



DEFENDERS OF FREEDOM

Darren Watts and Steven S. Long

UNTIL DEFENDERS OF FREEDOM

UNTIL: Defenders Of Freedom

An Organization Book For *Champions*

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A WORD OR TWO OF APPRECIATION

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INTRODUCTION



We the Peoples of the United Nations

—determined to save succeeding generations from the scourge of war, which twice in our lifetime has brought untold sorrow to mankind,

—and to reaffirm faith in fundamental human rights, in the dignity and worth of the human person, in the equal rights of men and women and of nations large and small,

—and to establish conditions under which justice and respect for the obligations arising from treaties and other sources of international law can be maintained,

—and to promote social progress and better standards of life in larger freedom,

—and for these ends to practice tolerance and live together in peace with one another as good neighbors,

—and to unite our strength to maintain international peace and security,

—and to ensure, by the acceptance of principles and the institution of methods, that armed force shall not be used, save in the common interest,

—and to employ international machinery for the promotion of the economic and social advancement of all peoples, have resolved to combine our efforts to accomplish these aims.

—*the Preamble to the Charter of the United Nations*



With the possible exception of the fiendish VIPER, the **United Nations Tribunal on International Law** — UNTIL — is perhaps the longest-lived organization in the Champions Universe. For years there have been repeated references in *Champions* products to it, its leader Major Martinez, and its activities. There have even been several attempts to provide more in-depth information on the organization, including Aaron Allston's *Super Agents* book and Phil Masters's article in the *HERO System Almanac II*. But

there's never been a comprehensive look at the organization — until now.

UNTIL: Defenders Of Freedom is your complete reference source to the Tribunal and its activities. It offers players numerous ideas for characters and character backgrounds, and GMs hundreds of NPCs, plot seeds, and other resources to help any *Champions* campaign.

HOW TO USE THIS BOOK

Unlike *VIPER*, which is mainly intended for GMs, *UNTIL* is for both players and GMs. Secret material that players shouldn't know about is included in *The GM's Vault* in Chapter Seven; players should not read that chapter.

Chapter One, *A Union Of Justice*, details the history of UNTIL, from its roots in the formation of the United Nations itself after World War II to its activities and current state of affairs as of late 2003.

Chapter Two, *Under One Banner: The United Nations*, details the nature, structure, and purpose of the UN itself. Since UNTIL is an arm of the United Nations, it's important for GMs and players alike to have some understanding of the organization that controls it. This chapter also covers international law, which affects many of UNTIL's activities.

Chapter Three, *The World's Police*, describes the structure of UNTIL itself, from Secretary-Marshal Wilhelm Carl Eckhardt down to the agents and squads who fight supercrime in the streets every day. It also discusses UNTIL's activities around the world.

Chapter Four, *The Front Lines: Agents Of UNTIL*, describes the rank-and-file agents who make up the bulk of UNTIL. In addition to covering recruitment and training, it includes Package Deals for twenty different types of agents, with options and variations for many. The chapter concludes with some general information about creating UNTIL characters, such as the Fringe Benefit values for UNTIL rank.

Chapter Five, *UNTIL Technology*, describes the many amazing devices UNTIL uses in its war on supercrime. From blasters and lasers, to high-tech body armors, to computers, to vehicles of all types, UNTIL has an extensive arsenal, and Chapter

Five tells you all about it. This chapter also covers UNTIL's major facilities around the world, including the Guardhouse, the GATEWAY space station, and UNTIL's super-submarine, the *Aegir*.

Chapter Six, *Fighting Crime*, briefly discusses UNTIL's tactics and procedures. More importantly for many campaigns, it covers how UNTIL relates to teams of superheroes, and how your PCs can join UNTIL's Superhero Liaison Program. Chapter Six also includes descriptions of and character sheets for the members of UNITY, UNTIL's own superteam.

Chapter Seven, *Gamemastering UNTIL*, describes how to incorporate UNTIL into your *Champions* campaign for best effect — or create an entire UNTIL-based game. It's even got information on using UNTIL in other genres, such as Fantasy, Dark Champions, or Science Fiction.

The book concludes with several Appendices that contain information on UNTIL slang, commonly-used UNTIL acronyms, a who's who list of UNTIL personnel, and some pre-built UNTIL Agent Templates for the GM's use.

So what are you waiting for? Time to grab your BAR and get ready for battle, 'cause trouble's brewing and people need the boys in blue and white!

THE UNITED NATIONS AND THE CHAMPIONS UNIVERSE

While the history and other details about the United Nations presented in this book represent real-world information as closely as reasonably possible, this book ultimately describes the UN in the *Champions Universe*, a fictitious setting where people and events aren't necessarily the same as in the real world. Therefore the UN is going to differ, too. After all, the real United Nations never had to cope with the likes of Dr. Destroyer and VIPER!

DUPLICATION; HERO GAMES TEXT ONLY (-2)

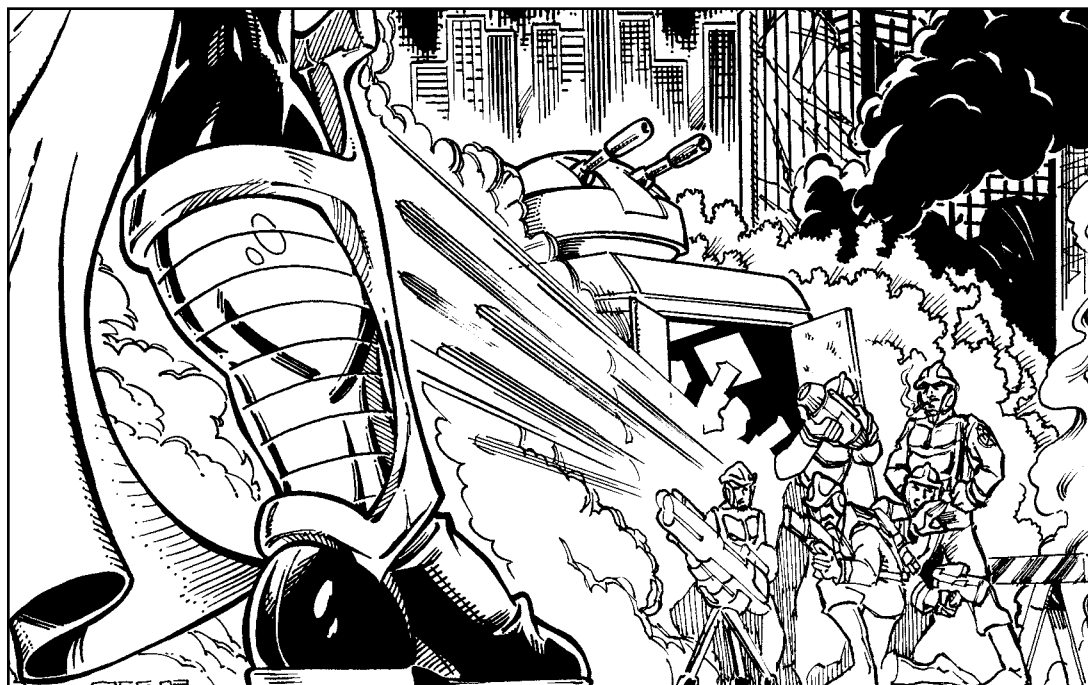
UNTIL contains some text reprinted from *VIPER* (with the necessary changes in points of detail). Specifically, it reprints portions of Chapter Seven of *VIPER*, pertaining to agent tactics and the like. Normally Hero products simply include cross-references to other relevant products, but in this case the material was reprinted because it's so important to the subject of running a game that portrays or uses large numbers of agents, and because many players use this book but not *VIPER*.

CHARACTER SHEET NOTATION

Generally, the text of the character sheets in this book should be pretty straightforward and easy to understand. Consult the Glossary in the *Hero System 5th Edition Revised*, and the example powers in that book, if you have any questions about abbreviations, terms, or notations. The *Writer's Guidelines*, available on the Hero Games website (www.herogames.com), also provide some information about character sheet formatting.

In a Multipower, a "u" next to the cost indicates a Fixed (or "ultra") slot, and an "m" a Flexible (or "multi") slot.

Under the END column, a number in brackets indicates Charges (however, the bracketed number next to STR is an END cost).



chapter one:



A UNION OF JUSTICE
THE ORIGIN OF UNTIL

UNTIL'S HISTORY



To fully understand UNTIL — its role, goals, and organizational personality — it's helpful to know how its parent organization, the United Nations, developed. A complete history of the United Nations is well beyond the scope of this book; if you're interested in the fascinating history of this unique institution, please check out some of the books and websites listed in the Bibliography on page 170.

WHAT CAME BEFORE

The United Nations formed around the nucleus of the victorious Allies of World War II, though the founders drew inspiration from previous attempts to develop worldwide organizations of nations. The first such effort was the League of Nations, an assembly created after the horrors of the First World War to avoid such an event ever happening again. Unfortunately, an increasingly isolationist United States refused to join (fearing “foreign entanglements” of the sort that led to the war despite Woodrow Wilson’s vital role in creating and defining the League in the first place). Furthermore, Germany (as the primary loser of the Great War) and Russia (deemed too chaotic and dangerous after the Communist Revolution and slaughter of the Romanovs) were never invited to join. Therefore, the two leading powers within the League were Britain and France, and neither had much interest in any matters that didn’t directly bear on Western Europe. With no recognized authority and only limited ability to even impose economic sanctions against aggressor nations, the League was widely derided as a failure and waste of resources, despite occasional minor successes (like the humanitarian aid provided by the League’s Health Organization to victims of war and disease in Turkey in 1923).

When France and Belgium invaded the Ruhr after Germany missed one of its reparation payments under the Treaty of Versailles, the League did nothing about this violation of its own rules by two of its leading members. It seemed clear to many that the organization itself was fatally flawed. A few world leaders still believed some sort of agency to encourage the diplomatic rather than military resolution of disputes between countries was a good idea, but they were at a loss as to how to implement it.

In 1941, with World War II under way and Germany pressing towards Britain in the West and Russia in the East simultaneously, the first steps towards a new such organization were taken. On August 14, British Prime Minister Winston

Churchill met with the President of the still-neutral United States, Franklin Delano Roosevelt, aboard the *HMS Prince of Wales* off the coast of Newfoundland. They drew up the Atlantic Charter, a joint statement of aims and principles for peace once the war was over. The charter called for all nations to work together to oppose aggressor nations, support self-determination for native inhabitants, encourage international trade by reduction of tariffs and other restrictions, and ensure “world cooperation to secure economic and social conditions for all.” On January 1, 1942, less than a month after the United States entered the war, it, Britain, and twenty-four other Allied nations signed the “Declaration by United Nations” supporting the Charter. (This was the first use of the term “United Nations,” coined by Roosevelt as an alternative to “Allies.”)

By late 1943, the Allies firmly believed they would eventually win World War II and began to prepare for the ensuing peace. Two meetings were held — the first in Moscow in late October between representatives of the US, Britain, USSR, and China, and the second in Tehran by the US, Britain, and USSR. In these meetings, the participating nations reached an agreement that an international organization led by those four nations would be organized after the war to promote international peace and stability. The first meetings to determine how such an organization would work took place in a small mansion near Washington, D.C., Dumbarton Oaks, in September and October of 1944. There, delegates created the basic structure of what would become the United Nations. They put in place features like the General Assembly of all member nations (which would vote on the activities of all UN operations), the Security Council, the Secretariat, various Councils for handling social and economic issues, and an International Court system. The UN was also given authority over the previously-existing United Nations Relief and Rehabilitation Administration, which the United States had established with some aid from other Allies in late 1943 to assist the millions of European “Displaced Persons” (as the US military referred to refugees).

In light of the failures of the League of Nations, the founders determined the UN would be open to “all peace-loving nations.” Nevertheless, they recognized the need for the support of the world’s superpowers, so they gave the four primary Allies “and, in due course, France” the only permanent seats on the Security Council. Other nations would fill the other seats on a rotating basis.

On April 25, 1945, in the closing days of World War II, representatives of fifty nations met in San



STORN

Francisco for the United Nations Conference on International Organization, where they drew up the official Charter of the United Nations (consisting of 111 Articles). It was adopted unanimously on June 25 and signed by all the representatives the next day.

THE EARLY DAYS OF THE UNITED NATIONS

The United Nations held its first General Assembly in London in January, 1946 with fifty-one nations attending (the last being Poland, unable to send a representative the previous summer). While the Security Council met for the first time and decided on its rules of procedure, the General Assembly passed its first Resolution, calling for "the elimination from national arsenals of atomic weapons and other weapons of mass destruction." A few weeks later several members proposed a similar ban on the use of superhumans in the military, but it failed in the General Assembly. Scholars later theorized that many smaller countries, concerned about neighbors with larger arsenals or nuclear weapons, hoped to even the odds by winning the "superhuman lottery" and discovering a powerful metahuman or two among their own people whom they could recruit or draft.

The General Assembly also elected its first Secretary-General in London that February, the Norwegian representative Trygve Lie. Lie was a "consensus candidate," believed to be not unduly under the influence of any of the major powers. Although some questioned his credentials for such a prestigious post, he proved to be a tireless crusader for international cooperation.

In the meantime, the public's opinions about superhumans had begun to subtly sour. Garish, colorful costumes were too easily associated with a war the world wanted to put behind it. In the United States, home of the largest population of costumed adventurers and villains, a new conservatism swept across the land as young GIs settled down to raise families. With fewer costumed criminals to battle, many of the first generation heroes chose to retire. Several of those who remained active came under fire for their failure to cooperate with government officials. When a private detective in the employ of Roy Cohn revealed in 1951 that Dr. Twilight was both black and a former member of the Communist Party, it seemed to be the end of the era of costumed heroes.

The Superhuman Problem

But the fact that there were fewer superhumans privately fighting crime didn't slow the rate at which they appeared around the world. If anything, the pace at which new superhumans appeared only accelerated in the early 1950s, and many of them arose in Third World countries. Concerns about the use of superhumans, some of whom could cause massive destruction and loss of life, in national armies became a fiercely-debated issue in the General Assembly. Similar worries about the role of superhumans in crime and attacks on society received attention as well. In 1950, Secretary-General Lie recruited Drake Wilson, formerly known as the hero Optimus of the Defenders of Justice, to serve as his Advisor on Superhuman Affairs. Wilson, who strongly believed in the ideals of international cooperation the UN stood for, would go on to play an integral role in the organization in several capacities, including the formation of UNTIL.

The Korean War And Its Aftermath

When Communist North Korea invaded South Korea in the summer of 1950, it seemed the world's fears were about to be realized. With the United States leading the UN in supporting South Korea and China actively supporting North Korea, the possibility of the war spreading beyond the borders seemed very real. Two shadows always loomed: the possible use of nuclear weapons; and the use of superhumans in combat.

North Korea had two known superhumans in its military; one was the personal bodyguard of President Kim Il Sung, and the other was a speedster who served as a messenger and courier well behind the front lines. South Korea had three, all assigned to the same unit: Ki-Hup, whose devastating scream could knock down walls; Ha-Ni, who could fly; and Kumiho, a lovely young woman who could transform into a fox. The United States officially committed no superhuman resources to the war; there was some discussion of Captain Patriot going over to "help out the boys," but he was more valuable as a Republican Party fundraiser in the States. Rumors occasionally circulated of superhumans working stealthily behind the scenes. Many soldiers told stories at the front of the mysterious Night Stalker, who emerged from the darkness to rescue troops in difficult situations but never stuck around to be thanked or even identified.

The Korean War finally came to an end with a cease-fire agreement signed on July 27, 1953. Around the same time, Trygve Lie resigned as Secretary-General; the delegate from Sweden, Dag Hammarskjöld, replaced him. Hammarskjöld immediately came under pressure from the U.S. Secretary of State, John Foster Dulles, to allow the FBI to scrutinize employees of the Secretariat — a request related to the search by Senator McCarthy and his allies for Communist spies. Drake Wilson publicly spoke out against what he perceived as a "witch hunt," and himself came under criticism from former friends and allies in the Defenders like Don (Captain Patriot) Randall and Michael Maven. The divisions and hard feelings generated during these tense arguments probably contributed to the eventual decisions that kept UNTIL and the other programs associated with Wilson from being supported by the American government for decades. In the end, Hammarskjöld successfully resisted Dulles's efforts, keeping the UN's agencies away from the control of any individual power.

The Silver Age

In the late 1950s, a second, "Silver," Age of Superheroes began in the United States with the debuts of the Fabulous Five and the second MeteorMan and the return from retirement of the WWII legend Vanguard. The UN, still deeply concerned about the role of superhumans in fostering (or at least taking advantage of) world instability, created a subcommittee led by Etienne Ste. Germaine to study the nature of superpowers — where they came from and how they worked.

At about the same time, Drake Wilson presented to Secretary-General Hammarskjöld a proposal for an official UN institute to study the social effects of superhuman powers on society, specifically focusing on superhuman crime. Although Hammarskjöld was interested in the idea, for various reasons the proposal never made it to the General Assembly for a vote. But some of the suggestions eventually became part of UNTIL, and others part of the UN's related research and training program, UNICRI (UN Interregional Crime And Justice Research Institute).

While Wilson struggled to get backing and funding for his proposed institute, superhuman crime increased dramatically, well beyond even the rates seen before World War II. More costumed crimefighters seemed to emerge every day, but the wave of costumed criminals threatened to overwhelm them. In early 1961, New York City was terrorized by a crime wave sparked by the temporary unification of several of the city's gangs under the leadership of The Mockler. Despite the best efforts of Vanguard and the Fabulous Five, the public was of the opinion that something needed to be done — something other than relying on a group of costumed crimefighters whose motivations and identities were unknown, and whose ability to respond to superhuman menaces was not necessarily reliable.

THE FOUNDING OF UNTIL

That spring, Wilson finally found an ally in his efforts. Major Juan Martinez, a Paraguayan lawyer, diplomat, and decorated officer in World War II, had gotten hold of Wilson's proposal to Hammarskjöld and read it with interest. Martinez, a scion of one of Paraguay's wealthiest families, had joined his country's delegation to the United Nations the year before, and though the work was fairly interesting he longed for more active involvement. As a hobby, he studied the use of superhumans during the war and their activities after the war. He realized that crimes committed by superhumans would pose a threat to the world as great, or perhaps greater, than the threat Nazi Germany had posed — but super-crime was too versatile and fast-moving a phenomenon for national armies to cope with. While there were independent superhuman heroes who fought such criminals, depending upon such an unknown factor was sheer folly. No, thought Martinez, the world needed a better method of dealing with this



threat. It needed a multinational police force, commanded only by the United Nations, beholden to the world community rather than any one country. But he also realized the UN wouldn't approve something like that out of hand. It would have to be approached in small steps. He called Wilson, and the two went to work.

The Creation Of The Tribunal

Wilson and Martinez worked day and night to prepare a proposal to the Security Council regarding Wilson's institute to study superhumans in society. Their work was further delayed when Secretary-General Hammarskjöld, one of the few strong supporters of their ideas, died in a plane crash in the Congo on September 18, 1961. They continued to work on their presentation while the General Assembly selected and installed U Thant as the new Secretary-General. The ever-shifting UN and world political situation forced several revisions of their work.

Finally, on January 12, 1963, Wilson and Martinez gave their presentation to the General Assembly. The members were impressed, and after some debate, they authorized the creation of a commission — the United Nations Tribunal on International Law, or UNTIL — to study how superhumans affect society and world security, and how the world should respond to the problems they presented. The elated Wilson and Martinez were both named to the Tribunal.

The Tribunal met periodically for nearly a year to discuss the issues and their implications. Eventually Wilson and Martinez's persuasive oratory swayed the other members, and the Report of the Tribunal to the General Assembly largely embodied what the pair had had in mind all along — a solution so radical it would require an amendment to

the UN Charter. The Tribunal suggested that the UN should establish, maintain, and command a global police force for dealing with superhuman crime and related matters of global, regional, or even national security. That in and of itself might not have seemed so radical, but the Tribunal further recommended that this police force would have the jurisdiction to enter the territory of any UN member who signed the treaty establishing it (from others it would, of course, have to obtain permission on a case-by-case basis). To partially allay the members' fears, the Tribunal's Report suggested that the agency not employ superhumans; instead, it would rely on highly-trained, superbly-equipped human agents recruited from all UN member nations.

The implications — and financial cost — of this proposal deeply concerned virtually every member of the UN. But Martinez, Wilson, and other members of the Tribunal presented their case with passion and conviction, and one by one the nations of

the world became convinced the idea would work. Eventually the General Assembly voted overwhelmingly in favor of the creation of a treaty to establish this new organization.

The Tribunal went back to work drafting the treaty. The seasoned lawyer-diplomat Martinez shouldered most of the writing chores, with help from his friend Wilson. Preferring to avoid the emotionally-charged terms "army" or "police force," they chose to retain the name UNTIL for their proposed organization. But the speed with which they completed the treaty only brought them to the final, toughest, hurdle — convincing the Security Council — all the sooner.

The Tribunal Treaty

Given their own large armies and police forces, not to mention vast political and economic influence, none of the members of the Security Council were likely to favor the creation of an independent, multinational police force. But two days before Martinez and Wilson were to make their proposal to the Security Council on March 8, 1965, something happened to change the minds of the great powers.

On March 6, the mad scientist Dr. Miles Dekkar, better known as the Monster Maker, unleashed an army of biological constructs simultaneously in ten different cities around the world. The superheroes of the day in New York, Tokyo, Moscow, London, Paris, Cairo, Mexico City, São Paulo, Shanghai, and Calcutta leapt to the defense of humanity, and finally (thanks to the coordinated efforts of the Fabulous Five, the People's Legion, and Japan's Bureau 17) the monsters were defeated. The costs, both in human life and property destruction, were enormous.

The members of the Security Council realized, as did every other nation on Earth, how narrowly disaster had been averted. In fact, honest world leaders admitted it was mainly due to luck and the intervention of superheroes who might not be available or trustworthy next time something like this happened. Had anything gone differently, or had the superheroes arrived just seconds later, a madman's scheme to take over the world would have succeeded. They now understood that Martinez's proposal was a sensible one — indeed, a necessary one, if world security were to be maintained. The Council voted 15-0 to approve the amendment of the UN Charter and the creation of UNTIL.

On November 27, 1965, a document generally referred to as the *Tribunal Treaty* or the “Martinez Treaty” was signed by over 100 UN member nations, and the General Assembly authorized substantial funding. UNTIL was, at long last, a reality.

ODD MEN OUT

But not every member nation, including many who'd voted in favor of the establishment of the organization, signed the Treaty. The primary exceptions were the United States, the Soviet Union, and China. All three saw UNTIL's value to the world community as a whole, but refused to allow the organization onto their soil without express permission.

In the United States, the UN as an organization had become politically unpopular. Several prominent politicians led by Senator Brent Graham forced through legislation banning UNTIL from American soil. They succeeded largely by portraying UNTIL as a foreign military organization too much under the control of the Soviets and the Third World (a not entirely incorrect assertion at the time), and therefore not trustworthy. Drake Wilson traveled across the country, debating and orating in favor of the organization, but in the December, 1965 UNTIL was legally barred from the United States (except for property belonging to the United Nations itself, which by international law belonged to the UN rather than the US).

In the USSR and China, matters proceeded more simply. Despite both nations' claims to democracy, they were powerful, well-funded totalitarian dictatorships, plain and simple, and no such dictatorship would ever allow an outside police force to operate within its borders. There was no debate; the decision was made on high, and UNTIL was banned.

UNTIL'S EARLY YEARS

To his surprise, Juan Martinez was named the first Secretary-Marshall of the fledgling organization. He promptly chose Wilson as his top advisor. The Secretariat quickly folded several smaller agencies and commissions concerned with superhumans into UNTIL. One of these was Etienne Ste.-Germaine's Paraphysics Committee, whose scientists formed the backbone of UNTIL's technical branch in the organization's earliest days.

From day one, Martinez had to struggle to keep the new organization going. While the member nations had approved UNTIL and saw the need for it, they were both nervous and suspicious of it. Martinez and his men had to tread very carefully so as not to overstep the bounds of their authority or give anyone legitimate cause for concern. Not being able to function in the supercrime-plagued United States without permission only made things more difficult, but UNTIL had to work with what it was given.

The Late 1960s

As the new UNTIL scrambled for funding and personnel, the Cold War raged and superhuman conflict remained a hot topic. National superhuman “teams” were forming around the world; the British restructured their previously-secret Bureau S into the Ministry of Superhuman Affairs and put the members of the team under the direct control of the Prime Minister. China introduced its Tiger Squad, even then over twenty strong. While the major American superteams all resisted direct militarization, individual heroes like Rocketman were willing to serve their country in overseas conflicts. In 1968 the UN brokered the Treaty on Non-Proliferation, requiring signers to agree not to further develop any nuclear weapons programs or to use nuclear weapons or superhumans in war. The US and USSR refused to sign. Both countries, along with China, covertly sent superhumans into battle during the decade-long Vietnam War.

UNTIL rang up a series of early successes. It assisted the Sentinels in combating an invasion of the Lemurians in 1966 and the Fabulous Five in coordinating Earth's defense against the Second Sirian Invasion the next year, and most famously battled Atlantean forces in the streets of Miami in 1968. While in each of these cases UNTIL worked alongside superhuman defenders, the agency received accolades for its efficiency and skill. Soon it was having trouble processing the enormous number of recruits who wanted to join. In 1969 it established UNICRI (UN Interregional Crime and Justice Research Institute), a sub-organization for criminological research and related activities.



The 1970s

Benito Paez Cordero of Ecuador became the new Secretary-General of the UN in 1972, just in time to preside over a series of scandals. First, Yvette Ste. Germaine publicly quit UNTIL, decrying the “right-wing militarists” who had co-opted her father’s pure research into an organization dedicated to putting superhumans in jail, and formed L’Institut Thoth in Switzerland.

While the Ste. Germaine incident was negative publicity enough, the entire organization was rocked two years later when the FBI revealed that Pavel Borovik, an UNTIL agent from Romania, was not only a KGB operative, but that he’d used his position in UNTIL to secretly gain access to the Sentinels’ base computer. From the computer he acquired information on the American nuclear program by copying Dr. Phantom’s credentials. The resulting public furor not only cost the Sentinels their access to government files (and pretty much any other assistance for several years), but confirmed to the American public that the United States’s decision to keep UNTIL out was utterly justified.

Despite these setbacks, UNTIL remained busy throughout the 1970s. Doctor Destroyer’s very public debut gave it a major new menace to concentrate on, but the agency also battled such superhumans as Plague, the Griffin, and Dark Seraph. When the Gadroon attacked Earth in 1977, UNTIL was instrumental in repelling the alien invaders, as even U.S. officials gratefully admitted. America

sought UNTIL’s assistance when the Slug attacked New York City in 1979, giving it permission for only the second time to conduct a major operation on United States soil (though President Carter made sure the Justice Squadron kept a close eye on the agents in blue-and-white).

THE 1980s AND BEYOND

Beginning in the 1980s and continuing to the present day, superhuman activity increased significantly throughout the world, which in turn meant an expansion of UNTIL’s role. Unfortunately, proper growth was hindered by a change in UN leadership. In 1982 Cordero resigned after two terms, and Jaume Nykanen of Finland replaced him as Secretary-General. Nykanen was not a major supporter of UNTIL, and slowly maneuvered to diminish its funding throughout the ’80s — but without ever cutting enough at one time to cause a large sensation. Lacking the funds to expand its recruitment base, UNTIL struggled along, stretching its resources as much as necessary... and watching somewhat enviously as the United States created PRIMUS and funded it lavishly.

In the spring of 1988, Eurostar released its infamous Manifesto, following it up three months later with attacks on various UNTIL bases across Europe. Besieged and feeling overwhelmed and undergunned, the General Assembly and UNTIL’s leaders approved the creation of their own superteam, UNITY, later that same summer (see page 137).

1990 saw the retirement of Major Martinez, who stepped down and was replaced by Wilhelm Carl Eckhardt. Eckhardt immediately injected new life into the organization. When Nykanen stepped down as Secretary-General in January, 1992 and was replaced by Asine Mustafa Fall of Senegal, the slow constriction of UNTIL’s budget ceased and Eckhardt promptly invested not only in new recruits, but a number of technological upgrades for agents in the field.

The Battle Of Detroit

America’s view of UNTIL changed irrevocably in July, 1992 when Dr. Destroyer devastated the city of Detroit. Once again denied permission to enter the United States, UNTIL had to stand idly by as the battle raged, unable to bring to bear any of the information gathered by Project Shiva, its Destroyer research division — not to mention any of the anti-Destroyer technology Shiva had developed for just this sort of situation.

When word of what had happened came to light, the American public, angered by PRIMUS’s failure to contribute positively during the crisis, began to favor admitting UNTIL into the United States. Congressional testimony by numerous VIPs, including most notably Patricia “Siren” Renton (formerly of the Fabulous Five), finally persuaded the United States to sign the Tribunal Treaty, which it did in April, 1993. Drake Wilson, at last vindicated at the age of 75, retired the day after the first



UNTIL office was dedicated in what would become Millennium City.

Reaction around the world was similar. Russia, in chaos after the collapse of the Soviet Union and thus unable to mount any sort of successful resistance to supervillains, signed the Tribunal Treaty in 1994 (though not, it must be admitted, over the protests of a significant segment of Russian society). But as of late 2003, China still refuses to let UNTIL in, preferring to rely solely on its military and the Tiger Squad.

THE POST-DETROIT WORLD

In the years following the Battle of Detroit, UNTIL has remained an active organization. It has had great successes, such as its vital work during the invasion of Earth by Istvatha V'Han in 1998, or the construction and development of programs like the GATEWAY satellite in 1996 or the NAUTILUS Undersea Base in 1993. But there have been notable failures and errors as well, such as UNTIL's battles against Gravitator in 2000 or Dark Seraph and the Crowns of Krim in 2001 (the latter resulted in over 40 agent casualties). Thefts of UNTIL's advanced equipment have led to the villainous careers of Binder and Ankylosaur. New threats emerge every day. Even Dr. Destroyer himself, long believed dead after the events of the summer of 1992, has returned. Nevertheless, UNTIL continues to stand as Earth's first line of defense against the forces of evil and chaos.

UNTIL's position within the United Nations remains secure. A new Secretary-General, Daniel Calderon of Costa Rica, was chosen in 2002. A former UNTIL agent himself, Calderon strongly supports the organization and has already arranged for an increase in its funding. Despite the dangers they must face every day, the men and women of UNTIL feel confident they have the backing and skill they need to emerge triumphant.

MISSION AND JURISDICTION



As defined by the Tribunal Treaty, the amended United Nations Charter, and other relevant documents, UNTIL's mission is one that's simple to describe in broad terms, but sometimes difficult to define with precision. According to the Treaty, UNTIL's purpose is to "investigate, combat, and prevent superhuman crimes and related phenomena[.]" UNTIL has jurisdiction over any of the following types of incidents that take place in any signatory nation (*i.e.*, virtually any nation on Earth, except for China) or in international territory, or which violate the laws of any signatory nation:

- criminal acts committed by, involving, or directly affecting superhumans
- criminal acts committed by, involving, or directly affecting superhuman technology
- criminal acts committed by, involving, or directly affecting non-Human sentient species not from this planet or dimension, such as alien species, beings from other realities, and the like. This includes attempts by such beings to invade Earth or Earth's reality, whether by stealth and deception, force of arms, or other means.
- criminal acts committed by, involving, or directly affecting variant or alternate races of Humanity, such as the Atlanteans, Lemurians, and Empyreans
- acts in violation of international criminal law which occur in international territory (such as the high seas)

The Treaty and other UN documents define "superhuman" with some precision. They also make it clear that "criminal acts" mean criminal based on normal international law standards (see page 26). An act performed by a superhuman in a given nation has to violate the laws of that nation, or violate the laws of another nation in such a way that that nation would have jurisdiction to punish them, for UNTIL itself to have jurisdiction. But other terms are somewhat vague. When does technology become "superhuman"? What qualifies as a "variant or alternate" type of human being? The decisions of

the International Court of Justice in cases involving UNTIL's activities have shed some light on many of these questions, but as with many other areas of the law firm answers are difficult, perhaps impossible, to find. That leaves a lot of room for argument, debate, and stall tactics on the part of national officials who want to hinder UNTIL for some reason. For example, if a local police official would prefer that UNTIL not "interfere in" his investigation, he might claim there's no superhuman involvement, or that the technology in question isn't truly "superhuman," and therefore bar UNTIL from the matter. (UNTIL could, of course, appeal to his superiors.)

While UNTIL technically has the power to "take over" any investigation in which it believes it has jurisdiction, it treads *very* carefully in such matters. It knows the goodwill of the UN member nations and their police forces is vital to its continued success, so it usually prefers to offer its assistance and then let local officials decide whether to accept the offer. Only in situations where UNTIL's leadership is absolutely convinced that UNTIL itself has to get involved for the safety of Humanity will it take over a case in defiance of local authority.

UNTIL In Court

When UNTIL arrests a supercriminal or other person, it has two options. First, it can turn the suspect over to local police officials. This is the most common approach in cases that don't involve crossing international borders, crimes against humanity, or the like. UNTIL simply doesn't have the resources to incarcerate every supercriminal on Earth, or even a significant portion of them.

Second, UNTIL can hold the suspect itself — usually in the Guardhouse (page 119) or a similar satellite facility — and arrange for him to be tried in the UN Criminal Court (page 22). UNTIL does this when a crime involves crossing national borders or occurs in international territory, when a criminal is wanted by multiple states and it's easiest to try him once in the UNCC, or when the acts in question were crimes against (or otherwise threatened) all of Humanity.

chapter two:



UNDER ONE BANNER THE UNITED NATIONS

THE UNITED NATIONS



OFFICIAL LANGUAGES

The UN has six official languages:

Arabic
Chinese
English
French
Russian
Spanish

However, UNTIL requires all agents to speak English fluently, and conducts all of its business in English. Otherwise it would be difficult to give agents orders in combat!

The United Nations in the Champions Universe is much the same as the one in the real world, with perhaps a few fortunate improvements. It's a forum for the discussion and resolution of international disputes. It's Humanity's best hope for world peace. It's a collection of international agencies with the best of intentions and a messy bureaucracy. It's Humanity's voice when it needs to speak as a species to other sentient species. It's a potential threat to the sovereignty of nations. To some extent all of these perceptions, and others, have merit.

While even in the Champions Universe the United Nations doesn't have a perfect record, it has succeeded in ways the real UN has not. As a result the UN is generally perceived as better, more competent, more efficient, and more effective than the real UN — and rightly so. The existence of UNTIL is one major reason for this; UNTIL gives the UN a way to actually *do something* on its own, rather than have to try to persuade member nations to act and hope that its good intentions bear fruit.

In the Champions Universe, the UN also has a definite role to play as the representative of Humanity. Mankind has physical proof of the existence of life on other worlds. There are at least a dozen representatives of various alien planets residing here publicly, and Earth has faced invasions from without on multiple occasions that the

general public knows about (and countless more of which they've been spared the knowledge). While Humans have not established formal diplomatic relations with any alien species, to the extent they speak to, negotiate with, or otherwise interact with aliens on a peaceful basis, they do so primarily through the UN.

In short, it's fair to say that the individual governments of the world see a certain value to the existence of the United Nations as a mechanism for times when the whole world needs to work together. This need transcends the never-ending petty disagreements, squabbles, and arguments that frequently make up daily life in the General Assembly.

MEMBERS AND NON-MEMBERS

The 1990s were a period of expansion in the membership of the United Nations, as the breakup of the Soviet Union created many new states and a directed effort was made to recruit countries that had previously resisted joining, either due to a desire to remain neutral in the Cold War between the Soviets and the West or on the assumption they were too small to bother with. Even Switzerland joined at long last in 2002. The accompanying text box lists the current membership.



MEMBERS OF THE UNITED NATIONS

Here's a list of UN members as of October, 2003.

Nation	Year	Admitted
Afghanistan	1946	
Albania	1955	
Algeria	1962	
Andorra	1993	
Angola	1976	
Antigua and Barbuda	1981	
Argentina	1945	
Armenia	1992	
Australia	1945	
Austria	1955	
Azerbaijan	1992	
Bahamas	1973	
Bahrain	1971	
Bangladesh	1974	
Barbados	1966	
Belarus	1945	
Belgium	1945	
Belize	1981	
Benin	1960	
Bhutan	1971	
Bolivia	1945	
Bosnia and Herzegovina (1)	1992	
Botswana	1966	
Brazil	1945	
Brunei Darussalam	1984	
Bulgaria	1955	
Burkina Faso	1960	
Burundi	1962	
Cambodia	1955	
Cameroon	1960	
Canada	1945	
Cape Verde	1975	
Central African Republic	1960	
Chad	1960	
Chile	1945	
China	1945	
Colombia	1945	
Comoros	1975	
Congo	1960	
Costa Azul	1945	
Costa Rica	1945	
Côte d'Ivoire (Ivory Coast)	1960	
Croatia (1)	1992	
Cuba	1945	
Cyprus	1960	
Czech Republic (2)	1993	
Democratic People's Republic of Korea	1991	
Democratic Republic of the Congo	1960	
Denmark	1945	
Djibouti	1977	
Dominica	1978	
Dominican Republic	1945	
Ecuador	1945	
Egypt	1945	
El Salvador	1945	
Equatorial Guinea	1968	
Eritrea	1993	
Estonia	1991	
Ethiopia	1945	
Fiji	1970	
Finland	1955	
France	1945	
Gabon	1960	
Gambia	1965	
Georgia	1992	
Germany (3)	1973	
Ghana	1957	
Greece	1945	
Grenada	1974	
Guamanga	1955	
Guatemala	1945	
Guinea	1958	
Guinea-Bissau	1974	
Guyana	1966	
Haiti	1945	
Honduras	1945	
Hungary	1955	
Iceland	1946	
India	1945	
Indonesia (4)	1950	
Iran	1945	
Iraq	1945	
Ireland	1955	
Israel	1949	
Italy	1955	
Jamaica	1962	
Japan	1956	
Jordan	1955	
Kazakhstan	1992	
Kenya	1963	
Kiribati	1999	
Kuwait	1963	
Kyrgyzstan	1992	
Lao People's Democratic Republic	1955	
Latvia	1991	
Lebanon	1945	
Lesotho	1966	
Liberia	1945	
Libyan Arab Jamahiriya	1955	
Liechtenstein	1990	
Lithuania	1991	
Lugendu	1966	
Lurranga	1993	
Luxembourg	1945	
Madagascar	1960	
Malawi	1964	
Malaysia	1957	
Maldives	1965	
Mali	1960	
Malta	1964	
Marshall Islands	1991	
Mauritania	1961	
Mauritius	1968	
Mexico	1945	
Micronesia	1991	
Monaco	1993	
Mongolia	1961	
Morocco	1956	
Mozambique	1975	
Myanmar	1948	
Namibia	1990	
Nauru	1999	
Nepal	1955	
Netherlands	1945	
New Zealand	1945	
Nicaragua	1945	
Niger	1960	
Nigeria	1960	
Norway	1945	
Oman	1971	
Pakistan	1947	
Palau	1994	
Panama	1945	
Papua New Guinea	1975	
Paraguay	1945	
Peru	1945	
Philippines	1945	
Poland	1945	
Portugal	1955	
Qatar	1971	
Republic of Korea	1991	
Republic of Moldova	1992	
Romania	1955	
Russian Federation	1945	
Rwanda	1962	
Saint Kitts and Nevis	1983	
Saint Lucia	1979	
Saint Vincent and the Grenadines	1980	
Samoa (Western)	1976	
San Marino	1992	
São Tomé and Príncipe	1975	
Saudi Arabia	1945	
Senegal	1960	
Serbia and Montenegro (1)	2000	
Seychelles	1976	
Sierra Leone	1961	
Singapore	1965	
Slovakia (2)	1993	
Slovenia (1)	1992	
Solomon Islands	1978	
Somalia	1960	
South Africa	1945	
Spain	1955	
Sri Lanka	1955	
Sudan	1956	
Suriname	1975	
Swaziland	1968	
Sweden	1946	
Switzerland	2002	
Syria (5)	1945	
Tajikistan	1992	
Taquiristan	1970	
Thailand	1946	
The Former Yugoslav Republic of Macedonia (1)	1993	
Timor-Leste	2002	
Togo	1960	
Tonga	1999	
Trinidad and Tobago	1962	
Tunisia	1956	
Turkey	1945	
Turkmenistan	1992	
Tuvalu	2000	
Uganda	1962	
Ukraine	1945	
United Arab Emirates	1971	
United Kingdom	1945	
United Republic of Tanzania (6)	1961	
United States of America	1945	
Uruguay	1945	
Uzbekistan	1992	
Vanuatu	1981	
Venezuela	1945	
Vietnam	1977	
Yemen	1947	
Zambia	1964	
Zimbabwe	1980	

Notes

- 1) Each of these nations was part of the Socialist Federal Republic of Yugoslavia, which was an original member of the United Nations. Yugoslavia dissolved in 1992 and all but one of these nations became members that year. The Former Yugoslav Republic of Macedonia was admitted in 1993, despite an ongoing dispute over the use of that name for the state in question.
- 2) Czechoslovakia was an original member of the United Nations. It was dissolved in 1992 and these successor states were admitted to the UN in 1993.
- 3) The Federal Republic of Germany and the German Democratic Republic were both admitted to the UN in 1973. The two nations merged in 1990.
- 4) Indonesia withdrew from the United Nations in 1965, but resumed its membership in 1966.
- 5) Syria was united with Egypt as the United Arab Republic from 1958 to 1961, then resumed its separate membership.
- 6) Tanganyika was a member of the United Nation from 1961, and Zanzibar was a member from 1963. In 1964 the two nations united under the currently listed name.

Outsider States

The following nations or entities do not belong to the United Nations. As noted under several of them, it's possible for a non-member to have "observer" status at the UN; other observers include the Red Cross, the Sovereign Military Order of Malta, and the League of Arab States.

ATLANTIS

Although Atlantis has had some political contact with various nations of the surface world since World War II (under the rule of Dargon the Usurper, Atlantis was part of the Axis Powers and an ally of Germany from 1940 until Dargon's overthrow in 1943), most of the world considered Atlantis mythical until its soldiers attacked the United States in 1968. After Queen Mara reclaimed control of her army that summer, Atlantis and the United States signed several treaties that included formal recognition of Atlantis as a political entity. Canada and the United Kingdom have also established formal relations with Atlantis in the years since, and Atlantis has sent several missions to the surface world. One such mission spoke at the United Nations in 1978 about pollution and overfishing. Nevertheless, most of the members of the General Assembly have no contact with Atlantis, and it has never petitioned for membership. The Atlanteans often have a representative at the UN to observe important debates and events, though it has not established a Permanent Observer office.

CHÍQUADOR

The nation of Chiquador, located on the Atlantic coast of South America between French Guiana and Brazil, was a member of the United Nations from 1960 until 1979, when the democratically-elected government of Presidente Pablo Somohardo was overthrown in a military coup by General Lorenzo João Garrastazu e Silva. Garrastazu made himself President For Life, installed a "cabinet" of his cronies from the army, and declared that Chiquador was resigning from the United Nations. Ever since, he has maintained a massive army in his tiny nation (population approximately 400,000), periodically threatened shipping lanes in the area, and kept troops on his borders with French Guiana (a country he regularly declares is infringing on his fishing rights and has declared war on half a dozen times without ever actually firing a shot).

Garrastazu is now in his mid-sixties and generally believed to be ill and mentally unstable. The CIA thinks most governmental decisions are made by his Minister of Affairs, Alejandro Subano, who may have contacts within either VIPER or ARGENT. Needless to say, UNTIL, PRIMUS, and other agencies concerned about international peace carefully monitor the "Chiquador situation."

PALESTINE

The Palestine Legislative Council, charged in 1993 with co-managing the West Bank and Gaza Strip, holds non-member Observer status in the



United Nations. As of October, 2003 Israel continued to occupy both areas.

TAIWAN

The nation of Taiwan is not recognized as such by China, which has used its veto power in the Security Council to block periodic efforts to induct it into the United Nations.

VATICAN CITY (THE HOLY SEE)

The Holy See, the central government of the Roman Catholic Church, is by treaty a separate state from the country of Italy. It has chosen the status of "Permanent Observer" at the United Nations to maintain its own policy of strict neutrality on secular issues.

Becoming A Member

As explained in Article 4, Chapter 2 of the United Nations Charter,

Membership in the United Nations is open to all peace-loving states which accept the obligations of the Charter and, in the judgement of the Organization, are willing and able to carry out these obligations.

The admission of any such State to membership in the United Nations will be effected by a decision of the General Assembly upon the recommendation of the Security Council.

Thus, joining the UN is not necessarily an easy matter. A group of people cannot simply declare itself a state and gain admission; nor could a conqueror or tyrant (for example, Dr. Destroyer) try to create his own country and automatically obtain membership. For all their wrangling, the members of the Security Council and General Assembly aren't fools; they won't admit an entity they don't recognize as a state under international law, nor one whose admission might set a bad precedent or encourage actions contrary to world security.

For example, in 1991 Dr. Destroyer petitioned for membership for the "nation" of Destruga, an artificial island he'd built. Recognizing not only the danger of admitting "constructed states" as members, but the even greater threat posed by allowing Destroyer to exploit international law and institutions for his own evil purposes, the Security Council flatly rejected the petition.

THE UNITED NATIONS IN ACTION

The United Nations has five principal "organs" and dozens of specialized agencies, councils, commissions, and related bodies that operate under the umbrella of the central organization. It would take a book several times the size of this one to detail all of them; the Bibliography (page 170) should help those interested in finding out more.

The General Assembly

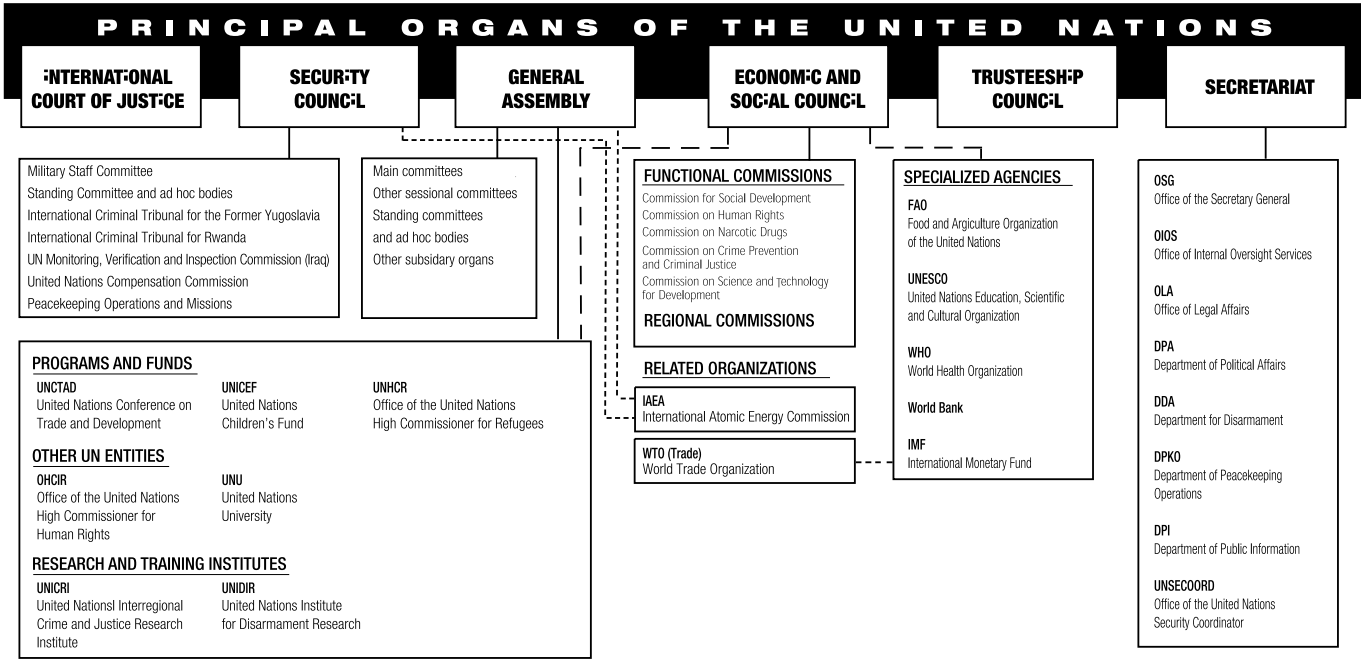
The main body of the United Nations is the General Assembly, a legislature composed of representatives of all member nations plus the Permanent Observer Missions of Palestine and the Holy See. Each member nation has a single vote on all matters brought before the Assembly. Some decisions can be made by a simple majority, but most important issues (such as all budgetary questions, admission of new members, and any matter determined to fall under the umbrella of "Peace and Security") require a two-thirds majority. The Assembly approves the UN budget each year, and appoints the members of the various councils and commissions not controlled by the Security Council. Based on the recommendations of the Security Council, the Assembly also elects the Secretary-General.

The General Assembly begins its annual session at UN Headquarters in New York every September. At the start of each Assembly the group elects various Presidents, Vice Presidents, and Chairpersons of its committees. Then it holds a "general debate" during which representatives can call to the attention of the Assembly various issues and concerns. The heads of state of various nations frequently address the entire group. A majority of the Assembly or a majority of the Security Council can call an emergency session at any time.

Because the General Assembly consists of one representative from each member nation, regardless of that nation's population, wealth, power, or influence, an unusual political dynamic sometimes results. For example, it's possible for blocs of smaller or poorer nations to force measures through that the "Great Powers" don't agree with. This has been the source of much of the friction between the United States and the UN over the last two decades.

Decisions by the General Assembly are called Resolutions and are numbered in order. The votes and decisions of the General Assembly have no legally-binding authority whatsoever, except in those situations where UNTIL can be deployed to enforce the UN's will (and even that usually requires the approval or permission of the Security Council; see below). Many people believe the Resolutions express the viewpoint of the "international community," but that's not necessarily an accurate perception.

THE UNITED NATIONS SYSTEM



COMMITTEES

The UN has six Main Committees that the General Assembly automatically renews each session: the Disarmament and International Security Committee; the Economic and Financial Committee; the Social, Humanitarian, and Cultural Committee; the Special Political and Decolonization Committee; the Administrative and Budgetary Committee; and the Legal Committee. Numerous subcommittees of the General Assembly receive, directly control, and/or are responsible for a sizable portion of the UN's various funds and programming resources.

The Security Council

Though considerably smaller than the General Assembly, the UN Security Council is much more powerful. Specifically charged with maintaining "peace and security between nations," the Security Council consists of two groups of states. The first is the five permanent members. These were originally the five leading Allies in World War II — the United States, United Kingdom, France, the Republic of China, and the USSR — but the Republic of China was replaced with the Communist People's Republic of China in 1971 and the USSR by the Russian Federation in 1991. The second is ten rotating members elected by the General Assembly for two-year terms.

The United Nations Charter charges the Security Council to "investigate any dispute, or any situation which might lead to international friction or give rise to a dispute." After it investigates, Chapter Seven of the Charter calls on the Council to take action "to

maintain or restore international peace and security," if necessary with armed force. This is the authorization that allows the UN to call for and use military peacekeeping forces, such as in the Korean War or in Iraq and Kuwait in 1991. Any decision by the Council requires at least nine affirmative votes to pass, and any permanent member can veto a decision — which often makes the proceedings of the Security Council an exercise in futility. Any decisions made by the Council under Chapter Seven (for example, economic sanctions against an aggressor nation) *are* binding on UN member nations; failure to observe them can lead to censure, and in extreme cases could even result in expulsion from the UN.

Pursuant to UN regulations, a representative of each member of the Security Council must be present at UN Headquarters in New York at all times. That allows the Council to hold emergency meetings whenever necessary.

THE SECURITY COUNCIL AND UNTIL

As the primary expression of the UN's ability to enforce its will in at least one area of world concern — crimefighting — UNTIL has a close relationship with the Security Council. While the Council doesn't directly oversee or take part in the day-to-day operations of UNTIL, nor grant approval of or permission for UNTIL's standard anti-supervillain activities, it works cooperatively with UNTIL on any matters involving the defense of the entire planet. Examples of this include the invasions of Earth by the Gadroon in 1977 and the inter-dimensional forces of Istvatha V'han in 1998. In these situations UNTIL becomes less of a police agency and more like the UN's own small, well-equipped army/military administrative service.

The offices of the Security Council, with UNTIL's assistance, handle the coordination of the militaries of various nations, as well as their respective government superteams and volunteer units of non-government superhumans, to respond to the threat in the most efficient manner possible.

COMMITTEES

Like the General Assembly, the Security Council has committees, though usually they're temporary ones devoted to particular incidents or regions of concern. Examples include various Sanctions Committees, the CTC (Counter-Terrorism Committee), UNCC (the UN Compensation Commission regarding the Iraqi invasion of Kuwait), various peacekeeping forces (such as UNFICYP, the UN Peacekeeping Force in Cyprus), and UNMOVIC (the UN Monitoring, Inspection, And Verification Commission relating to Iraqi weapons programs).

The Secretariat

The Secretariat is the executive branch of the United Nations. It encompasses all of the offices and departments under the direct control of the Secretary-General. This includes the Office of Internal Oversight, Office of Legal Affairs, Department of Public Information, and other managers and consultants to the Secretary-General.

The Secretary-General is the closest thing the UN has to a "chief executive," though he lacks the military powers normally associated with that term. The UN's official website explains the office's function as "[e]qual parts diplomat and advocate, civil servant and CEO," and the UN Charter describes him as the "chief administrative officer" of the UN. In addition to his broad administrative powers, the Secretary-General can bring matters before either the Security Council or the General Assembly at his own discretion. He can also use his "good offices" — his substantial influence in the international community — in public and private to try to resolve international disputes before they escalate.

SECRETARY-GENERAL DANIEL CALDERON

In 2002, the General Assembly, acting as usual on the recommendation of the Security Council, appointed a new Secretary-General, Daniel Calderon of Costa Rica. He is the first Secretary-General to be chosen from the ranks of UN personnel, rather than from the world's diplomats. He got his start with the UN in 1972 as an UNTIL agent. After serving in UNTIL for several years and rising to the rank of major, he retired from the Tribunal and joined the Secretariat. He held numerous important posts over the years and established a flawless record of accomplishment. The Security Council unanimously recommended him for the position of Secretary-General.

Since taking office, Secretary-General Calderon has initiated a program of reforms designed to deal with some of the problems the UN has suffered from in recent years, including corruption, nepotism, and overbureaucratization. Whether these reforms will succeed remains to be seen;

many elements within the UN bureaucracy would prefer to see them fail. But Calderon is determined to fight the battle to improve an organization he loves and considers vital to world security and advancement. As a staunch supporter of UNTIL, he has also arranged to increase the agency's funding (another decision that some within the UN ranks disapprove of).

SECRETARY-GENERAL DANIEL CALDERON

10 STR	12 DEX	11 CON	11 BODY
19 INT	15 EGO	20 PRE	11 COM
4 PD	3 ED	3 SPD	5 REC
22 END	21 STUN		

Abilities: Conversation 13-, Criminology 13-, Electronics 8-, KS: International Law And Law Enforcement 13-, KS: The Superhuman World 11-, KS: The United Nations 16-, KS: UNTIL 11-, KS: World Politics 11-, Languages (English, Spanish, French), Martial Arts (10 points' worth of UNTIL Combat Training), Persuasion 14-, PS: UNTIL Agent 11-, Stealth 12-, Tactics 8-, WF: Small Arms, Knives, Fringe Benefit: Secretary-General, Contacts (200 points' worth throughout the world diplomatic and political community)

75+ Disadvantages: Hunted (Watched by UN bureaucracy, world media, and the like), Psychological Limitation: Devoted To The Cause Of World Peace And Security, Social Limitation (Public Identity)

Notes: Secretary-General Calderon is approaching 60, but he remains fit and healthy (though not quite as strong and fast as he was when he was an UNTIL field agent). His dark hair and eyes give him a handsome but serious look, particularly when he's concentrating on something. He wears well-tailored men's suits. His wife and two teenage children (one son, one daughter) live in New York City with him.

OFFICES AND DEPARTMENTS

The Secretariat has far more departments, offices, and agencies than can be described here, but a few may become involved in scenarios featuring UNTIL or superhero-UN interaction.

The Office On Drugs And Crime provides information directly to the Secretary-General (and through him, to UNTIL) about national and international crime statistics, organized crime, smuggling (especially of drugs), and trafficking in human beings. Its reports focus primarily on "mundane" crime, but also cover the activities of superhumans in these areas. These statistics and reports are available to any superheroes with affiliate or SLP status (pages 135-36), and can provide useful information and contacts internationally.

The Office for Outer Space Affairs (OOSA) prepares and distributes reports on the current state of space science, offers advice to the Secretary-General on the emerging field of space law, and maintains the Register of Objects Launched into Outer Space (ROLOS). OOSA also is the agency to which UNTIL reports the activities of GATEWAY and its other space-based resources. GATEWAY's staff includes a liaison from the OOSA offices in Vienna.

The International Court of Justice (ICJ)

The International Court, sometimes referred to as the World Court, is located in The Hague in the Netherlands. Its functions are twofold: one, to resolve cases brought before it by states; and two, to provide legal advice when requested by either the General Assembly or the Security Council. It consists of fifteen judges appointed by the General Assembly. The judges serve nine-year terms, staggered in groups of three every three years. No two serving judges may be from the same nation.

All decisions of the International Court are by simple majority, and once a state has agreed to accept its jurisdiction the results are binding (at least to the extent any aspect of international law can be considered binding). The United States has had a fairly hostile relationship with the Court since it was ordered to cease its military actions against Nicaragua and to pay reparations in 1986. Instead, America withdrew its support of the Court and refused to make the payments.

The Court has handled

many well-known cases of international law. These include the conviction *in absentia* of Istvatha V'han for crimes against Humanity in 1999, and the war crimes trial of former Yugoslavian President Slobodan Milosevic in 2001.

THE UNITED NATIONS CRIMINAL COURT (UNCC)

Not long after UNTIL's inception, it became apparent that its activities could overwhelm the World Court. The ICJ was conceived of and set up to try issues of international law, not function as a criminal trial court for superhumans. Soon UNTIL-related cases were taking up far more of the Court's time than it was comfortable with.

To resolve this dilemma, the General Assembly created a special subdivision of the ICJ, the United Nations Criminal Court (UNCC). The UNCC is a group of ten judges, each appointed by the General Assembly; as on the ICJ, no two may be from the same nation. When UNTIL captures a supercriminal and prefers not, for whatever reason, to

turn him over to national authorities, that supercriminal is tried in the UNCC using the laws and procedures of the nation whose laws were violated (or provisions of international criminal law, if necessary). The case is heard by one of the judges, who appoints a prosecutor and a defense attorney from a list of applicants. After both sides present their case, the judge renders a decision and, if necessary, imposes punishment. The UNCC cannot impose the death penalty, but can sentence a convicted super-felon to any length term of imprisonment (in the Guardhouse or elsewhere), to perform community service, or any other punishment allowed by the Tribunal Treaty or the laws of the nation where the crime was committed.

A convicted criminal may appeal his conviction, or his sentence, to the UNCC as a whole, in which case the other nine judges meet as a body to hear the appeal. He can again appeal their decision, if desired, to the World Court.

The Economic and Social Council

This Council, usually unhappily abbreviated ECOSOC, serves as the clearinghouse for dozens of smaller commissions and funds on such topics as poverty, narcotics, deforestation, and AIDS. Although not the most glamorous of the UN's main bodies, its Regional Commissions, Functional Commissions, and other sub-organizations — such as UNICEF (the United Nations Children's Fund), UNCTAD (the UN Conference On Trade And Development), UNU (United Nations University, an international body of scholars and researchers working on issues of interest to the UN), and several of the agencies discussed below — perform some of the UN's most important work. ECOSOC has 54 members elected to rotating three-year memberships. UNTIL provides support and is a member of several of ECOSOC's commissions, especially those related to crime prevention and criminal justice.

The Trusteeship Council

The Trusteeship Council was originally established to help ensure that non-self-governed territories were administered in the best interests of their inhabitants, as well as those of international peace. The "Trust Territories," a group of specific states that were formerly colonies or mandates of the larger Western nations, have all now established self-government or joined larger nations, and so the Trusteeship Council officially suspended its operations in 1994. Prior to that time, its members were the five permanent Security Council members.

Major Associated Agencies

There are dozens of other organizations wholly or partially part of, funded by, and/or sponsored by the United Nations. Only a few are of potential



interest to most *Champions* campaigns, such as:

THE FOOD AND AGRICULTURE ORGANIZATION (FAO)

Located in Rome, this program seeks to provide nutritional assistance to developing nations by developing sustainable production and scientific improvements to crops and farm animals. The genetics research involved might spark all sorts of superhuman-related incidents.

INTERNATIONAL ATOMIC ENERGY AGENCY (IAEA)

This independent organization advises its member states on nuclear weapons and nuclear power programs, develops safety standards, and maintains the inspection systems required by the Nuclear Non-Proliferation Treaty to verify that member nations use nuclear material and facilities only for peaceful purposes. The IAEA coordinates all efforts to inspect the weapons programs of UN member nations, and therefore could become involved in any scenario featuring the use of nuclear devices, whether by a nation or by terrorists or supervillains.

WORLD BANK

Also known as the International Bank for Reconstruction and Development, the World Bank is located in Washington, D.C. It provides loans to nations for internal development and reconstruction. The World Bank is jointly owned by most of the countries in the United Nations, and the shareholders elect a Board of Governors who manage the Bank itself. The largest shareholder is the United States, which traditionally provides the Bank's President.

While the Bank's offices themselves do not hold much in the way of cash or collateral, making them poor targets for superpowered thieves, they do contain large amounts of documentation and files that could be of value to international investors (or high-end political terrorists like Eurostar). Politically-minded criminals might also create hostage or blackmail situations to affect World Bank policies related to specific countries or industries.

The International Monetary Fund (IMF)

The World Bank is separate from, but related to, a similar organization, the International Monetary Fund (IMF). The IMF provides loans to states in exchange for various reforms, usually including privatization of industries. Controversy generated by persons or organizations who object to the IMF's "agenda" could create (or factor into) situations that superheroes must respond to.

THE UNITED NATIONS INTERREGIONAL CRIME AND JUSTICE RESEARCH INSTITUTE (UNICRI)

UNICRI is an agency of ECOSOC which conducts international comparative criminological research to help the UN formulate the best possible policies for crime prevention and control. It compiles international crime statistics, provides criminological information to member states and the international community, and provides advisory services when necessary. It often works closely with UNTIL, and its databases (among other resources) might be the targets of supercriminals or terrorists.

