terror” so that the family's even more fractious.

Associates, Allies, And Adversaries: The Sylvestris and the Vandaleurs are arch-rivals in the Mystic World. Adrian Vandaleur and Giacomo Sylvestri dislike each other personally as well as professionally. Adrian's unconcern for worldly events doesn't leave him ready to let the Dragon conquer the mortal world. The two never fight directly, but Vandaleurs and Sylvestris often work to undercut each other's plans.

Just as the Vandaleurs lack any coherent goals, other factions in the Mystic World hold no coherent position about the family. A number of Vandaleurs belong to the Circle Of The Scarlet Moon or the Trismegistus Council, despite Adrian's historic disdain for both organizations. A few even join DEMON. Takofanes, of course, ignores the Vandaleurs as he ignores all feeble, mortal creatures, and he terrifies the Vandaleurs as much as the rest of humanity.

People outside the Mystic World seldom hear about the Vandaleurs as a family, much less as a mystical faction. A few conspiracy nuts notice this widespread and wealthy family, but such people tend to think of banking, business, and political conspiracies — not sorcery. Superheroes and villains with allies in the Mystic World certainly know about the Vandaleurs. Other heroes and villains, however, seldom know about the mystical clan.

See below for more information on links between specific Vandaleurs and other members of the Mystic and/or Superhuman Worlds.

RANKS OF THE VANDALEURS

Adrian Vandaleur remains the most powerful sorcerer among the family, and one of the most feared wizards in the Mystic World.

Adrian's twin children Eduard and Anais are the next-most-powerful members of the dynasty. Many Vandaleurs fear the twins, because Eduard and Anais are as cruel and insane as they are powerful.

Tobias Vandaleur, nicknamed the Toad, wields comparatively little mystic power. He commands a fair bit of influence in the family, however, because of his encyclopedic occult knowledge. Indeed, the Toad's erudition is legendary throughout the Mystic World.

Chatoyant comes from a cadet branch of the Vandaleurs. Her powers now bring her to the notice of family members who ignored her before. She is a true Vandaleur, even though she gained her powers from the god Tezcatlipoca instead of sorcerous training.

The clan includes many other noteworthy characters, sorcerous and otherwise, than those described here. Other Vandaleurs, whom GMs may develop as they choose, include:

The Alcedama: Judas Ahronovitch Vandelorov comes from a Russian branch of the family. He received training from the KGB as well as his relatives and became one of that agency's most skilled assassins; his superiors never knew he used magic as well as conventional skills and weapons. He knows only a few spells (the *Fourth Light Of Luathon*, the *Baleful Bonds Of Balthus*, the *Cerulean Spear*, and *Teng Wei's First Translocation*), but possesses extensive skills at infiltration, surveillance, ninjutsu, and gun combat.

The Alcedama went rogue after the collapse of the Soviet Union, working both for Russian Mafia gangs and for figures in the Mystic World. He also managed the remarkable feat of making himself outcast with much of the extended family by killing one relative at the behest of another. Adrian spread the word that he disinherits Judas, though the two never met.

Claude and Roderick Van Thaler: These oafish brothers are the sons of a Vandaleur who made his money in commodities trading. Their father hired relatives to grant Claude and Rod preternatural strength and toughness, in hopes they would become football stars. Unfortunately, their clumsiness and stupidity often match their brawn.

Claude and Rod are both infatuated with their cousin Patricia Torrance, and sometimes she uses them as her agents. The twins themselves never learned any magic, but they can wield magic items and enchantments granted by other characters.

Patricia Torrance: This Vandaleur scion used magic to make herself stunningly beautiful and build a career as a supermodel. It wasn't her own magic, though: Patricia owes favors to the Circle Of The Scarlet Moon, making her a "mole" within the Vandaleur family. She uses her beauty, celebrity, and family connections to further the Circle's plans.

Jacques Yves "Cracker Jack" Vandaleur: This third cousin of Eduard and Anais has no magical talents whatsoever, but he's a master thief and one of the best safecrackers in the world. He specializes in stealing jewelry and *objets-d'art*, but his relatives sometimes hire him to steal mystic books and artifacts, or other rare and valuable objects they need for their magic. Sometimes Jacques fences objects through Jos Terhune (*a.k.a.* Tartarus; see page 91); they don't know of each other's mystical connections. Usually, however, Jacques works freelance.

Julie Rainbow: One Vandaleur joined a commune in the Sixties and legally changed her name to Rainbow. The Mystic World and the commune terrified her daughter Julie so much that Julie became a born-again preacher. Julie writes fire-and-brimstone tracts against the New Age and anything that smacks of the occult. She believes her own healing powers are a gift from God, rather than a mystical wild talent (and does not accept that the two explanations don't necessarily contradict). The Mystic World pays little attention to Julie or her tracts, but she can easily raise a mob against a mystic who becomes too public.

Max Miracle: Maxim Vandelorov learned a few low-powered spells before he realized how dangerous the Mystic World could become. He changed his name to Max Brown to avoid association with the sorcerous clan and became a stage magician and escape artist, using the pseudonym of Max Miracle. Max uses magic to teleport himself and small objects in his act. He plays casinos, dinner theaters, and other minor venues throughout the United States and Canada. He stays away from Las Vegas, where his career could really take off, because fame might bring him to the notice of dangerous people and creatures.

Prism: David Vandtler comes from one of the Vandaleur collateral lines. His grandfather spent decades creating a crystal "Planetary Prism" that enhances magical abilities. The Circle Of The Scarlet Moon murdered the senior Vandtler, but he successfully passed the Prism to his apprentice David, who used it to become a mystical superhero. As Prism, David casts a variety of astrological spells and has some limited precognitive powers.

Theodore, Virginia, and Angus Burke: This elderly brother and sister share a rambling ancestral home in rural Scotland. Theodore did some hush-hush work for the Foreign Office in his youth, but for 30 years the two have lived in rural seclusion, without ambition or family strife — and without telephones or indoor plumbing, for that matter. The Burkes are moderately powerful but limited sorcerers who know a few spells each; they also have a reputation for high-Victorian prudery and horror of the modern world. Both are single.

Thus, it surprised the whole clan when Virginia introduced young Angus Burke as her love-child by an unnamed father. Theodore confirmed the announcement; he said he helped raise his nephew in secret "to avoid scandal." A great-great-*(et cetera)* grandfather who intermittently breeds with his descendants leaves most Vandaleurs lost to scandal, but Virginia's "eccentricity" in this regard was well known. Most Vandaleurs accepted the story.

The Burkes make occasional, brief visits to some of their relatives to further Angus's education. Young Angus shows some mystic potential — he can cast a few low-power spells, though not quickly or reliably — and his mother and uncle introduce him to relatives qualified to train him, when he exhausts the grimoires and lore-books at home. The Burkes still wouldn't count as important members of the Vandaleur clan, except for their secret: "Angus Burke" is really Adrian Vandaleur in disguise.

VANDALEUR FACTS

Here are some facts characters and NPCs might know about the Vandaleurs if they succeed with an appropriate Skill Roll. The best Skills for this would be KS: The Mystic World or the like; the Vandaleurs as a group rarely mingle with the full Superhuman World or comport themselves like costumed villains.

M/R: The Vandaleurs are an extended family said to possess great mystic power.

K/R: The patriarch of the Vandaleur family is Adrian, who has the power to strip the magic away from any of his descendants who have arcane abilities. However, he's usually content to remain out of the picture, only appearing when necessary (in fact, many family members have never met him).

-1: Some members of the Vandaleur family have slightly different names, such as VanDalier, Vandelorov, or even other names that sound nothing like "Vandaleur" at all.

-2: Tobias Vandaleur is said to be one of the most knowledgeable scholars in the Mystic World.

-4: After Adrian, the twins Eduard and Anais Vandaleur are probably the most powerful mystics in the family... and their cruelty and caprice matches their power.

ADRIAN VANDELEUR

Background/History: Adrian Vandaleur is at least a thousand years old. No one but him knows how much older; the Vandaleur dynasty provably dates back to the eleventh century AD. Adrian sometimes hints that he's several thousand years old — but then, Adrian loves to tell whoppers.

By the eleventh century, however, Adrian was already a powerful thaumaturge. He made a series of daring forays into the Multiverse and met various dimension lords and cosmic entities. Over the centuries, he clashed with the Sylvestris, the nascent Circle Of The Scarlet Moon, and a number of other supernatural evils; he also killed an angel and wrecked a Trismegistus attempt to create a sorcerous utopia in South America. Along the way, Adrian found time to explore the Americas and Darkest Africa, take the Silk Road to China, and reach the North Pole 30 years before Peary.

More often than not, however, Adrian sat out the great occult conflicts over world events. His own influence seems accidental: he stumbles into the plans of other mystics, they overreact, and he defends himself. At the start of the twenty-first century, Adrian seems determined to keep a low profile, but sightings and tales of his interference proliferate. He's the Elvis of the Mystic World.

Adrian doesn't spend his time in seclusion, though. He's done and seen everything, the best and the worst. He's been a medical missionary and a death-camp guard, a prince and a slave. Adrian maintains several false identities throughout the world, from a presidential advisor in Brazil to a curio dealer in Sydney, Australia. These identities have nothing in common except a tendency to “disappear” for long periods while Adrian spends time in other guises. Only one disguise actually matters to him, though: his newest guise as Angus Burke, which has to fool his sorcerous offspring. He sacrifices other identities without regret.

Personality/Motivation: Mystics who meet Adrian Vandaleur may have trouble believing the Mystic World ranks such a jerk as one of Earth's greatest magi. Adrian loves to tell bragging, frequently absurd stories in which he meets (or is) half the famous people in history. He has the libido of a drunken frat boy, with the grace and charm to match.

If you persuade Adrian to speak seriously — well, more seriously than usual — he says time washes away the consequences of any deed. Live in the moment, because the past is dead and the future a dream. Only the people you meet matter... especially the lovely ladies. Adrian attributes his longevity to seeing each day as a fresh opportunity for delight, without much concern for dignity or public morals, and he encourages those around him to share his revelry.

That's almost true. Adrian has an agenda — possibly, several agendas. He's pacted with at least one cosmic entity. Adrian hides his goals behind the façade of a lecherous braggart and numerous

false identities. Only the GM knows what Adrian *really* seeks, though it certainly involves a covert inspection of his clan's more skillful mystics.

Quote: As Angus: “Och, ye're a mighty enchantress, Witchcraft! Perhaps ye can help me wi' my magic wand...”

As Adrian: “I'll give you one chance to beg my pardon; I grow indulgent in my old age, and no longer enjoy punishing impudent children.”

Powers/Tactics: Adrian Vandaleur is actually not as powerful as the Mystic World believes. He knows a vast number of thaumaturgical spells, but cannot remember all of them at once. At any given time, Adrian can have two spells as slots in his Variable Power Pool. He usually casts 60 Active Point attacks while maintaining a defense or movement spell.

Adrian's fearsome reputation depends on the *Vandaleur Terror*. No one has, or could, duplicate this magical authority over his own descendants, granted by the same cosmic entity that fixed magic in Vandaleur blood. Adrian can cancel spells cast by his offspring, strip away their magic a spell at a time, bounce spells back on them, or change their appearance through nigh-unbreakable curses. Adrian's favor, however, can grant any descendant a tremendous boost in power. Other mystics assume that because his descendants fear Adrian so much, he must wield the same power over all sorcerers — a misconception Adrian does not correct.

Most of the time, Adrian prefers to use his magic quietly, and while disguised. He doesn't want anyone to guard against his interventions, or rely on him to save the day. If he can achieve his goal by dropping a clue that leads someone else to do his dirty work, that's even better. Adrian fights mystical battles when other mages find him and attack him, and then he tries to overawe his opponents. Failing that, he prefers to wait until the fight briefly swings in his favor, then say he shall mercifully spare his opponent's life and vanish to another dimension. If Adrian must fight, he loves using *Reflections Of The Ragnar* to bounce an enemy's attack at the enemy's allies or devices.

Campaign Use: See the introductory text for general information. Adrian Vandaleur is the GM's wild card. Most of the time, he's a remote, near-mythic figure whose power is feared but never seen. Occasionally, he may become the goal of a search because heroes want his help or want to stop him from achieving his goals. The PCs should have great difficulty figuring out what Adrian wants, however, since he usually hides both his identity and his true objectives. The Plot Seeds suggest possible agendas for Adrian; they're not mutually exclusive.

To make Adrian more powerful, increase his *Thaumaturgy* VPP, remove its Limitations, or give him magical defenses outside the VPP. To make him less powerful, decrease the *Vandaleur Terror* and the VPP.

ADRIAN VANDALEUR

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
23	DEX	26	14-	
50	CON	40	19-	
23	INT	13	14-	PER Roll 14-
30	EGO	20	15-	
15	PRE	5	12-	PRE Attack: 3d6
8	OCV	25		
9	DCV	30		
10	OMCV	21		
10	DMCV	21		
5	SPD	30		Phases: 3, 5, 8, 10, 12
15	PD	13		Total: 15+ PD (3+ rPD)
15	ED	13		Total: 15+ ED (3+ rED)
15	REC	11		
100	END	16		
20	BODY	10		
50	STUN	15		

Total Characteristics Cost: 309



Movement: Running: 18m

Cost Powers

- 160 **Thaumaturgy:** Variable Power Pool (Magic Pool), 80 Pool + 80 Control Cost
Cosmic (+2); Cannot Have More Than Two Slots At A Time (-½)
- 75 **The Vandaleur Terror:** Multipower, 150-point reserve
All slots Only Works Against Other Vandaleurs (-1)
- 7f **1) Don't Do That:** Dispel Magic 25d6
Variable Effect (any one Magic spell or power at a time; +½), Reduced Endurance (0 END; +½); Only Works Against Other Vandaleurs (-1)
- 7f **2) Don't EVER Do That:** Minor Transform 10d6 (strip target of one Magic Power, heals back normally)
Improved Results Group (any magic power; +¼), Personal Immunity (+¼); Only Works Against Other Vandaleurs (-1)
- 3f **3) Right Back At You, Sonny I:** Reflection (120 Active Points' worth)
Only Works Against Other Vandaleurs (-1), Only Works Against Magic (-½)
- 3f **4) Right Back At You, Sonny II:** Mental Reflection (see APG 114) (120 Active Points' worth)
Only Works Against Other Vandaleurs (-1), Only Works Against Magic (-½)
- 14f **5) Get Out Of My Sight:** Teleportation 30m
Safe Blind Teleport (+¼), MegaScale (1m = 100 km; +1½), Usable As Attack (defense is not being a Vandaleur; +1¼), Ranged (+½), Personal Immunity (+¼)
- 4f **6) I'll Fix Your Looks:** Drain Striking Appearance 3d6
Delayed Return Rate (points fade at the rate of 5 per Week; +2½), Personal Immunity (+¼); No Range (-½), Only Works Against Other Vandaleurs (-1)
- 4f **7) Your Old Man's Help:** Boost Magic 5d6
Expanded Effect + Variable Effect (all Magic spells and powers simultaneously; +4); Costs Half Endurance (to maintain; -¼), Only Works Against Other Vandaleurs (-1), Only Aid Others (-½)

END

- 10 **Irritating:** +20 PRE
Only To Make Presence Attacks To Annoy Or Distract (-1)
 - 3 **Infallible Combat Luck:** Resistant (+½) for 3 PD/3 ED
 - 20 **Warded Soul:** Mental Defense (20 points)
 - 10 **Warded Body:** Power Defense (10 points)
 - 33 **Next To Unkillable:** Regeneration (2 BODY per Day), Can Heal Limbs, Resurrection (others can stop resurrection by reducing the body to ash)
 - 14 **Live Forever:** Life Support (Extended Breathing: 1 END per Minute; Diminished Eating: need only eat once per week; Diminished Sleep: need only sleep 8 hours per week; Longevity: Immortality; Immunity: all terrestrial diseases and biowarfare agents)
 - 6 **Quick On His Feet:** Running +6m (18m total)
 - 10 **Astral Awareness:** Dimensional (Astral Plane) for Sight Group
 - 10 **Astral Awareness:** Dimensional (Astral Plane) for Hearing Group
 - 10 **Smell Magic:** Detect Magic (Smell/Taste Group), Discriminatory
 - 37 **Change Appearance:** Shape Shift (Sight, Hearing, Touch, and Mystical Sense Groups, any human form), Instant Change
Costs END Only To Change Shape (+¼)
 - 15 **Lucky Cuss:** Luck 3d6
- Pers**
- 3 Access: Brialic Access
 - 3 Anonymity
 - 20 Contacts: Well-Connected and 17 points worth of various Contacts
 - 2 Deep Cover: Angus Burke
 - 10 Deep Covers: five others of the GM's choice
 - 10 Money: Wealthy
 - 6 Positive Reputation: immortal master wizard (in the Mystic World) 14-, +3/+3d6