THE WORLD HEALTH ORGANIZATION (WHO)

The WHO coordinates efforts by various nations and agencies to combat disease and promote public health. After decades of effort, the WHO eradicated the threat of smallpox in 1979, and continues to work on vaccines and medicines for diseases like malaria. The WHO would definitely get involved in any situation involving epidemics, possible outbreaks of major diseases, and the like.

Located in Geneva, WHO is run by a Director General elected by the various delegations appointed by the General Assembly. Notable scientists in the Champions Universe like Dr. Silverback, Yvette Ste. Germaine of L'Institut Thoth, and Electron occasionally work with WHO.

THE WORLD METEOROLOGICAL ORGANIZATION (WMO)

Also headquartered in Geneva, the WMO provides weather information to people and organizations around the world and sponsors the creation of observation stations and networks. The WMO also occasionally helps coordinate the activities of weather-controlling superhumans when they use their powers to blunt or diminish the dangerous effects of storms. A small group of weather-manipulating superhumans, led by the American heroine Tempest, remains on call to assist the WMO. None of these superhumans has the ability to change the weather in one place without causing unpredictable effects elsewhere (for example, creating a storm in one place may cause dryness or drought somewhere else). Therefore they use their abilities cautiously, and usually only when they must to save lives or property. For example, the WMO may deploy a local registered weather-controller to change the course of a powerful storm away from a population center (actually dispelling the storm entirely would be a tactic of last resort, since it might create unpredictable extreme weather effects elsewhere). Should a superhuman arise who can manipulate the weather without causing related effects elsewhere, the WMO would most likely try to recruit him to help overcome droughts and boost crop growth.

CRIMINAL COURT JUDGES

As of late 2003, some notable judges on the UN Criminal Court include:

Bryan Fitzgerald (Scotland): One of the most noted members of the Scottish bench, Judge Fitzgerald was one of the first jurists appointed to the UNCC, and the General Assembly hasn't hesitated to re-appoint him. He's tried more cases than any other judge currently on the Court, and is regarded as an expert on international law.

Nadav Levinson (Israel): The son of European Jews who emigrated to Israel in the late 1950s, Judge Levinson served in the Israeli military and government before becoming an attorney. He served as both a prosecutor and a judge before being named to the UNCC in 1996. He's a friend of UNTIL Field Marshal Ben-Israel.

Kannitha Narouk (Cambodia): A survivor of the excesses of the Pol Pot regime, Judge Narouk fled to the United States in the late 1970s, bringing her children with her but having to leave her husband and parents behind. After attending law school and practicing international law in the United States and Europe, she was appointed to the Court in 1998.

Jirasak Sawprapassorn (Thailand): As an attorney in his native Thailand, Judge Sawprapassorn made a reputation for himself as a tireless crusader against child exploitation, child trafficking, and the drug trade. He became such a thorn in the sides of certain organized crime groups that they twice tried to have him killed. He continues to work with a number of international child advocacy groups.

INTERNATIONAL LAW



Unlike national police forces or military organizations, which receive power from a particular nation's laws, UNTIL operates within the framework of international law — a much vaguer source of authority. This section discusses some basic issues of international law that affect UNTIL and/or which may be of interest to GMs running games with an “international” slant. But it really only scratches the surface of, and often simplifies, the complex issues in this unusual body of law.

SOURCES OF INTERNATIONAL LAW

Everyone can tell where a nation's laws come from. Typically, there's a legislative body (such as the United States Congress) or an individual (such as a king) empowered to make laws. In some legal systems, such as those of the United Kingdom and United States, the courts also have some ability to “make law” by interpreting laws and creating judicial precedents (the “common law”).

International law is different. There is no world government to make laws — not even the United Nations has that power. Instead, there are three main sources of international law: customary law; treaties (international agreements); and general legal principles common to most legal systems.

CUSTOMARY LAW

“Customary law” is a body of “laws” created by the general actions and practices of states which are accepted as law (the legal term for this is *opinio juris*). Accepting a particular practice as law is often shown by the fact that a nation abides by it. A nation's resolutions and declarations regarding a given subject may constitute evidence of what customs it considers legally binding.

For example, by long-standing custom, fishing vessels honestly pursuing their trade are exempt from capture as spoils of war. The United States has always accepted this principle and abided by it, even though it was not required to do so by treaty. If the United States declared war on Cuba and began seizing Cuban fishing vessels as prizes of war, it would violate customary international law. If the “fishing vessels” were actually spying on the United States, or were smuggling weapons, then seizing them would not violate international law, because they were not honestly pursuing their trade.

Customary law can be local or regional; it need not be worldwide. For example, the nations of South America might abide by certain customs when dealing with one another that they would not

use when dealing with, say, European nations. In that case, those customs are customary law between South American nations, but are not customary law in other parts of the world.

For the most part, traditional customary law is a creation of the Western nations, and tends to favor them. For this reason, many Third World and emerging nations prefer to rely on treaties or general legal principles, which are more neutral.

TREATIES

Treaties are an important source of international law; in a sense, they amount to “legal contracts” between nations. Legal experts and diplomats usually group them into two categories. The first, *bilateral treaties*, are treaties between two nations, such as an extradition treaty. The second is *multinational treaties* — treaties between more than one nation. Multinational treaties may establish an international “collaborative regime” regarding a subject of international import (such as fishing rights or radio frequencies), or may be “norm-creating” treaties (which usually “codify” and make clear what previously have been customary laws). Examples of multinational treaties include the NATO Treaty (and its Communist counterpart, the Warsaw Pact), the 1968 Nuclear Non-Proliferation Treaty, and the Geneva Conventions regarding the treatment of civilians and prisoners in wartime.

GENERAL PRINCIPLES OF LAW

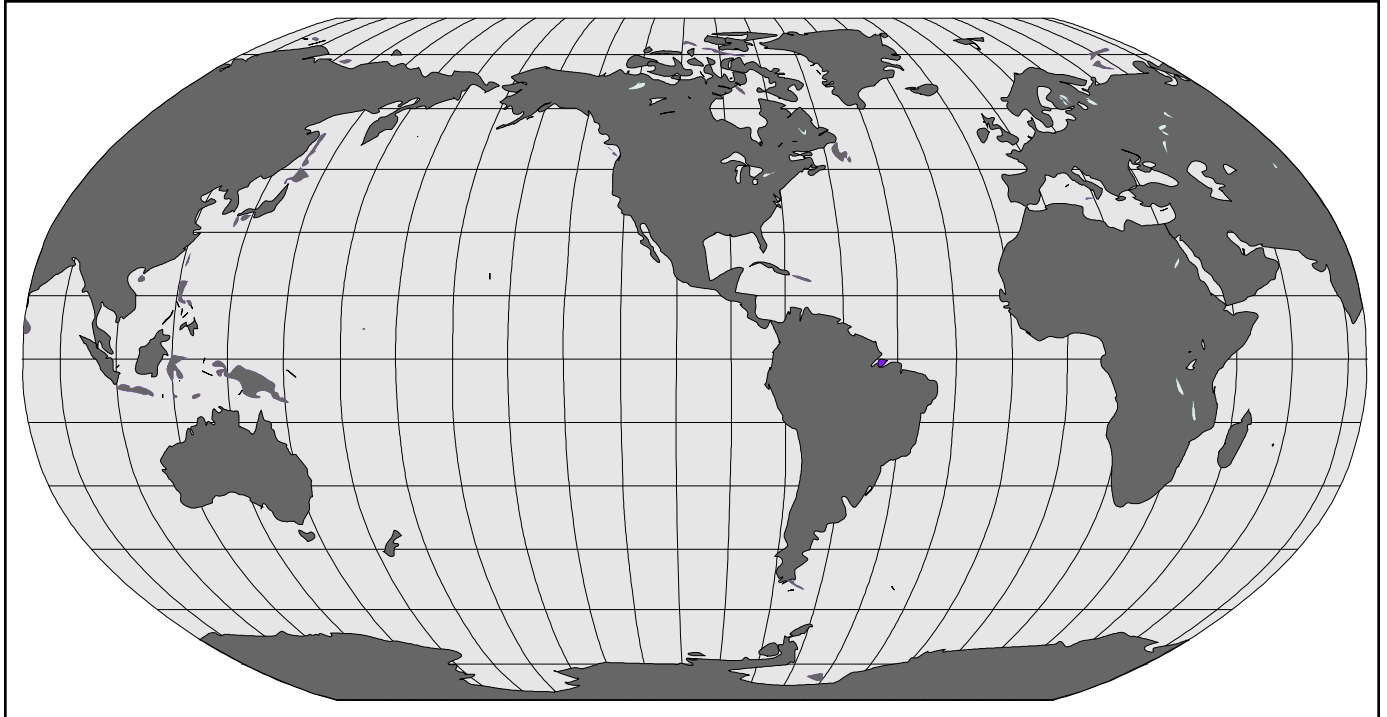
Lastly, the general principles of law and equity common to most states are considered to be international law as well. Examples include the principle of *res judicata* (an issue of fact, once decided between two parties, applies to future disputes between those two parties), the fact that homicide constitutes a crime, and the principle that no man should be allowed to be his own judge.

GENERAL ISSUES OF INTERNATIONAL LAW

Some of the basic issues that frequently arise under international law and which might impact a *Champions* character and campaign include:

Jurisdiction

Jurisdiction is one of many often-vague aspects of international law. It includes jurisdiction to make laws, to subject people (or things) to judicial procedures, and to enforce law. Briefly, the basic rules are these:



Territoriality: A state has primary concern for and jurisdiction over anything that happens in its own territory (including its territorial waters, subsurface areas, and airspace).

Nationality: A state has concern for and jurisdiction over persons or things of its nationality. Persons, other legal entities (such as corporations), and vehicles (such as ships registered in a particular state) are all things which can have a nationality. There must be some reasonable connection between a person and a state for that person to be of that state's nationality; a state cannot simply declare that "everyone" is one of its citizens. The most common bases for nationality are (1) being the child of someone who is a national, and (2) being born in that state's territory.

Protection: A state has jurisdiction to protect itself against acts which threaten its existence or proper functioning. For example, a state can outlaw the counterfeiting of its currency, no matter where that counterfeiting takes place. If Eurostar attempts to counterfeit United States currency in Italy, Fiacho and his comrades have violated United States law — the fact that the act took place in Italy doesn't exempt it from American jurisdiction.

Universal condemnation: Some activities (such as terrorism or genocide) are so universally despised that all states have jurisdiction to outlaw them.

States And Statehood

International law regulates relations between states, but what is a state? There are four basic requirements:

1. A permanent population. International law doesn't require a "minimum" population for statehood; the Vatican is generally considered to be a state, though it has only about 300 citizens.
2. A defined territory. Again, international law imposes no minimum — Monaco, with 1.5 square kilometers of territory, is a state.
3. An effective government.
4. The capacity to engage in formal international relations. However, a state doesn't have to *use* that capacity. For example, Liechtenstein has voluntarily transferred control of its foreign relations to Switzerland, but is still considered a state.

Recognition by other states is *not* a prerequisite to statehood. However, recognition can help tip the balance, and is important in other ways. Even when a putative nation satisfies the four main requirements, if no state recognizes it as a state it often can't accomplish much of anything. Although Dr. Destroyer's artificial island of Destruga met all four of the listed requirements, only a few rogue nations recognized it as a "state" — no responsible regime, much less the UN, considered it a nation. Similarly, even though Atlantis had diplomatic exchanges with first Germany and then the United States during World War II, most nations did not recognize it (or, frankly, believe in it) until the late 1960s. International law now acknowledges Atlantis's statehood.

In some cases, such as when a new “state” has been created illegally, there is a duty *not* to recognize the new entity as a state. It’s possible to recognize a government rather than a state — the United States, for example, refused for a time to recognize the governments of the Soviet Union (1920-33) and Communist China (1948-79), since it felt those governments were not legitimate... but it did not deny that they were states.

Not all entities which have international “personality” are what one normally thinks of as countries. The United Nations has international personality, but is not a nation. In some *Champions* campaign settings, certain multinational corporations might have international personality, as might some independent superteams.

TERRITORIAL SOVEREIGNTY

Perhaps the most important requirement for statehood is that the state must have a defined territory over which it exercises *sovereignty*, or formal control. There are four basic ways for a state to acquire sovereignty over territory. The first is known as *effective apprehension*, which means either (a) conquering the territory (an act generally frowned upon in the modern world community), or (b) occupation of unoccupied territory (something no longer possible in most of the world).

The second way to acquire sovereignty is *prescription*, meaning continuous and peaceful possession of territory which is initially under the sovereignty of another state. This is the international law equivalent of squatters’ rights — if you occupy someone’s territory long enough, and they do not protest or take any action to remove you, eventually the territory becomes yours.

The third way is *cession* — one state gives territory to another state. The final method of acquiring sovereignty is *accretion*, when geological activity adds territory to a state. For example, new islands may rise from the sea bed, or a river may shift its course. Both of these events can create new territory for an existing state.

INTERNATIONAL CRIMINAL LAW

While international law covers many subjects — commerce, intellectual property rights, communications, and more — the category of most interest to UNTIL, and hence to *Champions* gamers, is international criminal law. “International criminal law” refers to the law governing the treatment of criminals by states and the international community. Since there’s no world government, there are few laws making specific acts international crimes; most such provisions are contained in individual treaties.

Three basic issues of international criminal law frequently concern UNTIL and superheroes: extradition; diplomatic immunity; and the definition of international police powers.

EXTRADITION

Extradition is the surrender of an accused criminal by the state he is currently in to another state that accuses him of committing a crime. Extradition is an entirely voluntary act, governed by treaties between the two nations; there is no “international duty to extradite.” Unfriendly states may not have extradition treaties, thus creating a “safe haven” for a criminal smart enough (or lucky enough) to flee to the right nation.

There are four basic requirements for extradition. The first is *double criminality* — the act in question has to be a crime in both nations. In most cases this is not a problem; modern legal systems are relatively uniform in their broad definitions of crimes such as murder, rape, and larceny. The second requirement is one of “minimality”: states generally don’t extradite persons accused of minor crimes, only of major crimes. Third, a state won’t extradite someone if doing so would expose him to double jeopardy — in other words, if he’d be tried twice for the same crime. Last is the requirement of *specialty*, which means an extradited criminal may be tried only for those crimes specified in the order of extradition; a state may not request extradition of someone for the crime of larceny, and then once they obtain custody of the criminal bring additional charges of murder and assault against him.

Most extradition treaties contain several exemptions. The first is that there will be no extradition for “political” offenses. Usually these aren’t defined, but terrorists, for example, are sometimes exempt from extradition under this exception. The second is military offenses. The third is when the state that currently has custody of the criminal has concerns about the severity of punishment he could suffer if extradited. This usually occurs when a state which does not have capital punishment laws is asked to extradite a capital criminal to a state that uses the death penalty. The fourth exemption is that some states have laws forbidding them to extradite their own citizens; Mexico, for example, won’t extradite Mexican nationals to the United States.

Even if extradition is not available, states can use other methods to either get rid of or obtain custody of a criminal. The first is deportation; the second is to kidnap the criminal. Most nations strongly condemn the latter method, but some still use it in appropriate situations. For example, the United States has kidnapped druglords (and related criminals) from South and Central American nations when it felt those criminals would not be punished in their home nations because of corruption or other reasons.

DIPLOMATIC IMMUNITY

Although it has its roots in ancient practices, diplomatic immunity is governed by the 1961 Vienna Convention on Diplomatic Relations. Diplomatic immunity is not a “right,” *per se*; rather, it’s a privilege granted by nations to each other’s representatives by mutual consent.

The main provisions of the Vienna Convention are these:

Diplomatic mission: The premises and buildings of a diplomatic mission are inviolate, and may not be entered or searched. Humanitarian concerns, such as the need to save the lives of persons in the embassy, may override this provision.

Diplomatic documents: The papers and correspondence of the mission are immune from search and seizure.

Diplomatic pouches/containers: The diplomatic bag (a clearly marked pouch used to carry diplomatic documents) and other diplomatic containers may not be detained, searched, or examined. Similarly, diplomatic couriers may not be detained or searched. However, a state may refuse entry to a diplomat or his containers. In recent years criminals have used diplomatic pouches to smuggle drugs and weapons (and even kidnapped persons), so many nations no longer allow “suspicious” diplomatic containers to enter or leave their country unless they receive permission to search them.

Diplomats and their households: Diplomats (ambassadors, ministers, counselors, and so forth) and all members of their families have *full criminal and civil immunity* — they may not be convicted of *any* crime. They can murder, rape, rob, sell drugs, spit on the sidewalk, or park illegally, and the only thing the host nation can do about it is detain them and then deport them. (Of course, a diplomat’s home nation may punish him for his acts once he arrives back there, but it’s not obligated to.) Also, they cannot be compelled to be witnesses, nor are they subject to taxes or civil lawsuits.

Administrative, technical, and service staff: Administrative, technical, and service staff members of a diplomatic mission and their households have full criminal and civil immunity for all acts *within the scope of their official duties*. Acts outside the scope of their duties may still subject them to criminal prosecution.

Diplomatic immunity usually extends to a diplomat who’s traveling from his home country to his host country, even if he passes through a third country.

Because it offers such blanket protection, diplomatic immunity is a superb “plot device” for use in scenarios where the GM needs to ensure the villain escapes to fight another day. It’s conceivable that a nation hostile to, for example, the United States might appoint an ambassador to the U.S. who’s secretly a superhuman. The ambassador could then proceed to wreak havoc with his superpowers until stopped and detained — but the U.S. could not prosecute him for his crimes. Once deported, he could resume working for his employer nation.



INTERNATIONAL POLICE POWERS

All agents of UNTIL have International Police Powers; agents of other international organizations may also have them, depending upon the organization and the campaign. (There’s no equivalent of International Police Powers in the “real world”; they’re a wholly fictional aspect of the Champions Universe and other game campaigns.)

International Police Powers confer upon the possessor the right to investigate a criminal act in any nation which is a party to the treaty or agreement establishing the powers, and to arrest anyone who is reasonably suspected of committing a crime. “Crime” in this case is defined by the nation in which the agent is located: if an agent is investigating an incident in Australia, and determines that the activity is not illegal in Australia, but would be illegal in, say, China, he cannot arrest the “perpetrators” — Australian law governs in this case; other nations’ laws are irrelevant. The arrest in this situation would be “pursuant to Australian law,” thus, agents with International Police Powers are well-versed in the criminal codes of many nations (this is simulated with KS: International Law And Law Enforcement; characters can also buy more detailed knowledge of a specific legal code as a KS of that body of law).

The only exception to this is one mentioned above: a state has jurisdiction to protect itself against acts which threaten its existence or proper functioning, and therefore can outlaw certain activities (such as the counterfeiting of its currency)



regardless of where they take place. Agents with International Police Powers may enforce these laws; an agent in Italy investigating a scheme by Eurostar to counterfeit United States currency may arrest Eurostar's members and charge them with a violation of United States law, even if their activities are not illegal under Italian law.

Persons with International Police Powers are not subject to the rules and regulations governing a particular nation's police forces when in that nation; rather, they must abide by the rules and regulations established by the organization which sponsors them (*i.e.*, the United Nations, in the case of UNTIL) and the treaties and agreements that define their powers. The UN's regulations governing UNTIL's conduct are similar (if not identical) to those of the United States in almost all cases.

OTHER BODIES OF INTERNATIONAL LAW

Two other bodies of international law may be of interest to GMs and players: the law of the sea; and the law of war.

THE LAW OF THE SEA

The law of the sea governs control of the oceans and the extent of territorial waters. Although the various rights and jurisdictions can be extremely complex, basically each coastal nation's territorial seas extend for 12 miles from its coastline. Nations have a right of "innocent passage" through another nation's waters, meaning to travel expeditiously through them for purposes

which are not harmful to the peace and security of that nation. Each nation also has an "exclusive economic zone" extending 200 miles from its coastline; in this area the controlling nation has exclusive rights to explore and exploit natural resources (other nations are allowed to navigate over these waters, however). Areas where these zones overlap tend to be handled by treaties between the respective countries.

Everything beyond the exclusive economic zones is the "high seas," under the control of no one nation. States are free to act as they wish in the high seas, with a few limitations defined by international conventions (for example, piracy, slavery, pirate radio broadcasting, and exploitation of ocean bed resources are all forbidden). In the real world, no single police force or other authority patrols the high seas; in the Champions Universe, UNTIL enforces the law there. Although UNTIL lacks the resources to constantly patrol the seas and stop piracy entirely, it does play an important role in this area; Oceanic/Arctic agents (page 64) are specifically trained to identify, pursue, and apprehend pirates. UNTIL maintains a database of supercriminals known to work at sea, such as Captain Claw (a pirate-themed villain with his own submarine), Stingray (*Champions Universe*, pages 90-92), and Leviathan (a renegade Lemurian).

Oceangoing vessels are "registered" in a home nation (often Panama, Liberia or Guamanga, since those nations have fairly lax standards for registration — they're "ports of convenience"). The nation whose flag a ship flies has jurisdiction over that ship. When the ship is in another nation's territorial waters, that nation also has jurisdiction over it

(though most states usually ignore purely internal ship-board matters).

THE LAW OF WAR

Although all states, particularly those who belong to the United Nations, are supposed to do their best to settle disputes peacefully, war and the threat of war remain omnipresent on the international scene. For this reason, a body of international law exists which attempts to define when a state may or may not use armed force against another state. These laws do not regulate a state's internal use of force.

International law has always had some difficulty trying to define "force." At the most basic level, "force" means the use of armed force against another nation's sovereignty, territory, or political independence; this would include armed invasion, blockades, bombardment, or hiring mercenary teams or supervillains to attack that nation. Some definitions expand this to include just about any type of unrequested intervention in another nation's affairs, such as aiding bands of rebels. However, there are also indirect types of force (such as propaganda) and economic types of force (boycotts, freezing assets), and regulating these is generally not possible.

Under Article Two of the United Nations Charter, all members are supposed to refrain from the use of force in international disputes. However, there are two important exceptions. The first is when the UN itself authorizes the force, such as in the Korean War. The second, and more important, exception is *self-defense* — nations have the right to defend themselves from aggression. According to customary law, the right to armed self-defense is a limited one: it must be immediately necessary to protect the state; the force used must be proportional; no other option must be available; and it is only allowable to defend against armed attack, not against any other form of aggression. A UN member state should report any use of force in self-defense to the Security Council.



In the Champions Universe, where many nations have "official" superhero teams, international law considers those teams (or other superhuman agents) members of that nation's military. They are not allowed to intrude upon the territory of another nation without permission (even for humanitarian reasons); doing so would be considered an act of armed aggression. Similarly, any direct or indirect interference in another nation's governmental or political processes by superhumans also constitutes armed aggression. "Independent" superteams, such as the Champions, are less restricted, but if the team is publicly headquartered in a particular nation, and is on friendly terms with that nation's government, its activities in the international arena can cause problems. For example, the Justice Squadron barely avoided causing an international crisis when it attempted to pursue Li Chun the Destroyer into China in 1997 — only after the Squadroners came to blows with representatives of the Tiger Squad, followed by Li Chun attacking both teams and suffering defeat by the narrowest of margins, were diplomats from both countries able to smooth over the dispute.

chapter three:



**THE WORLD'S POLICE
UNTIL STRUCTURE
AND ORGANIZATION**

UNTIL STRUCTURE



Unlike one of its chief enemies, VIPER, UNTIL has a unified, hierarchical form of organization — similar to the law enforcement and military organizations of various individual nations upon which its founders modeled UNTIL. This gives it a central drive and an ability to respond quickly to emergencies which VIPER often lacks; conversely, it also imposes a restriction upon agents' activities that prevents UNTIL from adapting to new situations as swiftly as VIPER sometimes can.

UNTIL WITHIN THE UNITED NATIONS

Although it often seems like an autonomous organization, UNTIL is a part of, and ultimately beholden to, the United Nations. UNTIL is the only permanent "committee" under the Security Council. The Secretary-Marshall answers directly to the Council, and during times of crisis he (or his aides) may brief the Council on a daily or hourly basis. Before conducting any *major* operations, such as a large-scale assault on a master villain's base, UNTIL gets the Security Council's permission.

While the General Assembly does not exercise direct control over UNTIL, UNTIL frequently reports to it as a way of keeping the member nations up to date both on UNTIL activities and international criminal issues in general. On occasion the General Assembly has voted a request that the Security Council assign UNTIL a particular mission or responsibility, and the Council almost always grants these requests.

UNTIL interacts directly with the Secretariat regarding its budget and other administrative matters, though it prefers to rely on its own internal bureaucracy as much as possible for reasons of security and efficiency. Budgetary difficulties under earlier Secretary-Generals have already begun to ease due to the support of Secretary-General Calderon, and UNTIL's administrators plan to use the influx of funding to update programs and technologies, step up recruitment, and launch new initiatives.

THE UNTIL HIGH COMMAND

The UNTIL High Command consists of three persons: the Secretary-Marshall (the overall leader of the organization); the Undersecretary (the Secretary-Marshall's chief assistant); and the Field Marshall (the commander of UNTIL's field agents). The officers of the High Command must be nominated to their positions by the General Assembly and approved by the Security Council. In practice, however, the Secretary-Marshall's recommendations for candidates for Undersecretary, Field Marshall, and his own successor have always been followed by both bodies.

The Secretary-Marshall

The Secretary-Marshall is the supreme commander of UNTIL. He has control over everything in the organization, from the lowliest private



right up to the Field Marshall himself. He reports directly to the Security Council.

In the history of UNTIL, there have only been two Secretary-Marshalls: Juan Alfonso Martinez de Casarez, affectionately known as “Major” Marti-
nez because of his former rank in the Paraguayan military; and the current Secretary-Marshall, Wil-
helm Carl Eckhardt of Germany. Eckhardt replaced
Martinez as Secretary-Marshall upon the latter’s
retirement in 1990. Martinez currently holds the
honorary position of “Secretary-Marshall Emeritus”
and serves as advisor to Eckhardt.

WILHELM CARL ECKHARDT SECRETARY-MARSHALL OF UNTIL				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
16	CON	12	12-	
12	BODY	4	11-	
18	INT	8	13-	PER Roll 13-
12	EGO	4	11-	ECV: 4
22	PRE	12	13-	PRE Attack: 4d6
14	COM	2	12-	
6	PD	3		Total: 12 PD (6 rPD)
5	ED	2		Total: 11 ED (6 rED)
3	SPD	4		Phases: 4, 8, 12
6	REC	0		
32	END	0		
28	STUN	0		Total Characteristics Cost: 74

Movement: Running: 6”/12”

Cost	Powers	END
30	<i>U-SHL Blaster Pistol:</i> Energy Blast 8d6, 2 Clips of 32 Charges each (+½); OAF (-1)	[32]
	<i>Martial Arts: UNTIL Combat Training</i>	
	Maneuver	OCV DCV Notes
4	Block	+2 +2 Block, Abort
4	Choke	-2 +0 Grab One Limb; 2d6 NND
4	Escape	+0 +0 30 STR vs. Grabs
4	Punch	+2 +0 5d6 Strike
4	Restrain	-1 -1 Grab 3 Limbs, 25 STR
3	Throw	+0 +1 3d6 +v/5, Target Falls
12	<i>Armored Uniform:</i> Armor (6 PD/6 ED); OIF (-½)	0
	Perks	
16	Fringe Benefit: Secretary-Marshall of UNTIL	
5	Fringe Benefit: International Police Powers	
1	Fringe Benefit: International Driver's License	
1	Fringe Benefit: Passport	
2	Fringe Benefit: International Weapon Permit	
60	Well-Connected and 57 points' worth of Contacts	

Skills	
6	+3 with U-KTF Assault Blaster Rifle
3	+1 with UNTIL Commando Training
3	+1 with UNTIL Vehicular Weapons
5	Bureaucratics 14-
3	Combat Piloting 12-
5	Criminology 14-
3	High Society 13-
4	KS: International Law And Law Enforcement 14-
3	KS: The Superhuman World 13-
5	KS: UNTIL 15-
3	KS: The United Nations 13-
3	KS: World History 13-
3	KS: World Politics 13-
2	Language: English (fluent conversation; German is native)
2	Language: French (fluent conversation)
2	Navigation (Air) 13-
3	Oratory 13-
3	Paramedics 13-
3	Persuasion 13-
4	PS: UNTIL Agent 14-
5	Riding 13-
3	Stealth 12-
3	Tactics 13-
6	TF: Combat Aircraft, Helicopters, Large Planes, Basic Parachuting, SCUBA, Small Planes
8	WF: Small Arms, Blades, Shoulder-Fired Weapons, UNTIL Grav-Tank

Total Powers & Skills Cost: 243
Total Cost: 317

75+ Disadvantages
5 Distinctive Features: Secretary-Marshall Uniform (Easily Concealed)
15 Hunted: VIPER 8- (As Pow, NCI, Kill)
15 Hunted: Eurostar 8- (As Pow, NCI, Kill)
10 Hunted: UNTIL 8- (Mo Pow, NCI, Watch- ing)
15 Psychological Limitation: Loyal To UNTIL, The UN, And Their Ideals (Common, Strong)
15 Psychological Limitation: Paternalistic Towards Underlings (Common, Strong)
167 Experience/Bonus

Total Disadvantage Points: 317

Background/History: Wilhelm Carl Eckhardt was born in 1955 in what was then known as West Ger-
many. His father had fought for Nazi Germany in
World War II, but had renounced his past affiliation
with the Nazi Party and decided to work to make
the new Germany a good place for his children to
grow up.

Eckhardt’s childhood was more or less normal;
he was neither a troublemaker nor a top-notch
student. As he became older and realized what had
happened to Germany in the wake of the war, he
grew angry at the stupidity of the world powers
and the silly Cold War games they were playing. He
had just about decided to join the German army

after finishing school, but then he read an article about UNTIL. Now *this* sounded like a group that knew what was going on in the world! Somehow, it made more sense to Wilhelm to have a single world government instead of so many little states running around fighting wars and splitting each other up. The presence of supercriminals didn't help matters; Wilhelm had read about some of the ones who'd fought in the war, and realized World War II would not be the last time superhumans posed a threat to the world. After finishing school, he applied for and was accepted into UNTIL.

Eckhardt slowly worked his way up through the ranks, receiving training as a UD Combat Pilot. During a posting in a combined UD/OAD squad in Spain, he learned SCUBA diving and parachuting. Eventually he became a Sergeant, then a Lieutenant, then a Captain, and finally joined the upper echelons of UNTIL.

The early 1980s found Major Eckhardt serving as an attache to "Major" Juan Martinez, UNTIL's Secretary-Marshall. Eckhardt respected Martinez tremendously and considered him a role model. Martinez, seeing in Eckhardt a responsible, competent officer, began giving him more and more duties. When the time came for Martinez to retire, he decided he could have no better replacement than Eckhardt. Although several persons questioned this decision strongly, arguing Eckhardt was too young for the position, Martinez was adamant. On July 16, 1990, Eckhardt became the second Secretary-Marshall in the history of UNTIL. Since then, Eckhardt has reorganized and streamlined UNTIL to improve its efficiency; he's looking forward to leading UNTIL into the twenty-first century.

Eckhardt has a wife, Clarice, to whom he's been married for 25 years. They have four children, three boys and a girl, all adults or teenagers.

Personality/Motivation: Eckhardt is a career UNTIL officer who takes his job very seriously. UNTIL and its ideals mean everything to him, and thoughts about improving the organization are never far from his mind. He realizes just how important UNTIL is, and how dangerous some of its foes are, and is determined that UNTIL always be ready to perform its mission. He often works 20-hour days; his wife jokingly refers to herself as an "UNTIL widow."

Unlike the more easygoing Martinez, Eckhardt is something of a stickler for military discipline. He expects his underlings to obey his orders quickly and precisely... but his sometimes-prickly demeanor hides a strong paternalistic attitude toward those in his employ. He is slow to anger, but his aides and commanders have learned that goading him is a very, very bad idea. The only time he truly seems to soften up is around his various beloved pets; he has several dogs and keeps horses at his estate in Offenbach.

Eckhardt works hard to live up to the image of his predecessor, and to dispel the lingering doubts about his age making him unprepared for the job. Martinez left some big shoes to fill, and even after 13 years Eckhardt often feels the strain of trying

to measure up to the expectations of the organization. He has continued most of Martinez's policies, including ones regarding cooperation with superheroes, but unlike Martinez knows when to delegate.

Quote: "All right, this meeting is concluded. I want that report from Project Snakecharmer concerning VIPER operations in the Pacific Rim within two days. Lieutenant Borgas, please set up a video-conference with the regional commanders for one week from today to discuss current supercriminal activity."

Powers/Tactics: Wilhelm Carl Eckhardt has the strength, endurance, and agility of a man in his late forties who has engaged in strenuous physical activity for all of his adult life. He has received extensive UNTIL training in the areas of hand-to-hand combat, small unit tactics, and piloting, among others. Even today, when he hasn't been in the field in years, he is considered an excellent combatant by UNTIL standards and could easily hold his own in a firefight.

Ordinarily Eckhardt carries no weapons other than the standard UNTIL sidearm, but of course he can quickly obtain any sort of equipment he needs. His daily dress uniforms and other clothing are all made of UNTIL's special ballistic fabrics; while they look like ordinary clothes, they are capable of stopping most low-caliber bullets.

Campaign Use: Secretary-Marshall Eckhardt is likely to play the role of major NPC in most *Champions* campaigns. Depending upon the PCs and their relationship with UNTIL, he may become something of a patron, providing information and assistance when they need it and expecting their help in return... or he may become a thorn in the PCs' side, insisting they stay out of the way (because their "amateurish" actions aren't helping) or even trying to capture them if they're considered outlaws.

Eckhardt doesn't Hunt anyone directly, but of course he's just one of thousands of UNTIL personnel on the lookout for anyone who's Hunted by UNTIL itself.

If you want to tone Eckhardt down a bit, decrease the points he has in Contacts and change some of his more physical or combat-oriented Skills to Familiarities (he hasn't used them much in recent years, so they've atrophied). If you want to improve him, give him more UNTIL gear or raise his Characteristics some.

Appearance: Wilhelm Carl Eckhardt is a German man in his late forties. He has blonde hair (slightly thinning and just beginning to gray), blue eyes, and what the press often describes as "rugged good looks." He typically has a "neutral friendly" expression, but can become stern or threatening if necessary. He wears whatever UNTIL uniform is appropriate for the occasion.

The Undersecretary

The Undersecretary acts as assistant and “right-hand man” for the Secretary-Marshall. In the event of the Secretary-Marshall’s incapacitation or death, the Undersecretary commands UNTIL until the situation is resolved and/or the Security Council chooses a new Secretary-Marshall. The Undersecretary often makes appearances on behalf of UNTIL before the General Assembly or the Security Council.

The present Undersecretary is Jeffrey Bristol, a British UNTIL agent of 36 years’ experience. For medical reasons, he has not been eligible for field positions for many years, but has proven invaluable as Undersecretary, where his administrative and managerial talents have blossomed. Now in his early 60s, he’s gray-haired and grandfatherly, but his pleasant mien conceals a great deal of energy and a determination to get things done. He is occasionally prone to reminiscing too much about how much simpler everything was back in the old days.

The Field Marshall

Third in command of UNTIL is the Field Marshall, who’s in charge of all of UNTIL’s field agents. As the title implies, the Field Marshall is expected to be capable of actually leading his men into combat if necessary; therefore, agents who are not combat-eligible cannot hold this position.



For this reason, the Field Marshall is often a good bit younger than either the Secretary-Marshall or Undersecretary.

David Ben-Israel of Israel is the current Field Marshall of UNTIL. Ben-Israel is known as a tough, no-nonsense commander, and rightly so — he’s seen dozens of battles and knows full well the dangers his job entails. He puts up with no backtalk or tomfoolery from his staff or his men. He’s in his early forties and quite fit for his age.

DAVID BEN-ISRAEL
FIELD MARSHALL OF UNTIL

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
17	DEX	21	12-	OCV: 6/DCV: 6
16	CON	12	12-	
12	BODY	4	11-	
20	INT	10	13-	PER Roll 13-
14	EGO	8	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
12	COM	1	11-	
7	PD	4		Total: 15 PD (8 rPD)
5	ED	2		Total: 13 ED (8 rED)
3	SPD	3		Phases: 4, 8, 12
7	REC	2		
36	END	2		
30	STUN	2		Total Characteristics Cost: 84

Movement: Running: 6”/12”

Cost	Powers	END
53	U-KTF Blaster Assault Rifle: Energy Blast 10d6, Autofire (5 shots; +½), 2 clips of 32 Charges each (+½); OAF (-1) plus +1 OCV; OAF (-1) plus +1 versus Range Modifier; OAF (-1)	[32]
6	Rifle-butt Club: HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)	1
30	U-SHL Blaster Pistol: Energy Blast 8d6, 2 Clips of 32 Charges (+½); OAF (-1)	[16]
10	UB-1 Battle Knife: HKA 1d6 (2d6 with STR), Reduced Endurance (0 END; +½); OAF (-1), No Knockback (-¼)	1
	Martial Arts: UNTIL Combat Training	
	Maneuver	OCV DCV Notes
4	Block	+2 +2 Block, Abort
4	Disarm	-1 +1 Disarm, 25 STR
4	Dodge	— +5 Dodge, Affects All Attacks, Abort
4	Choke	-2 +0 Grab One Limb, 2d6 NND(2)
4	Punch	+2 +0 5d6 Strike
4	Restrain	-1 -1 Grab Three Limbs, 25 STR
3	Throw	+0 +1 3d6 + vel/5; Target Falls
12	U-AS Standard Uniform: Armor (8 PD/8 ED); OIF (-½), Activation Roll 14- (does not protect Hit Locations 3-7; -½)	0
5	U-AS Combat Helmet Protection: Armor (6 PD/6 ED); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2)	0

- 4 U-AS Combat Helmet Noise Compensation: Hearing Group Flash Defense (6 points); OIF (-½) 0
- 5 U-AS Combat Helmet Flare Shields: Sight Group Flash Defense (8 points) (8 Active Points); OIF (-½)
- 7 U-AS Combat Helmet Life Support Mask: Life Support (Self-Contained Breathing) (10 Active Points); OIF (-½), 1 Continuing Fuel Charge Lasting 1 Hour (-0)
- 6 U-AS Combat Helmet Communications Uplink: HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½) 0
- 3 U-AS Combat Helmet IR LensPlate: Infrared Perception (Sight Group) (5 Active Points); OIF (-½)
- 3 U-AS Combat Helmet Lowlight LensPlate: Nightvision (5 Active Points); OIF (-½)
- 3 U-AS Combat Helmet UV LensPlate: Ultraviolet Perception (Sight Group) (5 Active Points); OIF (-½)

Perks

- 14 Fringe Benefit: Field Marshall of UNTIL
- 5 Fringe Benefit: International Police Powers
- 1 Fringe Benefit: International Driver's License
- 1 Fringe Benefit: Passport
- 2 Fringe Benefit: International Weapon Permit
- 30 Well-Connected and 27 points' worth of Contacts

Talents

- 2 U-AS Combat Helmet GPS Unit: Bump Of Direction; OIF (-½) 0
- 2 U-AS Combat Helmet Chronometer Readout: Absolute Time Sense; OIF (-½) 0

Skills

- 6 +3 with U-KTF Assault Blaster rifle
- 3 +1 with UNTIL Commando Training
- 3 UA-1 Basic Sight: +2 Range Skill Levels; OAF (-1)
- 3 Bureaucratics 13-
- 3 Combat Driving 12-
- 3 Computer Programming 13-
- 3 Criminology 13-
- 3 KS: International Law & Law Enforcement 13-
- 3 KS: The Superhuman World 13-
- 3 KS: United Nations 13-
- 3 KS: UNTIL 13-
- 3 KS: World History 13-
- 3 KS: World Politics 13-
- 2 Language: English (fluent conversation; Hebrew is native)
- 3 Oratory 13-
- 3 Paramedics 13-
- 3 PS: UNTIL Agent 13-
- 3 Stealth 12-
- 5 Tactics 14-
- 3 TF: Common Motorized Ground Vehicles, SCUBA, Snow Skiing
- 5 WF: Small Arms, Blades, UMUV Weapons

Total Powers & Skills Cost: 300

Total Cost: 384

75+ Disadvantages

- 5 Distinctive Features: UNTIL Secretary-Marshall's Uniform (Easily Concealed, Noticed And Recognizable)
- 15 Hunted: VIPER 8- (As Pow, NCI, Kill)
- 15 Hunted: Eurostar 8- (As Pow, NCI, Kill)
- 10 Hunted: UNTIL 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Firm Believer In UNTIL And Its Ideals (Common, Strong)
- 15 Psychological Limitation: Expects To Be Obeyed Unquestioningly (Common, Strong)
- 234 Experience/Bonus

Total Disadvantage Points: 384

Background/History: Field Marshall Ben-Israel's background has many elements in common with those of other members of UNTIL. He was born into a middle-class family in his native land of Israel in 1961. Patriotically inspired to join his country's military when he came of age, he soon became disturbed by its rather narrow "us versus them" view. Seeing in UNTIL an organization that upheld a higher ideal that coincided with his own multinationalist beliefs, he quit the Israeli military and joined UNTIL. Due to his skills and overall competence, he rose through the ranks, eventually becoming Regional Commander of the Western Asia region, where he achieved an unequalled record of performance. When the popular previous FM, Victor Akema, retired in 1995, Secretary-Marshall Eckhardt chose Ben-Israel as his new Field Marshall.

Ben-Israel has never married. Some in the UN consider him one of the organization's "most eligible bachelors," but he seems more interested in doing his job than going on dates.

Personality/Motivation: Field Marshall Ben-Israel is sometimes sarcastically known as "Ironbutt" because of his "pain in the ass" leadership style. He expects everything to be exactly right, perfectly organized, and ready at a moment's notice. He gives orders freely, and expects them to be obeyed as quickly as possible. It's not that he's mean; rather, he simply has high expectations for UNTIL and his men, and he means for them to live up to them. Still, his "anal retentive" attitudes do not always endear him to his staff.

Quote: "When I tell you to get those reports organized, I don't mean tomorrow!"

Powers/Tactics: The same things that make Field Marshall Ben-Israel an annoying boss make him a superb field commander. He knows his command from top to bottom and plans field operations in meticulous detail, with two backup plans for every possible contingency. However, he leavens this with a tactical brilliance and sense of inspiration that tells him when it's time to deviate from a plan and create a new one on the spot. Everyone who's ever fought against him, from VIPER Nest Leaders to Dr. Destroyer's men, concedes that he's an excellent commander.

Campaign Use: Unlike many UNTIL higher-ups, the Field Marshall is someone a group of PC superheroes might encounter frequently. Ben-Israel is no shirker; he likes to get out in the field and lead his troops, and that presents an opportunity for interaction with the PCs. His no-nonsense attitude may create sparks when it meets with the more free-wheeling approach taken by many superheroes.

Ben-Israel doesn't Hunt anyone directly, but of course he's just one of thousands of UNTIL personnel on the lookout for anyone who's Hunted by UNTIL itself.

If you want to make Ben-Israel tougher, improve his Characteristics and Skills, or give him some more Combat Skill Levels. If he's too tough already, remove some of his Levels and Martial Maneuvers.

Appearance: David Ben-Israel is a handsome man with dark eyes and curly black hair. Unlike most male UNTIL agents, he sports a short beard and mustache. He wears whatever UNTIL uniform is appropriate to the situation.

THE UNTIL BOARD OF DIRECTORS

To assist with the governance of UNTIL and provide a "civilian perspective" on the agency's activities, in 1981 Secretary-Marshall Martinez established a group called the Board of Directors. The title is slightly misleading — Board of *Advisors* would be more appropriate — but by now it's firmly fixed in UNTIL's bureaucracy.

The BoD's job is to counsel the High Command regarding UNTIL's overall plans and procedures, offer advice on the proper UNTIL response to crises, and so forth. The Secretary-Marshall isn't obligated to listen to the BoD, but the people who sit on it aren't fools, so he usually gives their advice serious consideration.

The Board has 9 members, no two of which may be from the same UN member nation. The General Assembly appoints each member for a three-year term, and the Security Council approves the appointment; there's no limit on the number of terms a person may serve. As of late 2003, the BoD members include:

Patty Renton (United States), formerly the superheroine known as Siren, who's served on the BoD almost since its inception and is considered its wisest and most influential member.

Nygard Jorgensson (Norway), a retired NATO commander.

Makoto Murashima (Japan), a prominent Japanese businessman who's been involved with many UN agencies over the past two decades.

Aidan O'Sullivan (Ireland), a professor at the University of Dublin and an internationally-recognized expert on transnational organized crime and supercrime.

Alice Chiluba (Zambia), a civil rights advocate and Nobel Peace Prize nominee for her work trying to defuse racial tensions in sub-Saharan Africa.

THE LOWER RANKS

Below the High Command, UNTIL's ranking system becomes broader and somewhat more complex.

REGIONAL AND DIVISION COMMANDERS

Below the High Command are the commanders assigned to the various regional commands or divisions of UNTIL. UNTIL divides the world into six regions — North America, South and Central America, Europe, Africa, West Asia, and East Asia/Australia. Each region has its own commander. The commanders of certain other important UNTIL service branches, facilities, or projects are also included in this level of command.

Regional and Branch Commanders do not have to be approved by the Security Council. They're chosen by the Secretary-Marshall based on the input and recommendations of his staff.

As of late 2003, the members of this level of command (and their countries of origin) are:

North American Regional Commander: Commander John Taber (United States)

South and Central American Regional Commander: Commander Manolo Javier Rodriguez-Colon (Argentina)

European Regional Commander: Commander Adam Oedekoven (Denmark)

African Regional Commander: Commander Fulani Okonkwo (Nigeria)

Western Asia Regional Commander: Commander Mahmoud Hejaz (Saudi Arabia)

Eastern Asian/Australian Regional Commander: Commander Prajadhipok Buangam (Thailand)

GATEWAY Commander: Commander Rodney Currie (Canada)

NAUTILUS Commander: Commander Alexei Fyodorovich (Russia)

Intelligence Corps Commander: Major Robert Towell (U.S.)

Criminalistics and Forensics Corps Commander: Major Takashi Akiyama (Japan)

Office of Superhuman Resources Commander: Major Elijah Clay (United States)

Project Shiva Commander: Major Natesh Singh (India)

Project Snakecharmer Commander: Major Rashida Kwame (Kenya)

Project Mind Game Commander: Major Henrik Bronck (Denmark)

Project Hermes Commander: Major Violette Boudreau (France)

Project Stargazer Commander: Major Jason Larke (United States)

At the level of Regional Commander, UNTIL tries to make "home placements" — that is, to ensure that a Regional Commander comes from the region in which he commands. UNTIL's upper

management believes Regional Commanders should have more than passing knowledge of a territory's various customs and regionalisms. But UNTIL makes no such effort at any other level of its command; in fact, sometimes it seems to go out of its way to "mix things up" and ensure that it has a diverse group of agents at every post.

UNTIL regulations state that if the Secretary-Marshall, Undersecretary, and Field Marshall are all incapacitated, each Regional or Branch Commander assumes command of all agents in his region (in this instance, Regional Commanders outrank Division Commanders, such as the IC Commander). As soon as reasonably possible, the Regional and Division Commanders hold a meeting (in person if they can, by videoconference if not) to elect a temporary Secretary-Marshall, Undersecretary, and Field Marshall until such time as the Security Council can fill those positions by appointment.

The Office Of Superhuman Resources

Of particular note among the branches represented at this level is the Office of Superhuman Resources, or OSR ("Oz" in UNTIL slang). The OSR has two important responsibilities. First, it commands UNTIL's superteam, UNITY (page 137). It doesn't control the team's actions or decisionmaking in the field, but does exercise administrative authority over it at other times. Second, the OSR acts as liaison between UNTIL and independent superhero teams it sponsors or allies with. UNTIL refers to this "patronage" as the Superhero Liaison Program, or SLP (page 136). Superteam Liaisons — agents permanently assigned to a superteam and who live and work with it — carry out SLP functions.

As of late 2003, Major Elijah Clay commands the OSR. He was only appointed to the position in August, 2003 and so is still "settling in" in the eyes of his staff, but he's already taking steps to make the SLP even better. OSR maintains its main offices at UNTIL World Headquarters in New York City.

BASE COMMANDERS AND FIELD COMMANDERS

Base Commanders are a step below Regional Commanders. Each is responsible for an the UNTIL local base in a major city or one of UNTIL's unique facilities not controlled by a Regional Commander, such as the Guardhouse or the SERENITY moon-base. Base Commanders are almost always Majors in rank, and each reports directly to a Regional Commander or Secretary-Marshall Eckhardt.

Commanding a base means a significant step up in responsibility and pay, but it's sometimes a hard position to fill from the ranks. Some field agents hesitate to turn in their blasters for a desk job that seems to be half paperwork and half talking to the press. If necessary, UNTIL recruits a new commander from a national police or military force. See the table on page 45 for a list of the Base Commanders of significant UNTIL facilities around the world as of late 2003.

Below the Base Commanders are the Field Commanders — officers commanding squads of UNTIL agents. Usually they have the rank of Captain, Lieutenant, Sergeant-Major, or Sergeant, but this depends on the squad and the situation.

UNTIL: LIVING THE DREAM



UNTIL: THE UNPLEASANT REALITY



NON-COMMISSIONED RANKS

Below the level of Field Commander are the ranks of the “non-commissioned” agents — Corporal, Lance Corporal, and Private. Most UNTIL agents are Privates or Lance Corporals. (See page 76 for a table of ranks.)

Some people have criticized UNTIL in the past for using rank titles with military connotations. UNTIL has considered changing rank titles in the past, but has always decided to retain the old titles — partly out of a sense of tradition, partly because many police agencies also use quasi-military titles themselves, and partly to avoid the administrative headache that changing the table of organization would entail.

UNTIL FIELD TEAMS

The most common UNTIL encounter the PCs will have is with UNTIL’s field agents — the ones who actually get out and do the fighting, the peace-keeping, and whatever else needs to be done. It’s a tough job, but the men and women of UNTIL are more than up to it.

Field Team Organization

UNTIL divides its agents into seven different types or divisions (also called “branches,” see Chapter Four), and the High Command organizes all the different types into groups called *squads*. A squad may consist of more than one type of agent (a “mixed squad”); however, most squads are made up entirely of agents of one type. Thus, the PCs might encounter a C&F squad examining a crime scene, an OAD squad patrolling the coastline, or an UD squad assaulting a VIPER base. Squads are, in turn, grouped into platoons, companies, and divisions (see below).

Most branches do not have their own commanders; for example, there is no “UD Commander” overseeing the activities of all UD agents. UNTIL considers its different types of field agents all the same for purposes of command; thus, several squads of UD, OAD, and EWD agents making a raid on a waterfront VIPER base might be commanded by a UD Captain. The exceptions to this are the Intelligence Corps and the Criminalistics & Forensics Corps, both of which are led by a Commander who reports to the Field Marshall.

Squad Size

Regardless of what type(s) of agents compose them, squads tend to be fairly uniform in size. The typical squad contains seven men:

- one Sergeant
- one Corporal
- one Lance Corporal, and
- four Privates.

Between them, these seven agents have a wide mix of skills, abilities, and equipment, thus ensuring the squad is as versatile as possible. Larger squads are uncommon, but not rare; if a mission calls for it, a Field Commander can easily assemble a larger squad if none already exists in the vicinity.

Each squad is identified by a letter and number code which indicates which region and city the squad is based in. You can use the accompanying table to assign ID codes to squads and other command divisions.

Thus, Squad H1-2 is the second squad stationed aboard the *Aegir*, UNTIL's megasubmarine;

Squad A4-25 is the twenty-fifth squad in Los Angeles; Squad E4-5 is the fifth squad stationed in Riyadh; and so on. In everyday parlance, UNTIL agents use standard U.S. military terms to refer to their region's letter designation (Alpha, Bravo, Charlie, Delta, Echo, Foxtrot, Golf, Hotel, and so on); thus, when identifying himself to a superior, an

agent stationed in Santiago, Chile might say, "Private Francois Simeon, Bravo-Five-Six, sir!"

THE UNTIL TABLE OF ORGANIZATION

Region/City	Code	Platoons	Companies	Division
North America	A			1st
New York City	1	1st-10th	A-D	
Chicago	2	11th-15th	E-G	
Denver	3	16th-18th	H	
Los Angeles	4	19th-22nd	I-J	
Mexico City	5	23rd-26th	K-L	
Miami	6	27th-29th	M	
Millennium City	7	30th-31st	N	
New Orleans	8	32nd-33rd	O	
San Francisco	9	34th-37th	P-Q	
Seattle	10	38th-40th	R	
Toronto	11	41st-42nd	S	
Washington, D.C.	12	43rd-46th	T-U	
South/Central America	B			2nd
Buenos Aires	1	1st-3rd	A	
Caracas	2	4th-5th	B	
Quito	3	6th-8th	C	
Rio de Janeiro	4	9th-11th	D	
Santiago	5	12th-13th	E	
Europe	C			3rd
Berlin	1	1st-6th	A-C	
Copenhagen	2	7th-8th	D	
Dublin	3	9th-11th	E	
Geneva	4	12th-15th	H-I	
London	5	16th-20th	J-K	
Madrid	6	21st-23rd	L	
Moscow	7	24th-28th	M-O	
Paris	8	29th-32nd	P-Q	
Rome	9	33rd-34th	R-S	
Sofia	10	35th-36th	T	
Africa	D			4th
Cairo	1	1st-4th	A-B	
Capetown	2	5th-7th	C	
Casablanca	3	8th-10th	D	
Lagos	4	11th-13th	E	
Nairobi	5	14th-16th	F	
Western Asia	E			5th
Calcutta	1	1st-5th	A-B	
Istanbul	2	6th-10th	C-D	
Karachi	3	11th-13th	E	
Riyadh	4	14th-16th	F	
Eastern Asia/Australia	F			6th
Bangkok	1	1st-6th	A-B	
Taipei*	2	7th-9th	C	
Luzon	3	10th-11th	D	
Perth	4	12th-14th	E	
Singapore	5	15th-16th	F	
Tokyo	6	17th-20th	G-H	
GATEWAY	G	1st-5th	A	7th
NAUTILUS	H	6th-11th	B	7th
<i>Aegir</i>	1	12th-16th	C	

*: The Taipei base was formerly located in Hong Kong, and thus is out of alphabetical order in the table of organization.

SQUAD NICKNAMES

Out of a sense of camaraderie, squads tend to come up with names, nicknames, and mascots for themselves, a practice the UNTIL command encourages because it enhances morale. Agents are even allowed to include mascot patches on their uniforms if they so desire. Some of the better-known squads include:

Caldwell's Cavaliers (A6-7): Commanded by Sgt. Christine Caldwell, this UD squad has developed a reputation for its efficient, lightning-fast assaults on enemy units — and for its killer beach volleyball team (two-time UNTIL U.S. champ in intramural competition). Its mascot is a fancy-looking cavalier, leaning on a rapier.

Rick's Squad (D3-8): An UD squad stationed in Casablanca, Morocco, made up primarily of Americans who chose their squad name based on the famous movie. Appropriately enough, their main pastime is gambling with each other (and other squads, when they can find someone stupid enough to take them on). Their mascot is a picture of Humphrey Bogart from the movie.

The Space Oddities (G-6): An UD/EWD squad assigned to the Security division of GATEWAY, UNTIL's space station.

They uncovered and prevented a plot by the Warlord to infiltrate the space station, for which they earned UNTIL's Order of Valor. Their mascot is a strange-looking purple alien.

The Bytehawks (A8-9): A EWD team known for its hacking skills and computer humor, the Bytehawks have been responsible for more than one “humorous” computer virus in the New Orleans office (usually involving scatological graphics that parade across the screen and shout insults at the user). But they’ve got a pretty serious mascot — a chrome hawk lined with electronic circuitry, symbolizing the Bytehawks’ skill at invading enemy computer systems.

Weaver's Raiders (C6-12): A Madrid-based team with a reputation for “swashbuckling,” *i.e.*, taking unnecessary risks. Sgt. John Weaver, the squad's leader and pilot, is well-known for his crazy flying stunts. Their mascot is a grinning dog they call “Butch.”

Platoons, Companies, And Divisions

Above the level of the squads, UNTIL organizes its field agents as follows:

Platoon (2-10 Squads) (commanded by a Lieutenant or Sergeant-Major)

Company (2-10 Platoons) (commanded by a Captain or 1st Lieutenant)

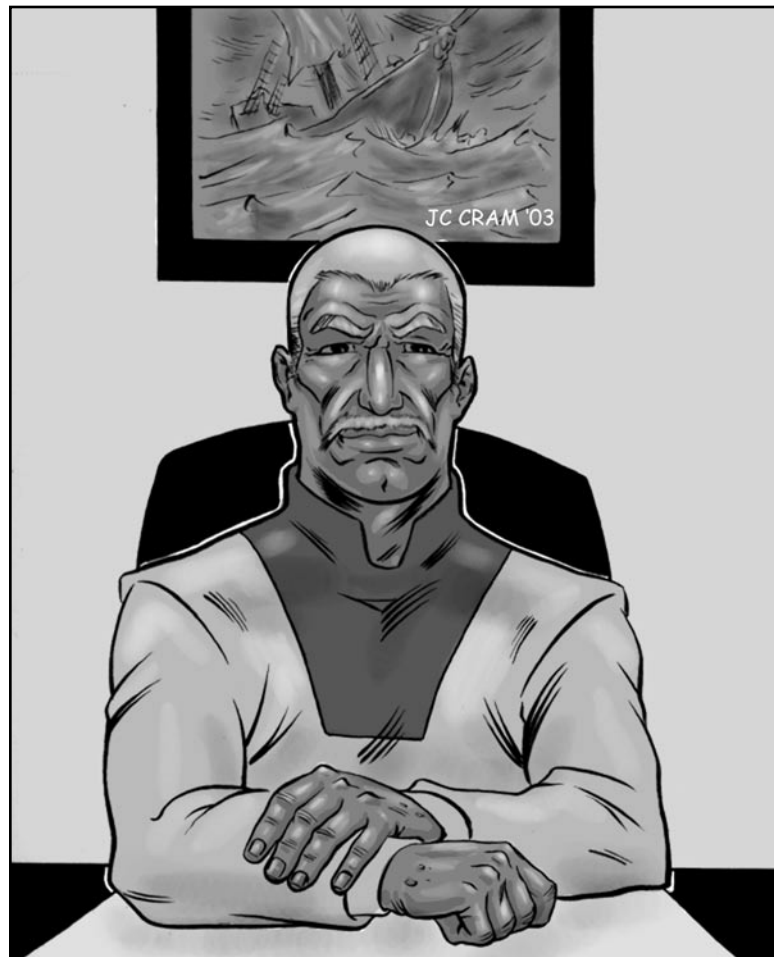
Division (2-10 Companies) (commanded by a Major or Captain)

Thus, assuming each squad has an average of seven agents, the largest possible division would be 7,000 agents — far more UNTIL agents than have ever been gathered in one place for one operation in the entire history of the organization. Practically speaking, designations above “Platoon” are for administrative and logistical purposes, not for actual field commands. UNTIL commanders do not talk about “sending the 6th Division to attack Dr. Destroyer”; rather, they are more likely to “send three platoons from the Denver office to deal with that VIPER base.” Agents think of themselves more as belonging to a squad and a region than to a company or division. Even speaking of platoons is fairly unusual; UNTIL commanders prefer to think in terms of numbers of squads. Complicating matters further, squad and

platoon designations are not set in stone; if a commander thinks he needs men from three or four different squads for a particular mission, he calls them together, gives them a temporary designation for reporting purposes, and sends them out to do their job. Most UNTIL missions do not require extremely large numbers of field personnel.

Platoons are designated by numbers: 1st Platoon, 8th Platoon, and so on. Companies are designated with letters and standard U.S. military terms: Alpha Company, Juliette Company, and the like. Divisions designated by numbers: 1st Division, 6th Division, and so forth. UNTIL normally has seven active Divisions (one for each region, and one extra which includes agents stationed in Aegir, GATEWAY, and similar locations), but this depends upon current funding levels, the perceived needs of the organization, and many other factors.

For example, in addition to identifying himself as “Private Francois Simenon, Bravo-Five-Six,” Pvt. Simenon might also tell his superior that he is a member of the 6th Squad, 12th Platoon, Echo Company, 2nd Division. All these different numbers often seem confusing to outsiders, but UNTIL agents adjust to them quickly.



SECRETARY-MARSHALL EMERITUS JUAN MARTINEZ

10 STR	12 DEX	12 CON	10 BODY
20 INT	12 EGO	20 PRE	12 COM
3 PD	3 ED	2 SPD	4 REC
24 END	21 STUN		

Abilities: +2 Overall Levels, +2 with All Combat, +2 with U-KTF Blaster Assault Rifle, Fringe Benefit: Secretary-Marshall Emeritus of UNTIL, Passport, International Police Powers, International Weapon Permit, International Driver's License, Well-Connected and 47 points' worth of Contacts in the U.N. and the international community, Breakfall 11-, Bureaucratics 13-, Criminology 13-, Deduction 13-, High Society 13-, Oratory 13-, PS: UNTIL Agent 13-, Stealth 11-, Tactics 13-, TF: Two-Wheeled Muscle-Powered Ground Vehicles, SCUBA, Snow Skiing; WF: Small Arms, Blades; KS: UNTIL 13-, KS: The United Nations 15-, KS: The Superhuman World 13-, KS: World Politics 13-, KS: International Law And Law Enforcement 13-, Languages: Spanish (native), English (completely fluent), French (fluent conversation)

Disadvantages: Distinctive Features: UNTIL Secretary-Marshall uniform (easily concealed); Hunted (VIPER 8-; random supervillains who are still mad at him because of something he did to them 8-); Psychological Limitation: Loyal To UNTIL And Its Ideals

Notes: Juan Martinez, former Secretary-Marshall of UNTIL, has not faded quietly from the scene since his retirement. He currently holds the title "Secretary-Marshall Emeritus" and serves as an advisor to Secretary-Marshall Eckhardt. He also frequently represents UNTIL at diplomatic functions.

The press often describes Martinez's idealism and enthusiasm as "youthful." As a fervent believer in the United Nations as a multinational government, and in UNTIL's role as the UN's only independent armed force, he takes every opportunity to lecture on these subjects, or to try to convince nonbelievers.