Talents

27 Danger Sense (self only, out of combat, any danger, sense) 14-

3 Lightsleep

Skills

30 +3 with All Combat

13 Acting 17-

3 Analyze Magic 14-

9 Animal Handler (Birds, Camels, Canines, Elephants, Equines, Felines, Raptors, Jackalopes) 12-

3 Bribery 12-

3 Bureaucratics 12-

3 Charm 12-

3 Combat Driving 14-

3 Combat Piloting 14-

1 Computer Programming 8-

3 Concealment 14-

3 Conversation 12-

3 Cryptography 14-

3 Disguise 14-

4 Gambling (Card Games, Dice Games) 14-

3 High Society 12-

3 Mechanics 14-

3 Mimicry 14-

5 Navigation (Astral, Dimensional, Land, Marine) 14-

3 Persuasion 12-

9 Power: Thaumaturgy 17-

2 PS: Play Chess 14-

3 Riding 14-

2 SS: Anthropology 11-

2 SS: Chemistry 11-

3 Sleight Of Hand 14-

3 Streetwise 12-

5 Survival (Arctic/Subarctic, Deserts, Jungle) 14-

3 Trading 12-

17 TF: Riding Animals, Common Motorized Ground Vehicles, Basic Parachuting, Carts & Carriages, Chariots, Flying Carpets, SCUBA, Sleds, Small Planes, Snow Skiing, Two-Wheeled Motorized Ground Vehicles, Two-Wheeled Muscle-Powered Ground Vehicles, Water Vehicles

17 WF: Common Melee Weapons, Common Missile Weapons, Early Firearms, Small Arms, Atlatl, Blowguns, Early Emplaced Weapons, Iron Mandarin Duck, Lances, Staffs, Urumi, Sling, Trebuchet

18 Jack of All Trades and 15 miscellaneous PSs at 11- each

3 Linguist

1 1) Language: Arabic (fluent conversation; Greek is Native)

4 2) Language: English (imitate dialects)

3 3) Language: French (idiomatic)

3 4) Language: German (idiomatic)

2 5) Language: Hindustani (completely fluent)

3 6) Language: Latin (idiomatic)

3 7) Language: Portuguese (idiomatic)

1 8) Language: Swahili (fluent conversation)

2 9) Language: Turkish (completely fluent)

3 Scholar

1 1) KS: African Occultism 11-

1 2) KS: Alcoholic Beverages 11-

2 3) KS: Arcane And Occult Lore 14-

1 4) KS: Demonology 11-

1 5) KS: Dimension Lords 11-

2 6) KS: Magical Styles 14-

2 7) KS: Mundane History 14-

2 8) KS: Mystic History 14-

1 9) KS: Mystic Prehistory 11-

1 10) KS: The Mystic World 11-

2 12) KS: Mythology 14-

2 12) KS: Off-Color Jokes And Stories 14-

1 13) KS: Outer Planes 11-

2 14) KS: Thaumaturgy 14-

1 15) KS: Upper Planes 11-

1 16) KS: Vandaleur Family 11-

2 17) KS: Western Occultism 14-

3 Traveler

1 1) AK: Arctic 11-

2 2) AK: Eastern Europe 14-

1 3) AK: Babylon 11-

1 4) AK: Brialic Planes 11-

1 5) AK: Central Asia 11-

2 6) AK: Land Of Legends 14-

1 7) AK: Loezen 11-

1 8) AK: Lost Cities And Ancient Ruins 11-

1 9) AK: Netherworld 11-

2 10) AK: North America 14-

2 11) AK: South America 14-

1 12) AK: Sub-Saharan Africa 11-

2 13) AK: Western Europe 14-

Total Powers & Skills Cost: 801

Total Cost: 1,110

400 Matching Complications (75)

15 **Hunted:** assorted powerful people he offended (Frequently, As Pow, Capture/Kill)

10 **Hunted:** Edward and Anais Vandaleur (Infrequently, As Pow, Kill)

10 **Hunted:** at least one cosmic entity of the GM's choice (Frequently, Mo Pow, Watching)

10 **Hunted:** Trismegistus Council (Frequently, As Pow, NCI, Watching)

10 **Negative Reputation:** fearsome lord of the Vandaleurs/ annoying twit, 11- (Extreme, Limited Group [Mystic world])

20 **Psychological Complication:** Irresponsible Troublemaker (Very Common, Strong)

15 **Psychological Complication:** Lecherous Hedonist (Common, Strong)

15 **Social Complication:** Secret Identity (several, in fact) (Frequently, Major)

10 **Vulnerability:** 1½ x Effect from non-Vandaleur Mind Scan (Common)

Total Complications Points: 75

Experience Points: 710

Associates, Allies, And Adversaries: Besides the Sylvestrus (who are generally rivals to the Vandaleurs, as discussed above), over the centuries Adrian's interacted with many other members of the Mystic World. His clashes with the Circle Of The Scarlet Moon in the early 1800s left that group his enemy (though the intensity of the antagonism varies from decade to decade depending on Circle membership and how recently Adrian's been a problem). But the white hats don't like him either; his interference in Trismegistus Council affairs, and his power and capriciousness, keep him high on the Council's "watch and if necessary stop" list.

Adrian Vandaleur's had little to do with DEMON, and since he doesn't pay any attention to Mystic World gossip is only aware of the organization as a Satanic cult rather than a threat to all existence. If and when he learns the truth, he will probably use his considerable power to stop (or at least slow down) Luther Black's plot; he'd have no more desire to see it succeed than any other sane individual.

Since 1810, Adrian has played chess with Dr. Yin Wu once a decade for stakes agreed upon before the game begins (typically art objects or rare books). The winner chooses which type of chess will be played for the next game, with Adrian always choosing Western and Dr. Wu always choosing Chinese. As of 2010, Dr. Wu's in the lead, 12 games to 8.

ADRIAN VANDALEUR FACTS

Here are some facts characters and NPCs might know about Adrian Vandaleur if they succeed with an appropriate Skill Roll. The best Skills for this would be KS: The Mystic World or the like; Adrian rarely mingles with the full Superhuman World or comports himself like a costumed villain.

N/R: Adrian Vandaleur, possibly a legendary figure, is said to be the founder and leader of the mysterious Vandaleur clan.

K/R: Adrian exists and is immortal. He rarely gets involved in mystic machinations by choice (as far as anyone knows), but if accidentally dragged into one can definitely upset someone's apple cart. He's particularly feared by his descendants for his ability to strip away their magic or curse them. Many mystics believe this power ("the Vandaleur Terror") extends to all users of magic.

-6: Due to the strength and unusual nature of his mind, Adrian Vandaleur is relatively easy to find with mental scans.

-8: The Vandaleur Terror in fact only affects Vandaleurs.

-10: Adrian Vandaleur is currently hiding in Scotland under the assumed identity of Angus Burke, ward of his descendants Virginia and Theodore Burke.

Appearance: As Angus Burke, Adrian looks 18 years old and pudgy, with curly, cowlicked brown hair and a sparse goatee. He's just barely recognizable as a Vandaleur. He retains his usual flirtatious manner, but speaks in a thick (comic-book) Scottish accent. In his true form, he's tall, slender, with strong Vandaleur features, and wavy brown hair; he looks about thirty years old.

EXAMPLE POWERS FOR THAUMATURGY POWER POOL

Besides the spells on CU 66-68 and in the "Superheroic Thaumaturgy" section of the HSG, here are some spells Adrian might cast using his VPP:

Auras Of Élan: No one knows who invented this classic spell. It makes glowing auras appear around whatever the sorcerer wants to affect, and the target moves at the caster's will. Adrian knows all four versions of the *Auras*. The various forms of *Auras* are listed as a Multipower to stay consistent with the descriptions in CU, but Adrian buys the versions as separate VPP slots — even Adrian Vandaleur can't place one Power Framework within another!

- 6i **Auras of Élan:** Multipower, 61-point reserve
- 6f **1) First Aura:** Telekinesis (40 STR)
- 6f **2) Second Aura:** Telekinesis (32 STR), Reduced Endurance (½ END; +¼)
- 6f **3) Third Aura:** Telekinesis (24 STR), Fine Manipulation, Reduced Endurance (½ END; +¼)
- 6f **4) Fourth Aura:** Telekinesis (22 STR), Area Of Effect (6m Radius Selective; +¾)

Hurling Halo: Adrian learned this spell on the dying world of Loezen. It creates a ring of light that wraps around a target's feet and sends him bouncing a great distance. A thaumaturge can use this on himself, or hurl it at a foe for a briefer effect. A person caught by the Hurling Halo can negate the effect if he succeeds at an Acrobatics roll (or a DEX Roll at -3): he lands feet-first and kicks off, so the spell bounces him back where he began before it fades. (Again, Adrian buys these as separate powers; he can't create a Multipower with his VPP.)

- 45 **Hurling Halo:** Multipower, 45-point reserve
- 3f **1) Use On Self:** Leaping +56m, Reduced Endurance (½ END; +¼)
- 2f **2) Use Against Others:** Telekinesis (30 STR); Only To Throw Target Away From Caster (-1)

Missile Of Mystic Mastery: This mystic bolt has little raw power, but the caster can adjust it for almost any purpose. The Variable Advantage enables feats such as selecting an NND to bypass all of a foe's known defenses; making the *Missile* Indirect and with No Range Modifier to attack past walls; or attacking everyone in an Area Of Effect.

Blast 4d6, Variable Advantage (+1 Advantages; +2). Total cost: 60 points.

Razors Of Roku: This spell, invented by a Japanese sorceress of long ago, evokes a vortex of silver shards that inflict a thousand tiny cuts. The Razors seldom kill — but they destroy many Foci, efficiently disarming mystics who depend on such assistance.

RKA 1d6, Area Of Effect (1m Radius; +¼), Penetrating (+½). Total cost: 26 points.

Reflections Of The Ragnar: The Ragnar were a coven of thaumaturges that flourished in the lost Thulean civilization. Their most famous defensive spell creates a spiral of mirror-bright silver that hurls all ranged attacks back at their source. Adrian is exceptionally proficient with its use.

Reflection (90 Active Points' worth), Any Target (+½). Total cost: 90 points.

Spectral Sphere: Long ago, Adrian discovered a pocket dimension full of iridescent globes of force. He developed a spell to summon one of these bubbles as an attack. The *Spectral Sphere* sucks in whoever it hits, forcing the target to curl into a ball as the *Sphere* bobs in the air.

Entangle 4d6, 4 PD/4 ED, Backlash (+½). Total cost: 60 points.

EDUARD AND ANAIS VANDALEUR

Background/History: Eduard and Anais are fraternal twins born to Adrian Vandaleur and one of his French descendants. The twins showed an aptitude for magic at an early age. They also showed a fascination with cruelty, sometimes torturing cats and dogs they captured. In their teenage years, they fell in with other children of wealth and privilege, who introduced them to alcohol, sex, and other recreations. As usual, Eduard and Anais learned quickly.

When they reached their majority, the twins inherited a trust fund and mystic library from a great-uncle who doted on Anais. They studied deeper and mightier magicks than they'd been permitted to before, in between debauches with their equally-jaded friends. Sometimes they used their friends as assistants or test subjects for their magical experiments.

On a lark, Eduard and Anais decided to search for the cosmic personification of pleasure. They traveled astrally to the Veil of the Temple and attempted to pass. The brilliant but undisciplined, self-indulgent twins found themselves completely unprepared for the Veil's psychic tests. The Veil hurled them back to their bodies. As they opened their eyes and gazed on each other, the twins realized they themselves were the most beautiful and perfect creatures in the world, and they found perfect pleasure in each other's arms.

After a week of mad, incestuous passion, Eduard and Anais took stock of their desires, abilities, and the world. Not all pleasures were physical. They already knew the joys of status and wealth, of mastery, and of cruelty... on a small scale. They could achieve so much more. With their power

and genius, they could turn the entire world into a playroom for their delight. Thus did Eduard and Anais vow to rule the world.

Personality/Motivation: The twins were none too stable to begin with, and their botched attempt to cross the Veil left them completely insane. They believe the entire world exists as a stage and audience for the wonderful, beautiful drama of their lives. Whatever they desire, they must have; whatever blocks their desire, they must destroy. Humanity can expect nothing better than to slave in their service and praise their glory.

Eduard and Anais treat other people with sneering disdain when they're honest, but may affect a flighty amusement, sultry attraction, or other moods if it suits their purpose. Whatever pose they adopt, these two drama queens keep the emotion level high. On rare occasions, they bicker — but these fights are just a little spice to make their reconciliation all the sweeter.

Quote: "Dearest flower of the Multiverse, shall we kill these costumed vulgarians?"

Powers/Tactics: Eduard and Anais have the same powers — they practice Thaumaturgy, though they only know a limited number of spells. They usually work together. Aside from their emotional dependence on each other, some of their magical powers actually increase when they stay within 10m of each other because of their linked spirits. Part of this linkage involves mystic tattoos that they have. While the tattoos aren't Foci (removing them would require surgery), if either of the twins takes BODY damage, the GM may want to roll to see if the injury affected the tattoo (which could diminish or eliminate their linkage powers for a time, or permanently).

Eduard and Anais try to stay within 10m of each other. They often coordinate using Teamwork, or stagger their attacks so that an enemy who takes action to avoid one attack leaves himself open to another. For instance, they like to use an Area Of Effect attack on the same Segment with a single-target effect. If the foe Dodges the single-target attack, the Area attack still strikes; and if he Dives For Cover, his DCV drops and he cannot avoid the single-target attack. If either twin is near unconsciousness, exhaustion, mortal wounding, or other incapacitation, he can use *Vitality Sharing* to Heal himself by drawing on the other's power.

If Eduard and Anais find themselves over-matched, they try to flee. They have no compunction about endangering innocents to distract the heroes — in fact, they consider that jolly fun.

Campaign Use: See the introductory text for general information. The GM can use Eduard and Anais as all-purpose mystical villains. They may amuse themselves by causing havoc, serve a dimensional conquer or evil god, attempt high-profile robberies, or carry on murderous vendettas. Now and then, they recruit other villains (mystical or otherwise) for especially big heists, attempts to take over a small nation, or similarly grandiose plans (see below).

EDUARD AND ANAIS VANDALBUR

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 HTH damage [1]
18	DEX	16	13-	
18	CON	8	13-	
23	INT	13	14-	PER Roll 14-
20	EGO	10	13-	
25	PRE	15	14-	PRE Attack: 5d6

6	OCV	15		
6	DCV	15		
7	OMCV	12		
7	DMCV	12		
5	SPD	30		Phases: 3, 5, 8, 10, 12

7	PD	5		Total: 23 PD (16 rPD)
7	ED	5		Total: 27 ED (20 rED)

10	REC	6		
60	END	8		
14	BODY	4		
30	STUN	5		

Total Characteristics Cost: 182

Movement:	Running:	12m
	Flight:	28m
	MegaTeleportation:	10-100 km

Cost Powers END

90	Thaumaturgy: Multipower, 90-point reserve	
5f	1) The First Light Of Luathon: Sight Group Flash 8d6	5
	Area Of Effect (1m Radius; +¼)	
6f	2) The Second Light Of Luathon: Blast 10d6	6
	Area Of Effect (1m Radius; +¼)	
6f	3) The Third Light Of Luathon: Blast 6d6	6
	AVAD (Sight Group Flash Defense; +1)	
6f	4) The Fourth Light Of Luathon: RKA 2½d6	6
	Penetrating (+½)	
6f	5) The Fifth Light Of Luathon: Dispel Invisibility 21d6	6
6f	6) The Sixth Light Of Luathon: Dispel Magic Powers 14d6	6
	Variable Effect (any one Magic spell or power at a time; +½)	
6f	7) The Seventh Light Of Luathon: Sight Group Images, -6 to PER Rolls	0
	Area Of Effect (8m Radius; +½), Invisible to Mystic Sense Group (+¼), Reduced Endurance (0 END; +½)	
4f	8) The Eighth Light Of Luathon: Telepathy 8d6	4
3f	9) The Ninth Light Of Luathon: Invisibility to Sight and Mystic Groups (but not including the Tenth Light)	1
	Reduced Endurance (½ END; +¼)	
2f	10) The Tenth Light Of Luathon: Detect Invisibility (Mystic Sense Group), Ranged, Sense, Targeting	0
1f	11) The Eleventh Light Of Luathon: +30 PRE	0
	Only For Making Presence Attacks (-1)	
6f	12) Bindings of Bromion: Mind Control 12d6	6
6f	13) Mental Mirage: Mental Illusions 12d6	6
6f	14) Cerulean Spear: Mental Blast 6d6	6