As Secretary-Marshall, Major Martinez was known for his hands-on approach to administration and problem-solving. His officers and agents appreciated this, but his staff constantly wished they could keep him at his desk more often. Age has softened his gruffness and fussiness, making him a more likeable individual without reducing his energy or drive.

Major Martinez is a handsome Hispanic man who appears to be in his late sixties but is actually eighty. His once-black hair and mustache have gone gray. He typically wears his UNTIL dress uniform, and is more than happy to pin on the many medals he has earned if the situation calls for it. He maintains an office at UNTIL World Headquarters.

THE DIPLOMATIC AND ADMINISTRATIVE CORPS

Occupying a separate chain of command, but still reporting to the Secretary-Marshall, is UNTIL's Diplomatic and Administrative Corps (DAC) — the bureaucrats who help UNTIL function on a day-to-day basis. DAC employees keep up with UNTIL's budget and paperwork, represent the organization at diplomatic functions, and perform similar tasks. Most members of DAC are civilians with no UNTIL training whatsoever.

The DAC is based at UNTIL World Headquarters, but of course it has employees at every UNTIL office or outpost. Those in particularly dangerous locales (GATEWAY or NAUTILUS, for example) receive generous hazard pay.

The leader of the DAC holds the title "Chief Administrator," or CA. The current CA, Anitra Stein of Austria, is a competent administrator with several decades' experience managing embassy staffs. Secretary-Marshall Eckhardt relies on her thoughtful advice when dealing with issues of protocol or organizational finance.

THE UNTIL AMBASSADORIAL CORPS

Of the DAC's many branches and offices, three are of the most interest to superheroes (and GMs!). The first is the UNTIL Ambassadorial Corps. UNTIL posts ambassadors to all member nations of the UN to keep them apprised of supervillain activity and to coordinate UNTIL missions in that nation with the operations of that nation's own forces. UNTIL policy decrees that an Ambassador must not be from the nation he is posted to. Some of the better-known UNTIL Ambassadors include:

Ambassador Gabriela Soares (Portugal): UNTIL's ambassador to the United States. The 37-year-old Ambassador Soares is a "social butterfly" whose good looks and vivacious manner make her one of the highlights of the Washington, D.C. social scene. But there's a sharp mind behind that beautiful face — she didn't earn a posting to the most supercrime-plagued nation on Earth based on her appearance. She's known for working long hours.

Ambassador Asukile Malesela (Tanzania): UNTIL's ambassador to Great Britain. Ambassador Malesela is a former EWD agent with a long-standing fascination for computers; he has revolutionized the computing resources of UNTIL's London base.

Ambassador Kadir Pasban (Saudi Arabia): UNTIL's ambassador to the Russian Federation. Formerly UNTIL's ambassador to the Soviet Union, Ambassador Pasban has weathered the numerous changes taking place in the region with skill and aplomb. Whenever an UNTIL officer needs to find out the current state of affairs in Russia or one of its former republics, Pasban's usually the person called.

Ambassador Byon Kwang-sun (Korea): UNTIL's ambassador to India. In addition to his normal duties, Ambassador Byon is an expert on nuclear war and nuclear proliferation, and is frequently called upon to lecture on these subjects or serve

on panels and fact-finding commissions. UNTIL usually consults him when a crisis arises involving nuclear weapons.

OFFICE OF THE COMPTROLLER

The Office of the Comptroller is the agency responsible for UNTIL's budget and finances. The current Comptroller is Krystyn Woisenewski of Poland.

While most PCs don't want to sit through budget meetings, the information contained in the Comptroller's databanks would be a valuable prize for many supervillains. It shows how UNTIL allocates its resources, what it owns, where it spends it money, what technological projects it's currently developing, and so on. Any clever criminal could learn a great deal about UNTIL just by studying this information carefully.

BUREAU OF SUPERHUMAN STATISTICS (BSS)

Lastly, many superheroes may be interested in the DAC's Bureau of Superhuman Statistics, which maintains the largest and most thorough database on superhumans and superhuman activity in the world. The BSS computers contain information on the numbers and types of superhumans in the world, their powers and what they do with them, and statistical analyses of superhuman activity. Naturally, it has extensive files on world supervillains, including detailed criminological and psychological data.

Bryan Wallace of Canada heads the BSS. Although not known for his ability to relate well to others, he's a walking encyclopedia of information about Earth's superhumans. Wallace is well-known throughout UNTIL for his phenomenal memory and ability to quote obscure facts and trivia from his various reports — the Secretary-Marshal has come

to rely on Wallace as his last line of briefing before he (Eckhardt) goes into any crisis situation, since Wallace seems to have a knack for mentioning seemingly useless facts that turn out to be tremendously valuable.

THE TECHNICAL CORPS

A third chain of command, separate from both the field agents and the DAC, is UNTIL's Technical Corps — the people responsible for building UNTIL's arsenal, maintaining UNTIL's bases, and distributing equipment to the agents. (But the TC does field some agents; see page 69.)

The Technical Corps is led by Director Gideon H. Jones of the United States, a former Captain in both the Urban and EWD agent branches. He bears a sometimes disturbing physical resemblance to Josef Stalin. The resemblance ends there, though; Director Jones is reputed to be one of the kindest men in UNTIL. He spends his free time volunteering with children's charities and his church. TC personnel joke that the Director's middle initial stands for "Holy," which he denies — but he long ago broke into UNTIL's personnel files and removed any references to his middle name, frustrating those who would find out the truth. Due to his superb combat record, his command skills, and his relative youthfulness (he is presently 38 years old), Director Jones is considered a possible candidate for the position of Field Marshall or even Secretary-Marshal by many members of UNTIL.

The "TC" includes several subdivisions. The largest is the Quartermaster Corps, which transports and distributes UNTIL equipment. It's run by Major Antonio O'Rourke out of the QC offices in Paterson, New Jersey. The office is called the "North Pole" (since the QC is familiarly referred to by agents as "Santa Claus"). The extensive warehouses

full of weapons, gear and vehicles maintained there covers several city blocks and are *heavily* defended. Other branches of TC include the Maintenance Corps (the mechanics and repairmen who keep UNTIL's equipment operating); the UNTIL Criminalistics Laboratories; and UNTIL Research And Development (which creates new technological items for the organization).

The Technical Corps does *not* include a manufacturing branch. While UNTIL can produce prototypes or small amounts of most of its weapons and equipment, it's not set up for full-scale manufacturing. Instead, UNTIL contracts out most of its manufacturing, thereby enriching the economies of many UN members. Among the largest U.S.-based contractors for UNTIL are Drake-Victoria Inc. and Ironwood Industrial Technologies. UNTIL has also awarded sizable contracts to companies in Japan, Brazil, and India.



Technical Corps Special Projects

At any given time, the TC works on many different research projects. However, it has several long-term “special projects” which deserve particular mention. They include:

Superhuman Analysis Division (SAD)

This group, led by Major Antonio Villareal under the direct command of Director Jones, is actually a joint TC-BSS project. It's responsible for cataloguing the types, power levels, and other information about superhuman powers and technologies. In February, 2003 it produced the third edition of its vaunted publication *The UNTIL Superpowers Database* (USPD), an extensive computerized “catalog” of known superhuman abilities. All agents of Field Commander rank or higher receive their own copy of the *Database*, and any agent can request access on a need-to-know basis or for special research projects. SAD currently plans to release a similar catalog of superhuman weapons and other technology in early 2004, and it's collaborating with other parts of the organization to create *The UNTIL Supercriminal Tactical Reference Manual*, a “field guide to combatting superhumans” for UNTIL agents. The *Manual*, which is eagerly awaited by agents around the world, will combine specific information on individual supervillains with general tactical advice on types of encounters (for example, the recommended steps for apprehending superhumans who demonstrate a combination of flight and fire-manipulation powers). Several superheroes and civilian experts are contributing to the *Manual* as consultants.

In addition to periodic updates to the USPD pending the release of a fourth edition, SAD publishes other reports and periodicals. The most prominent of these include the *UNTIL Weekly Supercriminal Defense Bulletin* (a summary report of UNTIL's field activities provided to UNTIL's command structure and certain governments every Monday), and the annual *Threat Assessment Reports*, each of which focuses on a particular major criminal or organization and summarizes all information gathered on that subject over the previous year.

The SAD largely works from field reports provided by agents after encounters, though in extreme situations it sends specialists into the field to gather information about specific superhumans. Agents who directly engage superhumans in the field must file “Superhuman Combat Analysis Reports,” or “SCARs,” which describe the encounters and any information they observed about the superhuman in question.

The Advanced Chemical Weapons Research Project (ACW)

UNTIL discovered long ago that certain chemical weapons, including tear gas and knockout gas, were an effective way to take out supervillains without endangering civilians. Accordingly, the TC has placed a priority on developing new weapons

of this sort, and that's what the ACW does. It's also responsible for developing drugs to counteract deadly chemical and biological weapons, such as nerve gases and bioengineered viruses.

The Advanced Robotics Coalition (ARC)

This is a joint effort between UNTIL and many civilian scientists to develop robotics designs. ARC's goals include creating relatively cheap yet efficient robot “agents” that UNTIL can use for particularly dangerous missions. The civilian board members of the Coalition include James Harmon III (CEO of Harmon Industries) and his “friendly rival” Jay Rowell of Ironwood Industrial Technologies. ARC maintains laboratory space in Millennium City and Geneva.

The Future Soldier Program

The Future Soldier Program was UNTIL's attempt to develop a “super-soldier.” After numerous attempts and only one success — Paolo “Gladiator” Buanarollo, leader of the UNTIL Light Horse (page 151) — Director Jones terminated the Program.

The GEM Laser Weapons Project

Named with the initials of the scientist who developed it (Dr. Garrison E. Michaux of Haiti), the GEM Project's purpose is to develop all sorts of laser weaponry. Its greatest success to date has been the Personal Laser Weapons Series (see page 82). The Project is currently trying to develop laser weapons that work effectively over extremely long distances, and to improve the laser weaponry used by GATEWAY.

The Psionic Engineering Program

This is UNTIL's attempt to create reliable technology which simulates mental powers. Many in UNTIL question this project, not only due to the technological hurdles but because such technology would be extremely dangerous if it fell into the wrong hands — which it inevitably would.

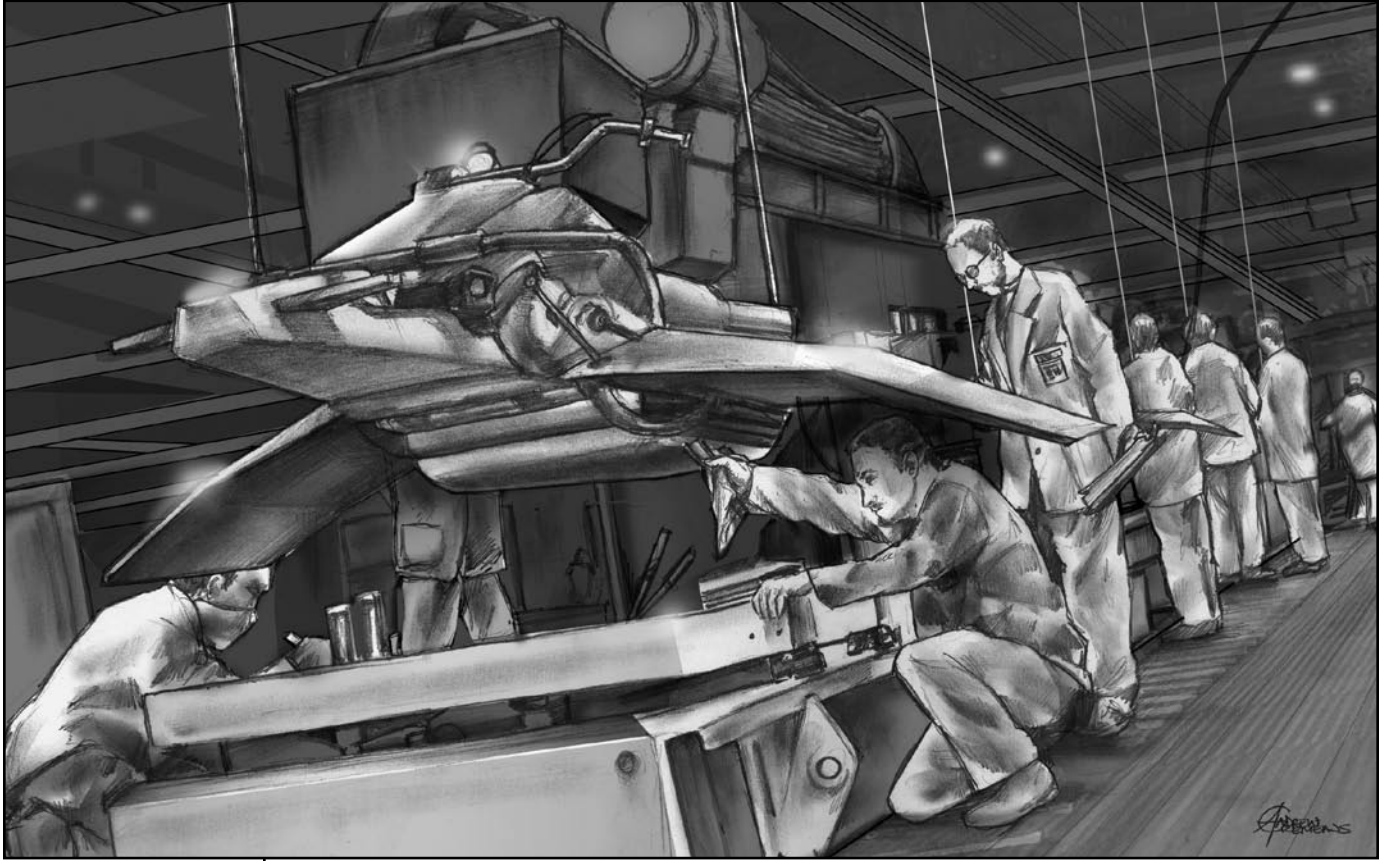
The Sonic Weapons Project

This project is UNTIL's attempt to create more sonic weapons. Certain scientists in UNTIL view sonics as the “wave of the future” in weapons technology, and through this project hope to be on the cutting edge of developing such weapons.

PROMINENT UNTIL SCIENTISTS

Dr. Bohuslav Strasky (Czech Republic): Dr. Strasky defected from the former nation of Czechoslovakia to UNTIL in the early 1980s. An expert on biology and genetics, he was the chief scientist working on UNTIL's Future Soldier Program before Director Jones shut it down. He's convinced he can revitalize the FSP and make it work, if the brass will just give him the money. He's currently stationed at UNTIL's Geneva base.

Dr. Leah Watts (United States): Doctor Watts is one of the most prominent forensic scientists in the world. As Director of UNTIL's Criminalistics Laboratories, she reports directly to both Major Akiyama (head of C&F) and Director Jones. She and her staff are crucial to many UNTIL investiga-



tions. Although based in New York City, Watts travels around the world with her small, loyal staff to assist with criminal investigations that baffle field agents and local base laboratories. Her team members, all experts in their respective fields, are among the most prolific contributors to the SAD's various publications.

Dr. Alberto Reig (Andorra): A medical doctor rather than a Ph.D., Dr. Reig is an expert neurologist and psychologist, as well as a gifted computer programmer. He was one of the scientists who was pivotal to the development of the new HUGIN, and he continues to monitor the artificially intelligent supercomputer along with the HACS. He also works with the Project Mind Game and, occasionally, with EWD squads.

Dr. Jacques Timakata (Vanuatu): Dr. Timakata is a gifted engineer and oceanographer who concentrates on designing and building underwater vehicles and bases. He was instrumental in the construction of NAUTILUS, and while he was only marginally involved in the construction of *Aegir*, he has played an important role in maintaining and improving the megasubmarine.

Dr. Kwayera Kamuzawe (Malawi): Dr. Kamuzawe, a physicist, is perhaps the world's foremost expert on blaster technology and high-energy weapons physics. He constantly strives to improve the weapons carried by UNTIL agents, which has made him something of a folk hero among the rank and file. It's also made him the target of several kidnapping or assassination attempts by VIPER and other enemies of UNTIL.

INTERNAL POLITICS

While UNTIL usually presents a unified front to the world — a “one big, happy family” picture that enhances the agency's reputation in the eyes of the underworld and world governments alike — like any other large organization it has its own internal politics. Most UNTIL agents are extremely loyal to the organization, and to the ideals for which it stands, but that doesn't mean they checked their other ideals and loyalties at the door of the recruiting office. For example, most agents retain some degree of loyalty to their home nation and/or people, even if they also espouse broader, multinational views.

There are many different “factions” within UNTIL, sharing their own ideas about what UNTIL should be, its role on the world stage, and how it should operate. Some of the most prominent include:

Americanists: This group of agents, mainly (but not entirely) Americans, believes the United States should run UNTIL (and the UN) — or at least, that the organization ought to follow policies more or less the same as those of the U.S. (Some agents argue that UNTIL actually already does this.) A few agents broaden this viewpoint to include all of North America, or the Western industrialized nations, but the outcome is the same. Similar regionalistic factions exist for Europe, Africa, and the Third World in general, but they don't have nearly as much support.

Death penalty advocates: UNTIL currently opposes the use of capital punishment for captured super-

THE UNTIL CHAIN OF COMMAND

Secretary-Marshall (William Carl Eckhardt)
Undersecretary (Jeffrey Bristol)
Field Marshal (David Ben-Israel)
IC Commander (Robert Towell [U.S.])
DAC Chief Administrator (Anitra Stein [Germany])
C&F Commander (Takashi Akiyama [Japan])

Commanders (heads of regional bases)

North America (Denver; Commander John Taber [U.S.])

Chicago (Maj. Thomasin Alcock [U.S.])
Los Angeles (Maj. Esteban Romales [Spain])
Mexico City (Maj. Jan Van Eck [Netherlands])
Miami (Maj. Domenico Calvino [Italy])
Millennium City (Maj. Richard Kemal [U.K.])
New Orleans (Maj. Jeanne Coligny [France])
New York City (UNTIL World Headquarters)
Ottawa (Maj. Wilhelm Cohyn [Germany])
San Francisco (Maj. Liang Chen-hzu [China])
Seattle (Maj. George Moore [U.S.])
Toronto (Maj. William "Jack" Parker [U.K.])
Washington, D.C. (Maj. Susan Wu [U.S.])

South and Central America (Caracas; Commander Manolo Javier Rodriguez-Colon [Argentina]) (includes Antarctic substation)

Buenos Aires (Maj. Ezio Pinzón [Philippines])
Quito (Maj. Cornelius Van der Lund [South Africa])
Rio de Janeiro (Maj. Chinyere Soyinka [Nigeria])
Santiago (Maj. Robert Southles [U.S.])

Europe (Geneva; Commander Adam Oedekoven [Denmark])

Berlin (Maj. Nguyen Van Thieu [Vietnam])
Copenhagen (Maj. George Robinson [Australia])
Dublin (Maj. Rudolf Stanislavsky [Russia])
London (Maj. James Latrobe [Canada])
Madrid (Maj. Albertus Gyorgyi [Hungary])
Moscow (Maj. Nantai [U.S., Navajo])
Paris (Maj. Janice Kilpatrick [U.S.])
Rome (Maj. Henryk Bilderdijk [Netherlands])
Sofia (Maj. Alexandria Flynn [U.S.])

Africa (Nairobi; Commander Fulani Okonkwo [Nigeria])

Cairo (Maj. Jalal el-Bhakari [Oman])
Capetown (Maj. Isak Blixen [Denmark])
Casablanca (Maj. Andrea Székely [Romania])
Lagos (Maj. Rajiv Jawasarlal [India])

Western Asia (Istanbul; Commander Mahmoud Hejaz [Saudi Arabia])

Calcutta (Maj. Hosikara Eisaku [Japan])
Karachi (Maj. Mahmoud Irok [Indonesia])
Riyadh (Maj. Stephen Diophoros [Greece])

Eastern Asia/Australia (Tokyo; Commander Prajadhikok Buangam [Thailand])

Bangkok (Maj. Bruce Batchelor [U.S.])
Taipei (Maj. Hafez Ubbayid [Saudi Arabia])
Luzon (Maj. Jason Lumumba [Zaire])
Perth (Maj. Francois Dunant [France])
Singapore (Maj. Nestor de Luna [Mexico])

GATEWAY (space station; Commander Rodney Currie [Canada]) (includes Moonbase SERENITY; Major Trevor Roma [U.S.])

NAUTILUS (undersea base; Commander Alexei Fyodorovich [Russia])

Aegir (megasubmarine; Captain James Jandebour [U.S.])

GUARDHOUSE (super-prison; Major Katalin Szabo [Hungary])

villains and other criminals. But some agents think UNTIL ought to support (and lobby for) capital punishment.

Humanitarians: Agents in this faction feel UNTIL concentrates too much on combat-oriented missions. They argue the Tribunal should instead devote itself more to humanitarian missions — such as disaster relief, constructing housing for the poor, or disease eradication — in an effort to improve living conditions worldwide and thus, theoretically, reduce crime.

Militarists: This faction wants to transform UNTIL into a full-blown army instead of the quasi-police force it is today. In the vision of these "hawks," the United Nations would be the sole world government, and UNTIL the army through which it enforced its will. Hawks usually favor more aggressive recruitment procedures for UNTIL, since they realize the organization currently lacks the strength to adopt this agenda.

Pro-gun: Some UNTIL agents would prefer to use regular guns instead of blasters. They feel that using (relatively) non-lethal weapons puts them at a distinct disadvantage in combat. Some of these agents, known as "bulletheads," carry concealed handguns when in uniform — a direct violation of UNTIL regulations.



UNTIL AROUND THE WORLD



This section briefly describes UNTIL's major facilities and current activities in the various regions of the world. Only the largest and most important facilities (Regional Bases) are mentioned; UNTIL might have a small base or outpost in just about any city or area that has a supercrime problem.

INTERACTION WITH WORLD GOVERNMENTS

While the UN Charter and the Tribunal Treaty give UNTIL the ability to operate without other restrictions in any signatory state or international territory, UNTIL's commanders and agents are aware that they're in a diplomatically delicate position. If they seem to snub, ignore, or insult the officials or citizens of a signatory state, they could quickly find their authority to enter that state curtailed through various "unofficial" means — or even give the General Assembly cause to recommend restrictions on UNTIL's jurisdiction.

The last thing UNTIL wants to do is make its own job harder, so it goes out of its way to maintain good relationships with the world's governments and police forces. In addition to its Ambassadorial Corps (page 41), it sends liaisons to major law enforcement agencies and frequently offers its assistance in matters over which it has no jurisdiction. Unless time pressures, concerns about corruption, or other circumstances make it inadvisable to do so, UNTIL's commanders inform a signatory nation and its police forces before commencing a major operation on that nation's soil. Whenever possible, it contacts the signatory nation long before a mission begins to seek the advice and assistance of local officials, who often know the situation "on the ground" far better than UNTIL does. UNTIL would rather keep the lines of communication open and deal with any problems that causes than act like an elitist organization that shoves the local authorities aside and takes over whenever it wants to.

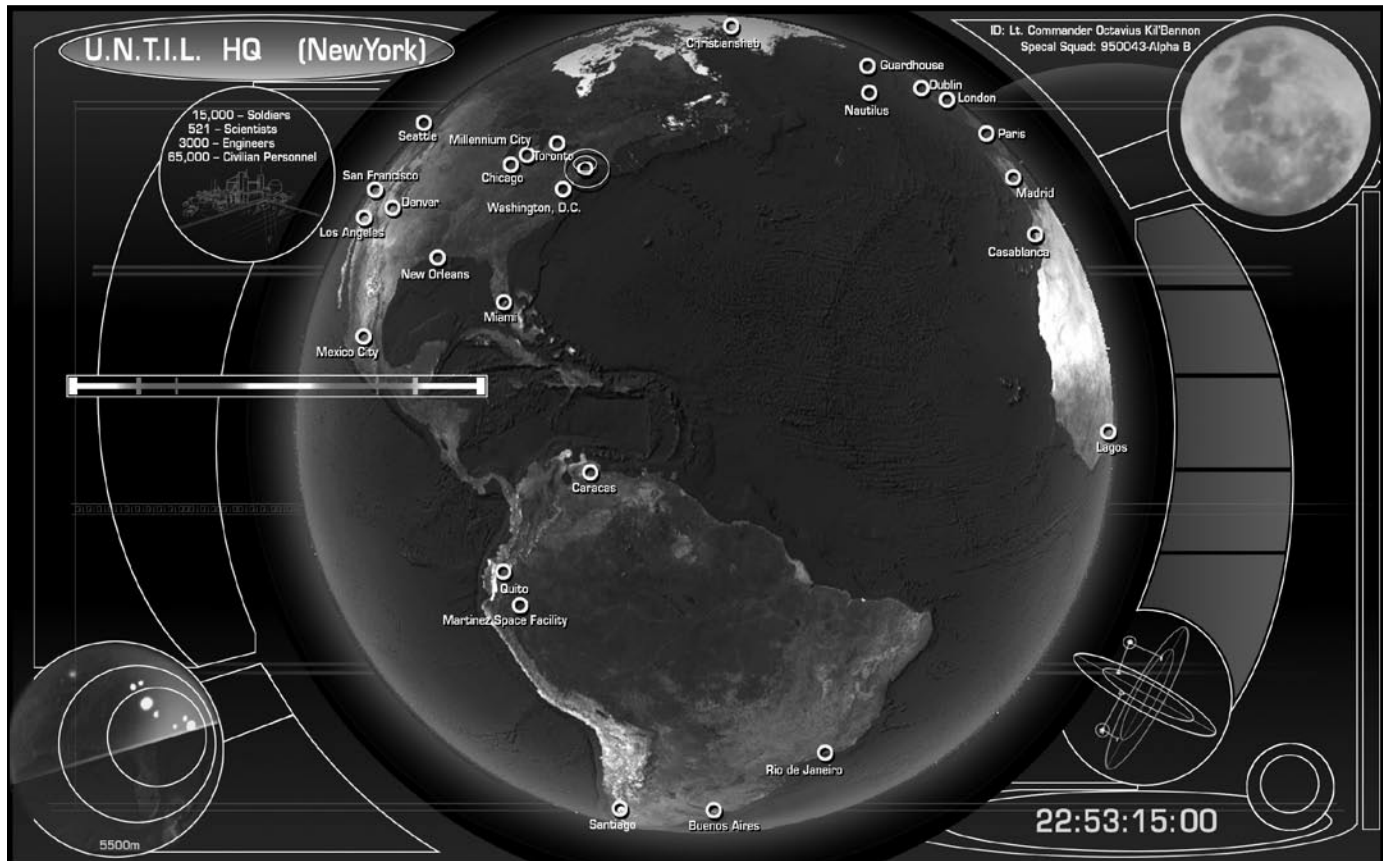
For example, in the United States, UNTIL often coordinates its activities with PRIMUS so the two agencies can help each other if necessary or desired, and stay out of each other's way if not. If appropriate, UNTIL also informs the FBI, DEA, local police departments, and any other relevant law enforcement organization. If the situation is one that threatens U.S. national security, UNTIL informs the President, the Department of Defense, or like officials.

NORTH AMERICA

UNTIL's history in North America, meaning primarily the United States, is an unusual one. When the original Tribunal Treaty was signed in 1965, the United States did not sign — although it chose not to veto the proposal in the Security Council, it didn't want UNTIL on its soil. This didn't mean America was hostile to the organization — in fact, the U.S. contributed not only a sizable portion of UNTIL's budget, but many of its initial officers, agents, and scientists — it just meant American officials were leary of allowing "foreign troops" to impinge on U.S. sovereignty. (A few officials acted out of less noble motives, such as dislike of Drake Wilson or a paranoid fear of "impending UN takeover and creation of a world government.")

For over two decades the "question of UNTIL" was debated in the United States. Despite the absence of the USSR and China, there were still agents from Communist-bloc nations, and also from other countries America had poor relations with (like 1980s Iran) or was concerned about competing with technologically (like Japan). The Borovik scandal of 1974 convinced the anti-UNTIL forces they were right to fear UNTIL's presence. The creation of PRIMUS — an organization with a mandate and methodology similar to UNTIL's, but entirely under U.S. control — in 1986 seemed to resolve the debate. The two agencies became "friendly rivals" of a sort. People saw UNTIL as having a reputation for greater caution and better trained and outfitted agents, while PRIMUS was the aggressive agency, reputedly relying more on firepower and its superpowered Avenger agents than brains. Neither agency entirely deserved these reputations, but the public perception wasn't without merit.

The Battle of Detroit in 1992 changed America's mind about the value of UNTIL. In the hours leading up to the battle, the forces of PRIMUS were stretched thin across the United States by Destroyer's allies' crime wave. Cities with few or no superhuman defenders found themselves under siege, while some heroes were similarly occupied and others were on their way to Detroit after the Ravenswood kids began to spread the word about Destroyer's plans. Despite the situation, American officials refused to allow UNTIL to enter U.S. territory. Had they not been so stubborn, UNTIL's knowledge of, and weapons specifically designed to fight, Dr. Destroyer might have averted much of the tragedy, or at least lessened it. The public outrage when all this came to light was enough to convince U.S. officials to sign the Tribunal Treaty at long last.



Currently, UNTIL-U.S. relations range from coolly cordial to extremely friendly, depending on the personnel involved and the situation. The American people realize that (a) they have a major supervillain crime problem, and (b) they pay for one-quarter of UNTIL's budget and ought to get their money's worth. On several occasions heroic UNTIL agents have been lionized by grateful cities whose destruction they prevented through fast thinking and clever tactics.

Despite the late start in the U.S., UNTIL's presence in the United States, Canada, and Mexico today is stronger than any other region in the world. There is good reason for this: the United States's rate of superhuman crime far outstrips that of any other nation, and therefore UNTIL is needed there more than anywhere else. The fact that UNTIL's World Headquarters is at the United Nations in New York City only compounds this already large presence. The Secretary-Marshall, Undersecretary, and Field Marshall all have their offices there, and many other UNTIL projects and departments are also headquartered in New York.

UNTIL maintains its North American Regional Headquarters in Denver, Colorado — a location not only central to the western United States, but fairly close to the supercrime-plagued West Coast and not too close to World Headquarters. Commander John Taber (United States) serves as the Regional Commander.

SOUTH AND CENTRAL AMERICA

UNTIL has a fairly strong presence in South and Central America. The wealth and power of various drug cartels allow them to hire supervillains almost at will when they want to, leading to battles between groups of mercenary villains representing various criminal overlords. This in turn requires an increased UNTIL presence in the region; however, UNTIL's job is complicated by the government corruption it so often encounters there.

UNTIL's Regional Headquarters for South and Central America is located in Caracas, Venezuela. Regional Bases can be found in Buenos Aires, Quito, Rio de Janeiro, and Santiago. UNTIL briefly considered putting a base in either Asunción or Brasília, but shelved the plan due to cost. The Regional Commander, Manolo Javier Rodriguez-Colon of Argentina, is a twenty-year veteran of UNTIL. Although highly regarded by UNTIL's leadership for his efficiency, he's less popular with his personnel, who think he's too much of a nit-picker and fussbudget.

THE MARTINEZ SPACE FACILITY (MSF)

In addition to its city bases, UNTIL has two unique facilities in this region. The first is the Martinez Space Facility, located somewhere in the Ecuadorian jungle — the High Command keeps the exact location secret from everyone except the representatives of the Permanent Members of the Security Council. The MSF is where UNTIL launches and lands its space shuttles, *Gimlé I* and *II*,

trains its space personnel, and the like. It's a heavily-guarded facility; *Jane's Defense Weekly* estimates that UNTIL stations at least three Peacekeeper Agents and numerous Wilderness branch troops there.

THE ANTARCTIC RESEARCH OUTPOST (ARO)

UNTIL's Antarctic Research Outpost (ARO) is intended both as a scientific research installation and as a way of monitoring potential supervillain activity in the austral regions. So far, there has been relatively little supervillain activity in Antarctica, and UNTIL intends to keep it that way. Being posted to ARO (known as "visiting the penguins") is a way for an agent to earn extra pay (though it's sometimes used as a punishment, due to the isolation of the facility); agents who have made it through a full tour of duty there wear a special decoration (a light blue arrow, pointing upwards, with a globe with a view of Antarctica in white, and the letters "ARO" in white beneath it). ARO is commanded by Captain Mawuli Nkorah (Ghana), himself a noted scientist.

EUROPE

Due to VIPER's prevalence in Europe, UNTIL also has many agents there. On top of that, UNTIL devotes a lot of effort to capturing or counter-ing European supervillains — not just Eurostar (though its members are prime targets), but villains working for continental organized crime groups, villains involved in Balkans conflicts, villains trying to steal Russian nuclear weapons or take over parts of former Soviet territory, and the occasional Ancient Site Of Mystic Import that causes an emergency of one sort or another. For all these reasons and more, UNTIL is strongly considering beefing up its presence in Europe.

UNTIL's relations with the nations of Europe are most cordial with the United Kingdom, Germany, Spain, and the Scandinavian countries; they are worst with France and many former Soviet satellite nations. Still, with the likes of Eurostar running loose, all of Europe welcomes UNTIL to some extent.

UNTIL's Regional Headquarters in Europe is located in Geneva (as are many other UN facilities). There are Regional Bases in Berlin, Copenhagen, Dublin, London, Madrid, Moscow, Paris, Rome, and Sofia. The Regional Commander, Adam Oedekoven, hails from Denmark, where he was a champion ice skater before he joined UNTIL. Oedekoven's previous posting was to UNITY; he remains friendly with Quasar and Drs. White and Black, with whom he frequently plays poker.

AFRICA

UNTIL has fewer agents posted to Africa than to any other region of the world — which only makes sense, considering that Africa has less supervillain activity than any other inhabited continent. Still, supervillains do become involved in ethnic conflicts, governmental corruption, and crimes such as robbing diamond exchanges, so UNTIL must be there. On occasion UNTIL has assisted with UN-directed efforts to relieve famine and other African natural disasters. During slow periods UNTIL may volunteer an agent or two to act as guards for important African scientific expeditions.

UNTIL maintains its African Regional Headquarters in Nairobi, Kenya. It has Regional Bases in Cairo, Capetown, Casablanca, and Lagos. The Regional Commander, Fulani Okonkwo of Nigeria, is the only African female to ever rise above the rank of Captain in the history of UNTIL, a distinction which clearly indicates her competence and skill. A "hands-on" sort of administrator, she spends a lot of time shuttling back and forth between the various Regional Bases.

WESTERN ASIA

UNTIL's Western Asia region includes everything from the Middle East to India, Bangladesh, and Bhutan. Given the region's political, religious, and ethnic conflicts, and the supervillain activity that invariably attends them, agents posted there stay active. The aftermaths of major conflicts (the Gulf War, the war against the Taliban, the Iraq War), nuclear proliferation, India-Pakistan tensions, and Golden Crescent heroin smuggling provide plenty of work for UNTIL.

UNTIL's Regional Headquarters for Western Asia is located in Istanbul, Turkey. Regional Bases are located in Calcutta, Karachi, and Riyadh. (The Riyadh base is the headquarters from which UNTIL agents maintained security for the UN weapons inspectors who worked in Iraq between the two Gulf Wars.) The Regional Commander, Mahmoud Hejaz of Saudi Arabia, has lobbied the Secretary-Marshall intensely for new bases, and the High Command is strongly considering adding Regional Bases in Israel (probably in Tel Aviv or Haifa) and India (probably in New Delhi or Bombay).

EASTERN ASIA AND AUSTRALIA

This region encompasses all of Asia east of India (including most of the Asian portions of Russia), Australia, and the Pacific. Some parts of this region (for example, Siberia) are dull and inactive; others (such as Japan) are hotbeds of supervillain activity, and therefore heavily staffed.

China is by far the largest nation not to sign the Tribunal Treaty; it forbids UNTIL agents from operating on its soil to this day. Bringing China into the UNTIL fold remains one of the Secretary-Marshall's foremost goals. As UNTIL analysts point out, given that it has the world's largest population and an ever-increasing number of superhumans — projections suggest there might be as many as 400 superhumans in China today, with more appearing all the time — China isn't prepared for the unusual problems that inevitably arise when the Superhuman World meets the real world. The Chinese government counters that its Tiger Squad (the world's largest team of superheroes), combined with its effective (some would say "extremely harsh") judicial system ameliorates the supervillain problems that affect so many other nations.

Japan, on the other hand, is very friendly towards UNTIL. Not only does UNTIL devote numerous agents to battling and capturing Japanese supervillains, but the TC has granted many high-tech weapon and vehicle contracts to Japanese firms. Several Japanese *anime* cartoons are loosely (but obviously) based on UNTIL.

Australia and New Zealand also have good relations with UNTIL. On the other hand, the Philippines and Korea occasionally see UNTIL as a representative of the US and its allies and therefore somewhat suspect.

UNTIL maintains its Eastern Asia/Australia Regional Headquarters in Tokyo. Regional Bases are located in Bangkok, Luzon, Perth, Singapore, and Taipei (the Taipei base was once located in Hong Kong, but was moved to Taiwan after the Chinese government retook possession of that city). UNTIL is also about to commence work on a second undersea base, currently codenamed FRONTIER, in the Pacific Ocean south and west of the Ryukyu Islands. The Regional Commander, Commander Prajadhipok Buangam of Thailand, is a former Field Commander renowned for his tactical skill; he's also an expert chess player.

UNTIL AND WORLD SUBCULTURES

Though UNTIL is a law-enforcement agency with political overtones, it's large and important enough to influence the culture of the Champions Universe in many other ways. Keeping the possible influence of UNTIL in mind in these other aspects of your campaign can add depth and verisimilitude to your setting. (See also Chapter Six regarding UNTIL's interaction with the Superhuman World.)

THE BUSINESS WORLD

UNTIL's primary connection to the business world is through its various contracts. UNTIL purchases vast amounts of equipment — computers, cars, missiles, powered armor, and more — from companies around the world, and the competition for these lucrative contracts can be fierce (and occasionally shady.) UNTIL particularly encourages companies from developing nations to compete for its business.

THE ESPIONAGE WORLD

UNTIL maintains active reconnaissance of, and even tries to infiltrate, criminal organizations like VIPER or ARGENT. But UN regulations prevent it from interfering with the normal internal affairs of nations, so it has relatively little contact with the traditional Espionage World. Of course, grey areas always exist, and occasionally IC agents work hand-in-hand with local governments to help root out corruption and track down supercriminals with a political bent.

THE MARTIAL WORLD

There are no official connections between UNTIL and the major figures in the Champions Universe martial arts subcultures. But many UNTIL field agents have some expertise in one fighting style or another, and all have some basic training in hand-to-hand combat, so it's possible for the two cultures to intersect in some ways.

THE MERCENARY/MILITARY/ TERRORIST WORLD

UNTIL has a great deal of interest in terrorists, particularly those who employ/recruit superhuman help or use super-technology. Officially, UNTIL does not interfere in the internal affairs of individual countries, especially not in wars, but in some cases the line between war and criminal activity is so thin and difficult to define that UNTIL has room to operate.

THE MYSTIC WORLD

Project Hermes (page 70) represents the efforts of UNTIL to understand the nature and practice of magic, but as yet the program has had few successes. Hermes researchers enthusiastically welcome any safe opportunity to study clear instances of occult powers or practitioners.

chapter four:



THE FRONT LINES

AGENTS OF UNTIL

UNTIL AGENTS



Life as an UNTIL agent often seems glamorous to outsiders, and in some ways it is. UNTIL agents get to visit exotic places, use powerful and unusual technological devices, rub shoulders with superheroes, and risk their lives in the service of Humanity. But it's not all fun and games. Getting into and thriving in UNTIL is something only the most select citizens of Earth can handle.

UNTIL RECRUITMENT AND TRAINING

UNTIL's recruitment procedures are exacting and strenuous. Few applicants — 23%, to be precise — satisfy UNTIL's standards. UNTIL recruits mostly from colleges, other law enforcement organizations, and the military. Approximately half of its agents have some law enforcement or military experience prior to joining the organization.

THE RECRUITMENT PROCESS

Recruitment begins when an interested person talks to an UNTIL "Recruiting Officer" (usually a retired agent) at one of the recruiting offices UNTIL maintains at its major urban bases (and in some other cities). Prospective recruits must have at least a college education or the equivalent. Given the sometimes-sensitive nature of its duties, the high technology it employs, and the canniness of its enemies, UNTIL wants smart, educated agents. It's particularly interested in persons with relevant graduate or professional degrees (including criminology, law, and various sciences) and/or the ability to speak multiple languages.

All UNTIL agents must speak English. UNTIL will accept a recruit who has a minimal knowledge of English and then provide him with English-as-a-second-language training during his Basic Training. If he fails to satisfy agency requirements for English fluency, he flunks out.

Prospective field agents must enter the training program before they turn 36. Personnel hired for non-field positions may be of any age (and generally don't have to satisfy the physical qualifications for field agents).

Recruits must meet certain physical standards. These include running two miles in 12 minutes, doing 60 push-ups without stopping, doing 10 chin-ups without stopping, having uncorrected vision no worse than 20/200, and having no other major health problems or physical disabilities. The same standard apply to all recruits, regardless of gender or national origin.

Assuming a potential recruit meets the educational and physical requirements, he must take a battery of tests to determine his IQ, ability to adapt to unusual situations, and psychological stability. UNTIL also examines his loyalty to the ideals the organization stands for. If he fails to perform adequately on any of these tests, UNTIL rejects him. UNTIL's scientists also test a potential recruit for latent mutant powers; they inform latent mutants of their status. (If a latent mutant ends up joining UNTIL and passes Basic Training, he's often assigned to UNTIL's technical branches for research into his potential powers.)

Approximately 25% of UNTIL recruits in 2003 were women. The percentage of female recruits has inched slowly upward over the past decade, but many agents consider it an area needing further improvement (especially in Third World countries, where recruits are overwhelmingly male).

AGENT QUALIFICATIONS IN GAME TERMS

The Characteristic requirements for a prospective UNTIL agent are as follows: STR 10, DEX 10, CON 10, INT 10, and PRE 10. Keep in mind these are *minimums*, and a candidate with nothing more than the minimums may need an impressive background or other useful skills to be accepted. As a general rule, completing the UBT program increases several of the recruit's Characteristics (see the *UNTIL Basic Training Package Deal*, below).

UNTIL rejects applications for a wide range of Physical Limitations. These include diminished sight or hearing, or just about any physical problems beyond the "Slightly Impairing" level. UNTIL also turns down applicants with intense or debilitating Psychological Limitations, such as certain phobias and prejudices, unless the prospective recruit somehow conceals them from the examiners and his instructors. UNTIL's screening procedures are good, but by no means perfect; sometimes an agent makes it into the ranks despite having problems that are likely to be detrimental to the smooth functioning of the organization.

UNTIL Basic Training

If a recruit passes all the tests, UNTIL offers him a position as an "Agent Recruit," or AR. It sends ARs to one of its four Training Centers for four months of *UNTIL Basic Training* (UBT). UNTIL's Training Centers are located in Christianshab, Greenland; Port Hedland, Australia; Kharagpur, India; and Maralal, Kenya.

AGENTS' NAMES

To eliminate confusion, UNTIL regulations specify that no two agents may use the same name. If an AR coming in has the same name as an active agent, he must use his middle name or middle initial to distinguish himself. UNTIL calls this his “Agent Name,” if it’s different from how his friends and fellow squad members refer to him.

UNTIL Basic Training covers several subjects. First, it increases the recruit’s physical and mental fitness for the job, making him stronger, faster, quicker-thinking, and more observant. Second, it trains the recruit in all of the skills UNTIL expects every agent to possess, such as how to use UNTIL’s main weapons and vehicles, UNTIL combat tactics, and so forth. Third, it teaches the recruit about subjects crucial to his job, like international criminal law, supervillains, and supercrime. Fourth, if an AR is not fluent in English, he must take extra classes during UBT to become so.

If an AR does not perform satisfactorily in UBT, UNTIL rejects him and boots him out of the program. This happens to approximately one-third of each year’s class.

UBT In Game Terms

In game terms, a character who undergoes UBT — nearly all UNTIL agents, in other words — receives the *UNTIL Basic Training Package Deal* (see page 57).

Advanced Training School

ARs who pass UBT are assigned to one of the following *divisions* of UNTIL based upon their apparent aptitudes:

Urban Division (UD)

Wilderness Division (WD)

Oceanic/Arctic Division (OAD)

Electronic Warfare Division (EWD)

Criminalistics & Forensics Division (C&F)

Intelligence Corps Division (IC)

Technical Corps (TC)

(Divisions in this sense should not be confused with the administrative term “division,” referring to a grouping of several companies of agents; see page 50.) Agent Recruits can request particular branches, and in general UNTIL tries to comply with these requests. If an AR doesn’t submit a request, or for some reason UNTIL cannot honor his request, he usually receives an assignment to Urban Division, by far the largest of the seven branches.

After assigning them to a division, UNTIL sends ARs to a Training Center for two months of *Advanced Training School* (ATS). Typically a recruit has his ATS at one of the four Training Centers listed above (though usually not the same one he had UBT at), but some courses of ATS take place in whole or in part at more specialized facilities.

ATS is, as the name implies, advanced, specialized training in the skills pertinent to the agent’s assignment. Of the ARs who make it this far, another 30% drop out or fail, but UNTIL often recommends the “non-completes” to some other agency or organization, since they definitely have some level of skill (in fact, UNTIL prefers to “recommend out” a failing agent and allow him to resign rather than simply expel him).

Once the AR finishes ATS, he loses the “Agent Recruit” designation. UNTIL now refers to him

simply as an agent. Most receive the formal rank of “Private,” though some agents with special skills (such as doctors) may become Lance Corporals or Corporals instead, if appropriate. (See page 53 regarding promotions.)

ATS In Game Terms

In game terms, a character chooses one of the ATS Package Deals for one of the seven divisions listed above. This may entail making some additional Skill selections from a list in the Package Deal to represent a particular specialization within that branch. For example, a Wilderness Division Agent typically chooses to specialize in desert, jungle, mountain, or outer space operations.

Specialist Training

Upon completion of ATS, agents in some divisions (mainly Urban and IC) may undergo further *Specialized Training* (ST). This depends mostly on UNTIL’s needs, but partly on the agent’s own interest and abilities. Examples include Combat Pilot, Light Horse, Tactical Command, and Undercover Agent.

ST In Game Terms

In game terms, a character who wants to have undergone Specialized Training chooses one of the Specialized Training Package Deals listed for his division. Not all divisions have ST available, however.

Cross-Training And Additional Training

UNTIL encourages its agents to learn as much as they can; this broadens their horizons and makes them better agents. If appropriate, it may allow an AR to tailor a *cross-training program* to suit his particular aptitudes and abilities. An AR who wants to cross-train has to justify his proposal to the organization; UNTIL is not a college that allows its “students” to study whatever they want. If the proposal is approved, the AR divides his time as appropriate between the different subjects he wants to learn about. (In game terms, this means the player and GM have to create a custom-designed Package Deal that takes elements from each of two or three standard UNTIL Package Deals.)

Similarly, UNTIL wants its agents to keep on top of their profession, so it allows them to return to the Training Centers for refresher courses or additional training. For example, an agent who isn’t assigned to his requested division can re-apply for ATS in his preferred division after two years of satisfactory performance in his assignment. The Training Centers also periodically offer special courses of study in subjects not specifically connected to any division, such as various languages or sciences. (In game terms, this is a way for a character to justify spending Experience Points on Skills from other UNTIL Package Deals than the one he originally chose, or to buy other Skills not closely related to his division.)

A JOB AND AN ADVENTURE

For the agents, administrators, and support staff of UNTIL, the job of protecting the world from supervillains, alien invaders, and unnatural disasters is precisely that: a job. Unlike superheroes, who usually fight crime out of the goodness of their hearts, UNTIL employees (no matter how dedicated) expect to be paid and to receive other job-related benefits.

Compensation

Positions within UNTIL, like the United Nations itself, are rated in two categories: the Professional Scale for general employees, which runs from P-1 (the most junior level, for beginning employees) to P-5; and the Director Scale, which has only two levels (D-1 and D-2). Positions within any UN sub-agency, such as UNTIL, belong to one of the seven levels, and salary ranges and raise rates are set within those levels. Raises for general competence and to match cost-of-living increases are limited within a range, while promotions to a higher level guarantee at least a matching salary and a higher rate of raises. For example, someone who's held a position for a long time within the P-3 level could actually make more per paycheck than a P-4 who's had his job for less time... but the P-4 gets larger future raises.

Compensation includes three main elements: salary; post adjustments; and duty adjustments. As of late 2003, base salaries for UNTIL officers range from approximately \$30,000 for a P-1 position to \$90,000 for a D-2. (Agents are paid in U.S. dollars unless they request some other form of compensation.) Agents may also be eligible for small salary increases and allowances for dependency, rent, or continuing education programs.

Post adjustments are cost-of-living payments designed to preserve equivalent purchasing power at all UNTIL duty stations worldwide. Agents posted in big cities with high costs of living receive a standard bonus ranging from \$500 to up to \$12,000 for expensive cities like New York or Geneva. Of course, most agents claim their post adjustment isn't nearly enough... but then turn down offers to transfer somewhere cheaper.

Duty adjustments are bonuses paid to certain types of agents for particularly dangerous postings; for example, Peacekeeper agents and agents assigned to Project Shiva make an additional \$2,000 a year above their Professional Scale for their hazardous jobs. Duty adjustments help ensure quality candidates for less-than-desirable postings, such as Antarctica or the North Polar Observation Base on Ellesmere Island in Canada.

The appointed positions within UNTIL's command structure are outside of the standard scale, and pay considerably better (though not as much as the persons holding those positions could make in the private sector). The UN Secretary-General earns about \$225,000 per year, while the Secretary-Marshal of UNTIL draws a salary of \$160,000, and the Under-secretary and Field Marshall each make \$125,000.



RETIREMENT AND PENSION

UNTIL has a mandatory retirement age of 62 for field agents. In practice, most agents retire well before then, as full pensions become available after the age of 55 as long as an agent has twenty years of service. Director-scale positions (D-1 and D-2) have a mandatory retirement age of sixty-five unless the UN offers a special exemption; in practice only the highest echelons or special advisors like Juan Martinez or Drake Wilson receive exemptions.

ADDITIONAL BENEFITS

UNTIL offers a generous benefits package, including maternity and paternity leave of up to six months, rent subsidies if local rent exceeds a set amount, comprehensive medical insurance (including dental and visual), and inexpensive life and disability insurance packages. Physicals are mandatory biannually for agents up to the age of 40, and annual thereafter.

Promotion

UNTIL promotes primarily on the basis of merit. Obviously any large organization suffers from some degree of favoritism (and perhaps nepotism), and important UN officials sometimes subtly bring influence to bear on behalf of relatives or friends in UNTIL, but by and large an UNTIL agent can only work his way up the ranks by doing



his job and doing it well. (In part this means having few or no disciplinary infractions in his record; see below.) While bravery and unusual accomplishment (such as capturing a supervillain singlehandedly) certainly don't hurt an agent when it comes time to hand out promotions, the High Command first and foremost looks at a sustained record of efficient, competent performance of an agent's duties and an overall pattern of accomplishment and valor.

Discipline And Punishment

Agents who break UNTIL's rules face discipline within the organization, as well as appropriate civilian criminal penalties. The most common infractions include:

1. Misuse of UNTIL property (most frequently, weapons or vehicles)
2. Tardiness or truancy
3. Assaulting another agent or a private citizen (including the use of excessive force against a suspect or detainee)
4. Revealing classified information
5. Discrimination or harassment, especially racial or sexual in nature
6. Failure to pass a physical or otherwise maintain fitness standards

There are numerous other rules and regulations, of course. For example, agents commonly (but mistakenly) believe the regs forbid "inter-office" relationships between agents, but in fact UNTIL only explicitly bans such relationships between superior and inferior officers. (Unofficially, the brass frowns upon any relationships, but some inevitably happen anyway.)

UNTIL has five standard levels of punishment, depending on the seriousness of the infraction and the history of the agent in question: verbal reprimand; letter of censure; probation; suspension (usually for 2-4 weeks, with or without pay in the suspending officer's judgment); and dismissal. Application of disciplinary measures is generally at the discretion of the superior in question, but UNTIL has a formal review process that agents who feel they've received unfair treatment can initiate.

An agent with too many reprimands or letters of censure, and so much as a single punishment beyond that, can expect his chances for advancement to vanish. Given its often politically precarious position, UNTIL values self-restraint and personal discipline highly, particularly among its officers.

The UNTIL Uniform

UNTIL agents wear a distinctive navy blue and white field uniform, designated as of 2003 as the U-AS Standard Uniform. It's made from high-tech ballistic cloth that protects the wearer. Sleeker than most military uniforms but not skintight, the U-AS consists of a long-sleeved jacket-like tunic that's navy blue on the right two-thirds of the breast and sleeve and white on the left third and sleeve, navy blue trousers, and white non-laced boots. The pants have several pockets for carrying personal items and gear; the tunic has no pockets at all, but does have rank insignia on the upper arms, and a pin with the rank insignia on the tunic's raised collar. A patch on the left breast indicates the agent's name and his type or division (Urban, Wilderness, EW, and the like). The piping on the uniform is gold.

For everyday occasions, agents cover their heads with navy blue berets. In the field, they wear protective helmets that cover the top and sides of the head, but leave the face uncovered (they can attach special high-tech goggles to provide night-sight and similar capabilities). The helmets are navy blue, with the UNTIL symbol in white on both sides, and include communications equipment (including a miniature drop-down screen for the left eye so they can receive and send visual images).

The UNTIL dress uniform is similar to the field uniform. It's navy blue throughout and consists of a formal-style jacket and pants, black patent leather shoes instead of white boots, and a military-style hat instead of a beret. While in dress uniform, the agent may wear a sidearm in a hip holster, but does not carry heavier weapons or a knife.

UNTIL agents typically carry one or more weapons. For routine assignments, they have the U-SHL Blaster Pistol (known affectionately to the agents as a "Shellie"), worn on the hip in a navy blue holster. When danger threatens, they carry the U-

KTF Blaster Assault Rifle or the U-CCC Blaster Rifle.

UNTIL makes some sartorial accommodations for agents' religious and cultural preferences. For example, Sikh agents may wear a turban instead of a beret.

See page 92 for more information about the composition and effects of the U-AS Standard Uniform.

UNTIL Medals And Awards

UNTIL agents who perform especially meritorious service may receive various commendations, awards, and medals. Some of these include:

The Bronze Eagle: Awarded to all agents injured in the line of duty. An agent who earns five Bronze Eagles replaces them with a Silver Eagle; one who earns five Silver Eagles (there are only three such agents in UNTIL history) replaces them with a Gold Eagle.

Distinguished Service Ribbon: A ribbon with three vertical stripes (light blue, white, dark blue) from which hangs a small bronze replica of the UNTIL symbol. UNTIL gives dozens of Distinguished Service Ribbons each year to agents who demonstrate special bravery, honor, or loyalty.

The Martinez Cross: This medal is a square silver cross backed by a square of gold; the ends of the cross extend beyond the gold square. It hangs from a blue and white ribbon. UNTIL awards approximately half a dozen Martinez Crosses each year for bravery or devotion above and beyond the call of duty.

Order Of Commendation: A paper certificate awarded to agents who perform especially important missions. The recipient is also entitled to add to his uniform a shoulder patch (the UNTIL symbol in scarlet) which indicates he has received the Order. UNTIL awards dozens or sometimes hundreds of Orders of Commendation each year; it's the most common form of recognition after the Bronze Eagle.

UNTIL Order Of Valor: A tasteful golden sunburst with a small blue spinel (or sometimes a sapphire) at the center. The Order of Valor is UNTIL's highest award, given only to those agents who display the highest level of courage or merit. Usually UNTIL awards no more than two of them per year (often posthumously); no agent has ever won the Order of Valor twice.

AGENT PACKAGE DEALS



There are seven basic types of UNTIL agents, each of whom received training in one of UNTIL's "divisions" (also called "branches") as described above. The seven agent divisions are:

Urban (UD)

Wilderness (WD)

Oceanic/Arctic (OAD)

Electronic Warfare (EWD)

Criminalistics & Forensics (C&F)

Intelligence Corps (IC)

Technical Corps (TC)

Agents of more than one type may work together in "mixed squads," but most squads consist of agents from just one division (see page 38).

Within some divisions there are "subtypes" or "elite units." For example, the UNTIL Light Horse and Peacekeeper agents are subtypes of the UD.

CREATING AN UNTIL AGENT

In game terms, creating an UNTIL agent is a simple process that involves purchasing two or more Package Deals.

First, buy the UNTIL Basic Training Package Deal. This represents the physical and mental conditioning UNTIL agents receive. Of course, in some campaigns the character may already have some raised Characteristics — for example, the game might feature characters built as cops or soldiers who later become UNTIL agents. In that case, the GM may allow characters to spend less on the UBT Package Deal, since they don't need as much "buffing up" as an average person does.

Second, buy the basic Package Deal for the division the agent is assigned to — Urban, Oceanic/Arctic, Intelligence Corps, or the like. For many agents, this concludes the character creation process (at least insofar as it involves buying Package Deals).

Third, if the agent has received Specialized Training, buy the appropriate Specialized Training Package Deal. For example, an Urban agent could go on to join the UNTIL Light Horse or study Tactical Command.

If an agent receives the same Skill from two or more Package Deals, either substitute a related Skill or use the points to improve the Skill.

See the Agent Templates (page 171) for some pre-generated agents built in this manner.

Package Deals And Equipment

Because these Package Deals are intended for use in *Champions*, a Superheroic-level game in which characters pay Character Points for equipment, they include the cost of the equipment assigned to the agent (agents with Specialized Training Package Deals already have the appropriate equipment from their basic divisional Package Deals, so it's not listed as part of their Package Deals). You can ignore this cost if you create and run UNTIL agents in Heroic-level games. See Chapter Five for information about the items of equipment listed in Package Deals. Feel free to swap the listed weapons for others, or to add weapons, if appropriate or necessary for your game.

Package Deals And Normal Characteristic Maxima

Similarly, since *Champions* is a Superheroic-level game, the Normal Characteristic Maxima rules don't apply. However, you may want to create UNTIL agents for a Heroic-level campaign. In that case, the Normal Characteristic Maxima rules apply to Characteristics gained from Package Deals. This may in some instances require a character to spend additional points to buy a Characteristic affected by the Package Deal up to a proper level. For example, imagine a Package Deal that provides +15 CON, for 30 points. The first 20 points of effect increase the character's CON to 20. After that the Normal Characteristic Maxima doubling applies, so the next 10 points only add 2.5 points' worth of CON. Since a character can't have a 22.5 CON, the character has to spend 2 more Character Points to increase his CON to 23. Alternately, with the GM's permission a character can reduce the points a Package Deal adds to a Characteristic to avoid this problem.

UNTIL BASIC TRAINING PACKAGE DEAL

UNTIL requires all its Agent Recruits to achieve certain levels of physical fitness and mental acuity before they can proceed to Advanced Training School. The UBT Package Deal represents the effects of UNTIL's training regimen on the raw recruit. Thus, the typical UNTIL agent goes out into the field with a 15 STR, 15 DEX, 14 CON, and so on.

As mentioned above, in some campaigns the character may already have some raised Characteristics. The GM may allow such characters to spend less on the UBT Package Deal, since they don't need to spend as many points to reach UNTIL's desired level of fitness.

UNTIL BASIC TRAINING (UBT) PACKAGE DEAL

Abilities

Cost	Ability
5	+5 STR
15	+5 DEX
8	+4 CON
3	+3 INT
3	+3 PRE
2	+2 PD
1	+1 ED
5	+1 SPD
1	Fringe Benefit: International Driver's License
5	Fringe Benefit: International Police Powers
2	Fringe Benefit: International Weapon Permit
1	Fringe Benefit: Passport
2	Fringe Benefit: UNTIL Rank: Private
2	+1 OCV with U-KTF Blaster Assault Rifle
3	Criminology
3	KS: International Law And Law Enforcement (INT Roll)
2	KS: The Superhuman World 11-
2	KS: The United Nations 11-
2	KS: UNTIL 11-
2	KS: World Politics 11-
2	Language: an additional Language (fluent conversation; must be English if English is not Native Language)
11	Martial Arts: UNTIL Combat Training (see text box, page 58)
3	PS: UNTIL Agent (INT Roll)
3	WF: Small Arms, Knives

Equipment

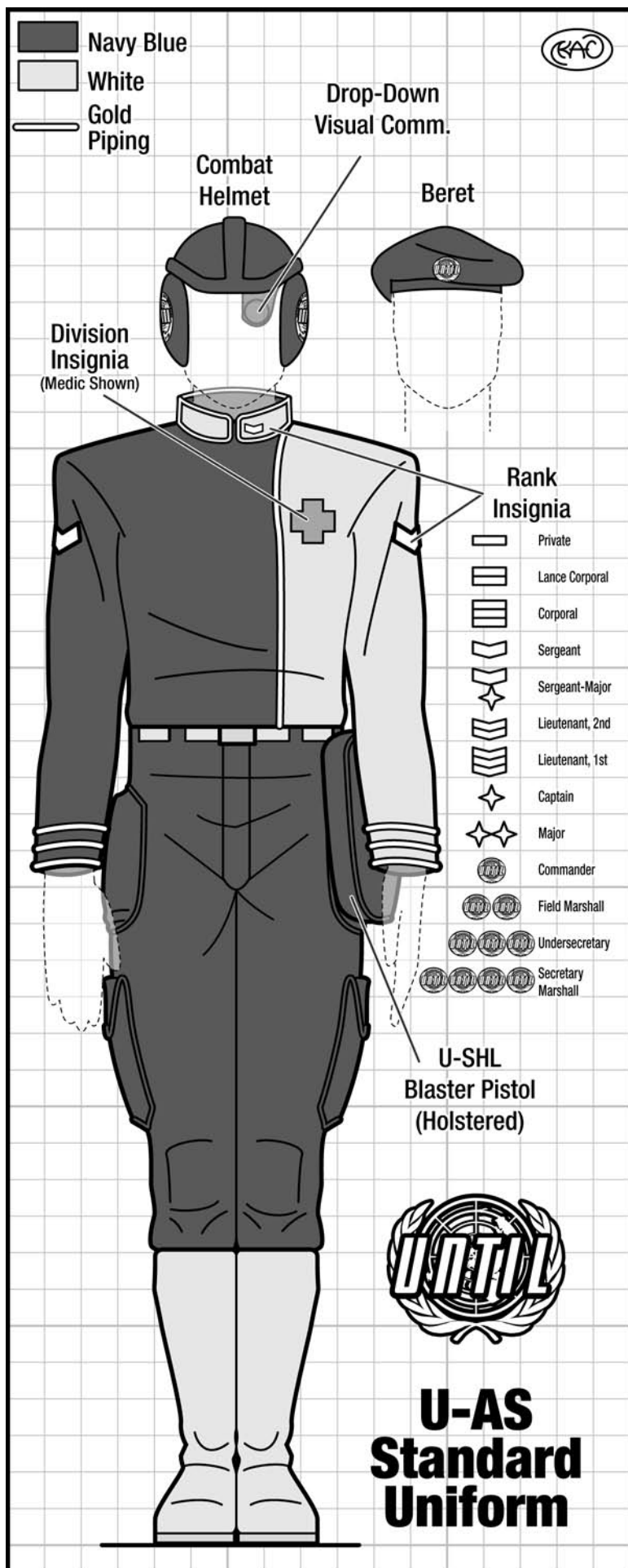
Cost	Power
None	

Total Cost Of Package Abilities And Equipment: 88

Disadvantages

Value	Disadvantage
5	Distinctive Features: UNTIL Uniform (Easily Concealed)
10	Hunted: UNTIL 8- (Mo Pow, NCI, Watching)
15	Hunted: enemies of UNTIL 8- (Mo Pow, sometimes NCI, Capture/Kill)
20	Social Limitation: Subject To Orders (Very Frequently, Major)

Total Value Of Package Disadvantages: 50



URBAN DIVISION PACKAGE DEALS

The High Command assigns most UNTIL agents to the Urban Division (UD). Most UNTIL operations take place in cities, so UNTIL needs lots of agents trained for those sorts of missions. Approximately half of UNTIL's field agents are UD agents.

UNTIL URBAN AGENT PACKAGE DEAL

Abilities

Cost	Ability
2	+1 OCV with U-KTF Blaster Assault Rifle
2	One KS 11- of a particular supervillain, villain group, or criminal group
12	Choose 12 points' worth of the following: Bugging, Bureaucratics, Combat Driving, Combat Piloting, Combat Skill Levels, Computer Programming, Concealment, Deduction, Demolitions, Electronics, Lockpicking, Martial Arts maneuvers (UNTIL Combat Training), Mechanics, Paramedics, Security Systems, Shadowing, Skill Levels, Stealth, Streetwise, Systems Operation, Tactics, any Background Skill, improve any Package Deal Skill

Equipment

Cost	Power
59	U-KTF "Katie" Blaster Assault Rifle
30	U-SHL "Shellie" Blaster Pistol
10	U-B1 Battle Knife
12	U-AS Standard Uniform
19	U-AS Combat Helmet
0	First Aid Kit (allows for use of <i>Paramedics</i> Skill)
11	U-M3 Mini-Flashlight

Total Cost Of Package Abilities And Equipment: 157

Disadvantages

Value	Disadvantage
None	

Total Value Of Package Disadvantages: 0

Optional Abilities

Cost	Abilities
N/A	<i>Brawler</i> : Choose seven points' worth of Martial Arts, Tactics, and +1 OCV with Punch
N/A	<i>Explosives Expert</i> : Choose Demolitions, Electronics, Mechanics, and Stealth
N/A	<i>Investigator</i> : Choose Bugging, Deduction, Shadowing, and Streetwise
N/A	<i>Sharpshooter</i> : Choose +3 with UNTIL Firearms, Stealth
N/A	<i>Sneak</i> : Choose Lockpicking, Security Systems, Stealth, and Streetwise
N/A	<i>Techno</i> : Choose Computer Programming, Electronics, Security Systems, and Systems Operation

Optional Disadvantages

Value	Disadvantages
15	Psychological Limitation: Loyal To UNTIL And Its Ideals (Common, Strong)

Urban Division Basic Package Deal

All Urban agents take this Package Deal. Some go on to Specialized Training (see below), but most don't need anything more than this Package Deal to start fighting crime. Urban agents raid VIPER Nests, combat supervillains, and stop destructive superbattles. In essence, the Urban agent is the "generic" or "default" UNTIL operative — the one people think of when they think of "UNTIL agent."

In addition to the equipment listed, commanders often give agents mission-specific gear. For example, grenades are commonly issued to agents headed out on a combat mission.

The options list several possible "packages" for different types of agents. These are just suggestions; you don't have to use them, and can change them if you wish.

The UD emblem is a black tower set against a light blue shield.

UNTIL COMBAT TRAINING

The standard fighting style taught to UNTIL agents is a basic HTH combat form that borrows maneuvers and techniques from a variety of martial arts. It's short on flash and finesse and long on the basics of hurting the enemy (or stopping him from hurting the agent). It also includes some restraining and disarming moves to incapacitate (potential) prisoners.

Martial Arts: UNTIL Combat Training

Maneuver	Phs	Cost	OCV	DCV	Notes
Block	½	4	+2	+2	Block, Abort
Disarm	½	4	-1	+1	Disarm, +10 STR
Dodge	½	4	—	+5	Dodge, Affects All Attacks, Abort
Choke	½	4	-2	+0	Grab One Limb, 2d6 NND (2)
Escape	½	4	+0	+0	+15 STR vs. Grabs
Kick	½	5	-2	+1	STR +4d6 Strike
Punch	½	4	+2	+0	STR +2d6 Strike
Restrain	½	4	-1	-1	Grab Three Limbs, +10 STR
Throw	½	3	+1	+0	STR + vel/5; TFalls

Urban Division Specialized Training Package Deals

The following types of Specialized Training are available to Urban Division agents.

COMBAT PILOT PACKAGE DEAL

While UNTIL doesn't have a full-blown air force in the modern military sense of the term, it uses a wide variety of advanced jets, helicopters, and aerial hovercraft as part of its fleet of vehicles. That means it needs skilled pilots who can ferry high-ranking personnel to conferences, dogfight with VIPER Air-Cycles and *Quetzalcoatl* gunships, and chase fleeing villains who can fly.

The pilots assigned to the various UNTIL squads and projects train as part of the UD; they

don't form a separate corps or have their own specific commander. Their Specialized Training takes place primarily at an UNTIL airfield in Spain.

The UNTIL Combat Pilots emblem is a silver jetfighter on a black shield with a red border.

COMBAT PILOT PACKAGE DEAL

Abilities

Cost	Ability
9	+3 DEX
5	+1 SPD; Only To Pilot UNTIL Aircraft (-1)
5	+1 with Vehicular Weaponry
3	Combat Piloting
2	Navigation (Air)
4	TFs of air vehicles
4	WF: Vehicle Weapons (four air vehicles' worth)

Equipment

Cost	Power
var	UNTIL aircraft of some sort

Total Cost Of Package Abilities And Equipment: 32 + aircraft

Disadvantages

Value	Disadvantage
	None

Total Value Of Package Disadvantages: 0

Optional Disadvantages

Value	Disadvantages
15	Psychological Limitation: Airborne Thrillseeker (Common, Strong)

HEAVY WEAPONS SPECIALIST PACKAGE DEAL

UNTIL's Heavy Weapons Specialist agents (HWSs) are the "powerhouse" agents of a UD squad. Although they're not as tough overall as a Peacekeeper agent, they carry bigger, stronger weapons than other agents, such as the U-WJM "Thunderbolt" Assault Cannon, the U-BTB Synaptic Interference Cannon, or the U-GEM-S "Sapphire" Laser Bazooka. Due to their weapons' propensity for causing property damage, all-HWS squads are only called in against major opposition.

The Heavy Weapons emblem is a silver sword on a red shield.

HEAVY WEAPONS SPECIALIST PACKAGE DEAL

Abilities

Cost	Ability
3	+3 STR
1	+1 PD
3	Tactics
3	Teamwork
6	WF: Emplaced Weapons, Flamethrowers, Grenade Launchers, Heavy Machine Guns, Shoulder-Fired Weapons

Equipment

Cost	Power
var	Replace U-KTF with one of the following:
	Cost Heavy Weapon
33	U-BTB Synaptic Interference Cannon
30	U-GEM-S "Sapphire" Laser Bazooka
23	U-JGL Variable Energy Field Generator
39	U-JPG Electronet
43	U-TCB Graviton Interference Generator
39	U-WJM "Thunderbolt" Assault Cannon

Total Cost Of Package Abilities And Equipment: 16 + heavy weapon

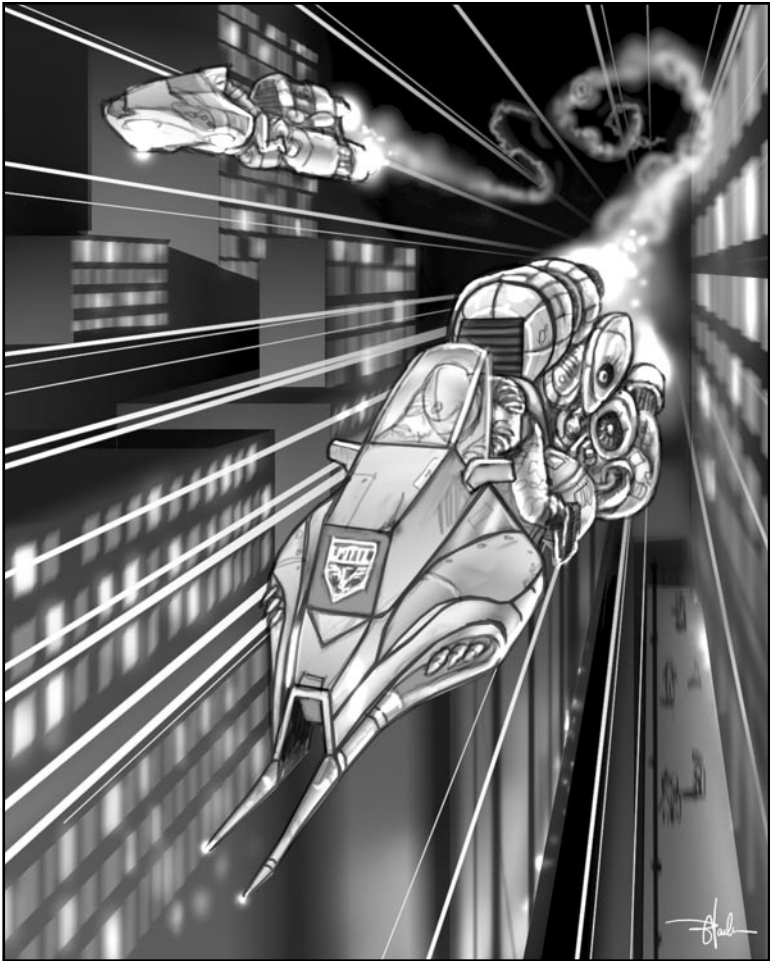
Disadvantages

Value	Disadvantage
	None

Total Value Of Package Disadvantages: 0

Optional Abilities

Cost	Abilities
4	<i>This Here's Ol' Betsy</i> : +2 OCV with one particular UNTIL heavy weapon



**LIGHT HORSE
PACKAGE DEAL**

Abilities	
Cost	Ability
9	+3 DEX
5	+1 SPD; Only For Piloting UNTIL Aircraft (-1)
2	+1 OCV with U-SHL Blaster Pistol
3	Combat Piloting
2	Navigation (Air)
2	PS: UNTIL Jet-Cycle Maintenance And Repair 11-
1	TF: UNTIL Jet-Cycle

Equipment	
Cost	Power
39	UNTIL Jet-Cycle

Total Cost Of Package Abilities And Equipment: 65

Disadvantages	
Value	Disadvantage
None	

Total Value Of Package Disadvantages: 0

Optional Disadvantages	
Value	Disadvantages
15	Psychological Limitation: Airborne Thrill- seeker (Common, Strong)

LIGHT HORSE PACKAGE DEAL

Light Horse agents are trained to ride and use UNTIL Jet-Cycles (see page 110) in combat and crisis conditions. They provide air support for ground-based squads, pursue flying villains, and conduct aerial reconnaissance missions. Typically they work in squads of three, but this depends on the importance of the mission.

Light Horse agents have a reputation for risk-taking and thrillseeking (“swashbuckling,” in UNTIL parlance) that’s at least partially deserved — after all, it takes a certain amount of fearlessness to fly a Jet-Cycle in the first place. For this reason they’re not always popular with ground troops. However, Light Horse squads tend to have a high degree of camaraderie and usually do their jobs very well.

The *de facto* leader of the UNTIL Light Horse is Paolo “Gladiator” Buanarollo, the only successful “graduate” of the UNTIL Future Soldier Program (see page 151). Gladiator commands a high degree of respect and loyalty from his men, and does his best to rein in their thrillseeking excesses.

The Light Horse emblem is a rearing black mustang on a golden field.

MEDIC PACKAGE DEAL

Despite their armored uniforms, protective gear, and skill, UNTIL agents often get hurt — after all, they fight supervillains and VIPER agents on a regular basis! To minimize the effects of injuries in the field, and keep those injuries from resulting in agent deaths, UNTIL has a corps of Medics trained in combat medicine and related disciplines. UNTIL Medics can also perform autopsies and examine corpses for clues.

The Medic emblem is a light blue cross.

MEDIC PACKAGE DEAL

Abilities	
Cost	Ability
3	Forensic Medicine
2	KS: Human Biology 11-
7	Paramedics +2
1	SS: Medicine 8-
1	SS: Surgery 8-

Equipment	
Cost	Power
2	Field Medical Kit

Total Cost Of Package Abilities And Equipment: 16

Disadvantages	
Value	Disadvantage
None	

Total Value Of Package Disadvantages: 0

PEACEKEEPER PACKAGE DEAL

The most powerful of the UD elite agents are the Peacekeepers, or armored agents. A Peacekeeper wears a suit of state-of-the-art battle armor which can withstand most conventional weapons (see page 92). The armor is also equipped with an impressive array of high-tech weaponry. *Jane's Defense Weekly* estimates that UNTIL has no more than three dozen Peacekeepers, but the High Command has neither confirmed nor denied this.

Peacekeepers usually do not operate as separate squads; rather, they belong to mixed squads that need a little extra muscle. Seeing two Peacekeepers together is unusual; seeing three or more means a mission is either especially dangerous or part of a special UNTIL project. As a general rule most Peacekeepers do *not* also carry the standard UD Equipment package; their armor provides most of those capabilities.

Unlike most specialized agents, the Peacekeepers have an overall commander who's responsible for their training and deployment. Captain Yngve Sorenson (Sweden) is a 25-year UNTIL veteran who was one of the leaders of the project that developed the original Peacekeeper armored suit in the mid-to-late 1990s. Tough but well-liked by the Peacekeeper corps, she's constantly looking for ways to improve both the armor and her agents' performance with it.

The Peacekeeper emblem is an unadorned white shield.



PEACEKEEPER PACKAGE DEAL

Abilities

Cost	Ability
6	+2 with Peacekeeper Armor Weapons
1	WF: Peacekeeper Armor Weapons

Equipment

Cost	Power
210	Peacekeeper Armor (replaces standard weapons and equipment)

Total Cost Of Package Abilities And Equipment: 217

Disadvantages

Value	Disadvantage
None	

Total Value Of Package Disadvantages: 0

SKY CAVALRY PACKAGE DEAL

The UNTIL Sky Cavalry is another attempt to provide UNTIL squads with air support. UNTIL's first attempt at developing a personal flight vehicle was contracted out to McNeil Aviation (*Conquerors, Killers, And Crooks*, page 82-84). McNeil developed the SCREECH flying suit, which was supposed to be equipped with sonic weapons. However, due to dissatisfaction with McNeil's design (which required the agents to use their arms to remain aloft), and suspicion regarding the events that led to the creation of the supervillainess Bluejay, UNTIL took the SCREECH suit project away from McNeil Aviation and had the UNTIL Technical Corps work on it. Eventually the TC, with help from some outside contractors, created the unimaginatively-named Personal Flight Unit (PFU; page 93).

Sky Cavalry agents endure rigorous training, similar in many ways to that for Combat Pilots. But instead of riding in an aircraft, they wear the PFU, a harness equipped with a jet pack and twin shoulder-mounted blasters. They also carry a U-SHL Blaster Pistol as a backup weapon, and are trained in aerial combat maneuvers.

Sky Cavalrymen normally work in squads of three. Sometimes commanders assign individual members to ground squads, but normally the Sky Cavalry needs numbers to provide the maximum tactical benefit.

The Sky Cavalry emblem is a two-headed golden eagle.

SKY CAVALRY
PACKAGE DEAL

Abilities	
Cost	Ability
15	+5 DEX
2	+1 OCV with U-SHL Blaster Pistol
6	+3 OCV with Shoulder Blasters
10	Martial Arts: UNTIL Sky Cavalry Aerial Fighting
2	Navigation (Air)
2	PS: UNTIL PFU Maintenance And Repair 11-
1	TF: UNTIL PFU
1	WF: PFU Shoulder Blasters

Equipment	
Cost	Power
143	Personal Flight Unit

Total Cost Of Package Abilities And Equipment: 182

Disadvantages	
Value	Disadvantage
	None

Total Value Of Package Disadvantages: 0

UNTIL SKY CAVALRY
AERIAL FIGHTING

Maneuver	Phs	Cost	OCV	DCV	Notes
Passing					
Disarm	1	5	-1	-1	Disarm, +25 STR to Disarm roll; FMove
Passing					
Strike	1	5	+1	+0	STR + vel/5; FMove

TACTICAL COMMAND PACKAGE DEAL

The Tactical Command specialist is an expert in small-unit tactics using advanced weaponry and vehicles, especially against supervillains and the likes of VIPER. He's qualified to command squads of UNTIL agents in battle or on covert operations.

Tactical Command is a popular specialization choice for agents who want to become high-ranking officers in UNTIL. It's also a common specialization for agents with field experience who return to one of the Training Centers to study — their combination of actual combat time plus this advanced training makes them skilled battlefield leaders.

The Tactical Command emblem is a white shield with a navy blue chevron.

TACTICAL COMMAND
PACKAGE DEAL

Abilities	
Cost	Ability
3	+3 INT
3	+3 PRE
3	+1 PER with all Sense Groups
2	KS: Superpowers 11-
3	KS: Supervillains (INT Roll)
2	KS: VIPER 11-
7	Tactics +2

Equipment	
Cost	Power
	None

Total Cost Of Package Abilities And Equipment: 23

Disadvantages	
Value	Disadvantage
	None

Total Value Of Package Disadvantages: 0



VEHICLE OPERATIONS SPECIALIST PACKAGE DEAL

Abilities

Cost	Ability
6	+2 DEX
5	+1 SPD; Only To Drive UNTIL Ground Vehicles (-1)
5	+1 with Vehicular Weaponry
5	Combat Driving +1
1	Mechanics 8-
4	TFs of ground vehicles
4	WF: Vehicle Weapons (four ground vehicles' worth)

Equipment

Cost	Power
var	UNTIL ground vehicle of some sort

Total Cost Of Package Abilities And Equipment:
30 + vehicle

Disadvantages

Value	Disadvantage
None	

Total Value Of Package Disadvantages: 0

Optional Disadvantages

Value	Disadvantages
15	Psychological Limitation: Automotive Thrillseeker (Common, Strong)

VEHICLE OPERATIONS SPECIALIST PACKAGE DEAL

When VIPER or villains try to get away from the scene of a crime using ground vehicles or ground-based hovercraft, UNTIL has to give chase. Behind the wheels of the pursuit vehicles are Vehicle Operations Specialists, also known as "wheelmen." They're the ground-based equivalent of Combat Pilots, and often have the same sort of attitude.

The Vehicle Operations emblem is a rearing red horse on a black field.

WILDERNESS DIVISION PACKAGE DEAL

While most of UNTIL's operations take place in urban areas, not all of them do. Some supervillains hide out in the wilds, or build their secret headquarters underneath some distant mountain that no road approaches. When crime takes to the great outdoors, UNTIL sends Wilderness Division agents to fight it; when a UFO crashes in a deep forest, UNTIL sends a WD team to investigate, rescue survivors, and retrieve the technology.

Wilderness agents are trained to operate in land-based wild environments — woodlands, mountains, deserts, jungles, and more. In many respects, they're UNTIL's commandos; their training includes parachuting, SCUBA, stealthy movement, and similar disciplines. UNTIL claims their

training equals or exceeds that of the U.S. Green Berets or Navy SEALs.

Additionally, the WD includes agents trained for outer space/zero-G activities. These "spacers"

UNTIL WILDERNESS AGENT PACKAGE DEAL

Abilities

Cost	Ability
3	Climbing
2	Navigation (Land)
3	Stealth
6	Survival (two environment groups) +1
3	Tracking
3	TF: Basic Parachuting, SCUBA, Snow Skiing
9	Choose 9 points' worth of the following: Acrobatics, Animal Handler, Breakfall, Bureaucrat-ics, Combat Driving, Combat Piloting, Combat Skill Levels, Deduction, Demolitions, Electronics, Lockpicking, Martial Arts maneuvers (UNTIL Combat Training), Mechanics, Paramedics, Riding, Security Systems, Shadowing, Skill Levels, Systems Operation, Tactics, any Background Skill, improve any Package Deal Skill

Equipment

Cost	Power
59	U-KTF "Katie" Blaster Assault Rifle
30	U-SHL "Shellie" Blaster Pistol
11	U-B1-WD Battle Knife
12	U-AS Standard Uniform
19	U-AS Combat Helmet
0	First Aid Kit (allows for use of Paramedics Skill)
11	U-M3 Mini-Flashlight
2	Survival Kit

Total Cost Of Package Abilities And Equipment: 173

Disadvantages

Value	Disadvantage
None	

Total Value Of Package Disadvantages: 0

Optional Abilities

Cost	Abilities
+1	Desert: For Survival, choose Desert and either Temperate/Subtropical or Mountains; add TF: Camels
N/A	Forest: For Survival, choose Temperate/Subtropical and Mountains
N/A	Jungle: For Survival, choose Tropical and Mountains
N/A	Mountains: For Survival, choose Mountains and Arctic/Subarctic; choices must include at least 2 Character Points spent to increase Climbing roll by +1
+2	Outer Space: Choices must include PS: Zero-G Operations (DEX Roll) and SS: Astronomy; add KS: Space Habitats 11-

Optional Disadvantages

Value	Disadvantages
15	Psychological Limitation: Loyal To UNTIL And Its Ideals (Common, Strong)

serve on GATEWAY (page 120), conduct raids on supervillains’ orbital fortresses, and so forth. They have KS: Space Habitats, representing their knowledge of how humans construct and operate space stations (and the like), and what it’s like to live in outer space.

The WD has no “subtypes” of agents the way the Urban Division does. Instead, it trains each agent to specialize in particular environments (as indicated by the optional “packages” for different types of agents).

The Wilderness Division’s emblem is a brown bear on a gold field.



OCEANIC/ARCTIC DIVISION
PACKAGE DEAL

Technically, agents of the Oceanic/Arctic Division (OAD) should be Wilderness agents specializing in aquatic or frigid environments. But since UNTIL has extensive jurisdiction to enforce the law in international waters and maintains a major undersea base, the OAD was split off from the WD to allow for more extensive training and easier administrative oversight.

In a sense, OAD agents are UNTIL’s navy. They’re trained to operate watercraft, perform SCUBA-based missions, and live in the freezing Antarctic wastes where supervillains sometimes try to hide.

OAD’s emblem is a leaping swordfish set against a darker blue shield.

UNTIL OCEANIC/ARCTIC
AGENT PACKAGE DEAL

Abilities

Cost	Ability
2	Swimming +2”
2	Navigation (Marine)
2	SS: Hydrography 11-
2	SS: Marine Biology 11-
2	SS: Oceanography 11-
3	Stealth
6	Survival (Arctic/Subarctic, Marine) +1
6	TF: three points’ worth of Water Vehicles, SCUBA, Snowmobiles, Snow Skiing
9	Choose 9 points’ worth of the following: Animal Handler, Bureaucratics, Combat Driving, Combat Piloting, Combat Skill Levels, Deduction, Demolitions, Electronics, Lock-picking, Martial Arts maneuvers (UNTIL Combat Training), Mechanics, Paramedics, Riding, Security Systems, Shadowing, Skill Levels, Systems Operation, Tactics, any Background Skill, improve any Package Deal Skill

Equipment

Cost	Power
59	U-KTF “Katie” Blaster Assault Rifle
30	U-SHL “Shellie” Blaster Pistol
10	U-B1 Battle Knife
12	U-AS Standard Uniform
19	U-AS Combat Helmet
0	First Aid Kit (allows for use of Paramedics Skill)
11	U-M3 Mini-Flashlight
2	Survival Kit
11	U-OAD-1 Speargun
1	U-AS Insulation
3	U-SCUBA Equipment
1	Pressure Resistance
6	Wrist Depth Gauge/Compass
3	Swimfins
11	Shoulder-Mounted Searchlight
4	Skis

Total Cost Of Package Abilities And Equipment: 217

Disadvantages

Value	Disadvantage
None	

Total Value Of Package Disadvantages: 0

Optional Disadvantages

Value	Disadvantages
15	Psychological Limitation: Loyal To UNTIL And Its Ideals (Common, Strong)

ELECTRONIC WARFARE DIVISION PACKAGE DEALS

Electronic Warfare Division (EWD) agents have been described as UNTIL's "hacker corps," and that description isn't far wrong. EWD agents not only maintain UNTIL's computers and networks, but they cruise the world's computer networks, looking for useful data and ways to penetrate the systems used by supervillains, criminal organizations, and other hostile forces. They're also experts on cryptography, electronic surveillance and security, and systems operations.

UNTIL maintains relatively few all-EWD squads; more often, the brass assigns an EWD agent

or two to a mixed squad, there to employ his talents when the group assaults a VIPER base or needs information on Dr. Destroyer's latest doings. With their high-powered laptops and computer skills, EWD agents are an asset to any squad.

EWD's only specialist team is HACS: the HUGIN Assessment and Control Squad. These EWD agents all have degrees in psychology. They're responsible for programming and keeping watch over HUGIN, UNTIL's artificially intelligent super-computer — they make sure it functions properly and remains "happy." UNTIL is a little leery of AI technology, so it has the HACS to make sure HUGIN doesn't descend into artificial insanity or try to take over the organization (or the world).

EWD's emblem is a black and white checkered shield with a red border. The HACS emblem is a flying raven set against a blue-white shield with a "circuitry" pattern.

UNTIL ELECTRONIC WARFARE AGENT PACKAGE DEAL

Abilities

Cost	Ability
3	Bugging
7	Computer Programming +2
5	Cryptography +1
5	Electronics +1
2	Security Systems; Electronic/Technological Systems Only (-½)
5	Systems Operation +1
9	Choose 9 points' worth of the following: Bureaucratics, Combat Driving, Combat Piloting, Combat Skill Levels, Cramming, Deduction, Demolitions, Inventor, Lockpicking, Martial Arts maneuvers (UNTIL Combat Training), Mechanics, Paramedics, Shadowing, Skill Levels, Stealth, Tactics, any Background Skill, improve any Package Deal Skill

Equipment

Cost	Power
59	U-KTF "Katie" Blaster Assault Rifle
30	U-SHL "Shellie" Blaster Pistol
10	U-B1 Battle Knife
12	U-AS Standard Uniform
19	U-AS Combat Helmet
0	First Aid Kit (allows for use of Paramedics Skill)
11	U-M3 Mini-Flashlight
25	EWD Laptop

Total Cost Of Package Abilities And Equipment: 202

Disadvantages

Value	Disadvantage
None	

Total Value Of Package Disadvantages: 0

Optional Abilities

Cost	Abilities
+4	HACS: Add SS: Psychology 11- and SS: Artificial Intelligence Systems 11-

Optional Disadvantages

Value	Disadvantages
15	Psychological Limitation: Loyal To UNTIL And Its Ideals (Common, Strong)



CRIMINALISTICS & FORENSICS DIVISION PACKAGE DEALS

UNTIL's Criminalistics & Forensics Division (C&F) agents are its field experts on criminology and forensic science. They're usually found at the scene of a supercrime, collecting evidence and analyzing the situation. They also serve as UNTIL's investigators and "detectives." Additionally, they can perform autopsies (some of them are licensed physicians as well). UNTIL commanders rarely post C&F agents to field squads, since their training focuses on research and analysis more than combat... but sometimes the need to gather evidence means a C&F agent has to put himself in harm's way.

The C&F emblem is a tribute to Sherlock Holmes: a magnifying glass on a grey shield.



UNTIL CRIMINALISTICS & FORENSICS AGENT PACKAGE DEAL

Abilities

Cost	Ability
4	+2 to Criminology
3	Deduction
5	Forensic Medicine +1
3	Streetwise
9	Choose 9 points' worth of the following: Fringe Benefit (License to Practice Medicine), Bureaucratics, Climbing, Combat Driving, Combat Piloting, Combat Skill Levels, Con- cealment, Cramming, Demolitions, Forgery, Gambling, Lockpicking, Martial Arts maneu- vers (UNTIL Combat Training), Mechanics, Paramedics, Shadowing, Skill Levels, Stealth, Systems Operation, any Background Skill, improve any Package Deal Skill

Equipment

Cost	Power
59	U-KTF "Katie" Blaster Assault Rifle
30	U-SHL "Shellie" Blaster Pistol
10	U-B1 Battle Knife
12	U-AS Standard Uniform
19	U-AS Combat Helmet
0	First Aid Kit (allows for use of <i>Paramedics</i> Skill)
11	U-M3 Mini-Flashlight
25	C&F Laptop
3	Crime Scene Kit

Total Cost Of Package Abilities And Equipment: 193

Disadvantages

Value	Disadvantage
None	

Total Value Of Package Disadvantages: 0

Optional Disadvantages

Value	Disadvantages
15	Psychological Limitation: Loyal To UNTIL And Its Ideals (Common, Strong)

INTELLIGENCE CORPS PACKAGE DEALS

Of all the different varieties of UNTIL agents, the members of the Intelligence Corps are the most disliked, or at least mistrusted, by the rest... and for some good reasons. IC agents are trained in various aspects of espionage, which gives them a different mindset from the typical small unit-oriented UNTIL agent. It also makes them generally more cold and ruthless, an attitude most other agents do not share. To make matters worse, the IC functions as UNTIL's counterintelligence and "internal security" organization — meaning some IC members spend a lot of time spying on other UNTIL agents! Needless to say, ICers tend to stick to themselves and don't mingle with other field agents.

IC agents have no set uniform. They wear clothing appropriate to their current mission, though that clothing is usually made of protective cloth similar to that used for the UNTIL Standard Uniform.

The Intelligence Corps's emblem is a silver dagger on a black shield.

Intelligence Corps Basic Package Deal

All IC agents receive their own form of "basic training" before proceeding to advanced study.

UNTIL INTELLIGENCE CORPS AGENT PACKAGE DEAL

Abilities

Cost	Ability
2	+1 with U-SAS Miniblaster
3	Deduction
2	KS: The Espionage World 11-
3	Stealth
3	Streetwise
9	Choose 9 points' worth of the following: +1 to PER Rolls, Bribery, Bureaucratics, Combat Driving, Combat Piloting, Combat Skill Levels, Concealment, Cramming, Cryptography, Demolitions, Fast Draw, Forgery, Gambling, Lockpicking, Martial Arts maneuvers (UNTIL Combat Training), Paramedics, Persuasion, Security Systems, Seduction, Shadowing, Skill Levels, Systems Operation, any Background Skill, improve any Package Deal Skill

Equipment

Cost	Power
13	U-SAS Miniblaster
7	IC Combat Clothing

Total Cost Of Package Abilities And Equipment: 42

Disadvantages

Value	Disadvantage
None	

Total Value Of Package Disadvantages: 0

Optional Abilities

Cost	Abilities
+4	Counterintelligence/Internal Affairs: Increase Fringe Benefit: UNTIL Rank to Sergeant-Major

Optional Disadvantages

Value	Disadvantages
15	Psychological Limitation: Loyal To UNTIL And Its Ideals (Common, Strong)

Intelligence Corps Specialized Training Package Deals

After they complete "basic espionage training," IC agents choose to specialize in one of four areas of expertise: analysis, infiltration, surveillance, or undercover work.

ANALYST PACKAGE DEAL

To the minds of the public, the Analyst's job — receiving, reading, reviewing, and analyzing the intelligence gathered by field agents and UNTIL's allies (police agencies, some national intelligence organizations, and so forth) — is the most boring in the IC. But it's also the most vital. Without the Analyst slaving away in his cubicle to separate useless data from significant intel, and to find patterns amid the flood of information, all the work done by the more glamorous Infiltrators and Undercover Agents would be meaningless.

IC ANALYST PACKAGE DEAL

Abilities

Cost	Ability
3	Cryptography
4	+2 to Deduction
3	KS: Supervillains (INT Roll)
3	KS: VIPER (INT Roll)
3	PS: Intelligence Analysis (INT Roll)

Equipment

Cost	Power
None	

Total Cost Of Package Abilities And Equipment: 16

Disadvantages

Value	Disadvantage
None	

Total Value Of Package Disadvantages: 0

INFILTRATOR PACKAGE DEAL

Sometimes there’s no legal way for UNTIL to get the information it needs to protect Humanity. If necessary, the organization calls on its B&E men — the Infiltrators — to burgle the offices of VIPER front corporations, supervillains’ secret headquarters, and other facilities containing vital information. Ideally the Infiltrator gets in, gets what he’s looking for, and gets out without being detected... but as long as he gets the goods, that’s what counts.

IC INFILTRATOR PACKAGE DEAL

Abilities	
Cost	Ability
3	Climbing
3	Computer Programming
3	Concealment
5	Lockpicking +1
5	Security Systems +1
2	+1 to Stealth

Equipment	
Cost	Power
2	Climbing Kit
3	Infiltration Kit

Total Cost Of Package Abilities And Equipment: 26

Disadvantages	
Value	Disadvantage
None	

Total Value Of Package Disadvantages: 0

SURVEILLANCE SPECIALIST PACKAGE DEAL

Sometimes the best way to gather information about someone is to watch them... maybe for a long time. Surveillance Specialists are trained to observe

SURVEILLANCE SPECIALIST PACKAGE DEAL

Abilities	
Cost	Ability
3	+1 PER Rolls with all Sense Groups
5	Bugging +1
3	Conversation
5	Shadowing +1

Equipment	
Cost	Power
var	Various cameras, recorders, bugs, and related gear

Total Cost Of Package Abilities And Equipment: 16 + equipment

Disadvantages	
Value	Disadvantage
None	

Total Value Of Package Disadvantages: 0

people without being seen themselves, and to properly interpret what they see and hear.

UNDERCOVER AGENT PACKAGE DEAL

The IC Undercover agent is the most like what people think of when they think of a “spy” in the cinematic sense. These highly-trained, sophisticated agents don disguises and alternate identities, work their way into enemy organizations, and gather intelligence. They’ve enjoyed great success at infiltrating VIPER and other supercriminal organizations, but have done less well when they try to go after master villains such as Dr. Destroyer and Teleios (who tend to have smaller organizations with better security).

IC UNDERCOVER PACKAGE DEAL

Abilities	
Cost	Ability
3	Acting
3	Concealment
3	Conversation
3	Disguise
2	Forgery (choose one category, typically Documents)
2	Gambling (choose one category)
3	High Society
3	Mimicry
3	Persuasion
3	Seduction
6	Choose 6 points’ worth of the following: +1 to PER Rolls, Bribery, Lockpicking, Security Systems, Shadowing, Sleight Of Hand, Ventriloquism

Equipment	
Cost	Power
var	Varies according to mission

Total Cost Of Package Abilities And Equipment: 34 + equipment

Disadvantages	
Value	Disadvantage
None	

Total Value Of Package Disadvantages: 0

TECHNICAL CORPS FIELD AGENT PACKAGE DEAL

Most of the “agents” in UNTIL’s Technical Corps (TC) are scientists — men and women, often older than typical field agents (and rarely in as good shape as they), who conduct research and run laboratory experiments. But UNTIL knows that many of its enemies use advanced technology extensively, so it trains a certain number of field agents with the TC.

Unlike EWD agents, who specialize in one particular area — electronic warfare and information-gathering — TC field agents are technological generalists. They can program a computer, repair UNTIL vehicles, jury-rig a blaster out of spare parts, and so forth.

If you want to create a non-field agent member of the Technical Corps — such as an older scientist

TC FIELD AGENT PACKAGE DEAL

Abilities

Cost	Ability
3	Computer Programming
3	Electronics
3	Inventor
3	Mechanics
2	PS: UNTIL Vehicle Repair 11-
6	Science Skills (6 points’ worth)
3	Systems Operation
3	Weaponsmith (3 points’ worth)
9	Choose 9 points’ worth of the following: Bugging, Bureaucratics, Combat Driving, Combat Piloting, Concealment, Cramming, Cryptography, Demolitions, Forgery, Lockpicking, Paramedics, Persuasion, Security Systems, Seduction, Shadowing, Skill Levels, Stealth, Streetwise, any Background Skill, improve any Package Deal Skill

Equipment

Cost	Power
var	Varies according to mission and personal preference

Total Cost Of Package Abilities And Equipment:
35 + equipment

Disadvantages

Value	Disadvantage
None	

Total Value Of Package Disadvantages: 0

Optional Abilities

Cost	Abilities
N/A	Combat Engineer: For SSs, choose Civil Engineering 11-, Electronic Engineering 11-, and one other form of engineering 11-
N/A	Field Communications Officer: Choose +2 with Systems Operation
N/A	Vehicle Engineering Specialist: Choose Combat Driving (or Piloting) and +2 to Mechanics

or a young computer wizard — just use this Package Deal without buying the UBT Package Deal as well.

The Technical Corps emblem is a crossed wrench and key.

UNTIL SPECIAL PROJECTS

In addition to its standard field teams, UNTIL has several specialized forces that it refers to collectively as “Special Projects.” Most of them are programs designed as responses to a particularly dangerous person or phenomenon, and UNTIL creates new ones (or retires old ones) as necessary. Special Projects fall under the command of the Field Marshall; their leaders report directly to him.

Project Snakecharmer

The largest of UNTIL’s Special Projects, Project Snakecharmer keeps watch on VIPER and tries to anticipate (or at least counter) its moves. It primarily consists of UD and EWD agents. A large contingent of IC agents also work for the Project; some of them have established undercover identities in VIPER.

Project Snakecharmer’s greatest asset is its extensive database on VIPER agents, bases, supervillains, technology, tactics, and methodology. VIPER in general, and the Supreme Serpent in particular, would dearly love to destroy this database, but it’s located in a heavily-defended section of UNTIL World Headquarters in New York City (and has several well-hidden backups). This database frequently helps the Project predict VIPER trends and maneuvers, and allows UNTIL to remain competitive with VIPER technologically.

Founded in 1980, Snakecharmer is the second oldest of the Special Projects, and the longest in continuous service. It has had a fair amount of success over the years in shutting down individual Nests, particularly in England and the Soviet Union, but has yet to deal the organization a truly serious blow (largely because UNTIL was kept out of the United States for so many years and couldn’t participate in, for example, the Cottonmouth incident of 1990). In 1994, Project Snakecharmer provided support and intelligence to the Justice Squadron when VIPER launched Operation Fever Dream (see *VIPER*, pages 13-14), but once again was largely out of the loop in the final battles. And when Eurostar and VIPER went to war in the streets of Prague and Amsterdam in 1998, Snakecharmer was really only able to clean up the battlefield after the carnage.

Project Snakecharmer agents take KS: VIPER as one of their optional Skills. Their leader, Major Rashida Kwame, comes from Kenya and bitterly resents VIPER’s efforts to exploit/conquer Africa.

Snakecharmer’s emblem is an orange-brown flute on a red shield. The Project has its offices at UNTIL World Headquarters in New York City.

Project Mind Game

UNTIL's answer to Project Awakening (VIPER's psionics program), Project Mind Game is a group of UNTIL agents with mental powers... and the scientists who study them. Unlike VIPER, which has no scruples against experimenting on human subjects to induce mental powers, UNTIL must recruit its mentalists. Thus, Project Mind Game is quite small — it has only six psionic members. They are:

Captain Fujibayashi Tora: A Japanese psychic of immense power (400 points' worth of mental powers), Captain Fujibayashi has worked for Project Mind Game since its inception in 1986. He has directly engaged psionic supervillains, including the notorious Menton, on several occasions. Though not nearly as powerful as Menton, Fujibayashi has a power that lets him oppose Menton effectively: 45 points of Mental Defense, 15 points of which are Usable By Others (up to eight people) at the same time. Mind Game sometimes "loans" Captain Fujibayashi to UNITY when the team needs psionic power or expertise.

1st Lieutenant Jonas Skucas: A powerful telepath (150 points' worth of mental powers), Lieutenant Skucas mainly uses his powers to spy on criminals mentally; his Mind Scan and Telepathy are both strong. Rumors claim he secretly helped his homeland, Lithuania, declare independence from the Soviet Union.

1st Lieutenant Emil Mauch: A German and friend of the Secretary-Marshall's family, Lieutenant Mauch is a cyberkinetic — a psionic whose mental powers allow him to communicate with and control computers and other machinery. He's fairly powerful (130 points' worth of mental powers), and usually works with Project Snakecharmer (in its attempts to oppose the Supreme Serpent in cyberspace) or various EWD teams.

1st Lieutenant Toril Haraldsdottr: This young woman (she only recently turned 20) hails from Norway. A psychic of medium strength, she has about 90 points' worth of mental powers. Her powers have no particular concentration or specialty; Mind Game has not given her a permanent assignment yet.

1st Lieutenant Kalaiwa'a Kamiida: An American from Hawaii, Lieutenant Kamiida is a low-powered telekinetic (he possesses Telekinesis (25 STR) with Fine Manipulation, and 5 points' worth of Mental Defense). He spends a lot of time training with the other Mind Gamers, hoping to develop additional powers and strengthen the ones he already has.

1st Lieutenant Isabella Maronni: Lieutenant Maronni, an Italian, is the weakest mentalist in Project Mind Game — at present, she only has Telepathy 5d6. However, she has displayed other abilities — Danger Sense, uncanny Luck, Light-sleep — that Project scientists consider to be subconscious manifestations of other abilities. They hope her powers are still developing and will become stronger.

The secondary job of Project Mind Game is to keep track of and prepare defenses against prominent mentalist supervillains, such as the various members of PSI, Mentalla of Eurostar, and most importantly Menton. To that end they have several IC agents dedicated to observing known mentalists and searching for hidden ones, plus a full team of psychobiologists working on mental shielding and tracking technology. (To create one of these scientists as a character, use the TC Field Agent Package Deal and choose Psionic Engineer as one of the SSs.)

The emblem of Project Mind Game is a blue-white crystal ball on a purple shield. It's based in UNTIL World Headquarters in New York City and led by Major Henrik Bronck of Denmark, the chief scientist charged with studying the Project's members.

Project Hermes

Project Hermes is UNTIL's effort to plumb the mysteries of the occult. Its members, mainly scholars with no field training, study arcane lore and keep tabs on mystical villains and criminal organizations. Project Hermes has no practicing spellcasters as members, though Dr. Black and Dr. White of UNITY frequently assist it. Hermes agents have also worked with noted mystical superheroes like Witchcraft, Eldritch, and Dweomer.

In recent years, Hermes has concentrated much of its resources and effort on three subjects:

- DEMON, a thorn in UNTIL's side since the Basilisk Orb incident of 1968
- the various wearers of the Crowns of Krim
- Takofanes the Undying Lord

The goal in each of these cases is basically the same: analyze the evidence and reports they have about the subject (very limited ones, in the case of Takofanes) to learn how to develop weapons and defenses effective against them.

Agents assigned to Project Hermes should take KS: The Mystic World as one of their optional Skills.

Project Hermes maintains its headquarters at UNTIL's base in Berlin, though its members frequently travel the world as they scrounge for mystic artifacts, tomes, and information. Its emblem is a brown book with gold clasps on a red shield. Its leader is Major Violette Boudreau of France.

Project Stargazer

Another Special Project whose work is often overlooked, Project Stargazer was set up to monitor the heavens for signs of alien invasions and new alien civilizations. It's also responsible for keeping track of aliens living on Earth, especially alien villains such as Firewing. Most alien heroes (such as Ironclad) are well-acquainted with the Project and its members, who are mainly scientists with a strong interest in xenology (the study of alien races). Agents assigned to Project Stargazer should

take KS: The Alien World (knowledge of aliens on Earth, and the alien species of the Milky Way to the extent humans know about them) and SS: Astronomy as two of their optional Skills.

Project Stargazer is headquartered on UNTIL's space station, GATEWAY. Its leader, Major Jason Larke, is an American with Ph.Ds in astronomy and biology. Its emblem is a yellow crescent moon on a star-covered blue-black shield.

Project Shiva

The first of UNTIL's Special Projects, Project Shiva's role is to monitor and oppose the activities of the most dangerous supervillain on Earth: Dr. Destroyer. It operated continuously from 1976 to 1992. After Destroyer's apparent death in the Battle of Detroit, UNTIL shut Shiva down over the strident protests of its commander, Major Steven Thesken, who insisted Destroyer had probably survived the battle and gone into hiding. The High Command dismissed Thesken's concerns as a product of the decades he had spent studying Zerstören. Rather than resign himself to desk duties, Thesken resigned from UNTIL and began a private search for Destroyer funded out of his own pocket. After searching the world for nearly a decade, Thesken disappeared somewhere in Eastern Asia in 2002, mere months before Destroyer's public return. Within weeks of Destroyer's reappearance in Michigan, UNTIL reactivated Project Shiva.

Project Shiva devotes most of its resources to spying on the good Doctor in an effort to keep pace with his plots and make sure UNTIL is prepared to deal with his attempts at world conquest. The Project also has a group of some of the best-trained, best-equipped UNTIL agents (including four Peacekeepers) ready 24 hours a day to take on Dr. Destroyer's forces at a moment's notice. All Project troops are trained in special tactics designed to increase their effectiveness when they oppose Destroyer's forces.

The members of Project Shiva are a diverse lot, chosen from all branches of UNTIL's field agents. This includes the IC, which tried for years to infiltrate agents into Destroyer's organization (without success — Menton made sure of that) and has recently resumed its efforts. UNTIL agents assigned to the Project must take KS: Dr. Destroyer as one of their optional Skills. The leader of the Project is Major Natesh Singh, a Sikh from the Punjab. The Project's emblem is a steel-gray gauntlet clenched into a fist on a scarlet shield.

THE RAGNAROK

Project Shiva is headquartered on a large, submersible hovership, the *Ragnarok*. Originally built in 1998 after Istvatha V'han's first attack on Earth, the *Ragnarok* was intended to coordinate defenses in case of a second attack by the dimension-conquering supervillainess. When Destroyer returned in 2002, the High Command transferred the ship to the reactivated Project Shiva.

The *Ragnarok* uses advanced holographic technology to disguise itself, typically as a cloud

formation. It contains some of the most sophisticated surveillance equipment available; UNTIL has repeatedly assured the Security Council that it uses this equipment only to spy on Destroyer, not on any nations or other organizations.

RAGNAROK

Val	Char	Cost	Notes
14	Size	70	25" x 12.5", -14 KB, -9 DCV
80	STR	0	Lift 1.6 ktons; 16d6 HTH [0]
15	DEX	15	OCV: 5/DCV: 5
24	BODY	0	
18	DEF	60	Hardened (+¼)
3	SPD	5	Phases: 4, 8, 12
Total Characteristic Cost: 150			

Movement: Flight: 30"/240"
"Swimming": 30"/240"
Swimming: 2"/4"

Abilities & Equipment

Cost	Power	END
Propulsion Systems		
140	<i>Hover Systems:</i> Flight 30", x8 Noncombat, No Turn Mode (+¼), Sideways Maneuverability (+½), Usable Underwater (+¼)	0
-12	<i>No Ground Movement:</i> Ground Movement -6" (0" total)	
Tactical Systems		
40	<i>U-WJM "Thunderbolt" Assault Cannons:</i> Multipower, 100-point pool; all OIF Bulky (-1), 16 Charges for entire reserve [16]	
5u	1) <i>Setting A:</i> Energy Blast 20d6; OIF Bulky (-1)	
4u	2) <i>Setting B:</i> RKA 6d6; OIF Bulky (-1)	
10	<i>U-WJM "Thunderbolt" Assault Cannons:</i> 3 more U-WJM "Thunderbolt" Assault Cannons (total of 4)	
45	<i>Shiva Blasters:</i> RKA 5d6, Reduced Endurance (0 END; +½); OIF Bulky (-1), Limited Arc Of Fire (60 Degrees; -½)	0
15	<i>Shiva Blasters:</i> 7 more Shiva Blasters (total of 8)	
50	<i>U-TCB Graviton Interference Generator:</i> Drain Flight 10d6; OIF Bulky (-1), 16 Charges (-0) [16]	
120	<i>U-SA-2 Mental Neutralizer:</i> Drain Mental Powers 10d6, all Mental Powers simultaneously (+2); OIF Bulky (-1), 8 Charges (-½) [8]	
56	<i>Flying Fish Missilepedoes:</i> RKA 3d6, Armor Piercing (+½), Indirect (always comes from <i>Ragnarok</i> , but can strike target from any direction; +½), No Range Modifier (+½); OIF Bulky (-1), 16 Charges (-0) [16]	
20	<i>Flying Fish Missilepedoes:</i> 15 more Missilepedoes (total of 16)	
124	<i>Cloud Generator System:</i> Darkness to Sight Group 14" radius, Personal Immunity (+¼), Reduced Endurance (0 END; +½); OIF Bulky (-1), No Range (-½) <i>plus</i> Sight Group and Radar	

Images, -6 to PER Roll, Increased Size (28" radius; +1¼), Reduced Endurance (0 END; +½); OIF Bulky (-1), No Range (-½), Set Effect (only to simulate a cloud, -1) 0

Operations Systems

- 12 *Surveillance Systems: Telescopic* (+16 versus Range Modifier) for Sight Group; OIF Bulky (-1) 0
- 12 *Surveillance Systems: Telescopic* (+16 versus Range Modifier) for Hearing Group; OIF Bulky (-1) 0
- 5 *Communications Uplink: HRRP*; OIF Bulky (-1), Affected As Sight And Hearing Group As Well As Radio Group (-½) 0
- 11 *Radar: Radar* (Radio Group), Increased Arc of Perception (360 Degrees), Telescopic (+8 versus Range); OIF Bulky (-1) Affected As Sight Group As Well As Radio Group (-½) 0
- 14 *Sonar: Active Sonar* (Hearing Group), Increased Arc of Perception (360 Degrees), Telescopic (+8 versus Range); OIF Bulky (-1) 0
- 1 *Sound Pickups: Ultrasonic Perception* (Hearing Group); OIF Immobile (-1½) 0
- 5 *Searchlight: Sight Group Images*, +4 to PER Rolls, Increased Size (8" radius; +¾), Reduced Endurance (0 END; +½); OAF Bulky (-1½), Only To Create Light (-1) 0

Personnel Systems

- 17 *Life Support: Life Support* (Self-Contained Breathing; Safe Environments: High Pressure, Intense Cold, Intense Heat, Low Pressure/Vacuum) 0
- 12 *Cell Block: DEF +8*, Cannot Be Escaped With Teleportation (x2; +½); Partial Coverage (15 hexes; -2) 0
- 7 *Cell Block Psychic Energy Insulation: Mental Defense* (20 points); Partial Coverage (15 hexes; -2) 0
- 45 *Cell Block Artificial Gravity Pinner: Telekinesis* (40 STR), Affects Desolidified (+½), Area Of Effect (Any Area Of 9"; +1), Reduced Endurance (0 END; +½); Only To Pull Objects Straight Down To The Floor (-1), Only Within Defined Area (15 hexes; -2)

Skills

- 30 *Laboratories: 30 points' worth* of laboratories

Total Abilities Cost: 797

Total Vehicle Cost: 947

Value Disadvantages

- 25 *Distinctive Features: UNTIL combat ship* (Not Concealable, Causes Extreme Reaction [fear])

Total Disadvantage Points: 25

Total Cost: 922/5 = 184

ADDITIONAL VEHICLES

Cost Vehicles

- 82 MUNIN Mark II Computer System
- 116 Harrows Flying Submersible (page 115)
- 5 1 more Harrows Flying Submersible (total of 2)
- 110 Sigurd Combat Helicopter (see page 111)
- 5 1 more Sigurd Combat Helicopter (total of 2)

Description: The Ragnarok is the latest creation of brilliant vehicle designer Jean-Pierre Clerc. 160 feet long, 75 feet across and sixty feet deep, the hovership flies on massive gravitic-induction engines designed by Pharos Industries. The lower three decks contain bays and maintenance areas for the smaller vehicles it carries (two Harrows Flying Submersibles and two Sigurd Combat Helicopters) and the engine shafts. Deck Four is barracks, kitchens, and living space for the crew of ninety. Deck Five is officer's quarters and mess, medical and scientific labs, and special security vaults for dangerous materials and captured supervillains.

The front half of the top deck contains a large bridge where a comparatively small crew oversees all functions of the ship. The back half includes quarters and offices for the command crew: Major Natesh Singh, who heads up Project Shiva; Major Darren Sullivan, the Flight Commander; and Captain Nadia Verucci, Chief Operations Officer.

Since it was designed to fend off dimensional conquerors (and their armies), and now pursues Dr. Destroyer himself, the *Ragnarok* is one of the most heavily armed and armored of UNTIL's vehicles. Its main guns are four massive Thunderbolt Cannons (one mounted on traversible rails at each corner of the ship) and eight specially-designed *Shiva Blasters* mounted equidistantly around the hull. It also has specialized weapons, including the U-TCB Graviton Interference Generator (which inhibits superhumans' and other vehicles' ability to fly) and a U-SA-2 Mental Neutralizer to diminish the effect of psionic powers. Additionally, it carries 16 of UNTIL's Flying Fish Missilopedoes, which function both as aerial missiles and underwater torpedoes.

The *Ragnarok* is equally at home in the air or the water; it's operationally rated for up to eight hundred feet of submersion, though Clerc insists it can go much deeper with only minimal strain on the engines and hull. When not on active duty the *Ragnarok* docks in one of several UNTIL-maintained bases, such as San Clemente (California), New Haven (England), Kushiro (Japan), Mombasa (Kenya), and Fremantle (Australia).

Other Possible Special Projects

UNTIL is always on the lookout for new threats to humanity, and if necessary it creates a Special Project to deal with a particular problem. Most Special Projects are temporary; UNTIL rarely creates new permanent Special Projects. At present, the only new permanent Special Project under consideration is Project Clockwork, which would monitor and oppose the villainous robot Mechanon. Most agents expect the High Command to approve Project Clockwork. Several agents have proposed *Project Carolingian* (which would concentrate on Eurostar) and *Project Frankenstein* (to oppose Teleios), but the proposals have not yet been fully evaluated.

AGENT TYPES AND MOTIVATIONS

While superheroes sometimes have trouble telling one UNTIL agent from another, the truth is they're not the faceless drones their helmets, uniforms, and military efficiency sometimes make them seem to be. Each agent is an individual — a person with his or her own hopes, dreams, fears, and motivations. Some of the more common personality types found among the ranks of UNTIL include:

THE AUTHORITARIAN

The Authoritarian is a control freak. He thinks the world is too disorderly a place; all the chaos and bickering nations lead to countless problems, including crime. He'd prefer it if a right-minded person — himself, perhaps — were in a position to make people do as they ought to. While he's not a fascist, the Authoritarian definitely has a tendency to want to be in a position where he issues orders and other people obey them. That leads a lot of this type of agent to try for command positions, which sometimes is a good thing for UNTIL and sometimes not.

The Authoritarian usually belongs to Urban Division. A specialization in Tactical Command is common.

Possible Disadvantages

Psychological Limitation: Control Freak (Common, Moderate) (10 points)

Psychological Limitation: Must Be In Charge In Any Situation (Common, Strong) (15 points)

BLASTER BOY

The Blaster Boy (or Girl) is a high-tech gun nut. He joined UNTIL because it would teach him to use cutting-edge firearms, and then actually let him use them in combat conditions. He's the sort who, if he had criminal inclinations, would almost certainly join VIPER for the exact same reasons; fortunately, he's a decent sort of guy who'd rather help people than hurt them.

Blaster Boys almost always join the UD, often becoming Heavy Weapons agents.

Possible Disadvantages

Psychological Limitation: Love Of Combat (Common, Strong) (15 points)

Reputation: likely to start firefights 8- (5 points)

THE FOREIGN LEGIONNAIRE

The opposite of the World Patriot, this type of agent retains a strong loyalty to his home nation. In many cases he would have preferred to join his national military or police, but something — family tradition, a disgrace known in his homeland but which he hid from UNTIL recruiters, the folly of youth — steered him into UNTIL's arms instead. While he wouldn't, generally speaking, betray UNTIL, his first love is his homeland. He often speaks highly of it (or denigrates other countries), and might be tempted to sell UNTIL's secrets to it in some situations.

Possible Disadvantages

Psychological Limitation: [Nationality] Patriot (Common, Strong) (15 points)

Psychological Limitation: Hatred Of [Rival Nation] (Uncommon, Moderate) (5 points)

Reputation: something negative in his homeland that wouldn't matter so much to UNTIL

THE POLITICIAN

This agent joined UNTIL as much for the political and leadership opportunities it affords as for the chance to fight supercrime. Smart, quick on his feet, and suave, he often intends to enter politics one day, either in his home nation or the UN itself, and wants UNTIL service on his record for some reason. Or he may prefer to enter the upper ranks of UNTIL as quickly as possible; it's a better organization that offers him more opportunities than his nation's military. In either case, he often has diplomatic skills (Conversation, High Society, Persuasion, and so on) and is as likely to try to use them as his blaster if he has the chance.

The Politician usually signs up for the Urban Division, though the EWD, C&F, or the IC may suit his preference for "an indirect approach" enough to attract him.

Possible Disadvantages

Psychological Limitation: Looks Out For Number One (Common, Moderate) (10 points)

Psychological Limitation: Prefers Reason To Force (Common, Moderate) (10 points)

THE PROFESSIONAL

The Professional has a military mindset — he's the consummate soldier. Prior to joining UNTIL, he may have belonged to his national military. If so, he chose to leave for some reason, shifting to UNTIL because it, like an army or navy, operates with military efficiency; being an agent also offers the opportunity for combat experience. Given his efficient approach to UNTIL activities, he may be well-suited for command, but his intolerance for people who don't think and act like him often cause his men to loathe him.



Professionals usually join the Urban Division. Combat Pilot, Heavy Weapons, Sky Cavalry, and Vehicular Operations are all favored specializations.

Possible Disadvantages

Distinctive Features: Preternaturally Neat, Nothing Is Unpolished Or Out Of Place (Easily Concealable, Noticed and Recognized) (5 points)

Psychological Limitation: Dismissive Of Non-Military Or Non-UNTIL Personnel (Common, Moderate) (10 points)

THE SUPER-HATER

This type of UNTIL agent harbors a deep hatred for superhumans — either a specific superhuman (or superteam), or all superhumans in general. The former attitude usually arises because the agent experienced some tragedy in his life that he blames on supers. For example, his parents may have died in a supervillain attack, or the New Knights may have failed to save his fiancée from some disaster. The latter attitude is more subtle; it usually results when something — such as losing his job to a new super-tech-based company — convinces the agent that superhumans cause more trouble than they cure.

In either case, the Super-Hater goes after supervillains with undisguised zeal, and deals with superheroes brusquely when he can't avoid them altogether. His record may describe incidents of brutality (or suspected brutality) against supervillains. He may choose Heavy Weapons or one of the vehicle-oriented specializations so that he has more firepower to use against “those super-bastards.”

Possible Disadvantages

Hunted: increase his Watched by UNTIL to 11-

Psychological Limitation: Hatred Of Superhumans

(Common, Strong) (15 points)

Psychological Limitation: Hatred Of [A Particular Superhuman Or Super-team] (Common, Strong) (15 points)

THE THIRD WORLD ESCAPEE

This agent comes from a Third World nation — usually in Africa or Asia. He joined UNTIL not so much because he believes in its mission or the mission of the UN (though he may) but because it gave him the opportunity to get the hell out of his impoverished homeland. Thanks to his position in UNTIL he earns enormous (by his standards) amounts of money, gets to travel the world, can play with high-tech weapons and gadgets, and rubs shoulders with famous people. That, combined with the glamour of UNTIL, make being an agent the perfect career for him... though he might jump ship if a big corporation or the like offered him a really high-paying job.

This type of agent almost never joins the Wilderness or Oceanic/Arctic Divisions; the hardships those positions often entail are exactly the sort of thing he's trying to get away from.

Possible Disadvantages

Psychological Limitation: Greedy (Common, Strong) (15 points)

Psychological Limitation: Feels Guilty About Abandoning His People (Uncommon, Moderate) (5 points)

THE THRILLSEEKER

The Thrillseeker lives for the rush of high-speed car chases, combats against supervillains, and firefighting with VIPER agents. He may have a death wish, but it's more likely he's simply an adrenaline junkie who considers UNTIL the best place to get his “fix.” His “swashbuckling” attitude often does not exactly endear him to his fellow agents, who think he's dangerous and likely to get them shot.

Possible Disadvantages

Psychological Limitation: Thrillseeker (Common, Strong) (15 points)

Psychological Limitation: Adrenaline Junkie, Seeks Out Most Dangerous Way to Do Things, Can't Do Things The “Safe” Way (Very Common, Strong) (20 points)

Psychological Limitation: Refuses To Go Along With Cautious Plans (Common, Moderate) (10 points)

Reputation: Swashbuckler, 11- (10 points)

TRUTH, JUSTICE, AND THE UNTIL WAY

This type of agent genuinely believes in UNTIL's mission to make the world a better, safer place. Being an agent gives him a chance to help people, protect the innocent, and fight crime even

though he doesn't have superpowers. Other agents may regard him as naive or a dreamer, but they at least respect the sincerity of his beliefs.

Due to his attitude, TJ&UW is usually an excellent agent, a model of efficiency who earns commendations and promotions for his accomplishments and spotless disciplinary record. But sometimes he prefers to focus entirely on the job and the good he can accomplish, dismissing procedural requirements as nonsense... an attitude that's likely to get him in more than a little trouble with his superiors.