6f	15) Aura of Élan: Telekinesis (24 STR), Fine Manipulation 2	
	Reduced Endurance (½ END; +¼)	
2f	16) Illusory Disguise: Shape Shift (Sight, Hearing, and Mystic Sense Groups; any humanoid form)	2
	Costs Endurance Only To Change Shape (+¼)	
3f	17) Astral Warp: Extra-Dimensional Movement (any physical location in the Inner Planes)	3
4f	18) Astral Jump: Teleport 20m	4
	MegaScale (1m = 10 km; +1¼)	
29	Mystic Shield: Resistant Protection (8 PD/10 ED/6 Power Defense)	2
	Costs Half Endurance (-¼)	
16	Sigils Of Linked Power — Doubled Mystic Shield: Resistant Protection (+8 PD/+10 ED/+6 Power Defense)	2
	Costs Half Endurance (-¼), Only Within 10m Of Twin (-1)	
10	Doubled Will: Mental Defense (10 points)	0
12	Sigils Of Linked Power — Vitality Transfer: Healing 2d6	3
	Variable Effect (any one Physical Characteristic at a time; +½); Self Only (-½), Only Within 10m Of Twin (-1)	
30	Levitory Locus: Flight 24m	1
	Reduced Endurance (½ END; +¼)	
12	Rending Radiance: +30 STR	3
	Only To Break Magical Entangles (-1½)	
7	Twin Link: Mind Link to twin, any distance, Psychic Bond	0
	Only With Others Who Have Mind Link (-1)	
10	Astral Awareness: Dimensional (Astral Plane) for Sight Group	0
10	Astral Awareness: Dimensional (Astral Plane) for Hearing Group	0
5	Astral Projection: Extra-Dimensional Movement (any physical location in the Astral Plane corresponding to his/her physical location in Earth's dimension)	0
	Reduced Endurance (0 END; +½); Extra Time (must enter trance and meditate to allow astral self to leave its fleshy prison, 1 Hour; -3), Leaves Helpless Physical Body Behind And Will Die If Does Not Rejoin It Within 24 Hours (-1), Feedback (-1)	
Perks		
20	Base (built on 200 Total Points, each twin donates 20 points to cost)	
12	Contacts: 12 points' worth, among influential degenerates	
6	Contact: the Toad 12- (very useful Skills and resources, significant Contacts of his own)	
1	Fringe Benefit: International Driver's License	
1	Fringe Benefit: Passport	
1	Fringe Benefit: Library of Babylon Borrower's Card	
5	Money: Well Off	

Skills

- 10 +2 with Thaumaturgy Multipower
- 3 Acting 14-
- 3 Bribery 14-
- 3 Charm 14-
- 3 Concealment 14-
- 3 Deduction 14-
- 3 Disguise 14-
- 3 High Society 14-
- 4 **Language:** English (idiomatic; French is Native)
- 3 **Language:** Latin (completely fluent)
- 3 Navigation (Astral, Dimensional) 14-
- 3 Persuasion 14-
- 7 **Power:** Thaumaturgy 16-
- 3 **PS:** Perverse Hedonism 14-
- 3 Streetwise 14-
- 3 Teamwork 13-
- 3 Scholar
- 2 1) **KS:** Arcane And Occult Lore 14-
- 2 2) **KS:** Multiverse Cosmology 14-
- 2 3) **KS:** The Mystic World 14-
- 2 4) **KS:** Thaumaturgy 14-
- 2 5) **KS:** Vandaleur Family 14-
- 2 6) **KS:** Vice World 14-
- 3 Traveler
- 1 1) **AK:** Astral Plane 11-
- 1 2) **AK:** Babylon 11-
- 1 3) **AK:** Faerie 11-
- 1 4) **CK:** Hong Kong 11-
- 1 5) **CK:** London 11-
- 1 6) **CK:** Monte Carlo 11-
- 1 7) **AK:** Netherworld 11-
- 1 8) **AK:** Outer Planes 11-
- 1 9) **AK:** Vice Hotspots 11-

Total Powers & Skills Cost: 448**Total Cost: 630****400 Matching Complications (75)**

- 5 **Distinctive Features:** tattoos of power (Easily Concealed; Noticed And Recognizable)
- 15 **Enraged:** when sibling takes BODY (Common), go 11-, recover 14-
- 15 **Enraged:** when taunted (Very Common), go 8-, recover 14-
- 15 **Hunted:** Witchfinder, or selected mystic hero (Frequently, As Pow, Capture/Kill)
- 20 **Hunted:** Interpol (Infrequently, Mo Pow, NCI, Capture)
- 5 **Hunted:** Adrian Vandaleur (Infrequently, Mo Pow, Watching)
- 20 **Psychological Complication:** Utterly Devoted To Each Other (Common, Total)
- 15 **Psychological Complication:** Treacherous And Mercurial (Very common)
- 15 **Psychological Complication:** Will Commit Any Evil For Fun (Common, Strong)

Total Complications Points: 75**Experience Points: 230**

To make the twins more powerful, increase their DEX and EGO. They could also have small Variable Power Pools of temporary talismans that grant minor powers to help them achieve a plan. To make Eduard and Anais less powerful, reduce the size of their Multipowers' reserves and remove about half the slots.

The twins are meant to appall heroes with their perversity and selfishness as well as their criminal deeds. The GM should give thought to how much his players can accept as legitimately establishing the madness of Eduard and Anais, and what would go too far into offensive ickiness. To give the twins a more "four-color" feel, simply make them arrogant, rule-the-world psychopaths instead of incestuous degenerates.

Eduard and Anais are very likely to Hunt characters who thwart them. They want to inflict creatively painful deaths on their enemies, but lack the patience for careful planning. Their usual style is to strike from surprise, try to Knock Out a character, then place him in a death trap or exile him to a dangerous dimension. They'll readily team up with other villains who Hunt the PCs.

Associates, Allies, And Adversaries: The twins quickly discovered that conquering the world was harder than they thought. They soon realized they had to ally with other powers... but they're quick to betray or abandon their allies in the face of difficulties, or if something more amusing comes along. Villains they've treated this way, and who would now happily gain revenge on them (or just make their lives miserable) include Black Paladin, Dark Seraph (and his followers in the Crowns of Krim), the Demonologist (and the Devil's Advocates), Cairngorm, and the Lamplighter. Only the fact that they're Vandaleurs, and thus presumably under Adrian's protection, has kept some of these villains from actively seeking them out and killing them.

The twins have also succeeded in attracting the unwelcome attention of Josiah Brimstone. One of the victims of one of their schemes was a dilettante who was a friend of his "back in the old days," and for her sake he wants to give them the punishment they so richly deserve. They're aware of this and find it mildly amusing, since they think the stories of his mystic prowess are greatly exaggerated. If he ever catches up to them they'll learn, to their sorrow, just how wrong they are.

Eduard and Anais are positively *fascinated* by the Incubus. They're not sure whether his powers are mystical or not, but they'd love to obtain them for themselves, or simply become "friends" with him so he can use his powers to satisfy their jaded appetites for pleasure.

EDUARD AND ANAIS VANDALEUR FACTS

Here are some facts characters and NPCs might know about Eduard and Anais if they succeed with an appropriate Skill Roll. Although the twins are more supervillain-like than other Vandaleurs, in many cases the best Skills for these rolls are still KS: The Mystic World or the like.

N/R: Eduard and Anais (last name unknown) are a pair of perverse twins with mystical powers who sometimes commit grandiose crimes, and sometimes engage in somewhat more subtle schemes — though their definition of "subtle" is much more flamboyant than most villains'.

K/R: Eduard and Anais are in fact members of the Vandaleur family, a clan supposedly gifted with mystic might.

-2: Eduard and Anais aren't just twins, they're incestuous lovers... and from what anyone can tell, totally psychotic.

-6: In their various schemes of world conquest the twins have often teamed up with other villains, but have just as often betrayed them. Some of the villains they now count as enemies because of this include Black Paladin, Dark Seraph, the Demonologist, and the Lamplighter.

-8: The mysterious mystic Josiah Brimstone is also one of Eduard and Anais's enemies.

-10: Eduard and Anais have a luxurious chalet in France that serves as their "secret headquarters."

Appearance: Eduard and Anais are obviously fraternal twins. Eduard stands 5'10" tall, and his sister Anais is just an inch shorter. Both are slender but fit, with wavy black hair cut just less than shoulder-length. In them, the Vandaleur facial features become stunningly though androgynously attractive. They always dress in an openly sexy way — lots of skintight vinyl, ultra-sheer see-through silk, leather straps, and so on. Their outfits range from merely risqué to outright bondage-and-discipline fetishism. Mirror-image tattoos on their faces and bodies make them look even more flamboyant.