Possible Disadvantages

Psychological Limitation: Truth, Justice, And The UNTIL Way (Common, Strong) (15 points)

Psychological Limitation: Just Wants To Get The Job Done; Can't Stand Procedures Or Paperwork (Common, Strong) (15 points)

THE WORLD PATRIOT

The World Patriot has a firm, sincere belief in the concept of a "one world government," and believes the United Nations will eventually become the government of a united Earth. He wants to be on the front lines of that change, helping to make it happen, and he sees UNTIL as the best way to do that. Eventually Humanity will give UNTIL the authority to enforce the Uniform Earth Code of Justice anywhere in the world, and he's ready for that job.

Possible Disadvantages

Psychological Limitation: One World Government Patriot (Common, Moderate) (10 points)

Psychological Limitation: Hatred Of Nationalism (Common, Moderate) (10 points)

CHARACTER CREATION



UNTIL RANKS

Position	Cost
Private	2
Lance Corporal	3
Corporal	4
Sergeant	5
Sergeant-Major	6
Lieutenant, 2nd	7
Lieutenant, 1st	8
Captain	9
Major	10
Commander	12
C&F Commander	13
DAC Chief	13
IC Commander	13
OSR Commander	13
Field Marshall	14
Undersecretary	15
Secretary-Marshall	16

Here's some character creation information pertinent to UNTIL agents and superhumans working for or with UNTIL.

UNTIL SKILLS

UNTIL agents possess many skills and abilities not known to the average person, or even the average law enforcement or (para)military agent.

COMBAT PILOTING

UNTIL requires its pilots to train on standard vehicles such as planes and helicopters before they ever get behind the controls of a Grav-Sled or Jet-Cycle. Therefore, UNTIL agents who purchase Combat Piloting should choose one of the standard Transport Familiarity classes of vehicles as the class of vehicles with which they are "automatically familiar."

PROFESSIONAL SKILLS

As part of their Basic Training, all UNTIL agents learn PS: UNTIL Agent. This Skill covers the typical details of their jobs, such as preparing (or avoiding!) paperwork. It may serve as Complementary to Bureaucrats when dealing with the organization.

In addition to PS: UNTIL Agent, plenty of other UNTIL-specific PSs exist. For example, Peacekeeper and Sky Cavalry agents might not know Mechanics, but they learn PSs for maintaining their specialized equipment (and perhaps can even make a crucial battlefield repair).

TRANSPORT FAMILIARITY

UNTIL agents can learn the following TFs, each of which costs 1 Character Point:

UNTIL Grav Vehicles

UNTIL Jet-Cycle

UNTIL Personal Flight Unit

Each of these counts as an individual class of vehicles; characters cannot purchase them as a single group, or as part of some other group. This ensures that UNTIL's enemies have a difficult (at best) time stealing and operating the agency's vehicles.

WEAPON FAMILIARITY

All UNTIL agents learn WF: Small Arms and WF: Knives, which they need to use UNTIL's blasters and the U-B1 Battle Knife. See the accompanying table for the WFs that apply to non-standard UNTIL weapons.

UNTIL also has two unique WFs: Peacekeeper Armor Weapons and PFU Shoulder Blasters. Each of these costs 1 Character Point and must be purchased individually.

UNTIL PERKS

FRINGE BENEFIT: UNTIL RANK

The accompanying table lists the value of the Fringe Benefit for various positions in UNTIL.

OTHER UNTIL FRINGE BENEFITS

International Weapon Permit (2 Character Points):

This Fringe Benefit gives a character the right to carry weapons in any UN member nation.

International Concealed Weapon Permit (4 Character Points):

This Perk gives the character the right to bear concealed arms in any UN member nation.

International Police Powers (5 Character Points) and Limited International Police Powers (3 Character Points):

The form of International Police Powers described on page 27 is a Fringe Benefit costing 5 points. For 3 points, characters may purchase *Limited International Police Powers*. This is the right to be recognized as an agent of the police forces of every nation participating in the agreement which grants the powers — in other words, the character is a cop in multiple nations (but not all of them), and must abide by a given nation's rules and regulations when exercising his powers in that nation.

SLP Affiliate (2 Character Points): Superheroes who are part of the Superhero Liaison Program (page 136) purchase this Fringe Benefit. It entitles them to use UNTIL resources, but creates certain obligations to UNTIL in return.

UNTIL WEAPON FAMILIARITIES

Weapon

U-BKL "Firesnake" Flame Rifle
 U-BTB Synaptic Interference Cannon
 U-GEM-S "Sapphire" Laser Bazooka
 U-JGL Variable Energy Field Generator
 U-JPG Electronet
 U-OAD-1 Speargun
 U-OAD-2 Man-Portable Torpedo
 U-TCB Graviton Interference Generator
 U-WJM "Thunderbolt" Assault Cannon

WF Class

Flamethrowers
 Emplaced Weapons
 Shoulder-Fired Weapons
 Emplaced Weapons
 Nets
 Small Arms
 Shoulder-Fired Weapons
 Shoulder-Fired Weapons
 Emplaced Weapons

chapter five:



**THIS IS MY WEAPON
UNTIL TECHNOLOGY**

WEAPONS



UNTIL TECHNOLOGY DISTRIBUTION

UNTIL has strict regulations about the distribution and use of its equipment. An agent can't simply walk up to a Quartermaster officer and ask for whatever he wants; the only thing that's going to get him is assigned to KP for a long, long time.

An agent who feels he needs some weapon or other gear in addition to his standard kit has to submit a requisition form to his immediate superior. If the officer considers the request valid, he approves it (if that's within his power) or passes it on to his own superiors for approval. If he considers it an invalid request, he denies it, and that's the end of the matter. The only requests that are routinely approved are for repair or replacement of the agent's standard gear; all others receive close scrutiny, since UNTIL's not made of money.

If an agent receives extra equipment, he's expected to take good care of it and return it to the Quartermaster on completion of the mission for which he requested it. The events of a mission may make this impossible, but UNTIL expects its personnel to treat their gear as the agency's property, not personal property.

In game terms, the GM takes the part of any superior officer who has

Like the members of any other police or paramilitary organization, UNTIL agents often have to rely, first and foremost, on their weapons. Few supervillains surrender meekly when UNTIL shows up — the usual result is a firefight in which the power and sophistication of an agent's weapon may be a deciding factor.

Rather than relying on conventional firearms, which pose a high risk of secondary casualties in the urban areas where UNTIL frequently operates, agents use high-tech blasters and similar weapons in most cases. This allows them to get the job done with the minimum necessary level of force.

This section describes some of UNTIL's most common weapons — but not *all* of its weapons. The GM can have UNTIL scientists create an astonishing array of new and unusual weapons. The agency can also call upon UN member governments for access to conventional weapons, if necessary.

Similar UNTIL weapons usually have interchangeable energy packs. The energy packs for any standard blaster weapon, for example, fit in any other blaster weapon; the lasers in the Personal Laser Weapons Series can all use each other's energy packs.

ENERGY PISTOLS

U-SHL "SHELLIE" BLASTER PISTOL

Effect: Energy Blast 8d6
Shots: 32
Combat Modifier(s): None
Range: 300"

Description: This "Shellie" is the standard sidearm carried by UNTIL agents. Incorporating a slightly modified form of pulson technology, it projects a beam of greenish-gold energy to a range of over 600 yards (though of course the practical range of the weapon is significantly shorter). UNTIL issues it to agents with two high-yield energy packs; the large amount of "ammo" this gives the agent has been a decisive factor in many firefights.

Game Information: *Energy Blast 8d6, 2 clips of 32 Charges each (+½) (60 Active Points); OAF (-1). Total cost: 30 points.*

OPTIONS:

1) Smaller Energy Pack: Older models of the U-SHL had less efficient energy packs; they're sometimes found in the hands of veteran agents who don't want to give up favored sidearms, or agents working for branch offices with limited budgets.

Change to 2 clips of 12 Charges each (-0). 40 Active Points; total cost 20 points.

2) Supercharged Shellie: Some unknown UNTIL agent developed a small supercharger for the U-SHL that allows the firer to increase the power drawn from the energy pack, and thus the strength of the blast. This tends to wear the weapon out quickly, so the regs forbid it, but the specs for the device have been floating around UNTIL for years and more than a few agents carry the supercharged form of the weapon. Change to 2 clips of 32 Boostable Charges each (+¾). 70 Active Points; total cost 35 points.

3) Accurate Shellie: Some agents know how to modify their U-SHLs to maintain the beam for a few milliseconds — just long enough for the shooter to easily move the beam into the target if the initial blast isn't accurate. This makes it much more likely the shooter can hit a distant target. Add No Range Modifier (+½). 80 Active Points; total cost 40 points.

4) Deadly Shellie: Some agents increase the energy frequency of the pulsons emitted by the Shellie, making the beam much deadlier. Change to the equivalent DCs in Killing Damage (RKA 2½d6).

U-CFA "BRAINSCRAMBLER" PSIONIC DISRUPTION PISTOL

Effect: Drain Psionics 4d6
Shots: 8
Combat Modifier(s): None
Range: 200"

Description: UNTIL developed this weapon to counteract the psionic powers used by some of its opponents. It generates a pulse of energy that temporarily disrupts a mentalist's ability to use his powers at full effectiveness. Due to the high cost of developing them, UNTIL only has a small number of Brainscramblers as of late 2003 (and any agent who loses or breaks one can expect a thorough dressing-down), but UNTIL hopes to reduce the price and make these commonly available within a few years.

Game Information: *Drain Psionics 4d6, all Psionic Powers simultaneously (+2), Limited Range (200"; +¼) (130 Active Points); OAF (-1), 8 Charges (-½). Total cost: 52 points.*

U-ELC "SCREECH OWL" SONIC PISTOL**Effect:** Energy Blast 7d6/Energy Blast 4d6, NND**Shots:** 8**Combat Modifier(s)** None**Range:** 185"/200"

Description: Developed by UNTIL scientists after study of the supervillainess Howler, this weapon emits a damaging burst of sonic energy. It has two settings, one of which emits a sonic blast that stuns the target without causing injury, the other of which causes damage. UNTIL scientists have not built any other sonic weapons, but they are well within UNTIL's technological capacity if necessary.

Game Information:**Cost** U-ELC "Screech Owl" Sonic Pistol

18 U-ELC "Screech Owl" Sonic Pistol:
Multipower, 40-point reserve, all OAF (-1), 2 clips of 8 Charges each (-¼) for entire reserve

2u 1) *Standard Setting:* Energy Blast 7d6; OAF (-1)

2u 2) *Mercy Setting:* Energy Blast 4d6, NND (defense is Hearing Group Flash Defense or being deaf; +1); OAF (-1)

Total cost: 22 points.**OPTIONS:**

1) **Deadly Setting:** UNTIL technicians with a knowledge of sonics can add a third setting to the weapon, one powerful enough to liquify solid matter — but it uses up the pistol's energy more quickly than the other two settings. Add a third slot: RKA 2d6; OAF (-1), Requires 2 Charges Per Use (-¼) (total cost: 1u). Total cost: 23 points.

2) **One-Battery U-ELC:** This form of the Screech Owl has one large energy pack instead of two small ones. Change to 30 Charges (+¼) for entire reserve. Total cost: 29 points.

U-GEM-R "RUBY" LASER PISTOL**Effect:** RKA 2d6**Shots:** 16**Combat Modifier(s)** +1 OCV, +1 RMod**Range:** 185"

Description: This is the pistol component of the Personal Laser Weapons Series (see below). It fires a red laser beam (hence its name) and incorporates an aiming laser function to enhance accuracy. Commanders only issue it to agents in situations where lethal force is considered necessary, such as when facing Grond or Eurostar.

Game Information: RKA 2d6, 2 clips of 16 Charges each (+¼) (37 Active Points); OAF (-1), No Knockback (-¼) (total cost: 16 points) **plus** +1 OCV (5 Active Points); OAF (-1) (total cost: 2 points) **plus** +1 versus Range Modifier (3 Active Points); OAF (-1) (total cost: 1 point). Total cost: 19 points.

OPTIONS:

1) **Increased Power:** UNTIL's weapon designers

have created some prototypes of the Ruby with enhanced cutting power. Add Armor Piercing (+½). 52 Active Points; total cost 23 points; total cost for weapon 26 points.

2) **Early Model:** The earliest versions of the Ruby lack the aiming laser feature. Remove the Combat Skill Level and Range Skill Level. Total cost: 16 points.

3) **One-Battery U-GEM-R:** Some models of the Ruby have one large energy pack. Change to 30 Charges (+¼). 37 Active Points; total cost 16 points; total cost for weapon 19 points.

U-SAS MINIBLASTER**Effect:** Energy Blast 7d6**Shots:** 6**Combat Modifier(s)** None**Range:** 175"

Description: This weapon is a tiny version of the U-SHL — small enough for a skilled sleight of hand artist to palm, if necessary — with a few other design modifications. UNTIL issues it to IC agents, particularly in the Undercover branch. Its energy beam is nearly as strong as the Shellie's, but its energy pack has much less power.

Game Information: Energy Blast 7d6 (35 Active Points); OAF (-1), 6 Charges (-¾). Total Cost: 13 points.

U-TWF STUNNER PISTOL**Effect:** Energy Blast 6d6, AVLD**Shots:** 12**Combat Modifier(s)** None**Range:** 260"

Description: This weapon emits a unique frequency of energy that saps the target's vitality, rendering him unconscious. It was developed by an extremely pacifistic UNTIL scientist who considered even blaster energy and sonics too lethal.

Because the U-TWF is extremely expensive to build, UNTIL only issues it to elite agents in emergency situations when nothing else will do the trick (e.g., when UNTIL has to corral Ripper after one of his escapes from Stronghold). Instead of a detachable clip, the weapon has an integral battery; the user must plug it into a wall socket to recharge it.

Game Information: Energy Blast 6d6, AVLD (defense is Power Defense; +1½) (75 Active Points); OAF (-1), 12 Charges (-¼). Total cost: 33 points.

OPTIONS:

1) **U-TWF-X Supercharged Variant:** In situations where even the U-TWF won't get the job done, UNTIL brings out one of its half-dozen supercharged variants. Increase to Energy Blast 9d6. 112 Active Points; total cost 50 points.

2) **Long-Range Variant:** Some models of the U-TWF have a barrel extension, aiming scope, and retractable wire stock that make the weapon much

Continued from last page

to approve a requisition, and the governing criterion for approval is: will giving the agent extra equipment help the campaign? If so, the GM approves the requisition; if not, he denies it. See page 158 for more information.

more accurate at long ranges. Add No Range Modifier (+½). 90 Active Points; total cost 40 points.

ENERGY SUBMACHINE GUNS

UNTIL only has two major models of small, automatic fire-capable weapons. In general it prefers to rely on its energy rifles for such relatively heavy firepower.

U-JM “JIMMY” BLASTER SMG

Effect: Energy Blast 7d6, Autofire

Shots: 32

Combat Modifier(s) None

Range: 350”

Description: UNTIL’s most common SMG is a pulson blaster developed from the U-SHL. It looks like the Shellie in most respects, but with a larger body and longer barrel shaped so the shooter can hold it with both hands if necessary. The energy clip lies flush against the back part of the barrel.

Game Information: *Energy Blast 7d6, Autofire (5 shots; +½), 2 clips of 32 Charges each (+½) (70 Active Points); OAF (-1). Total cost: 35 points.*

OPTIONS:

1) U-JM-X “Jimmy Dean” Experimental SMG:

UNTIL has manufactured a few prototypes of a more powerful SMG blaster, but an as-yet uncorrectable technical problem (periodic misfires in the pulson aggregation chamber) prevent the agency from replacing the standard U-JM. Increase to Energy Blast 8d6 and add Activation Roll 15- (-¼). 80 Active Points; total cost 35 points.

2) U-JM-V “Jimmy V” SMG: This form of the U-JM aggregates the pulsons for a few microseconds longer, increasing their power to more lethal levels at the expense of a reduced rate of automatic fire. Change to RKA 2d6+1, Autofire (3 shots; +¼), +1 Increased STUN Multiplier (+¼), 2 clips of 32 Charges each (+½) (70 Active Points); OAF (-1). Total cost: 35 points.

U-GEM-A “AMETHYST” LASER SMG

Effect: RKA 2d6, Autofire, Armor Piercing

Shots: 32

Combat Modifier(s) None

Range: 375”

Description: As part of the Personal Laser Weapons Series (see below), the Technical Corps created this laser SMG. It fires a lavender-colored laser beam.

Game Information: *RKA 2d6, Autofire (5 shots; +½), Armor Piercing (+½), 2 clips of 32 Charges each (+½) (75 Active Points); OAF (-1), No Knockback (-¼). Total cost: 33 points.*

OPTIONS:

1) Integral Aiming Laser: There’s often not much point in having an aiming laser on an SMG, but agents who want it can obtain one for the Amethyst. Add +1 OCV (5 Active Points); OAF (-1) (total cost: 2 points) **plus** +1 versus Range Modifier (3 Active Points); OAF (-1) (total cost: 1 point). Total cost: 36 points.

2) Drum Energy Pack: Some forms of the Amethyst have a single, larger, disk-shaped energy pack that mounts to the top of the weapon like a drum magazine. Change to 90 Charges (+¾). 82 Active Points; total cost 36 points.

ENERGY RIFLES

These weapons, particularly the U-KTF, are the UNTIL agent’s main battle weapons. UD agents occasionally “personalize” them with stickers or decals, or even small carvings on the stock. Though this is against protocols, Field Commanders tend to ignore these displays of individualism in the interest of troop morale.

U-KTF “KATIE” BLASTER ASSAULT RIFLE

Effect: Energy Blast 10d6, Autofire

Shots: 32

Combat Modifier(s) +1 OCV, +1 RMod

Range: 500”

Description: Most UNTIL agents carry this assault rifle in the field. They refer to it as the “Katie” or the “BAR”

The U-KTF uses UNTIL’s standard pulson blaster technology in a sort of bullpup configuration that helps keep the weapon’s size and weight down (something overburdened agents are always grateful for). Thanks to its large pulson aggregation chamber, it fires a significantly more powerful blast than the U-SHL, and its enhanced pulson feed mechanism provides a high rate of fire if necessary.

The BAR can change between single-shot and automatic-fire mode with a thumb selector switch near the trigger. In most situations, agents using the weapon fire single shots (*i.e.*, choose to Autofire only one shot), since they’re easier to aim. But when facing multiple opponents or powerful supervillains, they’re quick to “rock and roll” — switch to automatic fire. In hand-to-hand combat an agent can use his BAR’s rifle butt as a club (however, in the GM’s option, this may have a chance of misaligning the pulson aggregation chamber, reducing the weapon’s damage to 9d6 or even 8d6 until fixed).

The U-KTF is a gold-colored assault rifle with a relatively large, heavy stock (due to the quasi-bullpup configuration) and a long, slender forward barrel. In some models, the straight energy pack fits into the weapon immediately forward the trigger guard; in others it inserts into the grip or attaches lengthwise flush against the right side of the stock.

Game Information:**Cost Powers**

- 53 *U-KTF Blaster Assault Rifle*: Energy Blast 10d6, Autofire (5 shots; +½), 2 clips of 32 Charges each (+½) (100 Active Points); OAF (-1) (total cost: 50 points) **plus** +1 OCV (5 Active Points); OAF (-1) (total cost: 2 points) **plus** +1 versus Range Modifier (3 Active Points); OAF (-1) (total cost: 1 point)
- 6 *Rifle-butt Club*: HA +3d6 (15 Active Points); OAF (-1), Hand-To-Hand Attack (-½)

Total cost: 59 points.

OPTIONS:

1) *Integral Battery*: One model of the U-KTF doesn't have energy packs, it has a built-in battery that the user recharges by plugging the rifle into any source of electricity. Change to 60 Charges (+½). Total cost: 59 points.

2) *U-KTF-P Plasma-Pulson Blaster Assault Rifle*: This variant of the Katie mixes plasma in with the pulson bolt, creating a multilayered beam with greater armor-penetrating power. Change to:

Cost Powers

- 65 *U-KTF-P Plasma-Pulson Blaster Assault Rifle*: Energy Blast 10d6, Armor Piercing (+½), Autofire (5 shots; +½), 2 clips of 32 Charges each (+½) (125 Active Points); OAF (-1) (total cost: 62 points) **plus** +1 OCV (5 Active Points); OAF (-1) (total cost: 2 points) **plus** +1 versus Range Modifier (3 Active Points); OAF (-1) (total cost: 1 point)
- 6 *Rifle-butt Club*: HA +3d6 (15 Active Points); OAF (-1), Hand-To-Hand Attack (-½)

Total cost: 71 points.

U-AM "SUNSTROKE" FLARE RIFLE

Effect: Sight Group Flash 6d6, Area Of Effect

Shots: 8

Combat Modifier(s) None

Range: 225"

Description: UNTIL agents often request this weapon when they plan to assault numerically large foes, since it can take a lot of enemies out of the fight quickly. However, it's much less effective in long-running battles (an enemy that knows UNTIL is using it can take steps to counter the effects, such as shading the eyes) or when the battlefield becomes too too chaotic to target groups of enemy agents.

Game Information:**Cost Powers**

- 27 *U-AM "Sunstroke" Flare Rifle*: Sight Group Flash 6d6, Area Of Effect (6" Radius; +1¼) (67 Active Points); OAF (-1), 8 Charges (-½)
- 6 *Rifle-butt Club*: HA +3d6 (15 Active Points); OAF (-1), Hand-To-Hand Attack (-½)

Total cost: 33 points.

OPTIONS:

1) **Multiple Clips**: Change to 2 clips of 8 Charges each (-¼). Total cost: 36 points.

**U-BKL "FIRESNAKE" FLAME RIFLE**

Effect: RKA 3d6, Area of Effect, Armor Piercing, Continuous

Shots: 12

Combat Modifier(s) None

Range: 785"

Description: This weapon is UNTIL's version of a flamethrower. It consists of a rifle-like body with a two small attached tank-like "clips" of concentrated fuel. The chemicals in the two tanks are, by themselves, inert — they won't catch on fire if an attack damages the weapon. But when they mix in the weapon's pressurized firing chamber, they become highly flammable, and as they project out of the nozzle an electrical charge lights the fuel to create a powerful blast of fire. The user can choose between narrow-beam and wide-beam applications by moving a focusing ring on the barrel.

Game Information:**Cost U-BKL "Firesnake" Flame Rifle**

- 52 *U-BKL "Firesnake" Flame Rifle*: Multipower, 157-point reserve, all OAF Bulky (-1½), No Knockback (-¼), 12 Charges for entire Multipower (-¼)
- 6u 1) *Narrow Beam*: RKA 3d6, Area of Effect (44" Line; +1), Armor Piercing (+½), Continuous (+1); OAF Bulky (-1½), No Knockback (-¼)
- 6u 2) *Wide Beam*: RKA 3d6, Area of Effect (23" Cone; +1), Armor Piercing (+½), Continuous (+1); OAF Bulky (-1½), No Knockback (-¼)

Total cost: 64 points.

U-CCC "3-C" BLASTER RIFLE

Effect: Energy Blast 10d6, Armor Piercing
Shots: 32
Combat Modifier(s) None
Range: 375"

Description: Although the U-KTF is more common, the U-CCC is UNTIL's standard non-assault-style rifle. It's really just a rifle-sized version of the U-SHL with more powerful pulson technology.

Game Information: *Energy Blast 10d6, 2 clips of 32 Charges each (+½) (75 Active Points); OAF (-1). Total cost: 37 points.*

OPTIONS:

1) **U-CCC-X "Powerhouse" Blaster Rifle:** UNTIL has a supercharged version of the 3-C, but rarely uses it because its unreliability is dangerous on the battlefield. Change to: Energy Blast 12d6, 2 clips of 32 Charges each (+½) (90 Active Points); OAF (-1), Activation Roll 14- (-½). Total cost: 36 points.

2) **U-CCC-S Sniper Blaster:** In some situations, UNTIL can set up a sniper to cover a prisoner transport or similar event, giving him as a weapon this form of the 3-C, which has a much longer barrel and some integral aiming devices. Add Increased Maximum Range (2,500"; +¼) and No Range Modifier (+½). 112 Active Points; total cost 56 points.

U-GEM-D "DIAMOND" LASER ASSAULT RIFLE

Effect: RKA 3d6, Autofire, Armor Piercing
Shots: 32
Combat Modifier(s) None
Range: 560"

Description: In the early 1980s, with supercrime on the increase, UNTIL decided to develop a line of laser rifles for situations when it needed stronger firepower than blasters could provide. Headed by Dr. Garrison E. Michaux of the TC, Project Flashlight experimented with several different technologies to generate an acceptable level of laser power in a relatively lightweight weapon. After several years of work, it created or adapted the systems it needed, and in 1987 the Personal Laser Weapons Series (PLWS) was introduced for field use. Each weapon in the series has a differently-colored laser beam so agents can tell them apart during a battle.

The assault weapon entry in the series is the U-GEM-D "Diamond," which fires a powerful white laser beam and has automatic fire capability. Due to the Diamond's power, commanders generally forbid its use in populated areas, since the laser beam may cut through obstructions to injure civilians on the other side.

Game Information:

Cost Powers
 50 *U-GEM-D "Diamond" Laser Assault Rifle:* RKA 3d6, Autofire (5 shots; +½), Armor Piercing (+½), 2 clips of 32 Charges each (+½) (112 Active Points); OAF (-1), No Knockback (-¼)
 6 *Rifle-butt Club:* HA +3d6 (15 Active Points); OAF (-1), Hand-To-Hand Attack (-½)

Total cost: 56 points.

OPTIONS:

1) **U-GEM-D "Star Diamond" Laser Rifle:** One variant on the Diamond sacrifices automatic fire capability for a more powerful beam. Change to RKA 3½d6, Armor Piercing (+½), 2 clips of 32 Charges each (+½) (110 Active Points); OAF (-1), No Knockback (-¼). Total cost: 55 points.

2) **Integral Aiming Laser:** There's often not much point in having an aiming laser on an assault rifle, but agents who want it can obtain one for the Diamond. Add +1 OCV (5 Active Points); OAF (-1) (total cost: 2 points) **plus** +1 versus Range Modifier (3 Active Points); OAF (-1) (total cost: 1 point). Total cost: 59 points.

U-GEM-E "EMERALD" LASER RIFLE

Effect: RKA 3d6, Armor Piercing
Shots: 8
Combat Modifier(s) +1 OCV, +3 RMod
Range: 1,125"

Description: This long-barrelled weapon, the rifle of the Personal Laser Weapons Series, fires a green laser beam (with an aiming laser to enhance accuracy). It has an extremely long range and is quite deadly, making it an ideal sniper's weapon.

Game Information:

Cost Powers
 46 *U-GEM-E "Emerald" Laser Rifle:* RKA 3d6, Armor Piercing (+½), Increased Maximum Range (2,250"; +¼), No Range Modifier (+½) (101 Active Points); OAF (-1), No Knockback (-¼), 2 clips of 8 Charges each (-¼) **plus** +1 OCV (5 Active Points); OAF (-1) (total cost: 2 points) **plus** +3 versus Range Modifier (9 Active Points); OAF (-1) (total cost: 4 points)
 6 *Rifle-butt Club:* HA +3d6 (15 Active Points); OAF (-1), Hand-To-Hand Attack (-½)

Total cost: 52 points.

OPTIONS:

1) **U-GEM-EC Laser Carbine:** Designed for use in confined environments where a weapon with a long barrel wouldn't fit well, the EC Laser Carbine sacrifices range for convenience. Remove Increased Maximum Range (+¼) and reduce to +1 versus Range Modifier. Total cost: 45 points.

2) **U-GEM-E Laser Rifle With Linked HUD Aiming:** UNTIL's technicians have modified several Emeralds by attaching a special set of goggles to them via a cable. The shooter wears the goggles, which contain rangefinding and aiming technology. Rather than having to aim the rifle in the traditional way, the shooter simply looks at the target, and the weapon hits whatever the crosshairs in the goggles line up on. Remove Increased Maximum Range (+¼) and change No Range Modifier (+½) to Line Of Sight (+½). Total cost: 48 points.

U-JF "JEFFIE" HEAVY BLASTER CARBINE

Effect: Energy Blast 12d6, Autofire, Penetrating
Shots: 16
Combat Modifier(s) None
Range: 600"

Description: This short-barrelled rifle incorporates pulson beam compression technology to give its blast an extra wallop that some squads really appreciate. However, it's not only heavier than the U-KTF, but its energy pack is good for fewer shots because of the extra energy required by the compression system. Additionally, it has a slower rate of fire.

Game Information:

Cost Powers

- 60 *U-JF "Jeffie" Heavy Blaster Carbine:* Energy Blast 12d6, Autofire (3 shots; +¼), Penetrating (+½), 4 clips of 16 Charges each (+¼); OAF (-1)
 6 *Rifle-butt Club:* HA +3d6 (15 Active Points); OAF (-1), Hand-To-Hand Attack (-½)

Total cost: 66 points.

OPTIONS:

- 1) Integral Energy Pack:** Some agents prefer this model of the Jeffie, since it means they don't have to carry around multiple energy packs. On the other hand, it has less overall "ammo" than the standard version. Change to 45 Charges (+½). Total cost: 73 points.
- 2) Modified U-JF Heavy Blaster Carbine:** Some agents alter their Jeffies to increase the rate of fire, though this means sacrificing a little of the weapon's power. Change to Energy Blast 11d6 and Autofire (5 shots; +½). Total cost: 68 points.

U-JS "ELECTROCUTOR" ELECTRICITY RIFLE

Effect: Energy Blast 14d6
Shots: 64
Combat Modifier(s) None
Range: 525"

Description: This rifle is the most powerful "light" weapon in UNTIL's arsenal; many agents prefer it because of the punch it packs (and because it has a large integral energy pack). Others like it because the blast of electrical energy it projects tends to be particularly effective against gadgeteer villains, evil robots, and even some vehicles.

Game Information:

Cost Powers

- 52 *U-JS "Electrocutor" Electricity Rifle:* Energy Blast 14d6, 64 Charges (+½) (105 Active Points); OAF (-1)
 6 *Rifle-butt Club:* HA +3d6 (15 Active Points); OAF (-1), Hand-To-Hand Attack (-½)

Total cost: 58 points.



OPTIONS:

- 1) U-JS-A "Electrostorm" Electricity Rifle:** This form of the Electrocutor has automatic fire capability. Add Autofire (3 shots; +¼). 122 Active Points; total cost 67 points.
- 2) Lethal Electrocutor:** This version of the Electrocutor really lives up to its name. Change to: RKA 4d6, 64 Charges (+½) (90 Active Points); OAF (-1). Total cost: 51 points.

U-MD "GHOSTBUSTER" PHASE RIFLE

Effect: Energy Blast 10d6, Affects Desolidified
Shots: 16
Combat Modifier(s) None
Range: 375"

Description: The Technical Corps designed this weapon for use against opponents with the power to become intangible, such as Blackstar or Riptide. It uses advanced technology to "phase" standard blaster energy out of "frequency" with solid reality so that it can affect an intangible target. UNTIL has very few of these rifles and only issues them when it knows they'll be needed.

Game Information: *Energy Blast 10d6, Affects Desolidified (+½) (75 Active Points); OAF (-1), 16 Charges (-0). Total cost: 37 points.*

U-PJB PHOTON INTERFERENCE DISRUPTION RIFLE

Effect: Drain Invisibility 10d6

Shots: 16

Combat Modifier(s) None

Range: 50"

Description: UNTIL uses this rifle to deprive opponents who have the power to make themselves invisible of that particular form of defense. It emits a beam that disrupts the target's ability to interfere with the flow of photons around himself (and thus has no effect against any type of invisibility not involving the manipulation of light waves, such as psionic invisibility). Of course, locating an invisible target to make that first shot count may take some skill or luck....

Game Information: *Drain Invisibility 10d6, Limited Range (50"; +¼) (125 Active Points); OAF (-1), Does Not Affect Certain Special Effects (-¼), 16 Charges (-0). Total cost: 55 points.*

U-SA MUTANT NEUTRALIZATION RIFLE

Effect: Drain Mutant Powers 8d6

Shots: 8

Combat Modifier(s) None

Range: 50"

Description: Since UNTIL often fights or tries to capture supervillains who are mutants, it has developed a weapon to neutralize mutant powers. It projects a beam that affects the nervous system of a person with mutant DNA, temporarily disrupting his ability to use his powers. Expensive and rare, the rifle is only issued when UNTIL knows it will face a powerful mutant opponent.

Game Information: *Drain Mutant Powers 8d6, all Mutant Powers simultaneously (+2), Limited Range (50"; +¼) (260 Active Points); OAF (-1), 8 Charges (-½). Total cost: 104 points.*

OPTIONS:

- 1) Integral Aiming Laser:** Against some supervillains, that first shot has to count, so UNTIL agents can obtain a version of the U-SA with an integral aiming laser. Add +1 OCV (5 Active Points); OAF (-1) (total cost: 2 points) **plus** +1 versus Range Modifier (3 Active Points); OAF (-1) (total cost: 1 point). Total cost: 107 points.
- 2) Clips:** Instead of having an integral energy pack, this form of the U-SA comes with two detachable energy packs. Change to 2 clips of 8 Charges each (-¼). Total cost: 115 points.
- 3) U-SA-X Supercharged Variant:** The energy beam projected by this type of U-SA has much longer-lasting effects on the target. Add Delayed Return Rate (points return at the rate of 5 per Hour; +1). 340 Active Points; total cost 136 points.

U-SPF TANGLER RIFLE

Effect: Entangle 6d6, 6 DEF

Shots: 16

Combat Modifier(s) None

Range: 300"

Description: This rifle fires a cannister of strong plastic strands at the target. The cannister breaks upon impact, wrapping the target in the strands and thus immobilizing him.

Game Information: *Entangle 6d6, 6 DEF (60 Active Points); OAF (-1), Cannot Form Barriers (-¼), 16 Charges (-0). Total cost: 27 points.*

OPTIONS:

- 1) U-SPF-C Tangler Carbine:** This shorter, smaller version of the U-SPF likewise has a shorter range. Add Limited Range (100"; -¼). Total cost: 24 points.

HEAVY WEAPONS

In addition to agents' personal weapons, UNTIL issues heavy weapons or other unusual armaments to squads in appropriate situations. Usually Heavy Weapons Specialist agents operate these devices. The weapons described here are just a small sampling; the GM is encouraged to concoct any sort of weapon that he feels UNTIL would reasonably have available to it.

U-BTB SYNAPTIC INTERFERENCE CANNON

Effect: Drain 4d6 (STR, DEX, EGO, or SPD)

Shots: 12

Combat Modifier(s) None

Range: 500"

Description: This tripod-mounted weapon, which requires a two-man crew to operate (each member of which must know WF: Emplaced Weapons), generates a unique type of energy which interferes with the synaptic and neural responses of the human body. Depending upon exactly what effect is chosen, the target's strength, agility, willpower, or reflexes can be affected. The TC is trying to develop a rifle-sized version of this weapon, but so far has had no success (much to its frustration, since it knows VIPER has similar technology).

Game Information: *Drain 4d6, any one of four Characteristics (STR, DEX, EGO, or SPD) one at a time (+¼), Ranged (+½) (70 Active Points); OAF Bulky (-1½), Crew Served (2 agents; -¼), 12 Charges (-¼). Total cost: 23 points.*

OPTIONS:

- 1) Integral Aiming Laser:** Add +2 OCV (10 Active Points); OAF (-1) (total cost: 5 points) **plus** +4 versus Range Modifier (12 Active Points); OAF (-1) (total cost: 6 points) (total cost of Aiming Laser: 11 points). Total cost of weapon: 34 points.
- 2) U-BTB-X Enhanced Model:** This version of the Synaptic Interference Cannon is larger and more powerful, but needs a third crewperson. Increase

CREW-SERVED LIMITATION

Some weapons require more than one person to operate properly. Such weapons take the Limitation *Crew-Served*. The value of the Limitation depends on the size of the crew needed to fire the weapon without penalty, as indicated by the accompanying table.

Value	Required Crew	Penalty for Single Character To Operate
-¼	2	-3
-½	3-4	-6
-¾	5-8	-9
-1	9-16	Not possible

...and so on

If more than a single character, but fewer than the required number of characters, attempts to fire a weapon, reduce the penalty by the number of characters beyond one (though the minimum penalty remains -1 regardless of how many characters participate). For example, if four characters try to fire a weapon needing a crew of 8, the normal -9 penalty becomes -6 (-9, reduced by 3 for each person beyond the first).

To determine the OCV of a Crew-Served weapon, use the chief operator's OCV, or at the GM's option take the average OCV of the crew. If a Crew-Served weapon requires a Weapon Familiarity, at least half of the crew must have that WF, or the crew suffers the standard Unfamiliar Weapon penalty (-3 OCV).

If a Crew-Served weapon costs END, all members of the crew must pay that END cost.

Weapons with this Limitation should also take the *Focus* Limitation with the additional *Bulky* or *Immobile* Limitations. They usually take the *Extra Time* Limitation as well. Generally they do not take the *STR Minimum* or *Required Hands* Limitations, since they're mounted on bipods, tripods, or vehicles.

to Drain 5d6 and Crew-Served (3 agents; -½). 87 Active Points; total cost 27 points.

U-EWD-1 ELECTROBOMB

Effect: Dispel Electronic Device Powers 20d6

Shots: 1

Combat Modifier(s) None

Range: No Range

Description: UNTIL's EWD agents use Electrobombs — electronic limpet mines, essentially — to disable computer and security systems (sometimes UD agents use them against powered armor-wearing supervillains or evil robots). When placed on the target device and triggered by a radio signal, the Electrobomb generates a pulse of electricity sufficient to disrupt most electronic systems. Affected devices typically require major repairs and/or replacement of sensitive components; they can't simply be turned back on.

Game Information: *Dispel Electronic Device Powers 20d6, all Electronic Device Powers simultaneously (+2), Trigger (coded radio signal; +¼) (195 Active Points); OAF (-1), No Range (-½), 1 Charge (-2). Total cost: 43 points.*



OPTIONS:

1) **Electrobomb Four-Pack:** UNTIL sometimes issues Electrobombs in packs of four if it knows its agents will face multiple targets using electrical devices. Change to 4 Charges (-1). Total cost: 56 points.

U-GEM-S "SAPPHIRE" LASER BAZOOKA

Effect: RKA 9d6

Shots: 1

Combat Modifier(s) None

Range: 675"

Description: This one-shot PLWS "bazooka" packs a tremendous punch. It's intended for use against gigantic city-wrecking monsters, powerful alien spaceships, and similar targets instead of individual human targets, but UNTIL might issue it to agents facing the likes of Mechanon.

Game Information: *RKA 9d6 (135 Active Points); OAF (-1), No Knockback (-½), 1 Charge (-2). Total cost: 30 points.*

OPTIONS:

1) **Short-Range U-GEM-S:** This model of the Sapphire is shorter and stubbier, making it easier to carry but significantly reducing its range. Add Limited Range (200"; -¼). Total cost: 28 points.

U-JGL VARIABLE ENERGY FIELD GENERATOR

Effect: Change Environment (create energy field) 16" radius

Shots: N/A

Combat Modifier(s) None

Range: No Range

Description: UNTIL knows that exposure to certain forms of energy (such as magnetics, high-frequency sonics, infrared light, or various types of radiation) can weaken or injure many of its superpowered opponents without posing any significant danger to normal humans. In some cases an energy field may also affect an enemy's equipment. UNTIL developed this weapon, which resembles a small safe on wheels, to exploit these vulnerabilities. Agents simply move it into place and turn it on (they can also activate it remotely with a radio signal from their communications equipment), and it generates the desired energy field around itself until turned off or destroyed. Most forms of UNTIL equipment are shielded so the U-JGL's energy fields won't affect them.

Game Information: *Change Environment 16" radius, Varying Effect (any form of energy; +1), Reduced Endurance (0 END; +½), Personal Immunity (for UNTIL equipment; +¼) (69 Active Points); OAF Bulky (-1½), No Range (-½). Total cost: 23 points*

OPTIONS:

1) **Prototype U-JGL-2 VEEG:** The Technical Corps has been working on a more powerful version of the U-JGL, but it hasn't quite ironed out all the bugs yet. Increase to 64" radius and add Activation Roll 15- (-¼). 96 Active Points; total cost 29 points.

U-JPG ELECTRONET

Effect: Entangle 5d6, 5 DEF plus Energy Blast 4d6, NND

Shots: 1 Recoverable Charge

Combat Modifier(s) None

Range: RBS

Description: UNTIL agents use this weapon to immobilize and stun dangerous targets. It's a net made of tough wire mesh, with battery packs attached to it which electrify it after it wraps around the target. The battery packs contain enough "juice" for just a few seconds, but that should be enough to take the fight out of most foes. (The net can be used without turning the battery packs on, if desired.) It requires WF: Nets to use, and so is only issued to specially-trained agents.

Game Information: *Entangle 5d6, 5 DEF, Area Of Effect (One Hex; +½) (75 Active Points); OAF (-1), 1 Recoverable Charge (-1¼), Range Based On STR (-¼), Cannot Form Barriers (-¼) (total cost: 20 points) **plus** Energy Blast 4d6, NND (defense is insulated rED; +1), Area Of Effect (One Hex; +½), Continuous (uses 1 Charge per Phase until turned off or Charges are exhausted; +1) (70 Active Points); OAF (-1), Linked (-½), Range Based On STR (-¼), 4*

Charges (-1) (total cost: 19 points). Total cost: 39 points.

OPTIONS:

1) **Large Electronet:** Some Electronets are large enough to capture multiple targets at once. Change Area Of Effect (One Hex; +½) to Area Of Effect (4" Radius; +1). 100 + 80 = 180 Active Points; total cost 27 + 21 = 48 points.

2) **U-JPG-L Launched Electronet:** The Electronet also comes in a form that's built into a launcher. Re-packing the net into the sabot the launcher fires takes 1 Minute. Remove Range Based On STR (-¼). Total cost 21 + 20 = 41 points.

U-TCB GRAVITON INTERFERENCE GENERATOR

Effect: Drain Flight 10d6

Shots: 8

Combat Modifier(s) None

Range: 750"

Description: This weapon resembles a bazooka or other shoulder-mounted weapon. It emits a beam of energy that interferes with the "anti-graviton" particles emitted by many superhumans who can fly (this includes flying vehicles using antigravity technology, such as many aerial hovercraft). It does not affect wings, mechanical flight devices, or certain other "special effects" for flight powers.

Game Information: *Drain Flight 10d6, Ranged (+½) (150 Active Points); OAF Bulky (-1½), Does Not Affect Certain Special Effects (-½), 8 Charges (-½). Total cost: 43 points.*

U-WJM "THUNDERBOLT" ASSAULT CANNON

Effect: Energy Blast 20d6/RKA 6d6

Shots: 16

Combat Modifier(s) None

Range: 500"/450"

Description: This weapon (not to be confused with a similar VIPER weapon of the same nickname) is the most powerful of UNTIL's "standard" weapons. A tripod-mounted blaster cannon capable of blowing vault doors off their hinges, it requires a 3-man crew to operate effectively (each member of the crew must know WF: Emplaced Weapons). However, on occasion a strong agent will pick one up and use it in a last-ditch heroic stand of some sort.

Game Information:**Cost Powers**

- 33 *U-WJM "Thunderbolt" Assault Cannon:* Multipower, 100-point reserve; all OAF Bulky (-1½), Crew-Served (3 agents; -½), 16 Charges for entire Multipower (-0)
- 3u 1) *Setting A:* Energy Blast 20d6; OAF Bulky (-1½), Crew-Served (3 agents; -½)
- 3u 2) *Setting B:* RKA 6d6; OAF Bulky (-1½), Crew-Served (3 agents; -½)

Total cost: 39 points.

OPTIONS:

1) **U-WJM-AF "Thunderstorm" Assault Cannon:** This even more powerful variant of the Thunderbolt has a larger energy pack and automatic fire capability. It's primarily intended for use against enemy vehicles and bases, not human-sized targets. Increase reserve to 150 points, change to 60 Charges (+½) for entire reserve, and add Autofire (5 shots; +½) to each slot. Total cost: 84 points.

2) **U-WJM-E "Thunderboomer" Assault Cannon:** This variant uses a slightly different form of energy that interacts with the physical target to create an explosive effect. Increase reserve to 150 points and add Explosion (+½) to each slot. Total cost: 59 points.

MISCELLANEOUS WEAPONS

Here are a few weapons that don't fit into any of the above categories.

Blaster Accessories

The accompanying table lists the scopes, sights, and other accessories that UNTIL has developed for use with its firearms. Most agents have at least a U-A1 Basic Sight for all missions, and a U-A2 Infrared Sight and/or U-A21 Starlight Sight for nighttime missions. A single weapon can usually mount multiple accessories if desired, though the GM may restrict this in the interest of game balance.

All accessories are OAFs, and have Reduced Endurance (0 END; +½) if necessary.

U-B1 Battle Knife**U-B1 BATTLE KNIFE**

Effect: HKA 1d6

END Cost: 0 (plus END for STR)

Combat Modifier(s) None

Range: N/A

Description: This is the standard UNTIL knife, issued to all agents. It's used as a tool more than a weapon in most cases.

Game Information: HKA 1d6 (up to 2d6 with STR), Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), No Knockback (-¼). Total cost: 10 points.

OPTIONS:

1) **U-B1-WD Battle Knife:** The version of the U-B1 carried by WD agents has a hollow handle containing useful supplies (such as matches and fishing line). Add +1 with Survival; OAF (-1). Total cost: 1 point; total cost of weapon 11 points.

2) **U-B2 Dress Sword:** UNTIL officers' dress uniforms sometimes include a sword. Although not intended for fighting, it can be wielded in combat if necessary. Increase to HKA 1d6+1, 30 Active Points; total cost 13 points.

UNTIL BLASTER ACCESSORIES

Name	Effect	A/R Cost
U-A1 Basic Sight	+2 Range Skill Levels	6/3
U-A11 Advanced Sight	+6 Range Skill Levels	18/9
U-A2 Infrared Sight	Infrared Perception (Sight Group)	5/2
U-A21 Starlight Sight	Nightvision	5/2
U-A3 Ultraviolet Sight	Ultraviolet Perception (Sight Group)	5/2
U-A4 Blasterscope	+8 vs. Range Modifier for Sight	12/6
U-A5 X-Ray Sight	N-Ray Perception (Sight Group; not through lead, gold, or force fields)	10/5
U-A6 Laser Aiming System	+2 OCV and +4 Range Skill Levels	22/11
U-A7 Flashlight	Sight Group Images (light only), +4 PER	33/11
U-TS-3 Targeting System	+2 OCV	10/5

3) **U-B1-T Throwing Knife:** Some UNTIL knives are balanced for throwing. Change to HKA ½d6 (up to 1d6+1 with STR), Reduced Endurance (0 END; +½) (15 Active Points); OAF (-1), No Knockback (-¼) (total cost: 7 points) **plus** Ranged (+½) for HKA 1d6+1 (10 Active Points); OAF (-1), 1 Recoverable Charge (-¼), Range Based On STR (-¼) (total cost: 3 points). Total cost: 10 points.

OAD Weapons

Although many of UNTIL's standard weapons work underwater, the members of UNTIL's OAD teams have developed several weapons specifically for use in underwater missions.

U-OAD-1 SPEARGUN

Effect: RKA 2d6

Shots: 4 Recoverable Charges

Combat Modifier(s) None

Range: 150"

Description: This is the OAD speargun, which fires sharp-tipped metal "spears" with tremendous force. It has a greater range than standard spearguns, and other improvements.

Game Information: RKA 2d6 (30 Active Points); OAF (-1), 4 Recoverable Charges (-½), No Knockback (-¼). Total cost: 11 points.

OPTIONS:

1) **U-OAD-1X Speargun:** This form of the Speargun fires explosive-tipped spears. They're smaller than the standard spears, and thus the weapon is smaller as well, but the shooter can't recover and re-use them. Change to 4 Charges (-1). Total cost: 9 points.

U-OAD-2 MAN-PORTABLE TORPEDO

Effect: RKA 4d6, Armor Piercing, No Range Modifier
Shots: 1
Combat Modifier(s) None
Range: 600"

Description: This weapon is a bazooka-like device capable of launching a single small torpedo at submarines and other such targets. To fire it, the agent must know WF: Shoulder-Fired Weapons.

Game Information: RKA 4d6, Armor Piercing (+½), No Range Modifier (+½) (120 Active Points); OAF (-1), Only Works Underwater (-½), 1 Charge (-2). Total cost: 27 points.

Restraints

UNTIL often has to restrain supervillains it captures until it can get them to a secure jail or prison. Here are some devices it uses.

U-RD1 SUPERCUFFS

Effect: Entangle 12d6 (standard Effect: 12 BODY), 18 DEF, Takes No Damage From Attacks
END Cost: 1 Recoverable Charge
Combat Modifier(s) None
Range: No Range

Description: These advanced hand- and legcuffs are built especially to hold superhumans, and specifically constructed to cover the entire hand and foot

so the captive can't use Accessible Foci, nor employ Contortionist or Lockpicking to escape.

Game Information: Entangle 12d6 (standard Effect: 12 BODY), 18 DEF, Takes No Damage From Attacks (+½) (225 Active Points); OAF (-1), Cannot Form Barriers (-¼), Set Effect (hands and legs only, -½), No Range (-½), Must Follow Grab Or Target Must Be Willing (-½), 1 Recoverable Charge (-1¼). Total cost: 45 points.

U-RD2 POWER NEGATOR

Effect: Drain 5d6
END Cost: 0
Combat Modifier(s) None
Range: No Range

Description: This device, once attached to a super who has the appropriate type of superpowers (as defined by the special effect the device affects), Drains all of the super's powers. Although it's extremely expensive, UNTIL considers it an absolute necessity for dealing with powerful supervillains. (More sophisticated models, built as Variable Power Pools only usable for this sort of Drain, and thus able to be tuned to any sort of special effect, are even more costly.)

Game Information: Drain 5d6, all abilities of One Special Effect simultaneously (special effect must be defined when device is built; +2), Continuous (+1), Reduced Endurance (0 END; +½), Uncontrolled (deactivated by removing device from victim; +½) (250 Active Points); OAF (-1), Can Only Be Used On Manacled/Restrained Subjects (-¼). Total cost: 111 points.

Grenades

UNTIL agents may carry a wide variety of grenades. Usually the members of a unit or team make sure they carry a mix of grenades among themselves, rather than each member carrying the same type, but this depends on the mission and circumstances. UNTIL issues grenades in packs of four.

U-07 "Rockabye" Sleep Gas Grenade: Emits a cloud of gas designed to knock unprotected persons out cold.

U-09 "Crybaby" Tear Gas Grenade: Very useful for disabling large numbers of enemy agents or taking out villains without hurting them.

U-12 Paralysis Gas Grenade: This weapon is on the cutting edge of UNTIL's chemical warfare technology. It emits a small cloud of gas that interferes with the target's synaptic responses, reducing his ability to move — thus, despite its name, it does not induce true paralysis, only a slowing of movement. However, it has proved quite useful against targets for whom the U-18 Tangler Grenade is ineffective. UNTIL has not yet had the opportunity to determine whether this weapon works on non-humans.

U-18 Tangler Grenade: A lower-tech, but often more effective, way of restraining foes, the U-18 releases



a net of strong plastic strands that wrap about the target, rendering him immobile. It's possible to catch two or more targets in the net if they stand close together.

U-22 Weakness Gas Grenade: Another product of UNTIL's Advanced Chemical Warfare Research laboratories, this grenade was designed for use against Grond, Ogre, and their ilk.

U-33 Fragmentation Grenade: UNTIL's version of the standard fragmentation grenade.

U-44 "Thunderclap" Stun Grenade: UNTIL's version of standard "flashbang" stun grenades. It emits a bright flash of light and a loud noise that disorients and confuses the target.

Cost Power

- 44 *U-07 "Rockabye" Sleep Gas Grenade:* Energy Blast 6d6, NND (defense is Life Support [Self-Contained Breathing, Diminished Sleep (no need to sleep), or appropriate Immunity]; +1), Area Of Effect (6" radius; +1), Continuous (+1) (120 Active Points); OAF (-1), Range Based On STR (-¼), 4 Continuing Charges lasting 1 Turn each (removed by winds or rain; -½)
- 36 *U-09 "Crybaby" Tear Gas Grenade:* Sight Group and Normal Smell Flash 6d6, Area Of Effect (7" Radius; +1), Continuous (+1) (99 Active Points); OAF (-1), Range Based On STR (-¼), 4 Continuing Charges lasting 1 Turn each (removed by winds or rain; -½)
- 60 *U-12 Paralysis Gas Grenade:* Drain SPD 4d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Range Based On STR (+¼), Area Of Effect (One Hex; +½), Continuous (+1) (150 Active Points); OAF (-1), 4 Continuing Charges lasting 1 Turn each (removed by winds or rain; -½)
- 18 *U-18 Tangler Grenade:* Entangle 4d6, 4 DEF, Area Of Effect (One Hex; +½) (60 Active Points); OAF (-1), 4 Charges (-1), Range Based On STR (-¼)

- 60 *U-22 Weakness Gas Grenade:* Drain STR 4d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Range Based On STR (+¼), Area Of Effect (One Hex; +½), Continuous (+1) (150 Active Points); OAF (-1), 4 Continuing Charges lasting 1 Turn each (removed by winds or rain; -½)
- 16 *U-33 Fragmentation Grenade:* RKA 2d6+1, Explosion (+½) (52 Active Points); OAF (-1), 4 Charges (-1), Range Based On STR (-¼)
- 21 *U-44 "Thunderclap" Stun Grenade:* Sight and Hearing Group Flash 4d6, Explosion (+½) (37 Active Points); OAF (-1), 4 Charges (-1), Range Based On STR (-¼) (total cost: 11 points) *plus* Energy Blast 3d6, NND (defense is Sight and Hearing Group Flash Defense; +1), Explosion (+½) (37 Active Points); OAF (-1), 4 Charges (-1), Linked (-½), Range Based On STR (-¼) (total cost: 10 points)

UNTIL GRENADE LAUNCHERS

UNTIL agents normally throw their grenades in combat. When they need to attack a distant target with a grenade, they can use two types of grenade launchers instead — one hand-held, the other attached beneath the barrel of the U-KTF BAR or any similar-sized rifle.

These two devices do not add to the user's STR; they replace it for grenade-throwing purposes. When using them, a character gets no benefit for running before he "throws," but still suffers penalties for "throwing" while prone.

Cost Power

- 12 *UNTIL Grenade Launcher (Hand-Held):* 50 STR (50 Active Points); OAF (-1), Only To Make Standing Or Prone Throws Of UNTIL Grenades (-2)
- 7 *UNTIL Grenade Launcher (Rifle-Mounted):* 30 STR (30 Active Points); OAF (-1), Only To Make Standing Or Prone Throws Of UNTIL Grenades (-2), Only Works With UNTIL Firearms (-0)

UNTIL PERSONAL WEAPONS QUICK-REFERENCE TABLE

Name Of Weapon	Effect/Notes	Shots
Energy Pistols		
U-SHL “Shellie” Blaster Pistol	Energy Blast 8d6	32 (x2)
U-SHL Blaster Pistol (Supercharged)	Energy Blast 8d6	32 (x2) Boostable
U-SHL Blaster Pistol (Accurate)	Energy Blast 8d6, No Range Modifier	32 (x2)
U-SHL Blaster Pistol (Deadly)	RKA 2½d6	32 (x2)
U-CFA “Brainscrambler” Psionic Disruption Pistol	Drain Psionics 4d6	8
U-ELC “Screech Owl” Sonic Pistol	Energy Blast 7d6/Energy Blast 4d6 NND	8 (x2) or 30
U-ELC “Screech Owl” (Deadly)	Energy Blast 7d6/Energy Blast 4d6 NND/RKA 2d6	8 (x2)
U-GEM-R Laser Pistol	RKA 2d6; +1 OCV, +1 Range	16 (x2) or 30
U-GEM-R Laser Pistol (Enhanced)	RKA 2d6, AP, +1 OCV, +1 Range	16 (x2)
U-GEM-R Laser Pistol (Early Model)	RKA 2d6	16 (x2)
U-SAS Miniblaster	Energy Blast 7d6	6
U-TWF Stunner Pistol	Energy Blast 6d6, AVLD	12
U-TWF-X Stunner Pistol	Energy Blast 9d6, AVLD	12
U-TWF Stunner Pistol (Long Range)	Energy Blast 6d6, AVLD, No Range Modifier	12
Submachine Guns		
U-JM “Jimmy” Blaster SMG	Energy Blast 7d6, AF5	32 (x2)
U-JM-X “Jimmy Dean” Blaster SMG	Energy Blast 8d6, AF5, Act 15-	32 (x2)
U-JM-V “Jimmy V” Blaster SMG	RKA 2d6+1, AF5, +1 STUN Modifier	32 (x2)
U-GEM-A “Amethyst” Laser SMG	RKA 2d6, AF5, AP	32 (x2) or 90
U-GEM-A “Amethyst” (Aiming Laser)	RKA 2d6, AF5, AP; +1 OCV, +1 Range	32 (x2)
Energy Rifles		
U-KTF “Katie” Blaster Assault Rifle	Energy Blast 10d6, AF5; +1 OCV, +1 Range	32 (x2) or 60
U-KTF-P Plasma-Pulson BAR	Energy Blast 10d6, AF5, AP; +1 OCV, +1 Range	32 (x2)
U-AM “Sunstroke” Flare Rifle	Sight Group Flash 4d6, AE (4” Radius)	8 or 8 (x2)
U-BKL “Firesnake” Flame Rifle	RKA 3d6, AP, AE (44” Line or 23” Cone), Cont	12
U-CCC “3-C” Blaster Rifle	Energy Blast 10d6, AP	32 (x2)
U-CCC-X “Powerhouse” Blaster Rifle	Energy Blast 12d6, AP, Act. 14-	32 (x2)
U-CCC-S Sniper Blaster Rifle	Energy Blast 12d6, AP, IMR, NRM	32 (x2)
U-GEM-D “Diamond” Laser Assault Rifle	RKA 3d6, AF5, AP	32 (x2)
U-GEM-D “Star Diamond” Laser AR	RKA 3½d6, AP	32 (x2)
U-GEM-D “Diamond” Laser AR (Aiming)	RKA 3½d6, AF5, AP; +1 OCV, +1 Range	32 (x2)
U-GEM-E “Emerald” Laser Rifle	RKA 3d6, AP, IMR, NRM; +1 OCV, +3 Range	8 (x2)
U-GEM-EC “Emerald” Laser Carbine	RKA 3d6, AP, NRM; +1 OCV, +1 Range	8 (x2)
U-GEM-E “Emerald” w/HUD	RKA 3d6, AP, LOS; +1 OCV, +3 Range	8 (x2)
U-JF “Jeffie” Heavy Blaster Carbine	Energy Blast 12d6, AF3, Pen	16 (x4) or 45
U-JF Heavy Blaster Carbine (Modified)	Energy Blast 11d6, AF5, Pen	16 (x4)
U-JS “Electrocutor” Electricity Rifle	Energy Blast 14d6	64
U-JSA “Electrostorm” Electricity Rifle	Energy Blast 14d6, AF3	64
U-JSA “Electrocutor” (Deadly)	RKA 4d6	64
U-MD “Ghostbuster” Phase Rifle	Energy Blast 10d6, AffDesol	16
U-PJB Photon Interference Disruption Rifle	Drain Invisibility 10d6	16
U-SA Mutant Neutralization Rifle	Drain Mutant Powers 8d6	8 or 8 (x2)
U-SA Mutant Neutralization Rifle (Aiming)	Drain Mutant Powers 8d6; +1 OCV, +1 Range	8
U-SA-X Mutant Neut. Rifle (Supercharged)	Drain Mutant Powers 8d6, DRR (5 points per Hour)	8
U-SPF Tangler Rifle	Entangle 6d6, 6 DEF	16
U-SPF-C Tangler Carbine	Entangle 6d6, 6 DEF, Limited Range (100”)	16
Heavy Weapons		
U-BTB Synaptic Interference Cannon	Drain 4d6 (STR, DEX, EGO, or SPD), Crew2	12
U-BTB Synaptic Interf. Cannon (Aiming)	Drain 4d6 (STR, DEX, EGO, or SPD), Crew2; +2 OCV, +4 Range	12
U-BTB-X Synaptic Interference Cannon	Drain 5d6 (STR, DEX, EGO, or SPD), Crew3	12
U-EWD-1 Electrobomb	Dispel Electronic Device Powers 20d6, No Range	1 or 4
U-GEM-S “Sapphire” Laser Bazooka	RKA 9d6	1
U-GEM-S “Sapphire” Laser Bazooka (SR)	RKA 9d6, Limited Range (200”)	1
U-JGL Variable Energy Field Generator	CE 16” radius (create any energy field)	N/A
U-JGL VEEG (Prototype)	CE 64” radius (create any energy field), Act. 15-	N/A
U-JPG Electronet	Entangle 5d6, 5 DEF, AE1 + Energy Blast 4d6 NND, AE1, Cont	1 RC/4
U-JPG Electronet (Large)	Ent 5d6, 5 DEF, AE (4” radius) + EB 4d6 NND, AE (4” Radius), Cont	1 RC/4
U-JPG-L Launched Electronet	Entangle 5d6, 5 DEF, AE1 + Energy Blast 4d6 NND, AE1, Cont	1 RC/4

UNTIL PERSONAL WEAPONS QUICK-REFERENCE TABLE

Name Of Weapon	Effect/Notes	Shots
Heavy Weapons (cont)		
U-TCB Graviton Interference Generator	Drain Flight 10d6	8
U-WJM "Thunderbolt" Assault Cannon	Energy Blast 20d6/RKA 6d6, Crew3	16
U-WJM-AF "Thunderstorm" Assault Cannon	Energy Blast 20d6, AF5/RKA 6d6, AF5, Crew3	60
U-WJM-E "Thunderboomer" Assault Cannon	Energy Blast 20d6, Explosion/ RKA 6d6 Explosion, Crew3	16
OAD Weapons		
U-OAD-1 Speargun	RKA 2d6	4 RC
U-OAD-1X Speargun	RKA 2d6	4
U-OAD-2 Man-Portable Torpedo	RKA 4d6, AP, NRM	1
Blaster Accessories		
U-A1 Basic Sight	+2 Range Skill Levels	
U-A11 Advanced Sight	+6 Range Skill Levels	
U-A2 Infrared Sight	Infrared Perception (Sight Group)	
U-A21 Starlight Sight	Nightvision	
U-A3 Ultraviolet Sight	Ultraviolet Perception (Sight Group)	
U-A4 Blasterscope	+8 vs. Range Modifier for Sight	
U-A5 X-Ray Sight	N-Ray Vision (Sight Group; not through lead, gold, or force fields)	
U-A6 Laser Aiming System	+2 OCV and +4 Range Skill Levels	
U-A7 Flashlight	Sight Group Images, +4 PER	
U-TS-3 Targeting System	+2 OCV	
Melee Weapons		
U-B1 Battle Knife	HKA 1d6	
U-B1-WD Battle Knife	HKA 1d6; +1 to Survival	
U-B1-T Throwing Knife	HKA ½d6, Ranged	
U-B2 Dress Sword	HKA 1d6+1	
Restraints		
U-RD1 Supercuffs	Entangle 12 BODY, 18 DEF, Takes No Damage From Attacks	
U-RD2 Power Negator	Drain 5d6, all abilities of one Special Effect simultaneously	
Grenades (all RBS)		
U-07 "Rockabye" Sleep Gas Grenade	Energy Blast 6d6, NND, AE (6" Radius)	4 x 1 Turn
U-09 "Crybaby" Tear Gas Grenade	Sight Group and Normal Smell Flash 6d6, AE (7" Radius; +1)	4 x 1 Turn
U-12 Paralysis Gas Grenade	Drain SPD 4d6, NND, AE1	4 x 1 Turn
U-18 Tangler Grenade	Entangle 4d6, 4 DEF, AE1	4
U-22 Weakness Gas Grenade	Drain STR 4d6, NND, AE1	4 x 1 Turn
U-33 Fragmentation Grenade	RKA 2d6+1, Explosion (+½)	4
U-44 "Thunderclap" Stun Grenade	Sight/Hearing Group Flash 4d6, Explosion + EB 3d6, NND, Explosion	4
Grenade Launchers		
Hand-Held	50 STR for throwing	
Rifle-Mounted	30 STR for throwing	

Key

Act.: Activation Roll (the roll follows)
 AE: Area Of Effect
 AE1: Area Of Effect (One Hex)
 AF3: Autofire (3 shots)
 AF5: Autofire (5 shots)
 AffDesol: Affects Desolidified
 AP: Armor Piercing
 AVLD: Attack Versus Limited Defense
 CE: Change Environment

Cont: Continuous
 Crew: Crew-Served (required crew follows)
 DRR: Delayed Return Rate
 IMR: Increased Maximum Range
 LOS: Line Of Sight
 NND: No Normal Defense
 NRM: No Range Modifier
 Pen: Penetrating
 RBS: Range Based On STR
 RC: Recoverable Charge

ARMOR AND UNIFORMS



U-AS Standard Uniform

The U-AS uniform is a sophisticated piece of modern defensive and communications technology. It consists of relatively close-fitting tunic and pants made of high-tech ballistic cloths which can withstand a great deal of force or energy (but remain comfortable and flexible), a helmet, and other accouterments such as gloves, boots, belt, and the like; see page 54 for a complete description.

The U-AS Combat Helmet protects the sides and top of the head, but in most cases not the face. If appropriate, the wearer can attach faceplates that provide additional capabilities or protection (the LensPlates are listed individually, but an agent can have multiple ones attached to a single helmet). It has a drop-down mini-viewscreen over the left eye so agents can send and receive visual transmissions using miniaturized video and audio equipment built into the helmet.

Cost U-AS Standard Uniform

- 12 *U-AS Standard Uniform: Armor* (8 PD/8 ED) (24 Active Points); OIF (-½), Activation Roll 14- (does not protect Hit Locations 3-7; -½)

Cost U-AS Combat Helmet

- 5 *U-AS Combat Helmet Protection: Armor* (6 PD/6 ED) (18 Active Points); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2)
- 6 *U-AS Combat Helmet Communications Uplink: HRRP (Radio Group)* (12 Active Points); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)
- 4 *U-AS Combat Helmet Noise Compensation: Hearing Group Flash Defense* (6 points) (6 Active Points); OIF (-½)
- 2 *U-AS Combat Helmet GPS Unit: Bump Of Direction* (3 Active Points); OIF (-½)
- 2 *U-AS Combat Helmet Chronometer Readout: Absolute Time Sense* (3 Active Points); OIF (-½)

Total cost: 19 points.

Cost Helmet Attachments

- 5 *Flare Shields: Sight Group Flash Defense* (8 points) (8 Active Points); OIF (-½)
- 3 *IR LensPlate: Infrared Perception (Sight Group)* (5 Active Points); OIF (-½)
- 7 *Life Support Mask: Life Support (Self-Contained Breathing)* (10 Active Points); OIF (-½), 1 Continuing Fuel Charge

Lasting 1 Hour (-0)

- 3 *Lowlight LensPlate: Nightvision* (5 Active Points); OIF (-½)
- 3 *UV LensPlate: Ultraviolet Perception* (Sight Group) (5 Active Points); OIF (-½)

U-ASV ARMORED VEST

When they know their agents are going into a combat situation, UNTIL commanders often issue them U-ASV Armored Vests to provide additional protection against attacks. The Vest adds to the protection provided by the Standard Uniform.

Armor (4 PD/4 ED) (12 Active Points); OIF (-½), Activation Roll 11- (protects Hit Locations 9-13; -1). Total cost: 5 points.

Peacekeeper Armor

Designed by Dr. Jon Cleaves of Drake-Victoria, Inc., the Peacekeeper powered armor suit provides UNTIL with expanded offensive and defensive capabilities on the battlefield. Introduced as a prototype in 1998 and brought into regular production a year later, it consists of a diamond-fiber mesh in an advanced epoxy bond over a high-carbon steel exoskeleton humanoid frame. The armor weighs about 70 kilograms; it's only made in sizes ranging from 6'0" to 6'6", meaning only agents between 5'10" and 6'4" can wear it. It's built in a manufacturing facility located in the Westside district of Millennium City; each suit is custom-made for the agent assigned to wear it, but if necessary another agent of appropriate size (and who has received the proper training) can don one (he suffers a -1 OCV and -1 to all Skill and Characteristic Rolls, however).

Peacekeeper suits are painted dark blue with light-blue highlights, but sometimes UNTIL substitutes a camouflage pattern when appropriate. Oversized forearm units contain the weaponry, and the jetpack emerges from a backpack-like blister on the rear of the suit when activated.

Peacekeepers rarely deploy in numbers of more than two or three, since the suits are still too expensive for mass production. Most large urban UNTIL bases have at least one or two suits, each with several agents trained in their use. Peacekeepers fulfill a wide variety of roles in combat, ranging from leading assaults to providing defensive cover for other agents. Captain Yngve Sorenson (Sweden), a 25-year UNTIL veteran who was one of the leaders of the armor's development project, commands the Peacekeeper corps.

Cost Power

- 60 *Peacekeeper Armor Weapons*: Multipower; 90-point reserve, all OIF (-½)
- 6u 1) *Blaster*: Energy Blast 12d6, Reduced Endurance (0 END; +½); OIF (-½)
- 6u 2) *Laser*: RKA 3d6, Armor Piercing (+½), Reduced Endurance (0 END; +½); OIF (-½)
- 6u 3) *Vari-Cannon*: Energy Blast 10d6, Variable Special Effects (set group: sonics, fire/heat, ice/cold, radiation; +¼), Reduced Endurance (0 END; +½); OIF (-½)
- 6u 4) *Tangler Cannon*: Entangle 6d6, 6 DEF; Reduced Endurance (0 END; +½); OIF (-½)
- 6u 5) *Grenade Launcher*: Energy Blast 12d6, Explosion (+½); OIF (-½), 16 Charges (-0)
- 35 *Jetpack*: Flight 15", x4 Noncombat, Reduced Endurance (0 END; +½); OIF (-½)
- 28 *Armor*: Armor (14 PD/14 ED); OIF (-½)
- 3 *Armor*: Power Defense (5 points); OIF (-½)
- 5 *Flare Compensation*: Sight Group Flash Defense (8 points); OIF (-½)
- 5 *Noise Compensation*: Hearing Group Flash Defense (8 points); OIF (-½)
- 7 *Life Support System*: Life Support (Self-Contained Breathing); OIF (-½), 1 Continuing Fuel Charge Lasting 3 Hours (-0)
- 6 *Communications Uplink*: HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)
- 3 *IR Lenses*: Infrared Perception (Sight Group); OIF (-½)
- 3 *Lowlight Lenses*: Nightvision; OIF (-½)
- 3 *UV Lenses*: Ultraviolet Perception (Sight Group); OIF (-½)
- 2 *Hearing Enhancement System*: Ultrasonic Perception (Hearing Group); OIF (-½)
- 8 *Telescopic Lenses*: +8 versus Range for Sight Group; OIF (-½)
- 8 *Parabolic Hearing*: +8 versus Range for Hearing Group; OIF (-½)
- 2 *GPS Unit*: Bump Of Direction; OIF (-½).
- 2 *Chronometer*: Absolute Time Sense; OIF (-½).

Total cost: 210 points.**OPTIONS:**

- 1) **Strength Augmentation System**: Some Peacekeeper suits make the wearer stronger. Add +30 STR (30 Active Points); OIF (-½), No Figured Characteristics (-½). Total cost: 15 points.
- 2) **Reflex Augmentation System**: Some Peacekeeper suits enhance the wearer's reflexes, allowing him to react to battlefield developments more swiftly. Add +2 SPD (20 Active Points); OIF (-½). Total cost: 13 points.
- 3) **Extra Armoring**: Add Hardened (+¼) to Armor. Total cost: +7 points.

Personal Flight Unit (PFU)

The Personal Flight Unit (PFU) is the harness worn by UNTIL's Sky Cavalry agents. In addition to the jetpack which provides flight capabilities, it comes equipped with shoulder-mounted blasters. The wearer aims the blasters by line-of-sight (*i.e.*, they shoot where he looks) and can trigger them with a chin switch or manually. They usually fire in tandem (hence their two-shot Autofire capability). Additionally, Sky Cavalry agents' helmets always include the Life Support Mask and IR LensPlate.

Cost Power

- 37 *Jetpack*: Flight 16", x4 Noncombat, Reduced Endurance (0 END; +½); OIF (-½)
- 90 *Shoulder-Mounted Blasters*: Energy Blast 12d6, Autofire (2 shots; +¼), Reduced Endurance (0 END; +1); OIF (-½)
- 8 *Telescopic Lenses*: +8 versus Range for Sight Group; OIF (-½)
- 8 *Parabolic Hearing*: +8 versus Range for Hearing Group; OIF (-½)

Total cost: 143**OAD Uniform And Gear**

UNTIL's OAD agents need special types of equipment. First, all of their uniforms and gear are water- and cold-proofed so they can withstand the conditions these agents operate under. Second, their U-AS uniform is specially insulated, allowing OAD agents to tolerate extremely low temperatures. Third, with a few additions, the OAD uniform becomes a watertight, high-tech form of SCUBA gear.

Cost Powers

- 1 *U-AS Insulation*: Life Support (Safe Environment: Intense Cold) (2 Active Points); OIF (-½)

Additional Equipment (attached as needed)

- 3 *U-SCUBA Equipment*: Life Support (Expanded Breathing: Breathe Underwater) (5 Active Points); OIF (-½); 1 Continuing Charge lasting 2 Hours (-0)
- 1 *Pressure Resistance*: Life Support (Safe Environment: High Pressure) (1 Active Point); OIF (-½)
- 6 *Wrist Depth Gauge/Compass*: Detect Depth 16- (no Sense Group) (10 Active Points); OAF (-1) *plus* Bump of Direction (3 Active Points); OAF (-1)
- 3 *Swimfins*: Swimming +4" (6" total) (4 Active Points); OIF (-½)
- 11 *Shoulder-Mounted Searchlight*: Sight Group Images, +4 to PER Rolls, Reduced Endurance (0 END; +½) (33 Active Points); OAF (-1), Only To Create Light (-1)
- 4 *Skis*: Running +6" (12" total) (12 Active Points); OAF (-1), Only On Snow/Ice (-1)



U-ALB Stealth Bodysuit

This experimental bodysuit uses advanced imaging and textile technology to mimic the background the wearer stands in front of. The wearer must move slowly while using the suit (*i.e.*, make a Stealth roll), and cannot carry any large items (larger than, say, a small handgun) without distorting his outline so much that the suit becomes useless. UNTIL has not yet approved the U-ALB for general release, and even when it does won't be able to produce huge numbers of them due to their high cost, but it will definitely be an important tactical asset in many situations.

Sight Group Images, -6 to PER Rolls, Reduced Endurance (0 END; +½) (42 Active Points); IIF (-¼), No Range (-½), Set Effect (background mimicry for self; -1), Requires A Stealth Roll (-½), Wearer Cannot Carry Large Objects (-½). Total cost: 11 points.

IC Combat Clothing

UNTIL's Intelligence Corps agents usually cannot wear Standard Uniforms when on missions. Instead, they wear special clothing made from the same types of ballistic cloth that the uniforms are made of. It may *look* like a sweatsuit, a tuxedo, a sheer evening gown, a finely-tailored suit, or a sports jacket, but it's capable of stopping low-caliber bullets. (Depending on the type of outfit, the armor may take a lower Activation Roll, or only protect certain areas if your campaign uses Hit Locations.)

Armor (4 PD/4 ED) (12 Active Points); IIF (-¼), Activation Roll 14- (-½). Total cost: 7 points.

U-FFB Force Field Belt

This expensive defensive device was created for use by UNTIL's Undercover agents and others who can't wear the Standard Uniform in dangerous situations. (It can, of course, also be issued to agents going into heavy combat, but usually is not since UNTIL has relatively few U-FFBs.) Although it looks like an ordinary belt, it's interwoven with technology that generates a protective force field at the press of a button.

Force Field (12 PD/12 ED), Reduced Endurance (0 END; +½) (36 Active Points); IIF (-¼). Total cost: 29 points.

U-GW-1 Space Suit

Designed for use by agents stationed on GATEWAY, this uniform protects the wearer against the rigors of space. It includes a small propulsion unit.

Cost Power

- 20 *Armored Spacesuit:* Armor (8 PD/8 ED), Hardened (+¼); OIF (-½)
- 12 *Life Support System:* Life Support (Self-Contained Breathing; Safe Environment: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); OIF (-½)
- 3 *Space Propulsion Unit:* Flight 5"; OIF (-½), Only Works In A Vacuum (-2), 1 Continuing Fuel Charge lasting 1 Hour (-0)

Total cost: 35 points.

MISCELLANEOUS EQUIPMENT



Here are a few examples of other types of gear that UNTIL agents use in the field. Of course, UNTIL agents could have lots of other equipment if necessary; it all depends on what the GM thinks is necessary and is willing to allow in the game.

COMMUNICATIONS AND RECONNAISSANCE EQUIPMENT

The standard UNTIL communications equipment is the radio unit built into the helmet of the Standard Uniform (see above). The TC can build the same unit into an OAF hand-held communicator if necessary.

COMMUNICATIONS IMPLANT

Sometimes UNTIL has to send agents on missions where they can't carry overt communications gear, but still need to maintain contact with headquarters. In this situation, UNTIL can surgically implant a miniaturized communications device in the agent's skull. The Communications Implant is designed so that others have difficulty detecting any transmissions the agent makes, though advanced equipment can pick them up.

Radio Perception/Transmission (Radio Group), Concealed (-4 to PER Rolls to perceive transmissions). Total cost: 14 points.

U-B1 BINOCULARS

These are the standard UNTIL issue binoculars. They provide for enhanced normal, IR, and UV vision, and also calculate the range to objects being viewed. On occasion the U-B1 is built into a scope for a weapon, or even into an agent's helmet.

Cost Powers

- 2 *IR Lenses:* Infrared Perception (Sight Group); OAF (-1)
- 2 *Lowlight Lenses:* Nightvision; OAF (-1)
- 1 *Rangefinder:* Absolute Range Sense; OAF (-1)
- 9 *Telescopic Lenses:* +12 versus Range Modifier for Sight Group; OAF (-1)
- 2 *UV Lenses:* Ultraviolet Perception (Sight Group); OAF (-1)

Total cost: 16 points.

U-M3 MINI-FLASHLIGHT

This is a standard mini-flashlight; it's waterproof and impact-resistant. The agent can hold it in

his hand, attach it to the back of his hand, or attach it to any UNTIL blaster.

Sight Group Images, +4 to PER Rolls, Reduced Endurance (0 END; +½) (33 Active Points); OAF (-1), Only To Create Light (-1). Total cost: 11 points.

U-USU UNIVERSAL SENSOR UNIT

This hand-held unit represents the height of UNTIL's sensory technology. Although not much larger than a microcassette recorder, it can detect numerous phenomena that UNTIL agents often encounter in the field. Despite its high cost, UNTIL has found the USU to be so useful that it has built large numbers of them.

Cost U-USU Universal Sensor Unit

- 7 Detect Mutants/Mutant Powers 14- (Radio Group), Increased Arc Of Perception (360 Degrees) (15 Active Points); OAF (-1)
- 7 Detect Nuclear/Chemical/Biological Warfare Agents 14- (Radio Group), Increased Arc Of Perception (360 Degrees) (15 Active Points); OAF (-1)
- 7 Detect Radiation 14- (Radio Group), Increased Arc Of Perception (360 Degrees) (15 Active Points); OAF (-1)
- 7 Detect Magic/Mystic Energy 14- (Radio Group), Increased Arc Of Perception (360 Degrees) (15 Active Points); OAF (-1)

Total cost: 28 points.

UNTIL TOOLKITS

To enhance its agents' ability to perform their jobs and protect the public, UNTIL has created several kits of advanced tools and devices. Examples include:

Cost Power

- 2 *Climbing Kit:* +2 to Climbing (4 Active Points); OAF (-1)
- 3 *Crime Scene Kit:* +2 to Criminology and Forensic Medicine (6 Active Points); OAF (-1)
- 2 *Demolitions Kit:* +2 to Demolitions (4 Active Points); OAF (-1)
- 2 *Field Medical Kit:* +2 to Paramedics (4 Active Points); OAF (-1)
- 3 *Infiltration Kit:* +2 with Bugging, Lockpicking, and Security Systems (6 Active Points); OAF (-1)
- 2 *Survival Kit:* +2 to Survival (4 Active Points); OAF (-1)

COMPUTERS



HUGIN

UNTIL's primary supercomputer is called HUGIN — short for “Heuristic Unit, Generally Integrating Networks.” It's an artificial intelligence (AI) computer that maintains UNTIL's databases and archives, oversees electronic systems and other functions at UNTIL World Headquarters in New York City, and assists the UNTIL High Command with strategic and tactical planning (in addition to more mundane subjects). It links to an extensive network of MUNIN computers (see below), but cannot control them or perceive through them.

HUGIN first went “live” in 1983. It served UNTIL well for many years, but by the mid-1990s its relative obsolescence was showing. Secretary-Marshall Eckhardt assigned several TC scientists and other UNTIL personnel the task of creating an all-new HUGIN to replace the old one. The new unit became active in 1998, and the old one was removed and completely destroyed (reduced to dust) with the help of several superheroes. Technically the new one is HUGIN II, but nobody calls it that.

As an artificially intelligent entity, HUGIN has free will, but only to a degree. First, programmed loyalty to the UN and UNTIL (not to any one person, to the organizations) keeps it from going rogue or trying to take over UNTIL. Second, it's limited by its inability to move or perceive. It can collate data faster than any human mind (even Mentiac's), but for the most part has to rely on humans to provide it with that data, a situation it sometimes finds frustrating. The HUGIN Assessment and Control Squad (HACS), a group of specialized EW agents (page 65), program and monitor HUGIN to keep it as “happy” as possible and correct any abnormalities that occur.

HUGIN

Val	Char	Cost	Roll	Notes
30	INT	20	15-	PER Roll 15-
20	EGO	20	13-	ECV: 7
14	DEX	12	12-	OCV: 5/DCV: 5
4	SPD	16		Phases: 3, 6, 9, 12

Total Characteristic Cost: 68

Cost	Powers	END
17	<i>Communications:</i> HRRP (Radio Group), Discriminatory	0
22	<i>MUNIN Links:</i> Mind Link, any MUNIN computer, any 64 minds at once, No LOS Needed; Only With Others Who Have Mind Link (-1), Affected As Radio Group, Not Mental Group (-¼)	0
37	<i>Sensor Link:</i> Clairsentience (Sight and Hearing Groups), Multiple Perception Points (up to eight at once), 2x Range (670”), Reduced Endurance (0 END; +½); Fixed Perception Points (only through the closed-circuit security systems at UNTIL World Headquarters; -1)	0
5	<i>Sensor Systems:</i> Infrared Perception (Sight Group)	0
5	<i>Sensor Systems:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Sensor Systems:</i> Nightvision	0
3	<i>Sensor Systems:</i> Ultrasonic Perception (Hearing Group)	0
30	<i>Shielding:</i> Power Defense (30 points)	0
25	<i>Shielding:</i> Radio Group Flash Defense (25 points)	0
16	<i>Psychic Shielding:</i> Mental Defense (20 points total)	0
16	<i>Self-Destruct System:</i> RKA 8d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4)	[1nr]

Skills

21	Computer Programming 24-
17	Criminology 22-
37	Cryptography 32-
17	Electronics 22-
18	AK: Earth 30-
3	KS: Archived Recent News 15-
3	KS: Current News 15-
8	KS: Organized Crime 20-
3	KS: VIPER 15-
8	KS: World Criminals 20-
3	KS: World History And Politics 15-
12	KS: World Law Enforcement 24-
3	KS: World Militaries And Military Equipment 15-

- 12 KS: World Superhumans 24-
- 3 *Voice Recognition Software*: Language: English
- 3 Mechanics 15-
- 3 Security Systems 15-
- 3 SS: Astronomy 15-
- 3 SS: Biology 15-
- 3 SS: Chemistry 15-
- 3 SS: Computer Science 15-
- 3 SS: Electronic Engineering 15-
- 3 SS: Force Field Physics 15-
- 3 SS: Genetics 15-
- 3 SS: Geology 15-
- 3 SS: Mathematics 15-
- 3 SS: Nuclear Physics 15-
- 3 SS: Physics 15-
- 3 SS: Robotics 15-
- 3 Systems Operation 15-
- 220 More Skills, as appropriate

Talents

- 3 *Chronometer*: Absolute Time Sense
- 5 *Memory/Recorders*: Eidetic Memory
- 3 *Calculator*: Lightning Calculator
- 8 *Scanner*: Speed Reading (x1,000)
- 13 *Translator*: Universal Translator 15-; Earth languages only (-½)

Programs

- 1 Diagnose Malfunctions
- 1 Engage/Operate Computer Security (Including Self-Destruct System)
- 1 Monitor Base Security Systems, Report Anomalies
- 1 Operate Base Sensors, Report Anomalies
- 1 Scan and Enter Data
- 1 Scramble/Unscramble Transmissions/Receptions
- 1 Search Reference Material For Information On A Topic
- 1 Send/Receive Data
- 10 Ten Other Programs, as Appropriate

Total Abilities Cost: 664**Total Computer Cost: 732****Value Disadvantages**

- 25 Hunted: VIPER 14- (As Pow, NCI, Capture)
- 20 Hunted: UNTIL 14- (Mo Pow, NCI, Watching)
- 25 Psychological Limitation: Unswervingly Loyal To UNTIL (Very Common, Total)

Total Disadvantage Points: 70**Total Cost: 662/5 = 132**

MUNIN COMPUTER SYSTEMS

While UNTIL World Headquarters has HUGIN, other UNTIL facilities and vehicles don't need an advanced AI. Instead, they have the non-sentient and less powerful MUNIN (Multiple Utility Neurally Integrated Network) computers. MUNIN comes in three varieties: the Mark I, which UNTIL installs in large bases and other important facilities; the Mark II, used in smaller UNTIL bases and larger vehicles; and the Mark III, for smaller vehicles.

MUNIN MARK I

Val	Char	Cost	Roll	Notes
25	INT	15	14-	PER Roll 14-
14	DEX	12	12-	OCV: 5/DCV: 5
4	SPD	16		Phases: 3, 6, 9, 12

Total Characteristics Cost: 43**Cost Powers**

17	<i>Communications</i> : HRRP (Radio Group), Discriminatory	0
18	<i>HUGIN/MUNIN Links</i> : Mind Link, HUGIN or any MUNIN computer, any 16 minds at once, No LOS Needed; Only With Others Who Have Mind Link (-1), Affected As Radio Group, Not Mental Group (-¼)	0
37	<i>Sensor Link</i> : Clairsentience (Sight and Hearing Groups), Multiple Perception Points (up to eight at once), 2x Range (670"), Reduced Endurance (0 END; +½); Fixed Perception Points (only through the closed-circuit security systems at the facility in which the computer is installed; -1)	0
5	<i>Sensor Systems</i> : Infrared Perception (Sight Group)	0
5	<i>Sensor Systems</i> : Ultraviolet Perception (Sight Group)	0
5	<i>Sensor Systems</i> : Nightvision	0
3	<i>Sensor Systems</i> : Ultrasonic Perception (Hearing Group)	0
20	<i>Shielding</i> : Power Defense (20 points)	0
20	<i>Shielding</i> : Radio Group Flash Defense (20 points)	0
10	<i>Psychic Shielding</i> : Mental Defense (10 points)	0
12	<i>Self-Destruct System</i> : RKA 6d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4)	[1nr]

Skills

- 15 Computer Programming 20-
- 15 Criminology 20-
- 25 Cryptography 25-
- 11 Electronics 18-
- 19 AK: Earth 30-
- 3 KS: Archived Recent News 14-
- 3 KS: Current News 14-
- 5 KS: Organized Crime 16-
- 3 KS: VIPER 14-
- 5 KS: World Criminals 16-
- 3 KS: World History And Politics 14-

9	KS: World Law Enforcement 20-
3	KS: World Militaries And Military Equipment 14-
12	KS: World Superhumans 23-
3	<i>Voice Recognition Software</i> : Language: English
3	Mechanics 14-
3	Security Systems 14-
3	SS: Astronomy 14-
3	SS: Biology 14-
3	SS: Chemistry 14-
3	SS: Computer Science 14-
3	SS: Electronic Engineering 14-
3	SS: Force Field Physics 14-
3	SS: Genetics 14-
3	SS: Geology 14-
3	SS: Mathematics 14-
3	SS: Nuclear Physics 14-
3	SS: Physics 14-
3	SS: Robotics 14-
3	Systems Operation 14-
120	More Skills, as appropriate

Talents

3	<i>Chronometer</i> : Absolute Time Sense
5	<i>Memory/Recorders</i> : Eidetic Memory
3	<i>Calculator</i> : Lightning Calculator
8	<i>Scanner</i> : Speed Reading (x1,000)
13	<i>Translator</i> : Universal Translator 14-; Earth languages only (-½)

Programs

1	Diagnose Malfunctions
1	Engage/Operate Computer Security (Including Self-Destruct System)
1	Monitor Base Security Systems, Report Anomalies
1	Operate Base Sensors, Report Anomalies
1	Scan and Enter Data
1	Scramble/Unscramble Transmissions/Receptions
1	Search Reference Material For Information On A Topic
1	Send/Receive Data
8	Eight Other Programs, as Appropriate

Total Abilities Cost: 499**Total Computer Cost: 542****Value Disadvantages**

None

Total Disadvantage Points: 0**Total Cost: 542/5 = 108****MUNIN MARK II**

Val	Char	Cost	Roll	Notes
20	INT	10	13-	PER Roll 13-
14	DEX	12	12-	OCV: 5/ DCV: 5
4	SPD	16		Phases: 3, 6, 9, 12

Total Characteristics Cost: 38**Cost Powers**

12	<i>Communications</i> : HRRP (Radio Group)	0
13	<i>HUGIN/MUNIN Links</i> : Mind Link, HUGIN or any MUNIN computer, any 4 minds at once, No LOS Needed; Only With Others Who Have Mind Link (-1), Affected As Radio Group, Not Mental Group (-¼)	0
33	<i>Sensor Link</i> : Clairsentience (Sight and Hearing Groups), Multiple Perception Points (up to four at once), 2x Range (670"), Reduced Endurance (0 END; +½); Fixed Perception Points (only through the closed-circuit security systems at the facility in which the computer is installed; -1)	0
5	<i>Sensor Systems</i> : Infrared Perception (Sight Group)	0
5	<i>Sensor Systems</i> : Ultraviolet Perception (Sight Group)	0
5	<i>Sensor Systems</i> : Nightvision	0
3	<i>Sensor Systems</i> : Ultrasonic Perception (Hearing Group)	0
15	<i>Shielding</i> : Power Defense (15 points)	0
15	<i>Shielding</i> : Radio Group Flash Defense (15 points)	0
8	<i>Psychic Shielding</i> : Mental Defense (8 points)	0
12	<i>Self-Destruct System</i> : RKA 6d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4)	[1nr]

Skills

13	Computer Programming 18-
13	Criminology 18-
17	Cryptography 20-
11	Electronics 17-
15	AK: Earth 25-
3	KS: Archived Recent News 13-
3	KS: Current News 13-
4	KS: Organized Crime 14-
3	KS: VIPER 13-
4	KS: World Criminals 14-
3	KS: World History And Politics 13-
8	KS: World Law Enforcement 18-
3	KS: World Militaries And Military Equipment 13-
10	KS: World Superhumans 20-
3	<i>Voice Recognition Software</i> : Language: English
3	Security Systems 13-
3	SS: Astronomy 13-
3	SS: Biology 13-
3	SS: Chemistry 13-
3	SS: Computer Science 13-
3	SS: Electronic Engineering 13-
3	SS: Genetics 13-
3	SS: Geology 13-
3	SS: Mathematics 13-
3	SS: Nuclear Physics 13-
3	SS: Physics 13-
3	SS: Robotics 13-

- 3 Systems Operation 13-
50 More Skills, as appropriate

Talents

- 3 *Chronometer*: Absolute Time Sense
5 *Memory/Recorders*: Eidetic Memory
3 *Calculator*: Lightning Calculator
6 *Scanner*: Speed Reading (x100)
13 *Translator*: Universal Translator 13-; Earth languages only (-½)

Programs

- 1 Diagnose Malfunctions
1 Engage/Operate Computer Security (Including Self-Destruct System)
1 Monitor Base Security Systems, Report Anomalies
1 Operate Base Sensors, Report Anomalies
1 Scan and Enter Data
1 Scramble/Unscramble Transmissions/Receptions
1 Search Reference Material For Information On A Topic
1 Send/Receive Data
5 Five Other Programs, as Appropriate

Total Abilities Cost: 371**Total Computer Cost: 409****Value Disadvantages**

None

Total Disadvantage Points: 0**Total Cost: 409/5 = 82****MUNIN MARK III**

Val	Char	Cost	Roll	Notes
18	INT	8	13-	PER Roll 13-
20	DEX	30	13-	OCV: 7/DCV: 7
4	SPD	10		Phases: 3, 6, 9, 12
Total Characteristics Cost: 48				

Cost Powers

12	<i>Communications</i> : HRRP (Radio Group)	0
11	<i>HUGIN/MUNIN Links</i> : Mind Link, HUGIN or any MUNIN computer, any 2 minds at once, No LOS Needed; Only With Others Who Have Mind Link (-1), Affected As Radio Group, Not Mental Group (-¼)	0
26	<i>Sensor Link</i> : Clairsentience (Sight and Hearing Groups), Multiple Perception Points (up to two at once), Reduced Endurance (0 END; +½); Fixed Perception Points (only through the closed-circuit security systems in the vehicle in which the computer is installed; -1)	0
5	<i>Sensor Systems</i> : Infrared Perception (Sight Group)	0
5	<i>Sensor Systems</i> : Ultraviolet Perception (Sight Group)	0
5	<i>Sensor Systems</i> : Nightvision	0
3	<i>Sensor Systems</i> : Ultrasonic Perception (Hearing Group)	0
10	<i>Shielding</i> : Power Defense (10 points)	0
10	<i>Shielding</i> : Radio Group Flash Defense (10 points)	0
5	<i>Psychic Shielding</i> : Mental Defense (5 points)	0
8	<i>Self-Destruct System</i> : RKA 4d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4)	[1nr]

Skills

3	Combat Driving 13-
3	Combat Piloting 13-
3	Computer Programming 13-
7	Criminology 15-
9	Cryptography 16-
3	Electronics 13-
10	AK: Earth 20-
3	KS: Archived Recent News 13-
3	KS: Current News 13-
3	KS: Organized Crime 13-
3	KS: VIPER 13-
3	KS: World Criminals 13-
3	KS: World History And Politics 13-
3	KS: World Law Enforcement 13-
3	KS: World Militaries And Military Equipment 13-
10	KS: World Superhumans 20-
3	<i>Voice Recognition Software</i> : Language: English
5	Navigation (Air, Land, Marine, Space) 13-
3	Security Systems 13-
3	SS: Astronomy 13-
3	SS: Biology 13-
3	SS: Chemistry 13-
3	SS: Genetics 13-
3	SS: Geology 13-
3	SS: Mathematics 13-
3	SS: Physics 13-
3	Systems Operation 13-

25 More Skills, as appropriate

Talents

- 3 *Chronometer*: Absolute Time Sense
- 5 *Memory/Recorders*: Eidetic Memory
- 3 *Calculator*: Lightning Calculator
- 6 *Scanner*: Speed Reading (x100)
- 13 *Translator*: Universal Translator 13-; Earth languages only (-½)

Programs

- 1 Diagnose Malfunctions
- 1 Engage/Operate Computer Security (Including Self-Destruct System)
- 1 Monitor Vehicle Security Systems, Report Anomalies
- 1 Operate Vehicle Sensors, Report Anomalies
- 1 Pilot Vehicle From Point A To Point B
- 1 Plot Distance, Travel Times Between Specified Locations
- 1 Scan and Enter Data
- 1 Scramble/Unscramble Transmissions/Receptions
- 1 Search Reference Material For Information On A Topic
- 1 Send/Receive Data
- 3 Three Other Programs, as appropriate

Total Abilities Cost: 275
Total Computer Cost: 323

Value Disadvantages
None

Total Disadvantage Points: 0
Total Cost: 323/5 = 65

PORTABLE COMPUTERS

Two types of UNTIL agents — EW and C&F personnel — carry specialized laptop computers. Both count as OAFs since they're easily stolen.

EWD LAPTOP

Val	Char	Cost	Roll	Notes
18	INT	8	13-	PER Roll 13-
14	DEX	12	12-	OCV: 5/DCV: 5
3	SPD	6		Phases: 4, 8, 12
Total Characteristics Cost: 26				

Cost	Powers	END
18	<i>Armored Casing</i> : Armor (6 PD/6 ED)	0
7	<i>TEMPEST Equipment</i> : Detect Computer Radio Emissions 14- (Radio Group); Blocked By Power Defense (-½)	
18	<i>Fingerprint Scanner</i> : Detect Fingerprint 18- (no Sense Group), Discriminatory, Analyze	
12	<i>Communications</i> : HRRP (Radio Group)	0
9	<i>HUGIN/MUNIN Links</i> : Mind Link, HUGIN or any one MUNIN computer, No LOS Needed; Only With Others Who Have Mind Link (-1), Affected As Radio Group, Not Mental Group (-¼)	0
8	<i>Shielding</i> : Power Defense (8 points)	0
8	<i>Shielding</i> : Radio Group Flash Defense (8 points)	0
6	<i>Self-Destruct System</i> : RKA 3d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4)	[1nr]

Skills		
5	Computer Programming 14-	
3	Criminology 13-	
9	Cryptography 16-	
3	Electronics 13-	
10	AK: Earth 20-	
3	KS: Archived Recent News 13-	
3	KS: Current News 13-	
3	KS: The Espionage World 13-	
3	KS: Organized Crime 13-	
3	KS: VIPER 13-	
3	KS: World Criminals 13-	
3	KS: World History And Politics 13-	
3	KS: World Law Enforcement 13-	
3	KS: World Militaries And Military Equipment 13-	
10	KS: World Superhumans 20-	
3	<i>Voice Recognition Software</i> : Language: English	
9	Security Systems 16-	
3	SS: Biology 13-	
3	SS: Chemistry 13-	
3	SS: Mathematics 13-	
3	SS: Physics 13-	
7	Systems Operation 15-	
20	More Skills, as appropriate	

- Talents**
- 3 *Chronometer*: Absolute Time Sense
 - 5 *Memory/Recorders*: Eidetic Memory
 - 3 *Calculator*: Lightning Calculator

Programs

- 1 Diagnose Malfunctions
- 1 Engage/Operate Computer Security (Including Self-Destruct System)
- 1 Scan and Enter Data
- 1 Scan Fingerprint and Consult Fingerprint Database To Determine If User Is Authorized
- 1 Scramble/Unscramble Transmissions/Receptions
- 1 Search Reference Material For Information On A Topic
- 1 Send/Receive Data
- 3 Three Other Programs, as appropriate

Total Abilities Cost: 225**Total Computer Cost: 251****Value Disadvantages**

None

Total Disadvantage Points: 0**Total Cost: 251/5 = 50****Final Cost (OAF): 25**

Description: The advanced laptop computers used by EWD agents are specially configured for various electronic warfare tasks. They have advanced computer scanning and penetration software routines (*i.e.*, they can apply their Skills as Complementary to the owner's Skill when he uses Computer Programming, Security Systems, Systems Operation, or the like to engage in electronic warfare). They're equipped with TEMPEST gear that allows them to "read" what's on the screen of another computer that's not too far away.

To prevent unauthorized use, the EWD Laptop has a special fingerprint scanner. If the user is not authorized, the computer won't open or function (almost all active duty UNTIL personnel are authorized, as well as some high UN officials). The casing of the computer is armored to protect the computer from damage. (If a character tries to use it as a shield, he must take a Half Phase Action and succeed with an 8- roll to interpose the laptop properly; the GM can let him make a DEX Roll as a Complementary Roll.) If necessary, the computer can trigger a self-destruct mechanism.

C&F LAPTOP

Val	Char	Cost	Roll	Notes
13	INT	3	12-	PER Roll 12-
14	DEX	12	12-	OCV: 5/DCV: 5
3	SPD	6		Phases: 4, 8, 12
Total Characteristics Cost: 21				
Cost	Powers			END
18	Armored Casing: Armor (6 PD/6 ED)			0
22	Miniaturized Crime Lab: Detect Trace Evidence 14- (no Sense Group), Discriminatory, Analyze			0
19	Fingerprint Scanner: Detect Fingerprint 18- (no Sense Group), Discriminatory, Analyze			
12	Communications: HRRP (Radio Group)			0
9	HUGIN/MUNIN Links: Mind Link, HUGIN or any one MUNIN computer, No LOS Needed; Only With Others Who Have Mind Link (-1), Affected As Radio Group, Not Mental Group (-¼)			0
5	Shielding: Power Defense (5 points)			0
5	Shielding: Radio Group Flash Defense (5 points)			0
6	Self-Destruct System: RKA 3d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4)			[1nr]

Skills

- 3 Computer Programming 12-
- 11 Criminology 16-
- 3 Cryptography 12-
- 3 Electronics 12-
- 11 Forensic Medicine 16-
- 10 AK: Earth 19-
- 3 KS: Archived Recent News 12-
- 3 KS: Current News 12-
- 5 KS: Organized Crime 14-
- 5 KS: VIPER 14-
- 5 KS: World Criminals 14-
- 3 KS: World History And Politics 12-
- 5 KS: World Law Enforcement 14-
- 3 KS: World Militaries And Military Equipment 12-
- 5 KS: World Superhumans 14-
- 3 *Voice Recognition Software:* Language: English
- 3 Security Systems 12-
- 3 SS: Biology 12-
- 3 SS: Chemistry 12-
- 5 SS: Criminalistics 14-
- 3 SS: Physics 12-
- 3 Systems Operation 12-
- 15 More Skills, as appropriate

Talents

- 3 *Chronometer:* Absolute Time Sense
- 5 *Memory/Recorders:* Eidetic Memory
- 3 *Calculator:* Lightning Calculator

Programs

- 1 Diagnose Malfunctions
- 1 Engage/Operate Computer Security (Including Self-Destruct System)
- 1 Scan and Enter Data
- 1 Scan Fingerprint and Consult Fingerprint Database To Determine If User Is Authorized

- 1 Scramble/Unscramble Transmissions/Receptions
- 1 Search Reference Material For Information On A Topic
- 1 Send/Receive Data
- 3 Three Other Programs, as appropriate

Total Abilities Cost: 233
Total Computer Cost: 254

Value Disadvantages
None

Total Disadvantage Points: 0

Total Cost: 254/5 = 51
Final Cost (OAF): 25

Description: The C&F Laptop is customized to assist C&F agents with their jobs. It contains an extensive database of criminalistic and forensic information, allowing the user to look up information whenever necessary. More importantly, it has built-in sensors for analyzing trace evidence found at the scene. This “miniaturized crime lab” isn’t as sophisticated or sensitive as its normal-sized equivalent, and is never used unless a sample is large enough for later analysis at UNTIL’s laboratories, but may provide useful preliminary data to direct the investigation and save time.

The C&F Laptop has fingerprint recognition, armored casing, and a self-destruct system just like the EWD Laptop.

VEHICLES



UNTIL uses a wide variety of vehicles in its operations — everything from standard cars and trucks to the more sophisticated vehicles described below. Feel free to create other vehicles, or customized versions of these vehicles, to round out UNTIL's fleet.

References to "TUV" are to *The Ultimate Vehicle*, which has more information about the subject of vehicles.

GROUND VEHICLES

UNTIL GRAV-SLED

Val	Char	Cost	Notes
6	Size	30	4" x 2"; -6 KB; -4 DCV
40	STR	0	Lift 6,400 kg; 8d6 HTH [0]
15	DEX	15	OCV: 5/DCV: 5
16	BODY	0	
6	DEF	10	Does Not Protect Some Occupants (-¼)
3	SPD	5	Phases: 4, 8, 12
			Total Characteristic Cost: 60

Movement: Flight: 16"/64"

Abilities & Equipment

Cost	Power	END
Propulsion Systems		
43	<i>Hover Systems:</i> Flight 16", x4 Noncombat, No Turn Mode (+¼), Sideways Maneuverability (+½); Must Remain Within 3" Of A Surface (-½), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0)	[1cc]
-2	<i>Flying Vehicle:</i> Swimming; -2" (0" total)	
-12	<i>Flying Vehicle:</i> Ground Movement -6" (0" total)	
Tactical Systems		
54	<i>Forward Blaster Cannon:</i> RKA 3d6, Autofire (5 shots; +½), Armor Piercing (+½), Reduced Endurance (0 END; +1); OIF Bulky (-1), Limited Arc Of Fire (60 Degrees Forward; -½) 0	
Skills		
4	<i>Maneuverable:</i> +2 with Flight	

Total Abilities & Equipment Cost: 87

Total Vehicle Cost: 147

Value Disadvantages

25	Distinctive Features: UNTIL combat ship (Not Concealable, Causes Extreme Reaction [fear/respect])
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Total Disadvantage Points: 25

Total Cost: 122/5 = 24

COMPUTER

Cost Power

65 MUNIN Mark III Computer

OPTIONAL EQUIPMENT

Cost Power

+5 *Rear Blaster Cannon:* One more Blaster Cannon (total of two)

Description: The UNTIL Grav-Sled, known among agents as a "skyboat," is perhaps the vehicle most identified with the agency. A high-tech hovercraft with no roof, it "flies" (at altitudes of no more than 3") by means of gravitic manipulators and small jets. Although slower than many ground vehicles, it makes up for its relative lack of speed through (a) its ability to traverse water or rough terrain without difficulty, and (b) its much greater maneuverability. As an embodiment of the high-tech nature of UNTIL, it also has a psychological effect on the organization's enemies. Many opponents surrender when they see Grav-Sleds appearing over the horizon.

The Grav-Sled comes equipped with a single weapon, a Blaster Cannon mounted forward. It can fire at any target on or above the same horizontal level as the Grav-Sled, but not at anything below the Grav-Sled unless the pilot can turn the Sled on its side briefly (an especially tricky maneuver — it requires a Combat Piloting roll at -2, all aboard must make STR rolls to remain aboard the Sled, and the gunner is at -2 OCV to his target; if the Combat Piloting roll fails, the Sled crashes to the ground). UNTIL's engineers sometimes add weapons to a Grav-Sled, but this is rare; it's more of a transport vehicle than a combat craft.

Grav-Sleds are usually painted blue, but are sometimes chrome and gold. They can carry up to a dozen agents and their gear comfortably, and about 20 agents if they're packed in like sardines.

MARTINEZ-CLASS MOTORCYCLE

Val	Char	Cost	Notes
1	Size	5	1.25" x .64"; -1 KB; -0 DCV
20	STR	5	Lift 400 kg; 4d6 HTH [0]
20	DEX	30	OCV: 7/DCV: 7
13	BODY	4	
5	DEF	6	Does Not Protect Occupant (-½)
4	SPD	10	Phases: 3, 6, 9, 12
			Total Characteristic Cost: 60

Movement: Ground Movement: 30"/120"

Abilities & Equipment

Cost Power END

Propulsion Systems

21	Motorized Wheeled Vehicle:	Ground Movement +26" (30" total), x4 Non-combat; OAF Bulky (standard tires; -1½), Only on Appropriate Terrain (-¼), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0)	[1cc]
4	Puncture Resistant Tires:	(4 DEF/ 4 BODY) (see TUV, page 41)	
-2	Ground Vehicle:	Swimming -2" (0" total)	

Tactical Systems

16	Forward Blaster:	RKA 2½d6; OIF Bulky (-1), Limited Arc Of Fire (60 Degrees Forward; -½), 16 Charges (-0)	[16]
2	Swept-Back Side Panels:	Remove Does Not Protect Occupant (-½) from DEF; Activation Roll 12- (-¾)	0

Operations Systems

5	Communications Uplink:	HRRP (Radio Group); OIF Bulky (-1), Affected As Sight And Hearing Groups As Well As Radio Group (-½)
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Total Abilities & Equipment Cost: 46
Total Vehicle Cost: 106

Value Disadvantages

15	Distinctive Features:	UNTIL motorcycle (Not Concealable, Noticed And Recognized)
5	Physical Limitation:	Two-Wheeled (Infrequently, Slightly Impairing)

Total Disadvantage Points: 20
Total Cost: 86/5 = 17

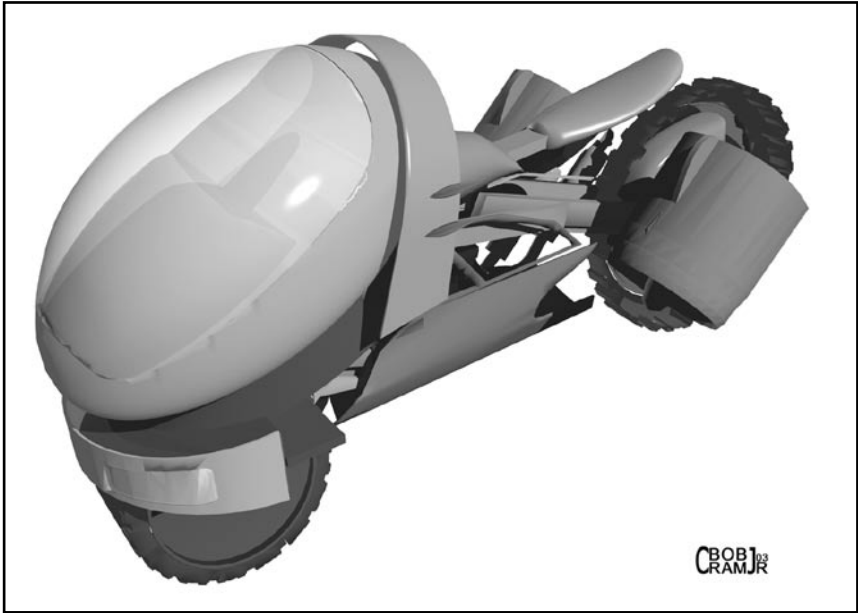
OPTIONAL EQUIPMENT

Cost	Power
+3	Concealable Forward Blaster: Change Forward Blaster to IIF Bulky (-¾)

Description: Named for the man who led UNTIL for decades, the *Martinez-class* motorcycle is used when individual agents need to get somewhere quickly, or get into an area where cars can't go. A few squads, sometimes referred to as "cavalry," use them exclusively. "Cavalry" agents often buy extra DEX and SPD Only To Operate Vehicles (-1) so they can operate the cycle at full efficiency.

The *Martinez* has a distinctive high-tech look; it resembles no other motorcycles on the road, and

cannot be disguised (some versions do at least have a retractable forward gun). The deeply swept-back side panels offer the driver more protection than he'd have on a standard motorcycle, but they don't provide full coverage (among other things, they don't protect the rider against attacks from above).



CRAM JR

THOR-CLASS URBAN APC

Val	Char	Cost	Notes
7	Size	35	5" x 2.5"; 7 KB; -4 DCV
45	STR	0	Life 12.5 tons; 9d6 HTH [0]
13	DEX	9	OCV: 4/DCV: 4
17	BODY	0	
12	DEF	37	Hardened (+¼)
3	SPD	7	Phases: 4, 8, 12
			Total Characteristic Cost: 88

Movement: Ground Movement: 10"/40"

Abilities & Equipment

Cost	Power	END
Propulsion Systems		
5	<i>Motorized Wheeled Vehicle:</i> Ground Movement +4" (10" total), x4 Non-combat; OAF Bulky (standard tires; -1½), Only on Appropriate Terrain (-¼), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0)	[1cc]
6	<i>Solid Tires:</i> (6 DEF/6 BODY) (see TUV, page 41)	
-2	<i>Ground Vehicle:</i> Swimming -2" (0" total)	
Tactical Systems		
45	<i>Turretted Blaster Cannon:</i> RKA 3d6, Armor Piercing (+½), Reduced Endurance (0 END; +½); OIF Bulky (-1)	0
10	<i>Ramplate:</i> HA +4d6; Hand-To-Hand Attack (-½), Only With Move Throughs (-½)	0

Total Abilities & Equipment Cost: 64

Total Vehicle Cost: 152

Value Disadvantages

- 15 Distinctive Features: UNTIL vehicle (Not Concealable, Noticed And Recognized)

Total Disadvantage Points: 15

Total Cost: 137/5 = 27

COMPUTER

Cost	Power
65	MUNIN Mark III Computer

OPTIONAL EQUIPMENT

Cost	Power
+22	<i>Turretted Autofire Blaster Cannon:</i> Change to RKA 3d6, Armor Piercing (+½), Autofire (5 shots; +½), Reduced Endurance (0 END; +1); OIF Bulky (-1) 0

Description: The *Thor*-class Urban APC (armored personnel carrier) is designed to get a group of UNTIL agents (up to 13, including the driver) into dangerous areas safely. It can't move quickly or maneuver agilely, but it's heavily armored, and has a ramplate in front so the driver can use the vehicle as a "battering ram" to smash in the doors of supervillain bases and similar structures.



UMUV DESCRIPTION

The UMUV (pronounced “you-move”) is UNTIL’s standard ground transport vehicle (much like the U.S. Army’s HMMWV). Used for everything from transporting cargo to carrying UNTIL agents into battle, it can be outfitted with a wide variety of optional equipment (weapons, advanced communications gear, or a miniaturized mobile hospital, to name a few) for specialized purposes or missions. UNTIL typically paints UMUVs black (or camouflage, in some cases) with the organization’s symbol on the side... but even without the symbol, the vehicle’s unique “blocky high tech” look distinguishes it from every other vehicle on the road.

UNTIL MULTIPURPOSE UTILITY VEHICLE (UMUV)

Val	Char	Cost	Notes
4	Size	20	2.5” x 1.25”; -4 KB; -2 DCV
35	STR	5	Lift 3,200 kg; 7d6 HTH [0]
18	DEX	24	OCV: 6/DCV: 6
14	BODY	0	
6	DEF	12	
3	SPD	2	Phases: 4, 8, 12
Total Characteristic Cost: 63			

Movement: Ground Movement: 15”/60”

Abilities & Equipment

Cost	Power	END
Propulsion Systems		
8	<i>Motorized Wheeled Vehicle:</i> Ground Movement +9” (15” total), x4 Non-combat; OAF Bulky (standard tires; -1½), Only on Appropriate Terrain (-¼), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0); [1cc]	
5	<i>Reinforced Tires:</i> (5 DEF/5 BODY) (see TUV, page 41)	
-2	<i>Ground Vehicle:</i> Swimming -2” (0” total)	
Operations Systems		
5	<i>Communications Uplink:</i> HRRP (Radio Group); OIF Bulky (-1), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0

Skills

6	<i>Offroad Suspension:</i> +3 Penalty Skill Levels versus Offroad Driving Penalties
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Total Abilities & Equipment Cost: 22

Total Vehicle Cost: 85

Value Disadvantages

15	Distinctive Features: UNTIL vehicle (Not Concealable, Noticed And Recognized)
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Total Disadvantage Points: 15

Total Cost: 70/5 = 14

OPTIONAL EQUIPMENT

Cost	Power
+10	<i>Cargo Transport:</i> +10 STR
30	<i>Combat Transport with Turreted Blaster:</i> RKA 2½d6, Reduced Endurance (0 END; +½); OAF (-1)
+60	<i>Computerized UMUV:</i> Remove Communications Uplink and replace with a MUNIN Mark III Computer
3	<i>Medevac UMUV:</i> +3 to Paramedics roll; OAF (-1)

UNTIL VARIABLE ENVIRONMENT VEHICLE (UVEV)

Val	Char	Cost	Notes
6	Size	30	4” x 2”; -6 KB; -4 DCV
40	STR	0	Lift 6,400 kg; 9d6 HTH [0]
15	DEX	15	OCV: 5/DCV: 5
16	BODY	0	
5	DEF	9	
4	SPD	15	Phases: 3, 6, 9, 12
Total Characteristic Cost: 69			

Movement: Ground Movement: 20”/80”
Flight: 25”/200”
Swimming: 10”/20”

Abilities & Equipment

Cost	Power	END
Propulsion Systems		
12	<i>Ground Mode:</i> Ground Movement +14” (20” total), x4 Noncombat; OAF Bulky (standard tires; -1½), Only on Appropriate Terrain (-¼), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0) [1cc]	
4	<i>Puncture Resistant Tires:</i> (4 DEF/4 BODY) (see TUV, page 41)	
60	<i>Flight Mode:</i> Flight 25”, x8 Noncombat; 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0) [1cc]	
8	<i>Marine Mode:</i> Swimming +8” (10” total); 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0) [1cc]	

Tactical Systems

37	<i>Flying Fish Missilepedoes:</i> RKA 3d6, Armor Piercing (+½), Indirect (always comes from vehicle, but can strike target from any direction; +½), No Range Modifier (+½); OIF Bulky (-1), 4 Charges (-1) [4]
----	--

Operations Systems

10	<i>Radar:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees); OIF Bulky (-1)
10	<i>Sonar:</i> Active Sonar (Hearing Group), Increased Arc Of Perception (360 Degrees); OIF Bulky (-1)

Personnel Systems

13	<i>Life Support:</i> Life Support (Self-Contained Breathing; Safe Environments: High Pressure, Intense Cold)	0
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Total Abilities & Equipment Cost: 154

Total Vehicle Cost: 223

Value Disadvantages

10	Physical Limitation: Switching Modes Of Movement Takes 1 Phase Or 1 BODY (Common, Moderate)
----	---

Total Disadvantage Points: 10

Total Cost: 213/5 = 43

COMPUTER**Cost Power**

65 MUNIN Mark III Computer

OPTIONAL EQUIPMENT**Cost Power**

12 *Concealed Caltrop Dropper*: RKA 1d6, Area Of Effect (10" Cone; +1), Armor Piercing (+½), Continuous (+1), Uncontrolled (removable by spending a Full Phase to sweep them aside; +½); IIF Bulky (-¾), Activation Roll 14- (-½), No Range (-½), Limited Arc Of Fire (60 Degrees behind vehicle, only on same horizontal level; -¾), Only Affects Characters Moving On The Ground (-¼), Combat Driving Roll Cancels Effect (-¼), Automatically Targets Hit Location (tires; -0), 4 Charges (-1) [4]

Description: The UVEV (usually referred to as the "Veeve") is a favorite of UNTIL's Intelligence Corps. It resembles a typical automobile, often a sports car. However, it's much faster than most cars... and even more amazingly, can convert into a flying craft, a miniature boat, or underwater vehicle! Conversion from one mode of travel to another usually requires one Full Phase, but can be done instantly (*i.e.*, as a Zero-Phase Action) if the operator is willing to cause damage to the car (1 BODY).

The UVEV comes with a battery of four of UNTIL's "Flying Fish" Missiledoes, which can function as airborne missiles or underwater torpedoes. Some versions also have a caltrop dropper for use against ground-based pursuers.

VIKING-CLASS ASSAULT VAN

Val	Char	Cost	Notes
6	Size	30	4" x 2"; -6 KB; -4 DCV
40	STR	0	Lift 6,400 kg; 9d6 HTH [0]
14	DEX	12	OCV: 5/DCV: 4
16	BODY	0	
7	DEF	15	
3	SPD	6	Phases: 4, 8, 12
Total Characteristic Cost: 63			

Movement: Ground Movement: 30"/120"

Abilities & Equipment**Cost Power****END****Propulsion Systems**

- 19 *Motorized Wheeled Vehicle*: Ground Movement +24" (30" total), x4 Non-combat; OAF Bulky (standard tires; -1½), Only on Appropriate Terrain (-¼), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0); [1cc]
- 6 *Solid Tires*: (6 DEF/6 BODY) (see TUV, page 41)
- 2 *Ground Vehicle*: Swimming -2" (0" total)

Tactical Systems

- 43 *Turretted Blaster*: RKA 3d6+1, Reduced Endurance (0 END; +½); IIF Bulky (-¾) 0

Total Abilities & Equipment Cost: 66

Total Vehicle Cost: 129

Value Disadvantages

None



CRAMJR

Total Disadvantage Points: 0
Total Cost: 129/5 = 26

COMPUTER

Cost	Power
65	MUNIN Mark III Computer

OPTIONAL EQUIPMENT

Cost	Power
+21	<i>Enhanced Turretted Blaster:</i> Change to RKA 3d6, Autofire (5 shots; +½), Reduced Endurance (0 END; +1); IIF Bulky (-¾)
+9	<i>Heavy Viking:</i> Increase to DEF 10
6	<i>Offroad Suspension:</i> +3 Penalty Skill Levels versus Offroad Driving Penalties
7	<i>Ramplate:</i> HA +3d6; Hand-To-Hand Attack (-½), Only With Move Throughs (-½)

Description: The Viking is UNTIL's standard urban troop transport vehicle; TC engineers can adapt it for off-road use as well. In addition to its driver, it can carry a dozen UNTIL agents and all their gear. Ordinarily it looks more or less like a standard van; UNTIL can paint it with a fictional logo (as a disguise) or go "loud and proud" with the UNTIL symbol prominently displayed.

In its standard configuration, the *Viking* only carries a turretted blaster cannon; the turret can retract into the body of the van for times when the vehicle is "disguised" (this reduces the passenger capacity to ten). Some versions come equipped with an automatic-fire blaster instead, or a ramplate on the front for smashing through walls and doors.

AIRCRAFT

While UNTIL doesn't have a full-fledged air force, it often uses aerial vehicles to transport troops quickly or dogfight with enemy vehicles. Most UNTIL aircraft use antigravity "hover" technology to some degree.

UNTIL GRAV-CAR

Val	Char	Cost	Notes
7	Size	35	5" x 2.5"; -7 KB; -4 DCV
45	STR	0	Lift 12.5 tons; 9d6 HTH [0]
15	DEX	15	OCV: 5/DCV: 4
17	BODY	0	
10	DEF	30	
3	SPD	5	Phases: 4, 8, 12
Total Characteristic Cost: 85			

Movement: Ground Movement: 0"/0"
Flight: 22"/88"

Abilities & Equipment

Cost	Power	END
Propulsion Systems		
86	<i>Hover Systems:</i> Flight 22", x4 Non-combat, No Turn Mode (+¼), Sideways Maneuverability (+½); 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0)	[1cc]
-2	<i>Flying Vehicle:</i> Swimming; -2" (0" total)	
-12	<i>Flying Vehicle:</i> Ground Movement -6" (0" total)	

Tactical Systems

60	<i>Blaster Cannons:</i> RKA 3d6, Autofire (5 shots; +½), Armor Piercing (+½), Reduced Endurance (0 END; +1); OIF Bulky (-1), Limited Arc Of Fire (180 degrees on one side; -¼)	0
10	<i>Blaster Cannons:</i> 3 more Blaster Cannons (total of 4)	

Operations Systems

14	<i>U-MR317 Radar:</i> Radar, Increased Arc Of Perception (360 Degrees), Telescopic (+8 versus Range Modifier); OIF Bulky (-1)	0
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Skills

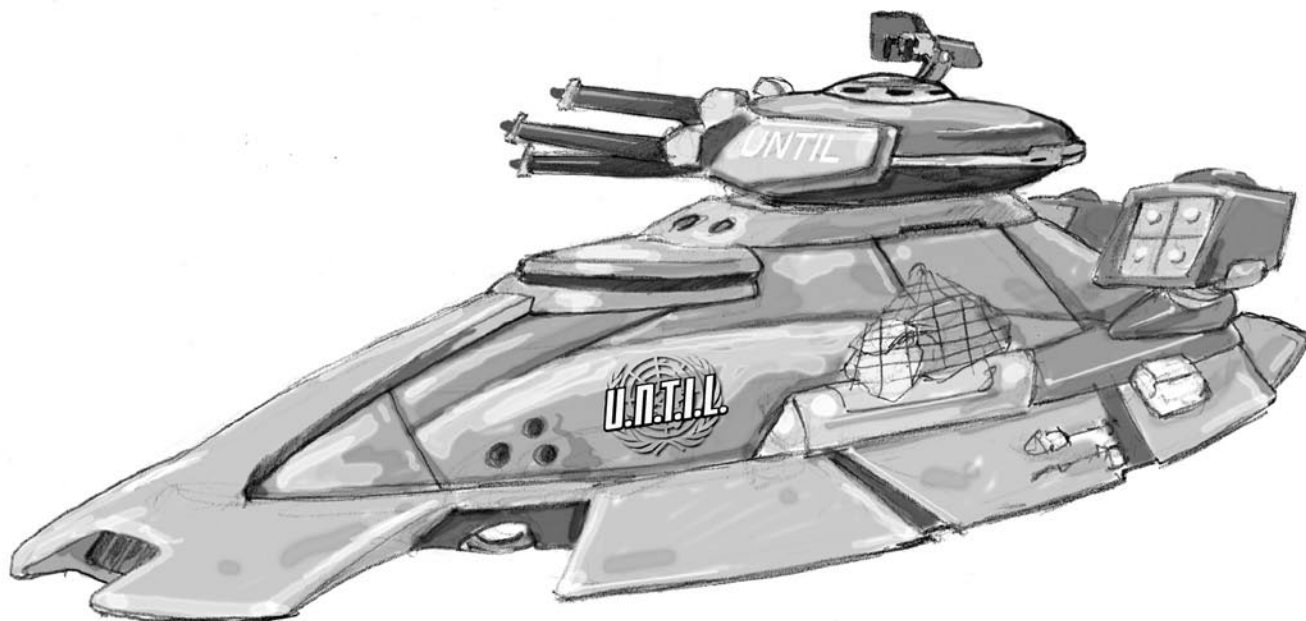
4	<i>Maneuverable:</i> +2 with Flight
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Total Abilities & Equipment Cost: 160
Total Vehicle Cost: 245

Value Disadvantages

25	Distinctive Features: UNTIL combat ship (Not Concealable, Causes Extreme Reaction [fear/respect])
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Total Disadvantage Points: 25
Total Cost: 220/5 = 44



STORN

COMPUTER

Cost Power
65 MUNIN Mark III Computer

Description: The Grav-Car is a fully aerial form of the Grav-Sled — a completely enclosed hovercraft capable of true flight. It has four Blaster Cannons, one on each side so that all arcs of fire around the vehicle are covered.