CHATOYANT

Background/History: Mariel Ganteaume comes from a cadet branch of the Vandaleurs in Quebec. Mariel ignored family stories about magic: she was a modern woman, with a good career writing press releases for a large corporation. Then a car accident sheared off her legs at the knees. Mariel desperately wanted to believe that magic could take her out of her wheelchair. She sought out every relative she could find, and questioned other self-proclaimed mystics. No one could heal her, would heal her, or refer her to someone who had the power to heal her.

In time, Mariel's inquiries shifted to astral projection. If she couldn't restore her legs, perhaps at least she could escape her body. In Mexico, she found a cult that claimed to know the secret of astral projection as *naguals*, or astral jaguars. Mariel promised them anything if they would teach her. The cult's high priest refused, but his assistant compromised the cult's secrecy for her money. The junior priest trained her with the help of the cult's sacred jaguar talisman. The Vandaleur's magical blood ran true in Mariel: not only did she learn to project her spirit as a jaguar; she soon attained greater power than her teacher.

At that point, Tezcatlipoca (see CV1) noticed Mariel. The Smoking Mirror didn't like the junior priest imparting cult secrets, so he slaughtered him. Two cultists then tried to kill Mariel, but she fought them and escaped. To her delight, she found she no longer needed the Jaguar Talisman to project.

Tezcatlipoca became very angry with his minions. Not only did they fail to kill Mariel, they retrieved the Jaguar Talisman before it bound her to Tezcatlipoca's service. Perhaps it wasn't fair to blame them for not failing more completely, but gods do not need to be fair. He slaughtered them too, but decided merely to keep an eye on Mariel for the time being.

Mariel continues her search for magic, now assisted by her power as a *nagual*. Her relatives and other mystics take her more seriously now. They hire her to perform surveillance missions, assault, and robbery in return for bits of lore about astral projection and sorcery. The Toad dubbed her *Chatoyant* — from a French word for "catlike."

CHATOYANT

Val	Char	Cost	Roll	Notes
23	STR	10*	14-	Lift 600 kg; 4½d6 HTH damage [2]
23	DEX	21*	14-	
25	CON	12*	14-	
13	INT	3	12-	PER Roll 12-
13	EGO	3	12-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	20*		
8	DCV	20*		
3	OMCV	0		
5	DMCV	6		
5	SPD	24*		Phases: 3, 5, 8, 10, 12
25	PD	18*		Total: 25 PD (10 rPD)
25	ED	18*		Total: 25 ED (10 rED)
10	REC	6		
50	END	6		
10	BODY	0		
36	STUN	8		Total Characteristics Cost: 185 * OIAID (-¼)

Movement: Running: 30m
Flight (Gliding): 10m
MegaTeleportation: Up to 10,000 miles

Cost Powers END

5 **Astral Projection:** Extra-Dimensional Movement (any physical location in the Astral Plane corresponding to her physical location in Earth's dimension) 0
Reduced Endurance (0 END; +½); Extra Time (must enter trance and meditate to allow astral self to leave its fleshy prison, 1 Hour; -3), Leaves Helpless Physical Body Behind And Will Die If Does Not Rejoin It Within 24 Hours (-1), Feedback (-1)

CHATOYANT FACTS

Here are some facts characters and NPCs might know about Chatoyant if they succeed with an appropriate Skill Roll:

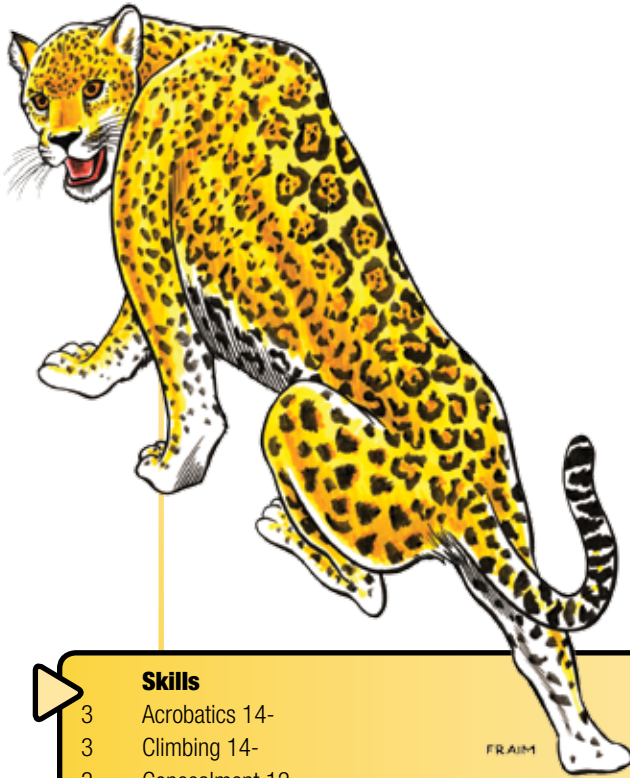
N/R: Chatoyant is a mysterious figure, a thief and spy who can somehow bypass conventional security.

K/R: Chatoyant's powers seem to involve some sort of astral projection. While in astral form she can affect targets in normal reality. She has killed before, but does not seem to take jobs as an assassin.

-6: Chatoyant's powers are similar in some respects to those of the *nagual* cultists of Mexico; magic that affects naguals may affect her, or she may have some connection to the worshippers of Tezcatlipoca.

-10: Her Secret Identity is Mariel Ganteaume; she's from a cadet Canadian branch of the Vandaleur family.

- 45 **Astral Claws And Fangs:** Multipower, 56-point reserve
All OIAID (-¼)
- 3f **1) Exert Physical Force:** 23 STR 2
Indirect (enables Transdimensional; +½), Transdimensional (Earth's dimension; +½), Reduced Endurance (½ END; +¼); OIAID (-¼), Does Not Add To Base STR (-½), Can Only Be Used While Chatoyant Uses Her Become Visible And Quasi-Tangible Power (-¼)
- 2f **2) Claw/Bite Astral Targets:** HKA 1½d6 2
(3d6 with STR)
OIAID (-¼)
- 4f **3) Claw/Bite Earthly Targets:** HKA 1½d6 2
(3d6 with STR)
Indirect (enables Transdimensional; +½), Transdimensional (Earth's dimension; +½), Reduced Endurance (½ END; +¼); OIAID (-¼), Can Only Be Used While Chatoyant Uses Her Become Visible And Quasi-Tangible Power (-¼)
- 3f **4) Claw/Bite Spirit:** HA +4d6 2
AVAD (defense is Mental Defense; +1), Reduced Endurance (½ END; +¼); OIAID (-¼), Hand-To-Hand Attack (-¼)
- 3f **5) Claw/Bite Earthly Target's Spirit:** HA +3d6 2
AVAD (defense is Mental Defense; +1), Indirect (enables Transdimensional; +½), Transdimensional (Earth's dimension; +½), Reduced Endurance (½ END; +¼); OIAID (-¼), Hand-To-Hand Attack (-¼), Can Only Be Used While Chatoyant Uses Her Become Visible And Quasi-Tangible Power (-¼)
- 29 **Become Visible And Quasi-Tangible:** Sight Group, Hearing Group, and Touch Group Images, +4 to PER 0
Indirect (enables Transdimensional; +½), Transdimensional (Earth's dimension; +½), Reduced Endurance (0 END; +½); OIAID (-¼), No Range (-½), Set Effect (self in jaguar form; -1)
- 8 **Spiritual Substance:** Resistant (+½) for 10 PD/10 ED 0
OIAID (-¼)
- 15 **Spiritual Defense:** Mental Defense (15 points) 0
- 14 **Feline Speed:** Running +18m (30m total) 2
OIAID (-¼)
- 4 **Float Like A Ghost:** Flight 10m 0
Gliding (-1), OIAID (-¼)
- 15 **Astral Leap:** Teleportation 10m 3
MegaScale (1m = 1,000 miles; +1¾); OIAID (-¼), Requires A Navigation (Astral) Roll (-½)
- 4 **Feline Senses:** Nightvision 0
OIAID (-¼)
- 5 **Feline Senses:** +2 PER with All Sense Groups 0
OIAID (-¼)
- 8 **Feel Material Objects:** Dimensional (Earth's dimension) for Touch Group 0
OIAID (-¼)
- 10 **Astral Awareness:** Dimensional (Astral Plane) for Sight Group 0
- 10 **Astral Awareness:** Dimensional (Astral Plane) for Hearing Group 0
- 5 **Psychic Sensitivity:** Mental Awareness 0



Skills

- 3 Acrobatics 14-
- 3 Climbing 14-
- 3 Concealment 12-
- 3 Language: English (completely fluent; French is Native)
- 3 Language: Spanish (completely fluent)
- 2 Navigation (Astral) 12-
- 2 PS: Public Relations 11-
- 3 Shadowing 12-
- 3 Streetwise 13-
- 3 Scholar
- 1 1) KS: Astral Plane 11-
- 2 2) KS: Mexican Folk Magic 12-
- 1 3) KS: Mystic World 11-
- 1 4) KS: Vandaleur Family 11-
- 2 5) KS: Western Occultism 12-

Total Powers & Skills Cost: 227

Total Cost: 412

400 Matching Complications (75)

- 15 **Hunted:** Edward and Anais (Infrequently, Mo Pow, Enslave/Kill)
- 10 **Hunted:** priest in Trismegistus Council (Infrequently, Less Pow, NCI, Kill/De-Power)
- 20 **Physical Complication:** Jaguar Form Has No Fine Manipulation (Frequently, Greatly Impairing)
- 15 **Physical Complication:** No Legs in human identity (Infrequently, Greatly Impairing)
- 15 **Psychological Complication:** Overconfident In Jaguar Form (Very Common, Moderate)
- 15 **Psychological Complication:** Desperate To Regain Legs/ Increase Mystical Power (Common, Strong)
- 15 **Social Complication:** Secret Identity (Mariel Ganteaume) (Frequently, Major)
- 15 **Susceptibility:** to traditional charms against naguals, 1d6 damage per Phase spent within 2m of such charms (Uncommon)

Total Complications Points: 75

Experience Points: 12

Unfortunately, life as a mystically-powered person is not always enjoyable. Chatoyant made enemies of Edward and Anais Vandaleur when she refused to become their slave. She has also killed. She didn't mean to — only to rough up a target or knock out a guard — but she gains a jaguar's predatory instincts along with its appearance on the Astral Plane. Sometimes she loses control, kills an enemy, and feeds on his astral body.

Personality/Motivation: Mariel still seeks a way to regain her legs. She doesn't want to think of herself as a bad person, but her self-pity and desire to walk again overpower her morals. Each homicide also bothers her less than the one before. It's only a matter of time before she kills for expedience or accepts a contract for assassination.

Quote: None; in astral form, Chatoyant can only growl or make other animal sounds.

Powers/Tactics: In her human identity, Mariel has no superpowers except for mystical senses. By meditating for one minute, however, Mariel can project her spirit in the form of a jaguar. She becomes stronger and quicker as a nagual, and can attack both astral and corporeal targets. So far her villainous identity cannot leave the Astral Plane, except to return to her body.

Chatoyant can see, hear, and even feel the physical world from the Astral Plane, but all her sensations are muted, as is usual for astral travelers. Most of the time, she remains unseen to mortals because she exists in another dimension. When she bites and mauls corporeal targets, her feline astral form becomes visible to ordinary people, and her victims feel her attacks. Mundane attacks still pass right through her, but magic can affect her, as can Mental Powers or any attack with the *Affects Desolidified Power Advantage*.

Chatoyant generally stalks a target for some time. Either she wants to attack when he's alone, so that no one else sees a jaguar appear from thin air, or she wants to make sure her victim is well away before she tries to steal something. If Chatoyant finds herself under attack — something that would greatly surprise her — she retreats into the Astral Plane. She may even attempt an Astral Leap to shake pursuers and return to her body.

Campaign Use: See the introductory text for general information. Non-magical superheroes will find Chatoyant an exceptionally difficult foe to defeat, since most attacks don't affect her. Thwarting Chatoyant may require figuring out what she is, and then researching the traditional charms and talismans that Mexicans use to ward off naguals. Mystics find her less difficult to fight, but capturing her still may demand some detective-work and occult research. Once characters understand Chatoyant's power, however, they also know that keeping her from her body will eventually kill her. Whether that ends her career utterly or simply traps her as a jaguar-ghost is anyone's guess: normal naguals just die, but Chatoyant is not a normal nagual.

Chatoyant could also be reformed, but breaking through her selfishness would probably be more difficult than restoring her legs.

If Chatoyant needs to be more powerful, increase her STR, SPD, and *Astral Claws And Fangs* Multipower. If she's too powerful — most likely because the heroes cannot affect her — define other powers or special effects that affect her astral form.

Associates, Allies, And Adversaries: Chatoyant is a relatively minor player in the Mystic World, but that doesn't mean no one notices her. Although she doesn't know it, the god Tezcatlipoca continues to watch her. He hopes to lure her into his service somehow... or, failing that, kill her for stealing the mystical secrets of his cult.

Appearance: Mariel is a Caucasian woman in her late thirties with straight brown hair in a pageboy cut. She wears a business blouse and a long skirt that doesn't really hide her missing lower legs, and is in a wheelchair. As Chatoyant, she's a female jaguar.

TOBIAS "THE TOAD" VANDALEUR

Background/History: Tobias Vandaleur, Senior made millions in business, spoke 12 languages, knew the secret names of half the spirits in the Quaternion — and still felt scorned by his sorcerous relatives, because he had no skill at actual magic. He drove his son to succeed where he thought he failed. He wanted Tobias, Jr. to know more secrets and spells than the rest of the family, and win some sign of respect from Adrian Vandaleur himself.

Tobias, Jr. spent decades working toward this goal. Alas, he never became a powerful mystic — merely an extremely learned one. Tobias thought he vindicated his father's name when other Vandaleurs sought him for his esoteric lore. Indeed, Tobias became quite conceited about his scholarship, and fancied himself one of the greatest men in the mystic world. He didn't know how his relatives sniggered behind his back and called him "Toad."

At last, Tobias' mighty ancestor paid him a visit... incognito. Tobias treated this unknown cousin haughtily, telling him to go away until he had queries worthy of a master. Adrian didn't like that. He said, "The others are right. You're just a pompous little toad of a man, puffed up with books and vanity. So that's how you'll look from now on!" And Tobias screamed as his face melted and changed.

After that, Tobias hid from the world. He didn't want anyone to see how Adrian cursed him. If anything, however, his drive to know mystic secrets increased. He seeks some power or knowledge to break Adrian's curse — either directly, or with the help of some other mystic.

And maybe, just maybe, if he knows enough, Adrian really will need his help someday, repeal his curse, and proclaim Tobias the greatest and most favored scion of his line.

Personality/Motivation: The Toad's motives are a knot of fear, vanity, hope, and revenge. He hates Adrian and wants to please him. He wants to be the center of attention, yet not be seen. For now, however, fear predominates — fear of Eduard and Anais. The terrifying twins prefer Tobias to conduct the boring occult research their plans sometimes require, and to cast the spells they cannot. They convinced the Toad he would die most painfully if he does not obey them.

Tobias still wants to learn more. He sells his services as loremaster and spellcaster in large part to buy more information that might help him overcome the Vandaleur Terror. His knowledge is also his only claim to glory in the Mystic World. Failure to answer a question mortifies him.

The Toad never goes outside his mansion, and no one sees him except his cherubic Chinese manservant, Li Han. Anyone who sees his visage and does not accept binding oaths to preserve his secret prompts the Toad to call in favors from more powerful relatives, such as Chatoyant or the Alcedama. The Toad is quite willing to kill potential blabbermouths, as long as he does not have to do the deed himself.

Quote: "I find your question worth my time. Now you must ask yourself how much my time is — What are you doing — Stay back! Back, I command it! Damn you, damn you!"

Powers/Tactics: Tobias is an adept's adept. He possesses prodigious mystical knowledge, but little real power. By himself, he can cast an extraordinary range of low-powered spells... but these require at least one minute spent chanting magic words and drawing sigils. Unlike more skilled thaumaturges, the Toad cannot simply trace a figure in the air to cast his spells.

The Toad's house considerably increases his power. In his sanctum, surrounded by his lore-books, mystic artifacts, and circles of power inlaid in the floor, the Toad gains the benefit of a large Aid to his VPP. The house also has a wide variety of mystical defenses. In addition to active magical wards, the Toad outfits his home to take advantage of the Susceptibilities or Physical Complications of every known supernatural creature. Every room contains a pentacle to provide refuge from demons, a crucifix to repel vampires, cold iron to discourage faerie-folk, and so on.

Tobias really can't fight, though. If his sanctum cannot protect him, he takes off his *Getaway Ring* and instantly re-appears in the "panic room" hidden in a sub-cellar. He hopes this hidden chamber can buy him time to cast a spell to flee (such as a MegaScaled Teleport) and beg assistance from relatives who owe him favors.