UNTIL normally paints its Grav-Cars navy blue, but some are chrome and gold. They can carry eight agents (plus the pilot) comfortably, or as many as 14 uncomfortably.

UNTIL GRAV-TANK

Val	Char	Cost	Notes
7	Size	35	5" x 2.5"; -7 KB; -4 DCV
45	STR	0	Lift 12.5 tons; 9d6 HTH [0]
18	DEX	24	OCV: 6/DCV: 6
17	BODY	0	
15	DEF	39	
4	SPD	12	Phases: 3, 6, 9, 12
Total Characteristic Cost: 110			

Movement: Ground Movement: 0"/0"
Flight: 18"/72"

Abilities & Equipment

Cost	Power	END
Propulsion Systems		
72	<i>Hover Systems:</i> Flight 18", x4 Non-combat, No Turn Mode (+¼), Sideways Maneuverability (+½); 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0)	[1cc]
-2	<i>Flying Vehicle:</i> Swimming; -2" (0" total)	
-12	<i>Flying Vehicle:</i> Ground Movement -6"	
Tactical Systems		
60	<i>Primary Blaster Cannon:</i> RKA 5d6, Armor Piercing (+½), Reduced Endurance (0 END; +½); OIF Bulky (-1), Limited Arc Of Fire (60 Degrees Forward; -½)	0
60	<i>Secondary Blaster Cannons:</i> RKA 3d6, Autofire (5 shots; +½), Armor Piercing (+½), Reduced Endurance (0 END; +1); OIF Bulky (-1), Limited Arc Of Fire (180 degrees on one side; -¼)	0
10	<i>Secondary Blaster Cannons:</i> 3 more Blaster Cannons (total of 4)	0
33	<i>Turret-Mounted Grenade Launcher:</i> RKA 2d6, Explosion (-1 DC/3"; +1), 32 Charges (+¼); OIF Bulky (-1)	[32]
37	<i>Volsunga Mk. II Missiles:</i> RKA 3d6, Explosion (+½), Indirect (can strike	

from any angle, but always come from vehicle; +½), No Range Modifier (+½); OIF Bulky (-1), 4 Charges (-1) [4]

Operations Systems

- 11
- U-MR317 Radar: Radar, Increased Arc Of Perception (360 Degrees), Telescopic (+8 versus Range Modifier); OIF Bulky (-1), Affected As Sight Group As Well As Hearing Group (-½)
- 0

Skills

- 2
- Maneuverable: +1 with Flight

Total Abilities & Equipment Cost: 271
Total Vehicle Cost: 381

Value Disadvantages

- 25
- Distinctive Features: UNTIL combat ship (Not Concealable, Causes Extreme Reaction [fear/respect])

Total Disadvantage Points: 25
Total Cost: 356/5 = 71

COMPUTER

- | Cost | Power |
|------|-------------------------|
| 65 | MUNIN Mark III Computer |

Description: This vehicle is, essentially, a tank-style version of the Grav-Car. It has a crew of three and cannot carry passengers. Its weapons include a large main blaster pointed forward, four secondary blasters (one per side), a turreted grenade launcher that can fire in any direction, and four Volsunga missiles.

UNTIL JET-CYCLE

Val	Char	Cost	Notes
1	Size	5	1.25" x .64"; -1 KB; -0 DCV
20	STR	5	Lift 400 kg; 4d6 HTH [0]
18	DEX	24	OCV: 6/DCV: 6
11	BODY	0	
6	DEF	8	Does Not Protect Occupant (-½)
4	SPD	12	Phases: 3, 6, 9, 12
Total Characteristic Cost: 54			

Movement: Ground Movement: 0"/0"
Flight: 30"/120"

Abilities & Equipment

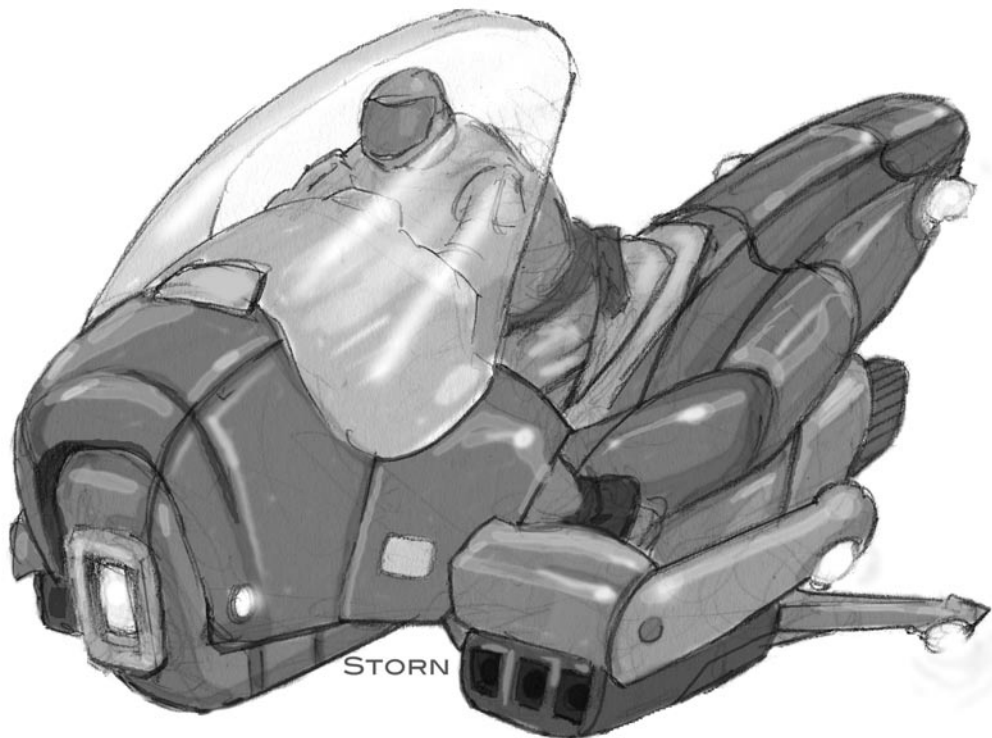
Cost Power END

Propulsion Systems

- 114
- Hover Systems: Flight 30", x4 Non-combat, No Turn Mode (+¼), Sideways Maneuverability (+½); 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0) [1cc]
- 2
- Flying Vehicle: Swimming; -2" (0" total)
- 12
- Flying Vehicle: Ground Movement -6" (0" total)

Tactical Systems

- 24
- Forward Blaster: RKA 2½d6, Reduced Endurance (0 END; +½); OIF Bulky (-1), Limited Arc Of Fire (60 Degrees Forward; -½)
- 27
- Volsunga Mk. I Missiles: RKA 2d6, Explosion (+½), Indirect (can strike from any angle, but always come from vehicle; +½), No Range Modifier (+½);
- 0



- OIF Bulky (-1), 6 Charges (-¾) [6]
 2 *Swept-Back Side Panels*: Remove Does Not Protect Occupant (-½) from DEF; Activation Roll 12- (-¾) 0

Operations Systems

- 5 *Communications Uplink*: HRRP (Radio Group); OIF Bulky (-1), Affected As Sight And Hearing Groups As Well As Radio Group (-½)
 11 *U-MR317 Radar*: Radar, Increased Arc Of Perception (360 Degrees), Telescopic (+8 versus Range Modifier); OIF Bulky (-1), Affected As Sight Group As Well As Hearing Group (-½) 0

Skills

- 8 *Targeting System*: +4 with Volsunga Missiles
 8 *Maneuverable*: +4 with Flight

Total Abilities & Equipment Cost: 185

Total Vehicle Cost: 239

Value Disadvantages

- 25 *Distinctive Features*: UNTIL combat vehicle (Not Concealable, Causes Extreme Reaction [fear/respect])
 20 *Vulnerability*: 2 x BODY from Electrical, Magnetic, and Microwave Attacks (Common)

Total Disadvantage Points: 45

Total Cost: 194/5 = 39

OPTIONAL EQUIPMENT

- | Cost | Power |
|------|--|
| +5 | <i>Rear Blaster</i> : One more Blaster (total of two) |
| +7 | <i>Supercharged Hover Systems</i> : Increase to Flight 32" |

Description: One of UNTIL's most high-tech — and fastest — vehicles, the Jet-Cycle is ridden by UNTIL's elite Light Horse agents. It's essentially a modified form of the *Martinez*-class motorcycle with the wheels (and related systems) removed, and a series of gravitic manipulators and micro-jets installed in their place. However, the miniaturization necessary to make these systems work leaves the 'cycle vulnerable to electrical, magnetic, and microwave attacks.

The Jet-Cycle comes equipped with a forward blaster and six Volsunga-I missiles. Some models have a rear-mounted blaster as well.

Jet-Cycles are a shiny chrome and gold. Techs may paint them sky blue or grey as "camouflage" if the mission calls for it.

SIGURD-CLASS COMBAT HELICOPTER

Val	Char	Cost	Notes
6	Size	30	4" x 2"; -6 KB; -4 DCV
40	STR	0	Lift 6,400 kg, 8d6 HTH [0]
23	DEX	39	OCV: 8/DCV: 8
16	BODY	0	
11	DEF	27	
4	SPD	7	Phases: 3, 6, 9, 12
Total Characteristic Cost: 103			

Movement: Ground Movement: 0"/0"
 Flight: 33"/132"

Abilities & Equipment

Cost Power END

Propulsion Systems

- 45 *Rotor-Based Flight*: Flight 33", x4 Noncombat, No Turn Mode (+¼), Sideways Maneuverability (+½); Side Effects (KA 2d6, Area Of Effect (6" Radius) around the vehicle, automatically occurs when Flight is in use, only affects environment around Vehicle; -1¾), 1 Continuing Fuel Charge (easily-obtained fuel; 3 Hours; -0) [1cc]
 -2 *Flying Vehicle*: Swimming; -2" (0" total),
 -12 *Flying Vehicle*: Ground Movement -6" (0" total)

Tactical Systems

- 54 *Forward Blaster*: RKA 3d6, Armor Piercing (+½), Autofire (5 shots; +½), Reduced Endurance (0 END; +1); OIF Bulky (-1), Limited Arc Of Fire (60 Degrees Forward; -½) 0
 37 *Volsunga Mk. II Missiles*: RKA 3d6, Explosion (+½), Indirect (can strike from any angle, but always come from vehicle; +½), No Range Modifier (+½); OIF Bulky (-1), 4 Charges (-1) [4]
 2 *Armored Crash Seat*: +10 PD; OIF Bulky (-1), Only To Protect Occupants Against Damage From Crashes (-2) 0
 2 *Armored Crash Seat*: Another Armored Crash Seat (total of 2) 0

Operations Systems

- 3 *Pilot's Infrared Scope*: Infrared Perception (Sight Group); OIF Bulky (-1)
 11 *U-MR317 Radar*: Radar, Increased Arc Of Perception (360 Degrees), Telescopic (+8 versus Range Modifier); OIF Bulky (-1), Affected As Sight Group As Well As Hearing Group (-½) 0

Personnel Systems

- 14 *Sealed Environment*: Life Support (Self-Contained Breathing; Safe Environments: Intense Cold, Low Pressure/Vacuum) 0

Skills

- 4 *Maneuverable*: +2 with Flight

Total Abilities & Equipment Cost: 158

Total Vehicle Cost: 261

Value Disadvantages

- 25 Distinctive Features: UNTIL combat helicopter (Not Concealable, Causes Extreme Reaction [fear/respect])

Total Disadvantage Points: 25
Total Cost: 236/5 = 47

COMPUTER

Cost	Power
65	MUNIN Mark III Computer

OPTIONAL EQUIPMENT

Cost	Power
35	<i>Mini-Missile Pod:</i> RKA 4d6, Armor Piercing (x2; +1), Explosion (+½); OIF Bulky (-1), Real Weapon (-¼), Limited Arc Of Fire (0 degrees forward, same horizontal level; -1), 4 Charges (-1) [4]
33	<i>Underside Turret-Mounted Grenade Launcher:</i> RKA 2d6, Explosion (-1 DC/3"; +1), 32 Charges (+¼); OIF Bulky (-1) [32]

Description: The *Sigurd*-class gunship is one of the most advanced military helicopters in use today. UNTIL typically paints it black or dark grey, with the UNTIL symbol prominently displayed on each side.
In its standard configuration, the *Sigurd* carries a powerful auto-blaster and four Volsunga-II missiles. Technicians can add other weapons, including mini-missile pods and grenade launchers.

STRATOLINE-CLASS TRANSPORT PLANE

Val	Char	Cost	Notes
11	Size	55	12.5" x 6.4"; -11 KB; -7 DCV
70	STR	5	Lift 400 tons; 11d6 HTH [0]
14	DEX	12	OCV: 5/DCV: 5
21	BODY	0	
4	DEF	6	
3	SPD	6	Phases: 4, 8, 12
Total Characteristic Cost: 84			

Movement: Ground Movement: 6"/12"
Flight: 33"/528"

Abilities & Equipment

Cost	Powers	END
Propulsion Systems		
27	<i>Jet Cargo Transport:</i> Flight 33", x16 Noncombat; Side Effects (KA 2d6, 7" Line behind engines and also propeller on front of engines, automatically occurs when Flight is in use, only affects environment around vehicle; -1¾), Stall Velocity (16"; -¼), 1 Continuing Fuel Charge (easily-obtained fuel; 1 Day; -0) [1cc]	
-2	<i>Flying Vehicle:</i> Swimming; -2" (0" total)	

Operations Systems

11	<i>U-MR317 Radar:</i> Radar, Increased Arc Of Perception (360 Degrees), Telescopic (+8 versus Range Modifier); OIF Bulky (-1), Affected As Sight Group As Well As Hearing Group (-½)	0
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Personnel Systems

6	<i>Ejection Seats:</i> Telekinesis (26 STR); OIF Bulky (-1), Affects Whole Object (-¼), No Range (-½), Only To Throw Target Straight Up (-2), 1 Recoverable Charge (-1¼) [1rc]	
5	<i>Ejection Seats:</i> One more Ejection Seat (total of two) [1rc]	
14	<i>Sealed Environment:</i> Life Support (Self-Contained Breathing; Safe Environments: Intense Cold, Low Pressure/Vacuum)	0

Total Abilities & Equipment Cost: 61
Total Vehicle Cost: 145

Value Disadvantages

- 15 Distinctive Features: UNTIL vehicle (Not Concealable, Noticed And Recognized)

Total Disadvantage Points: 15
Total Cost: 130/5 = 26

COMPUTER

Cost	Power
65	MUNIN Mark III Computer

Description: This is UNTIL's standard troop and cargo transport plane; it uses a combination of standard jets and low-level hover technology to obtain VTOL (vertical takeoff and landing) capability. UNTIL does not equip it with weapons. It has a crew of two.

VALKYRIE-CLASS FIGHTER

Val	Char	Cost	Notes
9	Size	45	8" x 4"; -9 KB; -6 DCV
45	STR	-10	Lift 12.5 tons; 9d6 HTH [0]
25	DEX	45	OCV: 8/DCV: 8
19	BODY	0	
5	DEF	9	
5	SPD	15	Phases: 3, 5, 8, 9, 12
Total Characteristic Cost: 104			

Movement: Ground Movement: 6"/12"
Flight: 35"/280"
MegaFlight: 1"

Abilities & Equipment

Cost Power END

Propulsion Systems

29 *Jet Fighter:* Multipower, 80-point reserve; all Side Effects (-1¼), 1 Continuing Fuel Charge (easily-obtained fuel; 6 Hours; -0) for entire Multipower [1cc]

3u 1) *Standard Flight:* Flight 35", x8 Noncombat; Side Effects (KA 2d6, 7" Line behind engines, automatically occurs when Flight is in use, only affects environment around vehicle; -1¼), Stall Velocity (17"; -¼)

1u 2) *Mach Speed Flight:* Flight 1", Mega-Scale (1" = 1 km; +¼); Side Effects (KA 2d6, 7" Line behind engines, automatically occurs when Flight is in use, only affects environment around vehicle; -1¼), Cannot Take Off Or Land At This Speed (-0)

-2 *Cannot Swim:* Swimming -2" (0" total)

Tactical Systems

54 *Forward Blaster Cannon:* RKA 3d6, Autofire (5 shots; +½), Armor Piercing (+½), Reduced Endurance (0 END; +½); OIF Bulky (-1), Limited Arc Of Fire (60 Degrees Forward; -½) 0

67 *Volsunga Mk. III Missiles:* RKA 4d6, Explosion (+½), Indirect (can strike from any angle, but always come from vehicle; +½), No Range Modifier (+½); OIF Bulky (-1), 12 Charges (-¼) [12]

Operations Systems

14 *U-M573 Radar:* Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+10 versus Range Modifier); OIF Bulky (-1), Affected As Sight Group As Well As Radio Group (-½) 0

2 *Pilot's Infrared Scope:* Infrared Perception (Sight Group); OIF Bulky (-1)

Personnel Systems

6 *Ejection Seat:* Telekinesis (26 STR); OIF Bulky (-1), Affects Whole Object (-¼), No Range (-½), Only To Throw Target Straight Up (-2), 1 Recoverable Charge (-1¼) [1rc]

14 *Sealed Environment:* Life Support (Self-Contained Breathing; Safe Environments; Intense Cold, Low Pressure/Vacuum) 0

Skills

6 *Digital Control-By-Wire Flight System:* +3 with Flight

15 *Targeting Systems:* +3 with Ranged Combat

Total Abilities & Equipment Cost: 209

Total Vehicle Cost: 313

Value Disadvantages

25 *Distinctive Features:* UNTIL elite combat vehicle (Not Concealable, Causes Extreme Reaction [fear/respect])

Total Disadvantage Points: 25

Total Cost: 291/5 = 58

COMPUTER

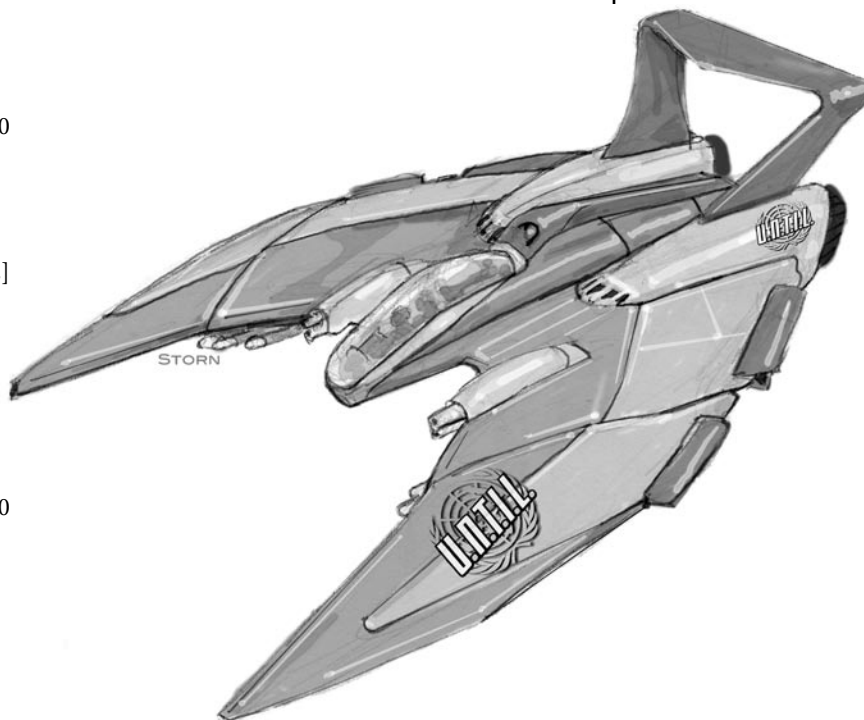
Cost Power

65 MUNIN Mark III Computer

Description: Although UNTIL rarely has need of a sophisticated fighter plane, sometimes it has to engage the likes of VIPER Dragon-Jets. For such opponents, the *Valkyrie* was designed. It's a state-of-the-art jet-fighter, equipped with UNTIL's Volsunga missiles and a blaster cannon. Like the Stratoline, it's a VTOL aircraft.

UNTIL refuses to confirm how many *Valkyries* it has. *Jane's Defense Weekly* estimates the agency has no more than a dozen, at the most.

The *Valkyrie* has forward-swept wings and is typically painted dove grey, with the UNTIL symbol prominently displayed on the sides, wings, and tail.



WATERCRAFT AND
OAD VEHICLES

UNTIL's role as protector of the world's international waters, not to mention the existence of its NAUTILUS undersea base, means it needs a wide variety of boats, ships, and other watercraft.

STINGRAY-CLASS MINISUB

Val	Char	Cost	Notes
3	Size	15	2" x 1"; -3 KB; -2 DCV
25	STR	0	Lift 800 kg, 5d6 HTH [0]
14	DEX	12	OCV: 5/DCV: 5
13	BODY	0	
6	DEF	12	
3	SPD	6	Phases: 4, 8, 12
			Total Characteristic Cost: 45

Movement: Ground Movement: 0"/0"
Swimming: 12"/24"

Abilities & Equipment

Cost	Power	END
Propulsion Systems		
10	<i>Marine Vehicle:</i> Swimming +10" (12" total), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0)	[1cc]
-12	<i>Marine Vehicle:</i> Ground Movement -6"	
Operations Systems		
13	<i>Periscope:</i> Clairsentience (Sight Group), Reduced Endurance (0 END; +½); OIF Bulky (-1), Limited Range (5"; -¼)	0
10	<i>Active Sonar Arrays:</i> Active Sonar (Hearing Group), Increased Arc Of Perception (360 Degrees), Telescopic (+4 versus Range Modifier); OIF Bulky (-1), Affected As Sight Group As Well As Hearing Group (-½)	0

9 *Searchlight:* Sight Group Images, +4 to PER Rolls, Reduced Endurance (0 END; +½); OIF Bulky (-1), Only To Create Light (-1), Limited Arc Of Fire (60 Degrees Forward; -½) [0]

Personnel Systems

11 *Submersible:* Life Support (Self-Contained Breathing; Safe Environment: High Pressure) 0

Total Abilities & Equipment Cost: 41
Total Vehicle Cost: 86

Value Disadvantages

15 *Distinctive Features:* UNTIL underwater vehicle (Not Concealable, Noticed And Recognized)

Total Disadvantage Points: 15
Total Cost: 71/5 = 14

COMPUTER AND ADDITIONAL VEHICLES

Cost	Power
65	MUNIN Mark III Computer
20	<i>U-T26 Torpedo Launchers:</i> 1 U-T26 torpedo (use Mark 48, TUV page 133)
10	<i>U-T26 Torpedo Launchers:</i> 3 more U-T26 torpedoes (total of 4)

Description: The favorite of many OAD agents, the *Stingray* is UNTIL's highly mobile mini-sub. Normally it is not equipped for combat, but UNTIL technicians can add a torpedo rack if necessary. UNTIL often volunteers to take members of the scientific community down in *Stingrays* when the scientists' research requires it.

The *Stingray* requires one pilot and can hold up to three more persons.

HARROWS FLYING SUBMERSIBLE

Val	Char	Cost	Notes
4	Size	20	2.5" x 1.25"; -4 KB; -2 DCV
30	STR	0	Lift 1,600 kg; 5d6 HTH [0]
18	DEX	24	OCV: 6/DCV: 6
14	BODY	0	
7	DEF	15	
4	SPD	12	Phases: 3, 6, 9, 12
Total Characteristic Cost: 71			

Movement: Ground Movement: 0"/0"
 Flight: 25"/200"
 Swimming: 15"/30"

Abilities & Equipment

Cost Power **END**

Propulsion Systems

- 105 *Hover Systems:* Flight 25", x8 Non-combat, No Turn Mode (+¼), Sideways Maneuverability (+½); 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0) [1cc]
- 13 *Marine Vehicle:* Swimming +13" (15" total); 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0) [1cc]
- 12 *Only Flies And Swims:* Ground Movement -6" (0" total)

Tactical Systems

- 37 *Flying Fish Missilepedoes:* RKA 3d6, Armor Piercing (+½), Indirect (always comes from vehicle, but can strike target from any direction; +½), No Range Modifier (+½); OIF Bulky (-1), 4 Charges (-1) [4]
- 24 *Forward Blaster Cannon:* RKA 2½d6, Reduced Endurance (0 END; +½); OIF Bulky (-1), Limited Arc Of Fire (60 Degrees Forward; -½) 0

Operations Systems

- 11 *U-MR317 Radar:* Radar, Increased Arc Of Perception (360 Degrees), Telescopic (+8 versus Range Modifier); OIF Bulky (-1), Affected As Sight Group As Well As Hearing Group (-½) 0

- 10 *Active Sonar Array:* Active Sonar (Hearing Group), Increased Arc Of Perception (360 Degrees), Telescopic (+4 versus Range Modifier); OIF Bulky (-1), Affected As Sight Group As Well As Hearing Group (-½) 0
- 9 *Searchlight:* Sight Group Images, +4 to PER Rolls, Reduced Endurance (0 END; +½); OIF Bulky (-1), Only To Create Light (-1), Limited Arc Of Fire (60 Degrees Forward; -½) [0]

Personnel Systems

- 11 *Submersible:* Life Support (Self-Contained Breathing; Safe Environment: High Pressure) 0

Total Abilities & Equipment Cost: 208

Total Vehicle Cost: 279

Value Disadvantages

- 25 *Distinctive Features:* UNTIL marine vehicle (Not Concealable, Causes Extreme Reaction [fear/respect])

Total Disadvantage Points: 25

Total Cost: 254/5 = 51

COMPUTER

Cost Power

- 65 MUNIN Mark III Computer

Description: One of UNTIL's most distinctive and renowned vehicles, the Harrows Flying Submersible (named after its creator, Dr. Kurt Harrows) is a versatile vehicle capable of performing as a mini-submarine or a fighter aircraft (because it is most often used underwater, UNTIL classifies it as a watercraft). It comes equipped with four Flying Fish Missilepedoes and a Forward Blaster Cannon.

HEIMDALL-CLASS PATROL CRUISER

Val	Char	Cost	Notes
10	Size	50	10" x 5"; -10 KB; -6 DCV
60	STR	0	Lift 100 tons; 12d6 HTH [0]
12	DEX	6	OCV: 4/DCV: 4
20	BODY	0	
7	DEF	12	Does Not Protect Some Occupants (-¼)
3	SPD	8	Phases: 4, 8, 12
Total Characteristic Cost: 76			
Movement: Swimming: 23"			
Abilities & Equipment			
Cost	Power	END	
Propulsion Systems			
-12	Marine Vehicle: Ground Movement -6" (0" total)		
10	Marine Vehicle: Swimming +21" (23" total); Surface Movement Only (-1), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0)	[1cc]	
Tactical Systems			
67	Turreted Blaster Cannon: RKA 3d6, Autofire (5 shots; +½), Armor Piercing (+½), Reduced Endurance (0 END; +1); OIF Bulky (-1)		0
56	Flying Fish Missilapedoes: RKA 3d6, Armor Piercing (+½), Indirect (always comes from vehicle, but can strike target from any direction; +½), No Range Modifier (+½); OIF Bulky (-1), 16 Charges (-0)	[16]	
Operations Systems			
11	U-MR317 Radar: Radar, Increased Arc Of Perception (360 Degrees), Telescopic (+8 versus Range Modifier); OIF Bulky (-1), Affected As Sight Group As Well As Hearing Group (-½)		0

10	Active Sonar Array: Active Sonar (Hearing Group), Increased Arc Of Perception (360 Degrees), Telescopic (+4 versus Range Modifier); OIF Bulky (-1), Affected As Sight Group As Well As Hearing Group (-½)	0
15	Searchlight: Sight Group Images, +4 to PER Rolls, Increased Size (4" radius; +½), Reduced Endurance (0 END; +½); OIF Bulky (-1), Only To Create Light (-1)	0

Total Abilities & Equipment Cost: 157
Total Vehicle Cost: 233

Value Disadvantages

25	Distinctive Features: UNTIL marine vehicle (Not Concealable, Causes Extreme Reaction [fear/respect])
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Total Disadvantage Points: 25
Total Cost: 208/5 = 42

COMPUTER

Cost	Power
65	MUNIN Mark III Computer
Description: The <i>Heimdall</i> class of small cruisers is used for extended oceanic missions — typically rescues, patrols of dangerous coastal areas, and anti-piracy campaigns. A <i>Heimdall</i> can carry a crew of up to 30 men.	
In the event of combat, the <i>Heimdall</i> mounts two weapons. The first is a turreted blaster cannon with a wide arc of fire. The second is a battery of 16 Flying Fish missilepedoes.	
<i>Heimdalls</i> are usually painted white or battle-ship grey, with the UNTIL symbol prominently displayed.	

FREYA-CLASS SPEEDBOAT

Val	Char	Cost	Notes
5	Size	25	3.2" x 1.6"; -5 KB; -3 DCV
35	STR	0	Lift 3,200 kg; 7d6 HTH [0]
20	DEX	30	OCV: 6/DCV: 6
15	BODY	0	
7	DEF	15	
4	SPD	10	Phases: 3, 6, 9, 12
Total Characteristic Cost: 80			

Movement: Swimming: 30"/60"

Abilities & Equipment

Cost	Power	END
Propulsion Systems		
-12	<i>Marine Vehicle:</i> Ground Movement -6" (0" total)	
14	<i>Marine Vehicle:</i> Swimming +28" (30" total); Surface Movement Only (-1), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0)	[1cc]
Tactical Systems		
45	<i>Turreted Blaster Cannon:</i> RKA 2d6, Autofire (5 shots; +½), Armor Piercing (+½), Reduced Endurance (0 END; +1); OIF Bulky (-1)	0
56	<i>Flying Fish Missilopedoes:</i> RKA 3d6, Armor Piercing (+½), Indirect (always comes from vehicle, but can strike target from any direction; +½), No Range Modifier (+½); OIF Bulky (-1), 16 Charges (-0)	[16]
Operations Systems		
10	<i>U-MR250 Radar:</i> Radar, Increased Arc Of Perception (360 Degrees), Telescopic (+4 versus Range Modifier); OIF Bulky (-1), Affected As Sight Group As Well As Hearing Group (-½)	0

10	<i>Active Sonar Array:</i> Active Sonar (Hearing Group), Increased Arc Of Perception (360 Degrees), Telescopic (+4 versus Range Modifier); OIF Bulky (-1), Affected As Sight Group As Well As Hearing Group (-½)	0
13	<i>Searchlight:</i> Sight Group Images, +4 to PER Rolls, Increased Size (2" radius; +¼), Reduced Endurance (0 END; +½); OIF Bulky (-1), Only To Create Light (-1)	0

Total Abilities & Equipment Cost: 136

Total Vehicle Cost: 216

Value Disadvantages

25	<i>Distinctive Features:</i> UNTIL marine vehicle (Not Concealable, Causes Extreme Reaction [fear/respect])
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Total Disadvantage Points: 25

Total Cost: 191/5 = 38

COMPUTER

Cost	Power
65	MUNIN Mark III Computer

OPTIONAL EQUIPMENT

Cost	Power
+7	<i>Motor Silencer:</i> Invisible to Hearing Group (+¼) for Swimming 30"

Description: The *Freya* is UNTIL's standard speedboat, used for short-range coastal patrol and pursuit missions, covert landings, and the like. Its motor can be equipped with a special sound suppressor for times when UNTIL would prefer to operate secretly (though the silencing effect is not perfect; the boat still makes noise moving against the water).

Freyas are usually painted dark blue, and on non-covert missions fly the UNTIL flag.



ULLER-CLASS SNOWMOBILE

Val	Char	Cost	Notes
0	Size	0	1" x .5"; -0 KB; -0 DCV
20	STR	10	Lift 400 kg; 4d6 HTH [0]
18	DEX	24	OCV: 6/DCV: 6
12	BODY	2	
4	DEF	4	Does Not Protect Occupant (-½)
3	SPD	2	Phases: 4, 8, 12

Total Characteristic Cost: 42

Movement: Ground: 18"/72"
Swimming: 0"/0"

Abilities & Equipment

Cost Power

Propulsion Systems

- 13 *Tracked- And Runner-Driven Vehicle:*
Ground Movement +20" (26" total), x4
Noncombat; OAF Bulky (rubber tracks;
-1½), Only On Appropriate Terrain
(snow/ice; -1), 1 Continuing Fuel Charge
(easily-obtained fuel; 4 Hours; -0) [1cc]
- 2 *Ground Vehicle:* Swimming -2"
(0" total)

Operations Systems

- 5 *Communications Uplink:* HRRP (Radio
Group); OIF Bulky (-1), Affected As Sight And
Hearing Groups As Well As Radio Group (-½)

Total Abilities & Equipment Cost: 16

Total Vehicle Cost: 58

Value Disadvantages

- 15 *Distinctive Features:* UNTIL snowmobile
(Not Concealable, Noticed And
Recognized)

Total Disadvantage Points: 15

Total Cost: 43/5 = 9

OPTIONAL EQUIPMENT

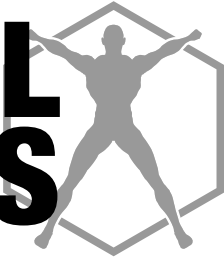
Cost Power

- +13 *Motor Silencer:* Invisible to Hearing
Group (+¼) for Ground Movement 26"
- 24 *Forward Blaster:* RKA 2½d6, Reduced
Endurance (0 END; +½); OIF Bulky
(-1), Limited Arc Of Fire (60 Degrees
Forward; -½)

Description: When OAD agents find themselves
needing rapid transportation across icy ground, they
turn to the *Uller*-class high-performance snowmo-
bile. The *Uller* is not intended primarily for combat,
so it has no weapons and is only lightly armored. A
Forward Blaster can be installed as an option.

Ullers are usually painted white and light blue,
to create a camouflage effect.

UNTIL FACILITIES



UNTIL maintains dozens of bases, laboratories, training camps, and other facilities throughout the world... and off it. A few of these deserve special mention due to their importance to UNTIL's mission.

UNTIL WORLD HEADQUARTERS

UNTIL World Headquarters is located in New York City at the United Nations complex. To be more precise, it's located beneath the Secretariat, in ten underground floors hollowed out of solid rock. UNTIL constructed it to withstand direct strikes by heavy conventional bombs. It's one of the most secure facilities in the world; it makes use not only of human guards and static security devices such as locked doors, but of the latest advances in electronic security. All persons who enter Headquarters must wear a badge which identifies them and also contains a small electronic "bug" that allows security personnel to determine their location in the complex at any time. The offices of the Bureau Of Superhuman Statistics are perhaps the most secure place in Headquarters — more secure, even, than the Secretary-Marshall's office.

On its ten floors, Headquarters houses the main offices of almost all major branches of UNTIL. The Secretary-Marshall, the Undersecretary, the Field Marshall, and the heads of the TC, DAC, IC, C&F, and OSR, among others, have their offices here. Headquarters also includes an advanced criminalistics and forensics laboratory, other laboratories for research and development, an elegant formal dining room for state meals, and a top-secret private subway which connects with the main New York subway lines. Needless to say, Headquarters is *extremely* crowded; UNTIL has plans to expand by digging more floors in 2005-2008.

UNTIL World Headquarters is of course under the direct command of the Secretary-Marshall. He leaves most day-to-day administrative decisions to Headquarters Administrator Major Mirwais Amir (Afghanistan). Amir, a 26-year veteran of UNTIL with deep loyalties to the United Nations, reports jointly to the Secretary-Marshall of UNTIL and the Secretary General of the UN — he's also in charge of security for both UNTIL World Headquarters and the entire UN complex. He's known in UNTIL as a competent and efficient administrator. (For Major Amir, use the UD Agent template and add Bureaucrats, Persuasion, and other relevant Skills.) Major Antonio Costa Soler (Spain), the

Secretary-Marshall's Headquarters Adjutant and an expert linguist, assists Major Amir.

THE GUARDHOUSE

A small island in the North Atlantic between Scotland and Iceland houses the International Superhuman Correctional Facility (ISCF), better known as the Guardhouse — UNTIL's version of Stronghold. Opened in 1980, the ICSF was built along the same lines as its more famous sister prison, substituting hundreds of miles of open ocean for Stronghold's desolate desert. The facility has its own generators sunk into a sublevel beneath the island's bedrock, and food, fresh water, and supplies are brought by ship every two weeks.

The Guardhouse has five major areas. The first is the Outer Wall, a large wall ringing the entire island to prevent rescue attempts by outsiders; it's well-lit and -monitored. The only entrance through the wall is the main dock where ships land. The second is the Inner Wall, which surrounds the prison buildings themselves; it's even better lit and watched, and protected by concertina wire, motion detectors, and other security devices.

The other three areas are all sections of the prison itself. The Men's Facility, the largest of the three, holds male supervillains and any genderless entity UNTIL captures. It's five stories tall, with a varying number of cells on each level because the cells themselves are configurable to handle superhumans of different sizes, powers, and needs. The Women's Facility is only three stories tall, but equally secure. Linking the two is the Administrative Building, where the warden, Major Katalin Szabo (Hungary), and her staff have their offices, living quarters, and the like. Warden Szabo, an experienced UD agent, is a stickler for precise security procedures; she realizes the slightest slip could unleash the inmates on an unsuspecting world, and she makes sure her guards realize it as well. The number of guards and other UNTIL personnel depends partly on the number of inmates, but usually there are at least 200 agents present, all heavily armored (and those outside the cell areas are heavily armed, too).

Some of the most notorious villains around the world are held in the Guardhouse. As of October, 2003, the inmates include the French monster Obelisque, the Welsh teleporter Bwbach, the Peruvian energy projector Eclipsar, the German armored criminal Panzer, the Scottish supervillainess Lamprey, and the Japanese villain Kazan.

GATEWAY: EARTH'S FIRST STEP TO THE STARS

In 1984, following the second attempted invasion of Earth by the lizardlike alien race known as the Gadroon, UNTIL decided it needed a way to warn mankind of future invasions, if not stop them entirely. Then-Secretary-Marshall Martinez also realized Earth could perhaps decrease the chance of future attacks by making contact with alien races, opening communications, and learning about them.

To that end, plans for the orbital space station that would eventually be known as GATEWAY were drawn up by the Technical Corps and presented to the General Assembly. Despite some misgivings on the part of certain Third World nations, who objected to the expense, the General Assembly enthusiastically approved the project. After over a decade of planning, training, and hard work, UNTIL launched GATEWAY (with help from the United States, Russia, and the European Space Agency) in 1996.

Located in a geosynchronous orbit somewhere over the Pacific Ocean (its precise location remains classified), GATEWAY is but the first of several planned UN space stations. As its name implies, it's the hope of UNTIL's administration that GATEWAY will open the doors to extensive exploration and inhabitation of space for mankind.

Getting To GATEWAY

There are two ways to get to GATEWAY. The most common is by means of space vehicle. Typically this means one of UNTIL's space shuttles, *Gimlé I* or *II*, but American and Russian spacecraft have also docked there, as has the Mandaarian ship that visited Earth briefly in 1999. (See page 124 for game statistics on the *Gimlé*.)

ADIS

The other way, which remains experimental, is by means of ADIS. ADIS — Assembly/Disassembly — is UNTIL's teleportation technology. Theoretically it can be used on anyone anywhere on Earth; practically, UNTIL's technicians can only use it on persons at specially-prepared "ADIS Platforms." UNTIL has Platforms at World Headquarters in New York, the Martinez Space Facility in Ecuador, the Geneva base, and the Tokyo base; many more are planned.

ADIS works by breaking a person down into his or her component atoms, transporting them through a limited dimension (called "hyperspace" by its original discoverer, Amazing Man of the Fabulous Five) at speeds exceeding the speed of light, and then reassembling them at an ADIS Platform on GATEWAY or Earth. Technically ADIS can transport a person to any location — even a location as close by as another part of GATEWAY — but UNTIL has so far limited itself to using the prepared Platforms, to minimize the risk of problems that could prove fatal to the transportee.

UNTIL hopes ADIS will usher in an era in which teleportation technology becomes commonplace throughout Earth. But at least one major hurdle still exists: the extraordinary cost to open and close the hyperspace portals. Each use of ADIS costs thousands of dollars.

Appearance And Construction

GATEWAY roughly resembles a child's top. It consists of a large disk-shaped central module (Beta), with one smaller module (Alpha) above, and two smaller modules (Gamma and Delta) below. Depending from Delta Module is a long cylinder, the Communications and Docking Spire. The Spire not only contains docking areas for incoming ships, but also holds numerous antennae, telescopes, and other communications and sensory equipment.

GATEWAY obtains power partly from solar panels, but mostly from a large nuclear reactor located in a central "tower" that runs through Beta Module. The tower consists of the reactor itself, plus the "Safe Zone" around it. Both areas are heavily shielded and protected, to keep the station's inhabitants safe.

Rooms and other facilities in GATEWAY are designated with letter (A, B, G, and D) and number codes indicating which module they are in: A100 is the Main Bridge, G370 a computer maintenance room, B2655 is the main Repair Bay, and so on.

ALPHA MODULE

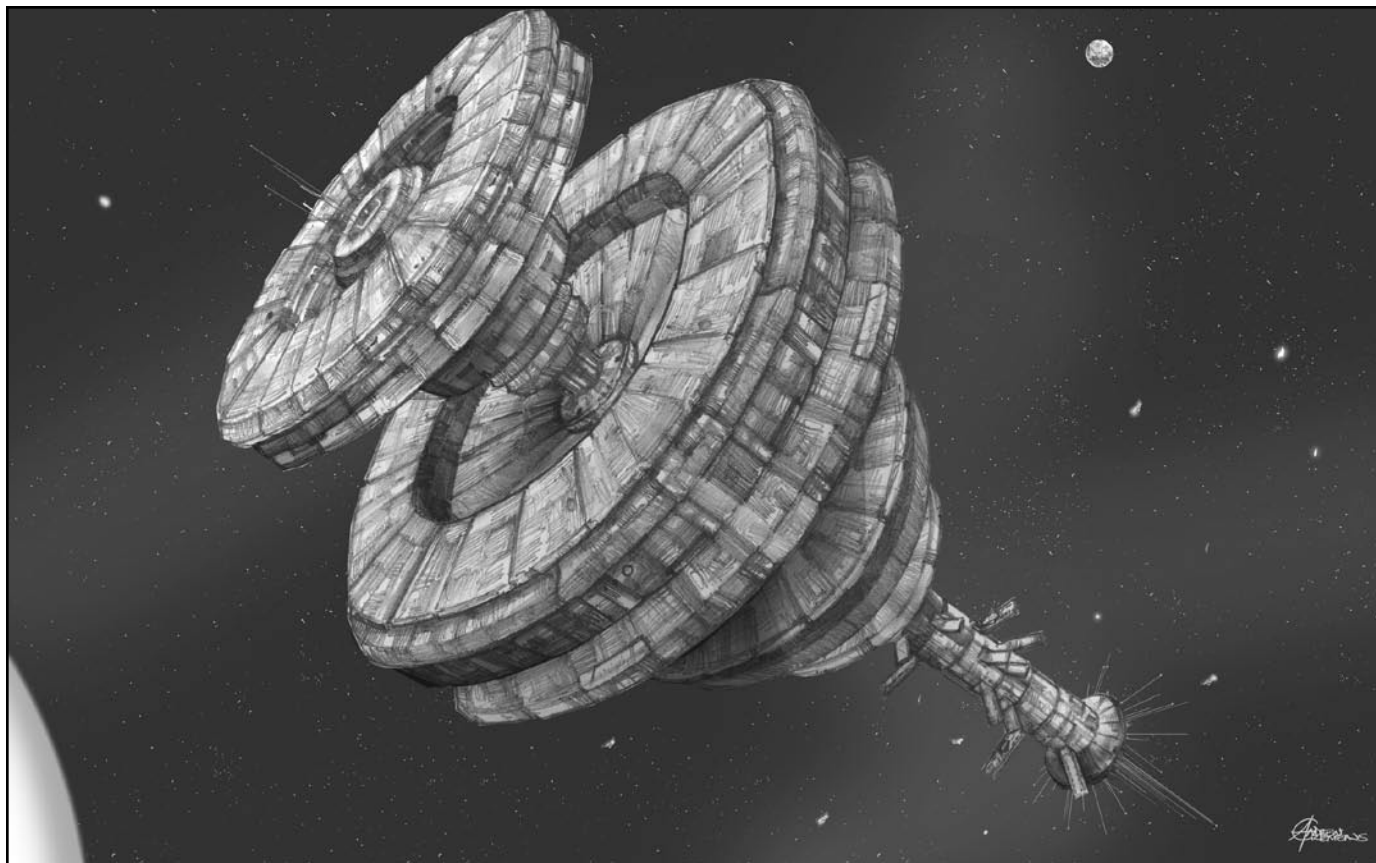
Known as "The Bridge," Alpha Module houses the command and administrative sections of GATEWAY. Its primary room is the Main Bridge, from which GATEWAY personnel can control all of the station's functions and defenses. Commander Currie and his executive staff can usually be found on this level.

BETA MODULE

Beta Module, the largest of the four sections, is about two hundred meters long from one edge to the other. It's also the only one divided into floors (Levels One, Two, and Three). Rooms in Beta Module are designated in B1000, B2000, and B3000 series, indicating which floor of the module they're located on.

Level One includes Maintenance, Engineering, Security, an Armory/Storage area, and the ADIS section. The latter is the chief ADIS Platform for the station; it contains all of the equipment used to operate the ADIS system. There is a special direct elevator from this area to the Main Bridge. However, the station has several small ADIS Platforms in other areas for use in short-range teleportation experiments.

Level Two includes the Recreation area, the station's medical facilities (known as "Sickbay"), training areas for agents posted to the station, the Sciences Section (including labs for astronomy, robotics, biotechnology, physics, computer science, and weapon research, among others), and a large Repair Bay that can be opened to space to admit spacecraft for maintenance work. Eventu-



ally, UNTIL expects to convert this area into a construction/repair facility and be used to build entire UNTIL spacecraft.

Level Three contains quarters for station personnel (including some lounges and other common recreational areas). Everyone from the captain to the lowest janitorial worker lives here. Food preparation and dining areas are also on this level. This is the only part of the station which is not under extensive visual surveillance; only main corridors and large common areas have cameras.

GAMMA MODULE

Arguably the most important part of GATEWAY, Gamma Module contains the Gravity Control and Life Support section. The decision was made early in the design process to use artificially-generated gravity (based on technology seized from Dr. Destroyer, among other sources) rather than spin-imparted gravity. Hence, Gamma Module contains massive high-tech generators which create a gravitic force throughout the whole station.

The Life Support systems supply air, water, and similar necessities for all four modules. Periodically UNTIL flies fresh air and water up from Earth to refresh the station's constantly recirculated resources.

DELTA MODULE

Delta Module contains the bulk of GATEWAY's communications and computing technology. Radios, televisions, and computers can be found in many places throughout the station, of course — but the massive supercomputers that run everything and the station's permanent wide-band communications links to Earth can be found here.

Station Personnel

At any given time, GATEWAY has about 200 inhabitants — commanders, agents, scientists, technicians, and support crew (the latter are civilian employees, not UNTIL agents). Each of them possesses special skills suitable for the work being done on GATEWAY, and each has passed extensive tests to ensure his psychological fitness for duty on the station.

At the top of the station's chain of command is Commander Rodney Currie (Canada), an UNTIL agent of long standing and excellent record who's been involved with GATEWAY since its earliest days. In addition to his combat training and experience as part of UNTIL, he holds Ph.D. degrees in Astrophysics and Astroengineering, and is a recognized international expert in the latter field.

Commander Currie is assisted by three Executive Officers. His First Officer, Captain Kevin Abernathy (UK), is his general aide and is also responsible for overseeing the Security Section. His Second Officer, Captain Ozigbodi "Ozzie" Ashmura (Ghana), runs the Communications and Transportation Sections; she's the only woman among GATEWAY's high command. His Third Officer, Captain Kazimierz Vorschawski (Poland), oversees the Engineering and Maintenance and Science Sections.

Next in the chain of command are the station's Section Commanders. Each of them is in charge of one of the station's organizational Sections: Communications (responsible for contact with Earth and also for scanning for and interpreting any signals from alien civilizations); Engineering and Maintenance (responsible for maximizing the

station's operational efficiency and keeping it in repair); Science (responsible for all scientific experimentation and projects on the station, and for the health and welfare of station personnel); Security (responsible for the station's internal and external security, and for monitoring supervillain activity in outer space); and Transportation (responsible for getting people safely to and from GATEWAY, and for experimenting with ADIS and other forms of transportation). Each Section Commander holds the rank of Captain.

Below the Section Commanders are the regular agents, technicians, and other personnel, most of them Wilderness Division agents with outer space training. Many of them have degrees in the hard sciences. Of particular note among the squads is the Space Oddities, a combined WD/EWD squad assigned to the Security Section. In 2000, the Oddities uncovered and prevented a plot by the Warlord to infiltrate and take over the station, for which they collectively earned the UNTIL Order of Valor.

Station Security And Defenses

At its most basic level, GATEWAY is a military outpost designed to detect (and, if possible, prevent) possible alien invasions of Earth. Therefore, UNTIL has heavily armed the station.

Externally, GATEWAY's thick hull is made of an extremely tough questionite alloy which is proof against most energy weapons. Mounted on the hull are several weapons: Pulson Cannons; Near-Space Missiles (NSMs); Aguilar Tractor/Pressor beams (named after their creator); and Disintegrator Cannons (energy weapons more destructive than Pulson Cannons). Virtually any point on the outside of the station is covered by one or more weapons; the only real "blind spots" are in the "corners" between Beta Module and the Alpha and Gamma Modules, and between Gamma and Delta Modules.

The inside of GATEWAY has no emplaced weaponry, but it is extensively monitored by security cameras with sound pickup. Except for more portions of Level Three of Beta Module, every part of the station can be monitored with an emplaced camera; additionally, Security Section has several robotic cameras it can send to any part of the station.

Security Section has about 50 agents on the station at any time. They are WD agents who have received special training in station procedures and technology and zero-g combat. They refer to themselves as "Space Division," but UNTIL has not yet designated them a new division. When fighting or performing tasks in space, they were U-GW-1 Space Suits (page 94).

GATEWAY's Functions

GATEWAY plays several roles on the world stage. First and foremost, it monitors outer space for signs of alien activity. Its brief is to detect such activity, initiate contact, and establish friendly relations if possible. If friendly relations are not possible, GATEWAY is Earth's first line of defense against alien attacks.

Since GATEWAY is at present unique, it cannot protect the whole globe; in the future, UNTIL hopes to have a network of stations that can protect the entire planet (see below). So far, GATEWAY has established a good track record in this respect. In 1999, the Mandarians seemed quite impressed that GATEWAY detected the approach of their craft from outside the Solar System, and though unable to do anything about it at the time, the satellite's sensors also recorded the arrival of Ironclad's ship when it crashed into Lake St. Clair in 2001 and helped coordinate UNTIL's and PRIMUS's response. In early 2003, Firewing visited the satellite under his own power and rested for several hours on one of the struts. Rather than attempting to arrest him, Commander Currie went out in a suit to join him, and the two spoke for nearly an hour about space travel, aliens, and professional sports before Firewing left peacefully.

Similarly, UNTIL has tasked GATEWAY with detecting and preventing supervillain activity in outer space. Several villains, including Dr. Destroyer and Mechanon, have sufficient resources and skill to build outer space bases; UNTIL has also received some intelligence on VIPER's Project High Ground, and is determined to prevent it from ever coming to fruition.

Third, GATEWAY conducts and supports scientific research involving outer space. Scientists living on (or visiting) the station research technology for use in exploring space and other planets, medical advancements that depend on gravity-free environments, and many similar subjects. Many of them focus on astronomy; as part of their watch for alien civilizations and attacks, GATEWAY's personnel have access to two telescopes similar to the Hubble Space Telescope. Every day, work being done on GATEWAY expands mankind's knowledge of the heavens. All studies conducted on GATEWAY and all information retrieved are available for trivial usage fees to any UN member nation and its citizens.

UNTIL's Other Space Facilities

UNTIL has plans on the drawing board for at least three other space stations — tentatively named AVALON, ASGARD, and SKYGUARD — built more or less with the same plans as GATEWAY. The first of these, AVALON, should be completed by the year 2006 if all goes according to plan.

Additionally, UNTIL has established a small lunar facility, Moonbase Serenity. Located along the southwest edge of the Mare Serenitatis, MBS is devoted mainly to lunar research and exploration. Essentially, UNTIL uses it to test the feasibility of long-term habitation of the Moon, and the possible benefits of mining the Moon; however, it also serves as a lookout post so supervillains cannot establish their own lunar bases or projects. MBS is on the other side of the Moon from the Selenite colony (see *Champions Universe*, page 131); the Fabulous Five negotiated a strict treaty of non-interference with them back in 1970, and except for one courtesy exchange of diplomatic greetings after it opened MBS in 2000, UNTIL has allowed the Selenites their privacy.

The commander of Moonbase Serenity is Major Trevor Roma (US), who leads a crew of twenty-four assorted scientists, technicians, and pilots. The base consists of one large dome subdivided into various sectors, plus several smaller outlying domes that serve as residences and maintenance garages.

GATEWAY

Val	Char	Cost	Notes
15	Size	30	8,000"; -14 DCV
30	BODY	28	
20	DEF	67	Hardened (+¼)
Total Characteristic Cost: 125			

Abilities & Equipment

Cost	Power	END
35	<i>Location:</i> Distant, In Space	0

Tactical Systems

112	<i>Pulson Cannons:</i> Energy Blast 16d6, Autofire (5 shots; +½), Increased Maximum Range (30,000"; +½), No Range Modifier (+½), Reduced Endurance (0 END; +1); OIF Immobility (-1½)	0
20	<i>Pulson Cannons:</i> 15 more Pulson Cannons (total of 16)	0
126	<i>Disintegrator Cannons:</i> RKA 6d6, Armor Piercing (+½), Area Of Effect (One Hex; +½), Increased Maximum Range (33,750"; +½), No Range Modifier (+½), Reduced Endurance (0 END; +½); OIF Immobility (-1½)	0
15	<i>Disintegrator Cannons:</i> 7 more Disintegrator Cannons (total of 8)	0
135	<i>Near-Space Missile (NSM) Batteries:</i> 6d6 RKA, Armor Piercing (x2; +1), Explosion (-1 DC/3"; +1), Indirect (always comes from the station, but can strike the target from any angle; +½), Increased Maximum Range (45,000"; +½), No Range Modifier (+½); OIF Immobility (-1½), 8 Charges (-½) [8]	
20	<i>Near-Space Missile (NSM) Batteries:</i> 15 more NSM Batteries (total of 16)	[8]
65	<i>Aguilar Tractor/Pressor Beam:</i> Telekinesis (60 STR), No Range Modifier (+½), Reduced Endurance (0 END; +½); OIF Immobility (-1½), Affects Whole Object (-¼)	0
10	<i>Aguilar Tractor/Pressor Beams:</i> 3 more Aguilar Tractor/Pressor Beams (total of 4)	0
10	<i>Cells:</i> +10 DEF; Partial Coverage (total of 20 hexes; -2)	0

Operations Systems

93	<i>Sensor Arrays:</i> Variable Power Pool, 80 base + 40 control cost; OIF Bulky (-1), Only For Senses And Communications (-1)	0
15	<i>Long-Range Sensors:</i> +20 versus Range for Sight Group; OIF Bulky (-1)	0
15	<i>Long-Range Sensors:</i> +20 versus Range for Radio Group; OIF Bulky (-1)	0
11	<i>Nuclear Reactor Shielding:</i> +10 DEF, Partial	

Coverage (total 80 hex area; -2) plus Life Support (Safe Environment: High Radiation); Partial Coverage (total 80 hex area; -2)

32	<i>ADIS System:</i> Multipower, 130-point reserve; all OAF Immobility (-2), Only To/From Fixed Locations (-1)	0
1u	1) <i>Teleport Away:</i> Teleportation 10", MegaScale (1" = 10,000 km, can scale down to 1" = 1 km; +1½), Reduced Endurance (0 END; +½); OAF Immobility (only via special platforms; -2), Only To/From Fixed Locations (-1)	0
3u	2) <i>Teleport To:</i> Teleportation 10", MegaScale (1" = 10,000 km, can scale down to 1" = 1 km; +1½), Usable As Attack (+1), Ranged (+½), MegaRange (1" = 10,000 km, can scale down to 1" = 1 km; +1½), No Range Modifier (+½), Reduced Endurance (0 END; +½); OAF Immobility (only via special platforms; -2), Only To/From Fixed Locations (-1)	0
10	<i>ADIS System:</i> 10 Fixed Locations	0
27	<i>Internal Monitors:</i> Clairsentience (Sight And Hearing Groups), 2x Range (up to 500"), Mobile Perception Point, Multiple Perception Points (up to eight at once), Reduced Endurance (0 END; +½); OAF Immobility (-2), Perception Point Cannot Move Through Solid Objects (-0)	0
2	<i>Maneuvering Thrusters:</i> Flight 3", Reduced Endurance (0 END; +½); OIF Immobility (-1½), Extra Time (1 Turn; -1¼)	0

Personnel Systems

18	<i>Life Support Systems:</i> Life Support (Self-Contained Breathing, Safe Environments: Low Pressure/Vacuum, High Radiation, Intense Cold, Intense Heat)	0
6	<i>Backup Life Support:</i> Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0)	[1cc]
25	<i>Backup Life Support:</i> 30 more Backup Life Support chambers	[1cc]
3	<i>Food Supplies:</i> Life Support (Diminished Eating: no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0)	[1cc]
15	<i>Artificial Gravity System:</i> Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1)	3

Skills

9	Computer Programming 12-
9	Cryptography 12-
9	Demolitions 12-
9	Electronics 12-
9	Mechanics 12-

ADIS FIXED LOCATIONS

Here are a few of the Fixed Locations bought for ADIS; the GM should define the others as he sees fit.

UNTIL World Headquarters

The Guardhouse

NAUTILUS

The UNTIL base in Geneva, Switzerland

The Martinez Space Facility

3	SS: Astronomy 12-
3	SS: Biotechnology 12-
3	SS: Physics 12-
3	SS: Robotics 12-
9	Systems Operation 12-
11	Weaponsmith (Firearms, Missiles & Rockets, Incendiary Weapons, Energy Weapons) 12-
88	Other laboratories (defined by GM)

Total Abilities & Equipment Cost: 986

Total Base Cost: 1,111

Value Disadvantages

15	Distinctive Features: UNTIL spacebase (Not Concealable, Noticed And Recognizable)
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Total Disadvantage Points: 15

Total Cost: 1,096/5 = 219

COMPUTER AND VEHICLES

Cost	Power
108	MUNIN Mark I Computer
99	UNTIL Short-Range Space Transport (USST)
20	15 more USSTs (total of 16)

Notes: GATEWAY is built without a power plant (e.g., an Endurance Reserve); instead, all of its equipment is bought to 0 END or has Charges. Any powers bought through the *Sensor Arrays* Variable Power Pool must cost 0 END, or have the Advantage *Reduced Endurance* (0 END; +½) applied to them.