TOBIAS "THE TOAD" VANDALEUR

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 HTH damage [1]
10	DEX	0	11-	
10	CON	0	11-	
23	INT	13	14-	PER Roll 14-
15	EGO	5	12-	
15	PRE	5	12-	PRE Attack: 3d6
3	OCV	0		
3	DCV	0		
5	OMCV	6		
5	DMCV	6		
2	SPD	0		Phases: 6, 12
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
4	REC	0		
20	END	0		
10	BODY	0		
20	STUN	0		

Total Characteristics Cost: 33

Movement: Running: 12m
Teleportation: 20m

Cost Powers

35	Thaumaturgic Incantations: Variable Power Pool (Magic Pool), 30 Pool + 30 Control Cost	var
	OAF (pen and paper for sigils; -1), Extra Time (1 Minute to activate spells; -¾), Incantations (-¼)	
10	Getaway Ring: Teleportation 20m	[1]
	Armor Piercing (+¼), Invisible to Magic Senses (+½), Trigger (ring removed or violent unconsciousness; +¼); IIF (-¼), Can Only Teleport To Fixed Location (-1), 1 Charge (-2)	
	plus: 1 Fixed Location (panic room)	
	IIF (-¼)	
2	Prolonged Life: Life Support (Longevity: ages at one-fourth normal rate)	0

Perks

30	Sanctum: Base built on 150 Total Points
15	Contacts: Other Vandaleurs 12- (organization Contact)
20	Contacts: 20 points' worth, among the Mystic World
5	Money: Well Off

Talents

4	Speed Reading (x10)
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Skills

3	Cryptography 14-
3	Deduction 14-
7	Power: Thaumaturgy 16-
3	PS: Manuscript Conservator 14-
3	Trading 12-
3	Linguist
1	1) Language: Arabic (fluent conversation; French is Native)
3	2) Language: English (idiomatic)
1	3) Language: Gaelic (basic conversation)
2	4) Language: German (completely fluent)
2	5) Language: Greek (completely fluent)
1	6) Language: Hebrew (fluent conversation)
2	7) Language: Italian (completely fluent)
1	8) Language: Japanese (basic conversation)
3	9) Language: Latin (idiomatic)
1	10) Language: Mandarin Chinese (fluent conversation)
1	11) Language: Persian (fluent conversation)
1	12) Language: Russian (fluent conversation)
1	13) Language: Sanskrit (fluent conversation)
2	14) Language: Spanish (completely fluent)
1	15) Language: Sumerian (basic conversation)
3	Scholar
6	1) KS: Arcane And Occult Lore 16-
6	2) KS: Cults 16-
6	3) KS: Demonology 16-
1	4) KS: Dimension Lords 11-
1	5) KS: Famous Mystics 11-
2	6) KS: Hermetic Theurgy 14-
1	7) KS: Lost Civilizations 11-
1	8) KS: Magical Remote Sensing 11-
2	9) KS: Magical Styles 14-
1	10) KS: Magic Item Enchantment 11-
2	11) KS: Mystic History 14-
2	12) KS: Mystic Legends 14-
2	13) KS: The Mystic World 14-
2	14) KS: Mythology 14-
1	15) KS: Occult Ciphers 11-
2	16) KS: Sanctum Enchantment 14-
2	17) KS: Thaumaturgy 14-
2	18) KS: The Vandaleur Family 14-

Total Powers & Skills Cost: 211

Total Cost: 244

400 Matching Complications (75)

10	Distinctive Features: face of a toad (Concealable With Difficulty; Causes Major Reaction [disgust, fear])
15	Hunted: Eduard and Anais Vandaleur (Frequently, Mo Pow, Mild [bully him into helping with their schemes])
15	Psychological Complication: Snivelling Coward (Common, Strong)
10	Psychological Complication: Arrogant, Greedy, And Vengeful (Common)

Total Complications Points: 75

Experience Points: 0

Campaign Use: See the introductory text for general information. Heroes may consult the Toad for information, if they can meet his prices. Mystical villains (such as Eduard and Anais) buy or extort the Toad's help too, in which case he serves as a minion, though he probably does not directly appear in the adventure. If the heroes offend or frighten Tobias, he becomes an active enemy, pulling strings in the Mystic World to hurt (or at least inconvenience) them.

The Toad himself should never possess great combat power: He's an information source, not a fighter, and a Heroic-level character besides. You could, however, give his sanctum more formidable enchantments to defend him and allow him to attack intruders. To make Tobias less powerful, remove his ability to cast spells and reduce him to a Competent Normal person with lots of academic Skills.

MEETING THE TOAD

When characters visit the Toad's large, Victorian mansion, Li Han politely informs them that "the master" does not see anyone. He can, however, relay messages to Tobias, along with <a discreet cough> whatever tokens of esteem the characters wish to offer. If the heroes make their request obsequious enough, with a bribe (money, a rare grimoire, or a mystic object) as an advance fee, Tobias consents to see them in person... in a few days. Before he lets anyone past his vestibule, he wants to learn all he can about their powers and their past.

If the Toad can easily answer a question, Li Han presents the returning characters with a letter giving the Toad's response. If a question proves more difficult, Li Han ushers them into a shadowy, musty parlor decorated with medieval gargoyles and other grotesque statuary. Stiff, high-backed chairs face a black curtain (a magical Darkness field with Personal Immunity, so Tobias can see out). Li Han serves tea. Tobias quizzes the characters further about their conundrum, and dickers for further payment. He uses the *Voice Of Palamabron* to seem great and powerful.

The Toad never gives up. If he can't answer a question within the allotted time, he returns the heroes' payment (though not the initial gratuity). He keeps researching the puzzle, though, and sends word when he solves it, to preserve his reputation as the greatest loremaster in the world.

Tobias will not invite anyone past the vestibule and parlor unless they earn his trust through repeat business and flattery. Almost every room is full of books, scrolls, stone tablets, and other mystic texts and artifacts. Tobias still hides his face, however, with a field of black mist.

Associates, Allies, And Adversaries: As mentioned above, many mystics, both heroes and villains, owe Tobias favors for information and assistance he's provided them over the years. These include the Demonologist, Talisman, several DEMON Morbanes, and a couple members of the Trismegistus Council.

Appearance: Tobias Vandaleur is a short, round man. He has the face of a toad framed by long, stringy white hair (he's over 100 years old, though magic retards his aging). He wears Victorian gentleman's garb, including a black frock-coat and white cravat.

EXAMPLE POWERS FOR THAUMATURGIC INCANTATIONS POWER POOL

Incantatory Imbuement: Given time, the Toad can infuse thaumaturgical energies into objects by means of long invocations to various gods, demons, and dimension lords. He can't do this with just any object — an item that's going to receive magic has to be notable in some way (made of valuable or mystic materials, used for some (in)famous deed, of exceptional quality, or the like). The enchantment slowly fades over time if the Toad doesn't renew it, and instantly if he wants it to.

Severe Transform 1d6+1 (item to magic item, heals back at the rate of 3 Active Points per day, or instantly if the Toad so wills), Improved Results Group (grant any magic power; +¼) (25 Active Points); OAF (pen and paper for sigils; -1), Extra Time (20 Minutes; -2½), Incantations (-¼), Limited Target (items susceptible to enchantment; -½), No Range (-½), Requires A Thaumaturgy Roll (-½). Total cost: 4 points.

Voice Of Palamabron: The Toad's favorite spell gives his voice unnatural, godlike volume and resonance. He invokes Palamabron, the cosmic entity who personifies the intersection of Artifice and Chaos, to grant him the power to command emotions with his words.

+30 PRE (30 Active Points); OAF (pen and paper for sigils; -1), Extra Time (1 Minute to activate; -¾), Incantations (-¼). Total cost: 10 points.



TOBIAS VANDALEUR FACTS

Here are some facts characters and NPCs might know about the Toad if they succeed with an appropriate Skill Roll. The best Skills for this would be KS: The Mystic World or the like; Tobias rarely mingles with the full Superhuman World and never comports himself like a costumed villain.

K/R: Tobias Vandaleur is said to be one of the most knowledgeable mystics in the world. In exchange for payment or favors he sometimes assists other members of the Mystic World.

-2: Despite his vast knowledge, Tobias can only cast low-powered spells himself, and after much time and preparation.

-10: Tobias is said to somehow be hideously deformed; he takes great pains to hide his visage even from those he trusts.