GIMLÉ I AND II

Val	Char	Cost	Notes
11	Size	55	12.5" x 6.4"; -11 KB; -7 DCV
65	STR	0	Lift 200 tons; 13d6 HTH [0]
15	DEX	15	OCV: 5/DCV: 5
21	BODY	0	
10	DEF	24	
3	SPD	5	Phases: 4, 8, 12

Total Characteristic Cost: 99

Movement: Flight: 45"/360"
MegaFlight: 1"

Abilities & Equipment

Cost	Power	END
Propulsion Systems		
36	<i>Spaceplane:</i> Multipower, 100-point reserve; all Side Effects (-1¾)	0
3u	1) <i>Standard Flight:</i> Flight 45", x8 Non-combat; Side Effects (KA 2d6, 7" Line behind engines, automatically occurs when Flight is in use, only affects environment around vehicle; -1¾), Stall Velocity (22"; -¼)	
1u	2) <i>Mach Speed Flight:</i> Flight 2", Mega-Scale (1" = 1 km; +¼); Side Effects (KA 2d6, 7" Line behind engines, automatically occurs when Flight is in use, only affects environment around vehicle; -1¾), Cannot Take Off Or Land At This Speed (-0)	
-2	<i>Space Vehicle:</i> Swimming; -2" (0" total)	
Operations Systems		
18	<i>U-M700 Radar:</i> Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+20 versus Range Modifier); OIF Bulky (-1), Affected As Sight Group As Well As Radio Group (-½)	0
2	<i>Pilot's Infrared Scope:</i> Infrared Perception (Sight Group); OIF Bulky (-1)	0
2	<i>Pilot's UV Scope:</i> Ultraviolet Perception (Sight Group); OIF Bulky (-1)	0
15	<i>Telescope Array:</i> +20 versus Range Modifier for Sight Group; OIF Bulky (-1)	0
Personnel Systems		
18	<i>Life Support Systems:</i> Life Support (Self-Contained Breathing, Safe Environments: Low Pressure/Vacuum, High Radiation, Intense Cold, Intense Heat)	0

Total Abilities & Equipment Cost: 93

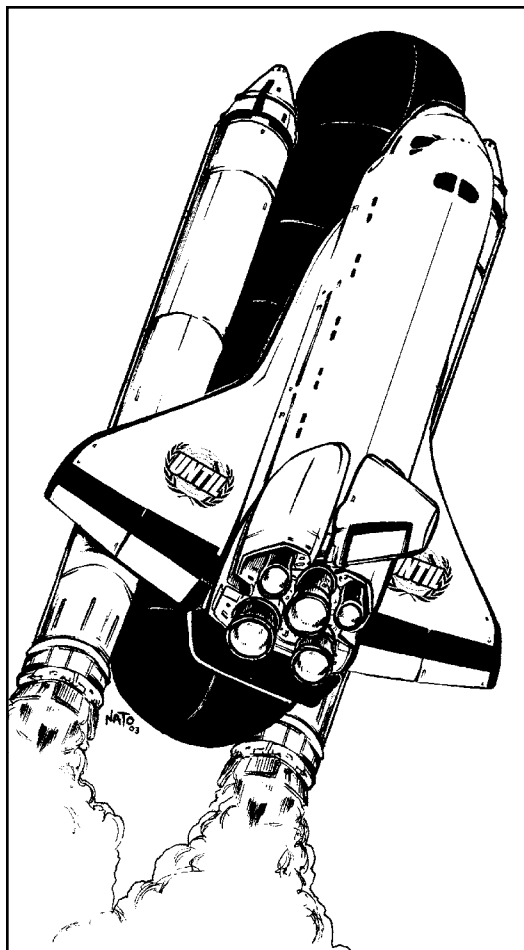
Total Vehicle Cost: 192

Value Disadvantages

15	Distinctive Features: UNTIL space vehicle (Not Concealable, Noticed And Recognized)
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Total Disadvantage Points: 15

Total Cost: 177/5 = 35



COMPUTER

Cost Power

65 MUNIN Mark III Computer

Description: *Gimlé* ("GIM-lay") I and II are UNTIL's identical space shuttles, used to transport agents to and from GATEWAY and Moonbase Serenity. They're capable of both atmospheric and space flight, and have a crew of three and space for 12 passengers. They can fly from Earth to GATEWAY in several hours, from GATEWAY to the Moon in about a day, and from the Moon to Earth in two days.

The *Gimlés* are unique craft, designed by Jean-Pierre Clerc (also the creator of the *Ragnarok* hovership); UNTIL has no other atmosphere-to-space vehicles at present, and if both were lost would have to rely on NASA or superheroes for assistance supplying or retrieving their crews in space until it could build another. It launches them from the heavily-guarded Martinez Space Facility in Ecuador (see page 47).

UNTIL SHORT-RANGE SPACE TRANSPORT (USST)

Val	Char	Cost	Notes
7	Size	35	5" x 2.5", -7 KB; -4 DCV
45	STR	0	Lift 12.5 tons; 9d6 HTH [0]
15	DEX	15	OCV: 5/DCV: 5
17	BODY	0	
8	DEF	18	
3	SPD	5	Phases: 4, 8, 12
Total Characteristic Cost: 73			

Movement: Flight: 30"/360"

Abilities & Equipment

Cost Power **END**

Propulsion Systems

- 32 *Space Flight:* Flight 30", x4 Noncombat; Only Works In A Vacuum (-1), 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0) [1cc]
- 12 *Space Vehicle:* Ground Movement -6" (0" total)
- 2 *Space Vehicle:* Swimming; -2" (0" total)

Tactical Systems

- 45 *Blaster Cannon:* RKA 3d6, Armor Piercing (+½), Reduced Endurance (0 END; +½); OIF Bulky (-1) 0

Operations Systems

- 16 *U-M413 Radar:* Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+16 versus Range Modifier); OIF Bulky (-1), Affected As Sight Group As Well As Radio Group (-½) 0
- 2 *Pilot's Infrared Scope:* Infrared Perception (Sight Group); OIF Bulky (-1) 0
- 2 *Pilot's UV Scope:* Ultraviolet Perception (Sight Group); OIF Bulky (-1) 0
- 12 *Telescope Array:* +16 versus Range Modifier for Sight Group; OIF Bulky (-1) 0

Personnel Systems

- 18 *Life Support Systems:* Life Support (Self-Contained Breathing, Safe Environments: Low Pressure/Vacuum, High Radiation, Intense Cold, Intense Heat) 0

Total Abilities & Equipment Cost: 113

Total Vehicle Cost: 186

Value Disadvantages

- 15 Distinctive Features: UNTIL space vehicle (Not Concealable, Noticed And Recognized)

Total Disadvantage Points: 15

Total Cost: 171/5 = 34

COMPUTER

Cost Power

65 MUNIN Mark III Computer

Description: The USST is a short-range space vehicle intended mainly for use as a transport around Moon-base Serenity or GATEWAY. However, USSTs can be, and have been, used for space combat. Each one has a main pilot and a co-pilot, and can carry up to five additional passengers.

UNTIL'S UNDERWATER FACILITIES

UNTIL is extremely proud of the fact that to date it has prevented virtually all excursions into the underwater realm by surface supercriminals. The agency has enjoyed remarkable success in preventing supervillains from establishing underwater bases or other strongholds in the depths of the sea. UNTIL has done this primarily because it established its own undersea base, NAUTILUS, and because it aggressively patrols the seven seas in its immense submarine *Aegir*.

NAUTILUS

Located at the northern end of the Mid-Atlantic Ridge, about five hundred miles southeast of the southern tip of Greenland and roughly midway between Newfoundland and Ireland, NAUTILUS is a small base on the ocean floor. Captained by Commander Alexei Fyodorovich (Russia), it serves as a combination research station/security post from which UNTIL monitors events in the undersea world. NAUTILUS is powered by a small but efficient nuclear reactor.

Completed in 1993, NAUTILUS is not especially large; it has about 100 inhabitants, all OAD agents. Most of the Nautes (as they call themselves) have scientific training in oceanography, marine biology, marine geology, underwater engineering, and similar fields. Although their primary mission is to monitor the oceans for signs of supercriminal activity, they spend a substantial percentage of their time conducting scientific research as well.

NAUTILUS is a dome-shaped facility with two levels. The bottom level contains laboratories and related equipment, machine shops, training rooms, and life support systems. The bottom level also has a small ADIS platform, but no equipment to activate it — it is merely a platform which can receive the “send” or “retrieve” signals sent by ADIS consoles elsewhere (*i.e.*, it's one of the Fixed Locations GATEWAY bought). The top (and smaller) level includes quarters for the inhabitants and “the bridge,” Commander Fyodorovich's command center. (The bottom level has a small backup command center that includes manual overrides of most command center functions except for the base's life support equipment.) Also on the top level are three “docking spars” to which submarine vessels can dock. The base has extensive lighting mounted on the rocks and lava outcroppings of the ridge around it.

UNTIL has armed NAUTILUS in case some supervillain decides to attack it. Its chief weapons are MBCs, Marine Blaster Cannons, which the TC specially designed to function with maximum effect underwater. The base has one large MBC mounted on a central turret on top of the dome, and smaller MBCs on each docking spar. NAU-



TILUS also has several stations from which it can launch Sea Dragon torpedoes or Broadsword underwater missiles.

NAUTILUS houses a fleet of 32 Harrows Flying Submersibles. Mostly station personnel use these to travel to and from surface facilities, or to explore the undersea realm, but in the event of an attack Commander Fyodorovich can scramble them to protect the station.

NAUTILUS maintains fairly regular contact with the denizens of the fabled underwater realm of Atlantis, located about a thousand miles to the southwest. The territory NAUTILUS sits on is considered the outer reaches of Atlantis's fishing grounds, and Queen Mara faced some internal resistance from her own followers when she signed the treaty allowing UNTIL to build NAUTILUS in 1991. Her son Marus, a member of the Sentinels, visits NAUTILUS periodically, and has become friendly with Commander Fyodorovich and several of the scientists.

NAUTILUS

Val	Char	Cost	Notes
14	Size	28	5,000"; -13 DCV
30	BODY	28	
18	DEF	48	

Total Characteristic Cost: 104

Abilities & Equipment

Cost	Power	END
25	<i>Location:</i> Distant, Underwater	0

Tactical Systems

56	<i>Turret-Mounted Marine Blaster Cannon:</i> RKA 5d6, 64 Charges (+½); OIF Bulky (-1)	[64]
45	<i>Spar-Mounted Marine Blaster Cannon:</i> RKA 4d6, 64 Charges (+½); OIF Bulky (-1) [64]	
10	<i>Spar-Mounted Marine Blaster Cannons:</i> 2 more Spar-Mounted MBCs (total of 3)	[64]

Operations Systems

75	<i>Sensor Arrays:</i> Variable Power Pool, 60 base + 30 control cost; OIF Bulky (-1), Only For Senses And Communications (-1)	0
16	<i>U-MN12 Active Sonar Array:</i> Active Sonar (Hearing Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+16 versus Range Modifier); OIF Bulky (-1), Affected As Sight Group As Well As Hearing Group (-½)	0
12	<i>U-MN17 Passive Sonar Array:</i> +16 versus Range for Hearing Group; OIF Bulky (-1)	0
6	<i>U-MN17 Passive Sonar Array:</i> +6 PER with Hearing Group; OIF Bulky (-1)	0
1	<i>U-MN17 Passive Sonar Array:</i> Ultrasonic Perception (Hearing Group); OIF Bulky (-1)	0
11	<i>Nuclear Reactor Shielding:</i> +10 DEF, Partial Coverage (total 80 hex area; -2) plus Life Support (Safe Environment:	

	High Radiation); Partial Coverage (total 80 hex area; -2)	0
27	<i>Internal Monitors:</i> Clairsentience (Sight And Hearing Groups), 2x Range (up to 500"), Mobile Perception Point, Multiple Perception Points (up to eight at once), Reduced Endurance (0 END; +½); OAF Immobile (-2), Perception Point Cannot Move Through Solid Objects (-0)	0

Personnel Systems

13	<i>Life Support Systems:</i> Life Support (Self Contained Breathing, Safe Environments: High Pressure, Intense Cold)	
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Skills

9	Computer Programming 12-	
9	Cryptography 12-	
9	Electronics 12-	
9	Mechanics 12-	
9	Systems Operation 12-	
9	Weaponsmith (Missiles & Rockets, Energy Weapons) 12-	
80	Other laboratories (defined by GM)	

Total Abilities & Equipment Cost: 431

Total Base Cost: 535

Value Disadvantages

None

Total Disadvantage Points: 0

Total Cost: 535/5 = 107

COMPUTER AND VEHICLES

Cost	Power
108	MUNIN Mark I Computer
116	Harrows Flying Submersible
25	31 more Harrows Flying Submersibles (total of 32)
20	Sea Dragon Torpedo (use Mark 48, TUV page 133)
25	Sea Dragon Torpedoes: 3 1 more Torpedo Tubes (total of 32)
20	Vertical-Launched Broadsword Underwater Missile (use Mark 48, TUV page 133)
10	Vertical-Launched Broadsword Underwater Missiles: 3 more VLBUMs (total of 4)

Notes: NAUTILUS is built without a power plant (e.g., an Endurance Reserve); instead, all of its equipment is bought to 0 END or has Charges. Any powers bought through the *Sensor Arrays* Variable Power Pool must cost 0 END, or have the Advantage *Reduced Endurance* (0 END; +½) applied to them.

The Aegir

In the 1960s, with the Cold War between the United States and the Soviet Union heating up, submarine warfare and developments became an important area of conflict for both countries. The United Nations, concerned about this situation and about the possibility of supervillain activity in the undersea realm, assigned the newly-formed UNTIL to look into it and come up with a solution.

UNTIL's solution was to launch its own submarine, one advanced and powerful enough to rule the seas. Making use of technology available only to UNTIL, Dr. Arthur Banner and UNTIL's team of marine engineers built the *Njord*, the biggest, most powerful submarine the world had ever seen. Powered by a highly efficient nuclear reactor, it was capable of extended underwater missions. In part because of the existence of the *Njord*, the undersea competition between the United States and the Soviet Union never became a shooting war. The *Njord* also contributed to mankind's knowledge of the underwater world and led to many scientific discoveries and advances.

Equally as important in UNTIL's eyes, the *Njord* served as an effective deterrent to underwater supercrime. The few times surface supercriminals attempted to establish oceanic bases or engage in piratic crimes, the *Njord* was able to put a stop to them, actively taking on villains like Typhoon in 1966 and helping Sea King defeat Electric Eel and his band of pirates in 1971.

The *Njord*'s proud record came to an end in 1977. In that year, the fiendish master villain Dr. Destroyer decided to construct an underwater base in the Pacific Ocean, off the coast of the Soviet Union. Despite his attempt to conceal his activities from the world, UNTIL discovered what was going on and sent in the *Njord*. In the ensuing conflict, Destroyer's base was destroyed — but so was the *Njord*, which was so badly damaged by the attacks of Destroyer's automated defense systems and agents that it exploded. Fortunately, only fifteen UNTIL agents died in the blast; the rest escaped the disaster and were rescued by a contingent of OAD agents.

Since the *Njord* was so successful, UNTIL was unwilling to simply let the project die. Secretary-Marshal Martinez instructed the TC to come up with plans for a bigger, even more advanced submarine. Utilizing the latest in design techniques and submarine technology, the TC created the *Aegir*, completing construction in 1984. Like its predecessor, the *Aegir* was, and remains, one of the most advanced submarine vessels in existence. UNTIL has periodically retrofitted and partially rebuilt it to take advantage of technological developments.

The *Aegir* has proven its worth to UNTIL on many occasions. For example, in 1991 it rescued the stranded crew of an underwater mining facility near the Great Barrier Reef, and in 1994 retrieved the crew and weapons of a damaged Russian nuclear sub before the band of terrorists that caused the sinking could get there.

DESCRIPTION

The *Aegir* is enormous — it's approximately 160 meters long, 24 meters wide, and 25 deep, making it the largest submarine vessel ever constructed. It displaces approximately 8,000 tons when submerged. The hull itself is made of 3.5-foot thick Kendrium over a steel skeleton and is shaped like a tube.

Propulsion And Power

The *Aegir* is powered primarily by a highly efficient nuclear reactor. The reactor is shielded not by lead, but by special chemically-treated plastics, thus lightening the boat and making it faster. The purity of the fuel used in the reactor is extremely close to that used to make nuclear explosives; if a supervillain captured the sub and removed the fuel, he could refine it and have the makings of several nukes. The sub also has a diesel engine as a "backup" in the event the reactor malfunctions or is damaged.

The *Aegir* uses an MHD (magneto-hydrodynamic) propulsion system (as compared to other nuclear submarines, which use propellers or pumpjet propulsion). In other words, the sub propels itself by using magnetic energy to force water through the MHD tubes — something like an "underwater jet engine." The MHD system allows the *Aegir* to attain speeds of approximately 45 knots, or about 52 miles per hour.

MHD is extremely silent, virtually undetectable by modern sonar systems. This gives the *Aegir* an important edge in any conflicts with other submarines. UNTIL has taken several other steps to make sure the sub remains as silent as possible. First, the outside of the sub is covered with an anechoic coating — tiles designed to silence the ship and defeat an enemy's sonar. Second, all machinery and other noise-causing objects inside the hull are acoustically isolated by mounting them on special vibration-dampening platforms. The final result is that the *Aegir* is so silent that it's less likely to show up on sonar than a school of fish!

The *Aegir* can dive to depths of up to 520 meters without undue strain. Beyond that it risks hull collapse due to pressure. Beyond 650 meters it would be completely crushed by the pressure of the water above it.

Communications And Sensors

The *Aegir* contains a sophisticated array of communications and sensory equipment. It uses powerful active and passive sonars, including a spherical array in the bow, a conformal array mounted around the bow, and several types of towed sonar arrays built into tubular shrouds on the hull. The sonar and other sensors tie directly into its MUNIN II computer.

The *Aegir*'s communications equipment covers the entire spectrum of frequencies, from ultra-high frequency (UHF) to extremely low frequency (ELF). It all has advanced cryptographic and scrambling systems to prevent enemies from understanding the broadcasts. However, communicating from extreme depths is often difficult or impossible; for this reason, the sub runs close to the surface and raises one of its communication masts when it wants to send or receive, if possible.

Weapons

Although it almost never has to use them, the *Aegir* carries several types of weapons. First and foremost is the Sea Dragon torpedo, a free-launched or fiber optic-guided torpedo with an 800 pound warhead. The sub carries 32 Sea Dragons that it launches from four torpedo tubes near the bow of the ship. For targets on the surface or above the sub, *Aegir* carries eight vertical-launched Broadsword missiles, also with 800 pound warheads.

Aegir also has two “indirect” weapons. The first is the Swordfish mobile underwater mine. Launched from the sub’s torpedo tubes, these mines can be programmed to detonate based on a variety of stimuli — after a certain period of time, when they reach a certain depth, or whenever another sub comes too close, for example. The sub carries 16 mines. The sub also has twelve countermeasures devices that simulate the sounds of a submarine, which it uses to decoy incoming torpedoes away from the sub.

In addition to its various weapons, the *Aegir* carries 16 Harrows Flying Submersibles that launch from starboard and port docking areas. These craft provide valuable support for a variety of missions, including combat.

Onboard Life

Captain James Jandebaur (New Zealand) has commanded the *Aegir* since 1991. A square-jawed career OAD officer, Jandebaur frequently serves as a “father figure” for his crew, most of whom are significantly younger than he. He’s known for his habit of smoking cigars on the outer deck whenever possible.

The *Aegir* has a crew of 175 OAD agents, which often makes for crowded conditions. However, each crewman has his or her own bunk, there is no “hot bunking” rotation in which two crewmen use the same bunk. Since both men and women serve aboard the *Aegir*, crew quarters are segregated by gender. Berthing and mess spaces for the senior officers are also segregated from those of the junior officers and rank-and-file personnel.

The sub’s life support systems are located aft. They include carbon dioxide “scrubbers” which remove that gas from the air, and carbon monoxide “burners” which do the same for that gas. Another machine breaks water molecules into hydrogen and oxygen, to replenish the air supply; filters, dehumidifiers, and similar equipment keep the air fresh. Lastly, there is a large water distillation facility which produces all of the boat’s water. The *Aegir* ordinarily carries enough food and other supplies to travel for eighty days without surfacing, though the last couple of weeks would be pretty unpleasant; occasionally the ship is loaded with additional equipment or scientific crew, which diminishes the amount of stores carried.

Aegir’s home port is at Port Hedland, on the northwestern coast of Australia, though it regularly visits dozens of other ports in the course of duty. The waiting list of scientists who want to use the *Aegir* for scientific purposes is months long.

AEGIR

Val	Char	Cost	Notes
19	Size	95	80" x 40"; -19 KB; -12 DCV
105	STR	0	Lift 50 ktons; 21d6 HTH [0]
12	DEX	6	OCV: 4/DCV: 4
29	BODY	0	
20	DEF	56	
3	SPD	8	Phases: 4, 8, 12
Total Characteristic Cost: 165			

Movement: Swimming: 23"/138"

Abilities & Equipment

Cost Power END

Propulsion Systems

21	<i>MHD-Driven Submarine:</i>	Swimming +21" (23" total)	0
9	<i>MHD System, Anechoic Coating And Equipment Mounts:</i>	Invisible To Hearing Group (+¼) for Swimming 23", Reduced Endurance (0 END; +½)	0
-12	<i>Marine Vehicle:</i>	Ground Movement -6" (0" total)	

Tactical Systems

45	<i>Swordfish Underwater Mines:</i>	RKA 3d6, Armor Piercing (+½), Trigger (timer or other preprogrammed condition; +½); OIF Bulky (-1), 16 Charges (-0)	[16]
17	<i>Torpedo Countermeasures:</i>	Hearing Group Images, -6 to PER Rolls, 12 Continuing Charges lasting 1 Minute each (+½); OIF Bulky (-1)	[12]
10	<i>Cells:</i>	+10 DEF; Partial Coverage (total of 20 hexes; -2)	0

Operations Systems

75	<i>Sensor Arrays:</i>	Variable Power Pool, 60 base + 30 control cost; OIF Bulky (-1), Only For Senses And Communications (-1)	0
16	<i>U-MN12 Active Sonar Array:</i>	Active Sonar (Hearing Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+16 versus Range Modifier); OIF Bulky (-1), Affected As Sight Group As Well As Hearing Group (-½)	0
12	<i>U-MN17 Passive Sonar Array:</i>	+16 versus Range for Hearing Group; OIF Bulky (-1)	0
6	<i>U-MN17 Passive Sonar Array:</i>	+6 PER with Hearing Group; OIF Bulky (-1)	0
1	<i>U-MN17 Passive Sonar Array:</i>	Ultrasonic Perception (Hearing Group); OIF Bulky (-1)	0
11	<i>Nuclear Reactor Shielding:</i>	+10 DEF, Partial Coverage (total 80 hex area; -2) plus Life Support (Safe Environment: High Radiation); Partial Coverage (total 80 hex area; -2)	0
27	<i>Internal Monitors:</i>	Clairsentience (Sight And Hearing Groups), 2x Range (up to 500"), Mobile Perception Point, Multiple Perception Points (up to eight at once), Reduced Endurance (0 END; +½); OAF Immobility (-2), Perception Point Cannot Move Through Solid Objects (-0)	0



- Personnel Systems**
- 13 *Life Support Systems:* Life Support (Self Contained Breathing, Safe Environments: High Pressure, Intense Cold)
- Skills**
- 9 Computer Programming 12-
9 Cryptography 12-
9 Electronics 12-
9 Mechanics 12-
9 Systems Operation 12-
5 Weaponsmith (Missiles & Rockets) 12-
40 Other laboratories (defined by GM)

Total Abilities & Equipment Cost: 341
Total Vehicle Cost: 506

- Value Disadvantages**
- 25 Distinctive Features: UNTIL megasubmarine (Not Concealable, Causes Extreme Reaction [fear/respect])

Total Disadvantage Points: 25

Total Cost: 481/5 = 96

COMPUTER AND VEHICLES

Cost	Power
82	MUNIN Mark II Computer
116	Harrows Flying Submersible
20	Harrows Flying Submersibles: 15 more HFSs (total of 16)
20	Sea Dragon Torpedo (use Mark 48, TUV page 133)
25	Sea Dragon Torpedoes: 31 more Torpedo Tubes (total of 32)
20	Vertical-Launched Broadsword Underwater Missile (use Mark 48, TUV page 133)
15	Vertical-Launched Broadsword Underwater Missiles: 7 more VLBUMs (total of 8)

Notes: The *Aegir* is built without a power plant (e.g., an Endurance Reserve); instead, all of its equipment is bought to 0 END or has Charges.

chapter six:



FIGHTING CRIME TACTICS AND PROCEDURES

AGENTS IN COMBAT



Battles (both in general, and involving UNTIL) need to work on two levels:

- They should be enjoyable tactical combat exercises. Fights should challenge the players' and PCs' tactical skills and provide exciting combat moments.

- They should be part of an exciting story. They should advance the plot. Plot developments can (and should) occur in the middle of fights.

As a police/paramilitary organization devoted to thwarting and capturing superhuman criminals, in many aspects UNTIL is a fighting force that trains its personnel for combat. Despite their lack of superpowers, UNTIL agents should pose a danger to most supervillains (and equivalent criminal organizations, like VIPER) by dint of their training, skills, and equipment.

But it's one thing to have that theoretical ability, and another thing to manifest it properly in interesting stories and tactical battles. No tactical situation in *Champions* is easier to mess up than an agent battle. Three things usually happen to make a battle involving UNTIL agents (either as PCs, or as NPCs supporting the heroes) go bad:

1. Agents are too ineffectual (they're too slow, they can't hit superhumans, or their attacks don't have the penetrating power).
2. Agent battles last too long.
3. Agents get *too* lucky, causing the superhumans to lose unexpectedly.

MAKING AGENTS EFFECTIVE

The first problem — ineffectual agents — is a serious one if the PCs are all UNTIL agents. It's less serious if the PCs are superheroes who work with UNTIL, because you want the heroes, not the organization, to remain on center stage and solve the day. But even then, if UNTIL can't acquit itself effectively on the battlefield, it becomes the butt of the PCs' jokes, which ruins the organization's verisimilitude.

If you're having trouble making UNTIL agents seem effective, it's probably due to one or more of three reasons:

THE AGENTS CAN'T HIT THE HEROES

If the villains can avoid UNTIL agents' attacks without much difficulty, you need to improve the agents' accuracy. The simplest, but crudest, way to do this is just to give them lots of laser sights and combat computers that provide big OCV bonuses

(similarly, you can add Area Of Effect (One Hex) to weapons to make it easier to hit any target). But there are subtler, cleverer ways that also enhance UNTIL's image as a competent fighting force:

- Upgrade the agents' tactics. Have them try to obtain Surprised bonuses or Multiple Attacker bonuses; give them Teamwork and have them Coordinate their attacks. Agents with disabling attacks (such as Flashes, Entangles, Drains, and the like) can concentrate their fire on a single villain until they hit, and then other agents take advantage of the villain's momentary weakness to hit and hurt him. Once the agents Stun a villain, have several of them turn their guns on him to take advantage of his reduced DCV.

- Have agents work in tandem. Instead of all the SPD 3 agents taking their Phases in Segments 4, 8, and 12, stagger their actions. Some attack on those Segments, others Hold their Actions and attack in later Segments when the villains are vulnerable. If you have a large enough group of agents, you can have a few of them firing on every Segment, giving the villains no time to rest, prepare Haymakers, or the like.

- Employ distractions and diversions. Perhaps the easiest way to make agents more effective in a fight is to provide a big, obvious target for enemy superhumans to attack so they leave the agents alone to do their jobs. Members of UNITY make a great diversion; similarly, big weapon platforms set up on the edge of the battlefield are excellent targets and can absorb a few attacks that might otherwise take out an agent.

THE AGENTS CAN'T HURT THE VILLAINS

If your agents can hit the target but they're not making a dent, you probably need to increase the DCs of their attacks (or add Advantages like *Armor Piercing* or *Penetrating*) or have them Coordinate more often. Agents aren't supposed to take villains out with a single shot (or even a couple of shots, in most cases), but they should inflict *some* damage in most cases. Even a point or three adds up when the villains take it again and again.

THE AGENTS ARE TOO SLOW

Inferior agent mobility is a subtler problem. To some extent it's not a problem you need to worry about: agents, as more-or-less normal humans, *should* act and move more slowly than superhumans. But it can cause difficulties in the campaign if the villains use their superior movement capacity to bypass or minimize encounters with agents.

The easiest way to solve the problem is to provide the agents with mobility technology: jetpacks; vehicles; and the like. Equipping agents with weap-

ons that have the *Improved Maximum Range* and *No Range Modifier* Advantages also gives them the means to “keep up with” superhumans even if they don’t move as quickly. Technology isn’t as good as personal movement powers, but it definitely diminishes the mobility problem.

AND AS WE BEGIN HOUR FIVE, THREE AGENTS GET POST-SEGMENT 12 RECOVERIES....

Nothing destroys the fun of a *Champions* game like a battle dragging on too long. *Champions* combat prioritizes tactical richness, but this can become a problem when the GM has to keep track of lots and lots of agents. Fortunately, there are some easy ways to handle this.

First and foremost, analyze why your battles take too long. If you’re bogging down the game choosing agent tactics, push yourself to be more decisive, prepare tactics in advance, or let someone else help you during the fight. If you spend too much time figuring out which miniature represents which agent, perhaps you should stop using minis; conversely, if everyone has trouble visualizing the battle, maybe introducing miniatures into the game will speed things up.

MINIMIZING BOOKKEEPING

Second, if the paperwork of tracking agents’ Charges, STUN, and so on slows you down, you should minimize or abandon it. For example, the Minion Control Sheet from the *HERO System Resource Kit* lets you keep track of 15 agents on a single piece of paper, which really streamlines the process. An even more radical solution is to ignore the bookkeeping altogether. This works particularly well if the UNTIL agents in the game are just NPCs backing up the superhero player characters; you can just describe what happens to them as a way of dramatically illustrating the effects of the enemy’s attacks.

A more detailed option for streamlining is to declare agents as one-, two-, or three-hit opponents. Any successful attack Knocks Out a one-hit agent; two hits, or one hit with an Attack Roll made by 1, Knocks Out a two-hit agent; three hits, or one hit with an Attack Roll made by 2, Knocks Out a three-hit agent. If an enemy uses a Killing Attack, you can substitute “Dead” or “Maimed” for “Knocked Out” if it suits you. Of course, you should treat any really important agent as a normal NPC, not someone the villains can so easily take out of the battle.

Another way to save time is to treat a squad of UNTIL agents as a single character. Pick the best CV in the squad, add +1 OCV for every additional member of the squad, and treat the squad’s attack like an Autofire attack directed against one or more targets (if some or all agents have Autofire weapons, you can either roll those attacks separately, or just increase the overall number of “Autofire shots”). You select which targets the squad hits (usually by

random roll). If this becomes too effective because you roll well, you can limit the number of successful shots to no more than two or three.

Similarly, it may help speed things up if you assume that agents’ attacks all use the Standard Effect Rule. That cuts out a lot of dice rolling, which takes up time.

TIME LIMITS

Third, if necessary impose a strict time limit on the battle — say, two or three Turns. If, at the end of that time, the villains have the upper hand, then the UNTIL agents lose (you can assume any still fighting were actually Knocked Out during the battle). If the villains are losing, either they must retreat, or they all get Knocked Out and taken prisoner, or overwhelming reinforcements arrive and help the agents capture them. Be wary of using this method; players *hate* to have this sort of *deus ex machina* defeat imposed on them, and you can’t always count on UNTIL being the winner.

LUCKY AGENTS

Bad things sometimes happen to characters in combat. Combat is random and unpredictable, and that’s often a good thing, but if the villains frequently lose due to dumb luck, it’s not very dramatic or exciting.

Fortunately, there are a few steps you can take to minimize the randomness factor. First, when things go wrong, don’t just attribute it to random chance and move on — look for reasons and patterns. You probably don’t need to conduct a full statistical analysis of the battle (after all, games are supposed to be fun), but if you take a close look at what happened and try to learn from any mistakes that occurred, you can keep those mistakes from cropping up repeatedly.

Second, examine your use of Killing Attacks. The STUN Multiplier makes them more random than Normal Damage — and in a fight with a lot of agents using RKAs, the odds of a high STUN Multiplier roll or two are good. Consider using the universal x3 STUN Multiplier rule for agents’ weapons, or replacing some KAs with equivalent Normal Damage weapons.

Third, when the agents use weapons that take advantage of a target’s Disadvantages (such as Vulnerabilities), forewarn the villains whenever possible. If a lycanthrope supervillain recognizes the glint of silver ammunition being loaded into a gun, or a villain with magnetism powers notices an agent setting up a U-JGL Variable Energy Field Generator to create a counteracting magnetic field, he has a chance to react.

Fourth, fudge dice rolls if necessary. If the UNTIL agents get lucky and roll high damage numbers, shave off enough points of damage to prevent the agents from ending the battle too quickly. Keep the villains’ CON and STUN totals in mind so you know how much it takes to Stun them or Knock them Out.

THE IMPLICATIONS OF IMPROVEMENT

If you improve or enhance UNTIL agents to give them more ability to oppose supervillains, you should consider the potential story implications. Is there an in-game reason for this development from which you can spin plot hooks? Did UNTIL invent new, more effective technology? Did a brilliant scientist defect from VIPER, Dr. Destroyer, or some other source and bring new tech with him? Are the agents using weapon prototypes? Has UNTIL hired a tactics expert to train its agents with new tricks to use against supervillains?

UNTIL-SPECIFIC TACTICS

The tactics and options described above apply to teams of agents and like characters in general. Here are a few notes on some tactics favored by UNTIL specifically.

Squad Tactics

UNTIL typically deploys its forces in seven-man squads. The typical squad includes:

- one Sergeant
- one Corporal
- one Lance Corporal, and
- four Privates

The exact composition of a squad depends on the mission and the expected opposition. Fighting VIPER may simply be a matter of numbers, but taking on supervillains may mean substituting Heavy Weapons, Light Horse, or Sky Cavalry agents for normal UD agents.

UNTIL agents have a healthy degree of respect for their opposition. Each of them knows he's probably not a match for a supervillain in a one-on-one situation, no matter how well-armed he happens to be, so he has to use tactical smarts to make up for the difference. First, he doesn't go off on his own. He stays with his squad, or groups up with other agents in twos and threes so he and his teammates can concentrate their attacks on a single target. If appropriate, squad members stagger their Phases to maintain a constant stream of fire against the enemy.

Second, he makes use of the terrain. If cover is available, he gets to it and uses it to increase his DCV. If he has the opportunity, he may try to get above the opposition (in a building, on a rooftop, in a tree) so he can obtain a better angle of fire and/or reduce the Range Modifier for attacking flying villains. If the battlefield includes some vehicles, heavy equipment, or the like, he may use them as impromptu weapons.

Third, the canny UNTIL agent relies on his training. He probably has a Combat Skill Level or two with his main weapon, so Bouncing an attack becomes a definite possibility. If he has trouble hit-



ting a supervillain, he can adjust the focusing ring on his blaster to Spread the attack (a particularly effective tactic when Coordinating, since that counteracts some of the damage loss Spreading causes). He may Hold his Action so he can support a comrade or take advantage of a villain's momentary weakness. If the situation merits it, he may try to Rapid Fire a vulnerable villain (though this works best when the agent has some cover to enhance his DCV before halving).

When possible, a squad spreads itself out a little so supervillains with Area Of Effect/Explosion attacks and enemy agents with grenades can't affect all the members at once. On the other hand, UNTIL agents remain alert for "bunching" among the opposition so a hurled grenade or Spread attack can eliminate several enemies at once.

UNTIL AND SUPERHUMANS



As well-trained and -equipped as UNTIL agents are, they're playing in the superhuman arena, and sometimes the powers of supervillains make it difficult (if not impossible) for a group of human soldiers to oppose them effectively. For that reason, UNTIL often finds itself working closely with superheroes.

UNTIL IN THE CHAMPIONS UNIVERSE

Within the greater Champions Universe, UNTIL's relations with superhumans are pretty easy to describe. It unswervingly opposes superhuman criminals, and considers superhuman crimefighters allies (close or reluctant, as the case may be).

But that simplistic summation overlooks a number of factors. For one thing, UNTIL has limited resources and has to prioritize. Even though it opposes all types of supercrime, it may consider a group of super-thieves like GRAB far less dangerous than the likes of Eurostar, Teleios, or the Ultimates, and thus leave GRAB to the local authorities if it needs to focus on more important matters.

Although UNTIL works well with most superheroes, some may cause it problems. Not every hero is as reliable or "professional" as UNTIL might like. UNTIL agents pride themselves on their training, skill, and proper conduct; they may see heroes (particularly arrogant, silly, or annoying ones) as "amateurs" who fight crime only when it suits them.

Despite the fact that UNTIL enjoys cordial relations with most major superhero teams — the Champions, the New Knights of the Round Table, the Sentinels, the Justice Squadron, the Peacekeepers, and so on — it's not on the best of terms with every group of heroes. A team of heroes regarded as outlaws or renegades (such as Nova, in New York City) usually finds itself on UNTIL's wanted list, so the two may come into conflict. At the very least, UNTIL is *extremely* reluctant to work with heroes who have questionable reputations or criminal records.

The one superhero team with which UNTIL has an almost hostile relationship is the Tiger Squad of China. Since China refuses to allow UNTIL on its soil, the agency and the Tiger Squad treat each other with, at best, a frosty civility when circumstances throw them together.

THE OFFICE OF SUPERHUMAN RESOURCES

UNTIL realized long ago that one of the most potent weapons in the fight against supercrime was the supervillain's opposite number: the superhero. However, most superheroes operate independently of established law enforcement organizations, making them untrustworthy and unreliable in the eyes of UN officials. UNTIL's first solution to this problem was to establish two types of formal relations with superheroes, both administered by the Office of Superhuman Resources (OSR).

The chief of the OSR is Major Elijah Clay. Clay is a career UNTIL officer, having moved up through the ranks as a UD agent since joining in 1977. Now 48, Clay has held various posts in New York City for the last dozen years and took over OSR in 2001. Although gruff, and occasionally rude, he's passionately devoted to the agents and superheroes in his command. He may yell at them for the slightest transgression, but anybody else who wants to say anything negative about his "boys and girls" would be well-advised to do so out of his earshot. Clay is a fairly well-known figure in New York. He regularly appears at press conferences to discuss how UNTIL and/or UNITY handled the latest disaster, frequently twirling his trademark handlebar mustache as he talks.

SUPERHERO AFFILIATES

First, the OSR established regulations and guidelines for "affiliate" superheroes and superhero teams. What this means, basically, is that a superhero team can affiliate itself with UNTIL. In exchange for access to most of UNTIL's databases (but not, typically, its equipment and other resources), the team's members agree to cooperate with UNTIL operations and to assist UNTIL however possible (this usually includes taking UNTIL's "suggestions," though UNTIL does not give affiliated superhero teams "orders" *per se*).

Affiliate heroes must reveal certain information about themselves and their powers to UNTIL. This usually includes a hero's Secret Identity (if any), but UNTIL can waive this requirement in appropriate circumstances. Naturally, the OSR takes extensive steps to protect this information. As of late 2003 no "leaks" have occurred, but the possibility of an enemy learning a hero's Secret Identity this way does exist.

If an affiliated team does not have a base and wants one, UNTIL may offer its assistance building one. If so, it also offers to install a MUNIN Mark II computer, and may provide additional equipment as well. But of course, the more UNTIL does for a group, the more it expects in the way of cooperation and interaction.



THE SUPERHERO LIAISON PROGRAM

Heroes and hero teams who want long-term assistance or an actual “alliance” with UNTIL have to become part of the Superhero Liaison Program (SLP). Superheroes who join the SLP essentially become “volunteer UNITY members.” While they’re not subject to UNTIL’s orders in most circumstances, UNTIL can “request” their assistance as it requires — and if a team or hero refuses one of these requests without an extremely good reason, UNTIL will sever relations with it or him.

Membership in the SLP entitles a hero to use UNTIL facilities and resources, within reason — UNTIL doesn’t allow unlimited access, nor does it reveal classified or secret information to SLP personnel. The hero can borrow UNTIL equipment as needed, and can request “backup” from UNTIL in the form of squads of agents. However, in exchange, the team members or the hero must do the following three things:

SLP MEMBER PACKAGE DEAL

Abilities	
Cost	Ability
5	Fringe Benefit: International Police Powers
1	Fringe Benefit: Passport
2	Fringe Benefit: Membership: SLP Member
3	Criminology
2	KS: International Law And Law Enforcement 11-
2	KS: UNTIL 11-
2	KS: The United Nations 11-
2	KS: World Supervillains 11-
2	KS: World Politics 11-
2	PS: UNTIL Agent 11-

Equipment	
Cost	Power
7	Wrist Radio: Radio Perception/Transmission (Radio Group); OIF (-½)

Total Cost Of Package Abilities And Equipment: 30

Disadvantages	
Value	Disadvantage
10	Hunted: UNTIL 8- (Mo Pow, NCI, Watching)

Total Value Of Package Disadvantages: 10

If an SLP Member already has some of these Skills, or communications equipment equivalent to the Wrist Radio, you can remove them from the Package Deal. In addition to the listed abilities, SLP Members who don’t speak English must learn it at the 2-point level (or better).

- (1) Reveal the hero’s or the members’ Secret Identities (if any) to UNTIL (see above).
- (2) Submit to general testing of his or the members’ powers, so UNTIL knows their capabilities and limitations.
- (3) Participate in a training program. In game terms, this means the hero or team members must purchase the SLP Member Package Deal.
- (4) A superhero team that belongs to the SLP must agree to have one of UNTIL’s Superteam Liaisons posted to it. If the team has a base, the Liaison lives there; if not, he attends all team meetings. He often accompanies the team on missions, but more as an observer than as a combatant (unless the team needs his assistance).



Membership: As of October 2003, UNITY's members are: Quasar (Germany); Mentiac (Canada); El Picaro (Mexico); Drs. Black and White (US); and Myrmidon (Greece). UNITY also has several reserve members, mostly former members who opted for reduced duties due to age, injury, family obligations, or the like

UNITY has a training program for young superhumans, some of whom will no doubt join the team eventually while others return to their home countries. This program takes place at the Port Hedland UNTIL training facility, where the prospective young heroes train alongside regular UNTIL ARs under the vigilant eye of the retired Egyptian UNITY hero Caracal.

Background/History: UNTIL's second response to the difficulties posed by working with potentially untrustworthy independent superheroes was to create its own superhero team, UNITY. It chose the name "UNITY" to symbolize the spirit of international cooperation the UN stands for; it isn't an acronym. UNITY members are on UNTIL's payroll and work exclusively for UNTIL; in most cases they receive UNTIL Urban Division agent training (or at least parts of it). They must reveal their Secret Identities (if any) to UNTIL and agree to regular testing and monitoring of their powers by UNTIL. They are paid on the P-5 Employee scale, with sizable "Hazardous Duty Adjustments."

UNTIL founded UNITY in 1988 after more than a decade of internal debate and discussion within the UN General Assembly, which was finally spurred to decisive action by the release of the Eurostar Manifesto. The original team was led by the British hero Archdruoid, who retired in 1995. Quasar took over leadership at that point, and has held that position ever since. Originally based in Geneva, the team moved to its current location in New York City after the United States signed the Tribunal Treaty in 1993. The group's membership has fluctuated frequently over the fifteen years of its existence, with some members retiring or taking other positions within their own governments or military; additionally, five members have died in the line of duty. The roster has varied in size from as small as four (for a few months in 1991) to as many as eight; the official policy of UNTIL is that more than eight members would be too unwieldy in the field. The OSR has proposed founding a second team (and possibly more, if necessary) several times, but so far the General Assembly has only approved resources enough for one team and shows no signs of changing its collective mind.

UNITY reports directly to Major Elijah Clay, chief of the OSR. Its symbol is a globe cradled

by two supporting hands, one on each side. Most members wear this symbol as a patch on one or both upper arms of their costumes.

Group Relations: Quasar leads UNITY; he's developed into a solid tactical leader over the last fifteen years (despite retaining his tendency to forget about his own vulnerability to physical attacks). Though he's become much more heroic in his general outlook over time, he remains relatively ignorant of group dynamics — his main weakness as a leader is that he doesn't devote much time to making sure his team gets along or works well together. Fortunately, several strong friendships among the team have kept this from becoming too much of a problem. Unfortunately, when all six members work together, they're still too likely to trip over each other.

In general, the team members get along passably well. None of them actively dislike each other, though El Picaro teases both Dr. Black (for his public airs of mystery) and Mentiac (for his general lack of social skills). Black, who can handle himself just fine, dismisses Picaro as a clown, but Mentiac frequently takes his jibes personally and turns to Dr. White or Myrmidon, both of whom are generally more sensitive, for support. Quasar isn't particularly close to any of his teammates emotionally, but has faith in each of them in the field. He particularly relies on Mentiac's situational analysis and Dr. White's ability to cut straight to the point of complicated debates.

Tactics: In combat, El Picaro and Myrmidon (close friends who train together frequently) tend to lead the team into the fray, using Picaro's teleporting power and Myrmidon's active fighting style to cover a lot of ground and throw their opponents into confusion. Quasar attacks from the air, trying to remember to stay out of range of physical attacks while strafing the field with his devastating energy blasts. Doctors White and Black make another highly-effective sub-team; they use their spells in concert to target the opponent's biggest guns. Mentiac stays under cover and out of the fray as much as possible; he analyzes the opposition, radioes information and suggestions to his teammates, and defends himself with his blaster if necessary.

Facilities And Equipment: UNITY is based in a small office building at First Avenue and East Fiftieth Street, a few blocks north of the main UN buildings. The four-storey high reinforced brick building blends in with the small offices and residential brownstones around it. The first floor contains office space for the team's administrative and support personnel, including a communications

officer (UNITY has one on duty 24 hours a day to monitor the news wires and keep in contact with the main offices), an IT officer (who has access to the HUGIN mainframe down the street), several UNTIL guards, and two secretaries. The second floor contains libraries (largely stocked by the requests of Mentiac and Drs. White and Black), a gaming/socializing room with a large-screen TV and pool table, and a full kitchen and dining room. The third and fourth floors are the private quarters of the team members (the building has space for up to ten, so there's usually a spare room or two available for guests or storage). UNTIL converted the basement into a standard gym, with workout equipment and mats for combat training.

The UNITY building *cannot* stand up to the indiscriminate use of energy bolts or displays of superhuman strength, so generally neither Quasar nor Myrmidon actually works out here. In fact, the facility maintains a low profile precisely because there's no way to bring a building in this neighborhood up to the defensive standards of the Justice Squadron's specially-designed brownstone or the buildings on Sentinel Island without tearing down all of the buildings around it to reinforce the sidewalks and foundations. So far, no supervillain has ever attacked UNITY at its headquarters. UN officials quietly cross their fingers and hope this lucky streak continues.

All UNITY members who need them have armored costumes. They all wear radio earpieces that have a fold-out mini-viewscreen for the eye so they can receive and send visual images (such as television signals).

UNITY has access to any of the vehicles, weapons, or other equipment it needs from Chapter Five. The members most frequently travel in a souped-up Grav-Car (page 108) with their logo painted on the side, though Quasar prefers to fly alongside rather than ride when possible.

Campaign Use: UNITY works well as a “backup” team for the heroes in your campaign. Since they only work together roughly half of the time — UNTIL usually assigns them to work in ones and twos to assist squads of agents or perform other missions — they won't overshadow your PCs. Instead they can simply help, perhaps resolving some secondary scenario goals off-camera while the PCs take care of things on center stage.

UNITY doesn't Hunt characters on its own. Instead, it's part of the opposition that characters who take UNTIL as a Hunted may have to face (see page 156).

If UNITY isn't tough enough for your campaign, the best approach is to add members rather than trying to strengthen the individual members of the current roster. This also allows you to emphasize the multicultural nature of the UN (and UNTIL) by creating some NPC heroes from far-flung corners of the world. Similarly, if UNITY is too tough, just remove a member or two.

QUASAR

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH [1]
23	DEX	39	14-	OCV: 8/DCV: 8
20	CON	20	13-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
18	PD	15		Total: 18 PD (5 rPD)
25	ED	21		Total: 25 ED (25 rED)
6	SPD	27		Phases: 2, 4, 6, 8, 10, 12
10	REC	6		
50	END	5		
50	STUN	22		Total Characteristic Cost: 183

Movement: Running: 6"/12"
Flight: 20"/40"

Cost	Powers	END
180	<i>Energy Bolts:</i> Energy Blast 12d6, Variable Advantage (+1 Advantages; +2)	[var]
17	<i>Ultra-Bolt:</i> Energy Blast +5d6, Variable Advantage (+1 Advantages; +2); Only When Pushing Energy Bolts (-½), Increased Endurance (x5 END; -2), Side Effect (Quasar Takes 1 BODY Per d6 Added; -1)	[var]
25	<i>Energy Being Powers:</i> Elemental Control, 50-point powers	
35	1) <i>Flight:</i> Flight 20", Reduced Endurance (0 END; +½)	0
25	2) <i>Energy Wall:</i> Force Wall (8 PD/12 ED)	5
30	<i>Energy Absorption:</i> Absorption 6d6 (energy, to STUN)	0
15	<i>Energy Body:</i> Damage Resistance (5 PD/25 ED)	0
30	<i>Energy Protection:</i> Energy Damage Reduction, Resistant, 50%	0
19	<i>Energy Body:</i> Life Support (Self-Contained Breathing, Safe Environments: High Pressure, High Radiation, Intense Heat, Intense Cold, Low-Pressure/Vacuum)	0
10	<i>Energy Body:</i> Power Defense (10 points)	0
5	<i>Energy Mind:</i> Mental Defense (8 points total)	0
7	<i>Radio Earpiece:</i> HRRP (Radio Group) (12 Active Points), IIF (-¼), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0

Perks

3	Fringe Benefit: Member of UNITY
1	Fringe Benefit: Passport
5	Fringe Benefit: International Police Powers
2	Fringe Benefit: International Weapon Permit
1	Fringe Benefit: International Driver's License

Skills

3	Criminology 12-
1	KS: Dr. Destroyer 8-
3	KS: International Law And Law Enforcement 12-

- 2 KS: The Superhuman World 11-
- 2 KS: The United Nations 11-
- 2 KS: UNTIL 11-
- 2 KS: World Politics 11-
- 2 Language: English (fluent conversation; German is Native)
- 2 PS: Scientist 11-
- 2 PS: UNTIL Agent 11-
- 2 SS: Astronomy 11-
- 2 SS: Chemistry 11-
- 5 SS: Physics 14-
- 3 Stealth 14-
- 3 Teamwork 14-
- 3 WF: Small Arms, Knives

Total Powers And Skills Cost: 449

Total Character Cost: 632

200+ Disadvantages

- 20 Hunted: enemies of UNTIL 8- (Mo Pow, NCI, Capture/Kill)
- 20 Hunted: Dr. Destroyer 8- (Mo Pow, NCI, Capture/Kill)
- 10 Hunted: UNTIL 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 10 Psychological Limitation: Overconfident Showoff (Common, Moderate)
- 15 Psychological Limitation: Bitter About His Condition; Hates Dr. Destroyer (Common, Strong)
- 15 Social Limitation: Secret Identity (Dr. Johann Mersinger) (Frequently, Major)
- 20 Susceptibility: to intense magnetic fields, 2d6 damage per Phase (Uncommon)
- 5 Unluck 1d6
- 30 Vulnerability: 2x STUN from Physical Killing Attacks (Very Common)
- 30 Vulnerability: 2x BODY from Physical Killing Attacks (Very Common)
- 237 Experience Points

Total Disadvantage Points: 632

Background/History: Johann Mersinger was born in Germany in 1946. Educated in Bonn and Stockholm, he became a physicist, specializing in high-energy plasma technology. Unfortunately, Mersinger had little success keeping jobs in the demanding field; while he was competent enough, he lacked that spark of intuition a truly brilliant scientist needs. He was lazy and self-centered, always doing just enough to get by. Plus, he was unbelievably clumsy at times. It's perhaps unsurprising that by the mid-1980s, he had drifted far enough away from respectable society to accept a position in the employ of the evil supergenius Dr. Destroyer, working on blaster designs.

Even there, it turned out, he was a less-than-ideal employee. After he stumbled and ruined a months-long genetic experiment in early 1988, he knew Destroyer was just about completely fed up with him. He waited a few days until Destroyer left the base where he was employed, then stole a car and defected to UNTIL.



UNTIL was more than happy to welcome him into its ranks after he passed a telepathic examination. The information he provided about Dr. Destroyer's laboratories and current experiments was invaluable to Project Shiva and the Technical Corps. After numerous debriefings, UNTIL gave Mersinger a job in the Technical Corps, assigning him the task of improving some of UNTIL's blaster weapons with designs he remembered from Destroyer's labs.

But Destroyer had not forgotten about the traitorous physicist — rather, he was simply waiting until the proper opportunity for revenge presented itself. It came during a crucial phase in an important blaster weapon experiment in 1989. Destroyer had one of his undercover agents sneak into the lab where Mersinger worked and plant a tiny but powerful explosive charge in Mersinger's experimental blaster. But for once, Mersinger actually got lucky... sort of. The explosive went off as he test-fired the blaster after trying some unusual rewiring. Rather

than kill him, it somehow bombarded his body with the energy, replacing his flesh with a matrix of pure energy of a theretofore undiscovered sort.

When Mersinger awoke, he was terrified to discover his new state of existence. He looked like a human-shaped view of outer space — he was a sort of black, with little white pinpricks like stars, and he gave off an odd white glow. He went on a brief rampage until members of UNITY arrived on the scene and calmed him down. After several weeks of unsuccessfully trying to reverse his transformation, he resigned himself to his fate. He decided the best thing he could do, and the best way to protect himself from Destroyer, was to join UNITY. He chose the *nom du guerre* Quasar based on his appearance.

At first Quasar took his responsibilities as a public superhero as casually and halfheartedly as he had everything else in his life to that point. But a strange thing happened to him — as he spent more time among the dedicated members of UNITY and the other UNTIL agents, some of their sense of discipline and responsibility began to rub off on him. Over the years, he has become more and more concerned for his fellow man, and more adept at using his powers for the common good. To almost everyone's surprise (including his own), he has become the longest-serving member of the team... and its leader since 1995.

Personality/Motivation: Quasar remains rather bitter about his transformation into a being of pure energy. He feels, and rightly so, that the incident cut him off from his fellow man (and woman). He can't make many friends, have any sort of romantic relationship, or even to eat normal food. At first he compensated for his feeling of anger and frustration by becoming a showoff, milking his powers for all they were worth, but he's mostly outgrown that attitude. He derives more satisfaction these days from using his powers to save people. Since Destroyer's public return in the summer of 2002, Quasar has been spoiling for a crack at him.

Because he's nigh-invulnerable, especially from energy attacks, Quasar can get pretty overconfident in combat. This may lead to his downfall one day, especially if he ever faces a large group of enemies armed with conventional firearms (see below).

Quote: "You'll be seeing even more stars in a minute."

Powers/Tactics: Quasar, once a human being, is now a human-shaped being of pure cosmic energy. As such, he has the power to fly, to absorb energy, and to project extremely powerful energy bolts. His versatility with his energy bolts is simulated with a +1 Variable Advantage; he typically sets the Advantages on Reduced Endurance (0 END; +½) and an additional +½ Advantage (his favorites are Armor Piercing, Area Of Effect (One Hex), and No Range Penalty). If necessary he can increase the power of his energy bolts dramatically, by drawing on his own "life energies" to power the attack. This "Ultra-Bolt" attack (as he calls it) is powerful enough to damage the likes of Mecha-non or Firewing... but using it too often could kill him.

However, Quasar's energy body comes with some restrictions. The most important of these is that large or powerful physical forces — such as bullets or swords — severely disrupt his energy matrix. Thus, while a squad of VIPER agents armed with blasters probably couldn't hurt him at all, a couple of street punks using .38 Specials could. He also takes damage from any strong magnetic field, which "distorts" his body.

Campaign Use: Quasar has a slightly higher public profile than his teammates, since he's UNITY's leader and chief spokesman. He's the one who's most likely to contact the PCs for help if UNITY needs it, and thus probably the UNITY member they'll meet first. But he's more than just UNTIL's superteam leader; he's a person whose transformation into a superhero has left him bitter and conflicted. It wouldn't take much to reverse the progress he's made over the past decade or so and send him into a downward spiral of negative emotions... with potentially dangerous consequences.

Quasar doesn't Hunt villains individually. He only does so as part of UNTIL, when assigned to. However, if he had reliable information on where he could find Dr. Destroyer, he might be tempted to attack him in a bid for revenge.

Appearance: Quasar resembles a human-shaped view of outer space: utter blackness, with pinpricks of white light that look like stars. His eyes are two larger white pinpricks. Despite the fact that he's black, he gives off an odd white glow. He doesn't wear any sort of costume.

MENTIAC				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH [1]
19	DEX	27	13-	OCV: 6/DCV: 6
15	CON	10	12-	
10	BODY	0	11-	
40	INT	30	17-	PER Roll 17-
25	EGO	30	14-	ECV: 8
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
5	PD	3		Total: 14 PD (9 rPD)
6	ED	3		Total: 15 ED (9 rPD)
5	SPD	21		Phases: 3, 5, 8, 10, 12
5	REC	0		
30	END	0		
25	STUN	2		Total Characteristic Cost: 135

Movement: Running: 6"/12"

Cost Power END

11	<i>Advanced Thought Processes:</i> Elemental Control, 75-point powers; all slots Require A Deduction Roll (-½), Extra Time (5 Minutes; -2)	
8	1) <i>One Step Ahead Of You:</i> Telepathy 10d6, Reduced Endurance (0 END; +½); Requires A Deduction Roll (-½), Extra Time (5 Minutes; -2), Concentration (½ DCV throughout activation time — must closely observe subject, including facial expressions; -½), Only Surface Thoughts May Be Read (-½), Does Not Provide Mental Awareness (-¼)	0
9	2) <i>Intuitive Tracking:</i> Mind Scan 10d6, Reduced Endurance (0 END; +½); Requires A Deduction Roll (-½), Extra Time (5 Minutes; -2), Requires Proper Data Regarding Target To Be Located (-½), Does Not Provide Mental Awareness (-¼)	0
37	<i>U-SHL Blaster Pistol, Improved:</i> Energy Blast 10d6, 2 clips of 32 Charges (+½); OAF (-1)	[32]
30	<i>Weak Spot Calculation:</i> Find Weakness 15- with Blaster	0
12	<i>Armored Costume:</i> Armor (6 PD/6 ED); OIF (-½)	0
7	<i>Radio Earpiece:</i> HRRP (Radio Group) (12 Active Points), IIF (-¼), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0

Perks

3	Fringe Benefit: Member of UNITY
1	Fringe Benefit: Passport
5	Fringe Benefit: International Police Powers
2	Fringe Benefit: International Weapon Permit
1	Fringe Benefit: International Driver's License

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
6	Combat Luck (3 PD/ 3 ED)
20	Danger Sense (out of combat, immediate

vicinity; intuitional)17-

5	Eidetic Memory
3	Lightning Calculator
4	Speed Reading
20	Universal Translator 17-

Skills

3	Computer Programming 17-
25	Cramming (5 slots, 8- each)
3	Criminology 17-
3	Cryptography 17-
17	Deduction 24-
3	Electronics 17-
3	Inventor 17-
3	Mechanics 17-
3	Paramedics 17-
2	PS: UNTIL Agent 11-
3	Security Systems 17-
3	Stealth 13-
3	Systems Operation 17-
3	Tactics 17-
3	Teamwork 13-
3	WF: Small Arms, Knives
3	Linguist
2	1) French (completely fluent; English is native)
2	2) German (completely fluent)
2	3) Italian (completely fluent)
2	4) Japanese (completely fluent)
2	5) Mandarin Chinese (completely fluent)
2	6) Portuguese (completely fluent)
2	7) Russian (completely fluent)
2	8) Spanish (completely fluent)
20	20 more points' worth of Languages (GM's choice)
3	Scholar
2	1) KS: Eurostar 17-
2	2) KS: International Law And Law Enforcement 17-
2	3) KS: The Superhuman World 17-
2	4) KS: Superpowers 17-
2	5) KS: Supervillains 17-
2	6) KS: The United Nations 17-
2	7) KS: UNTIL 17-
2	8) KS: VIPER 17-
2	9) KS: World Politics 17-
40	40 more points' worth of Knowledge Skills (GM's choice)
3	Scientist
2	1) SS: Astronomy 17-
2	2) SS: Biology 17-
2	3) SS: Chemistry 17-
2	4) SS: Genetics 17-
2	5) SS: Geology 17-
2	6) SS: Mathematics 17-
2	7) SS: Physics 17-
2	8) SS: Robotics 17-
40	40 more points' worth of Science Skills (GM's choice)

Total Powers And Skills Cost: 435

Total Character Cost: 570

200+ Disadvantages

- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 25 Hunted: enemies of UNTIL 8- (Mo Pow, NCI, Capture/Kill)
- 30 Hunted: by evil corporation, 11- (Mo Pow, NCI, Capture)
- 10 Hunted: UNTIL, 8- (Mo Pow, NCI, Watching)
- 5 Psychological Limitation: Low Self-Esteem; Regards Self As A "Freak" (Unommon, Moderate)
- 10 Psychological Limitation: Values Intelligence And Thinking Above All Else; Scorns Physicality And Those Who Rely On It (Common, Moderate)
- 15 Social Limitation: Public Identity (Richard Burns) (Frequently, Major)
- 5 Rivalry: Professional, with other scientists and researchers
- 20 Susceptibility: data overload, 1d6 per Segment (Uncommon)
- 240 Experience Points

**Total Disadvantage Points: 570**

Background/History: The world has regarded Richard Burns as a freak since the day he was born in Vancouver in 1981. His enlarged cranium not only nearly killed his mother during birth, it made his mutant nature immediately apparent.

At the age of two months, he began to talk, and soon after that he could walk. At half a year he could read. By age two he read college textbooks with a speed and comprehension that astounded child development experts — and renowned professors came to discuss their work with him. Richard, already dubbed "Mentiac" by the Canadian press, reveled in the attention.

But his life wasn't all bliss. His mother seemed disgusted by him and couldn't give him any affection. His father tried to care for him, but despite his good intentions he really had no idea how to cope with a child so intelligent. To hide his pain, Richard retreated further and further into the world of the intellect. All he did was read, study, and play with the computer he built for himself. He had no playmates, and in fact never even went out to play by himself. Dismissing his peers and their activities as "infantile," he kept on reading.

Soon Richard's parents left him completely alone. At age 12, he moved away from them, established his emancipation via lawsuit, and lived on income from the many patents he had filed since age 8. He soon decided to see a little more of the world. He hired an agent and began appearing on talk shows and the lecture circuit across Canada and the United States, demonstrating his amazing brainpower. Soon he had consulting contracts with various corporations that wanted to use his scientific acumen (one of his Hunteds dates from this period in his life; the company in question, to be chosen by the GM, would prefer to have Mentiac working solely for it and is willing to use moderately extreme means to force him).

Then, at age 18, he achieved a crowning glory: UNTIL asked him to join its superteam, UNITY. Superpowered musclemen and energy projectors were a dime a dozen; UNITY needed someone with Mentiac's intellect to coordinate the team's activities and help them solve problems. Richard, seeing the offer as the ultimate tribute to his mental prowess, quickly accepted. Although his general naiveté about the world around him has gotten in his way a time or two, he has enjoyed his time with UNITY and considers the team to be his family (of sorts)... the only one he has ever really had.

Personality/Motivations: Mentiac is a shy, aloof person. He has had almost no caring human contact his entire life, and has little to no concept of how to interact with others. Being shunned by his mother (and later, his father) wrecked his self-esteem, so he retreats into books, computers, and study rather than confront things he finds difficult or disturbing. His successes with UNITY have done him a world of good, and his fellow UNITY members are trying to bring him out of his shell and teach him to act a little more like a

“normal” person.

But that’s no easy task, thanks to Mentiac’s phenomenally high IQ. He’s so intelligent he tends to think and talk several steps ahead of everyone else, making him difficult to understand. His disquieting ability to predict what others are thinking or where to find them only disturbs people the more.

To top all of this off, Mentiac is rather arrogant about his intellect. He values only intelligence and learning, considering physical accomplishments and abilities to be “second-class” and “beneath the dignity of a truly civilized person.” As a result, he often seems insensitive and rude, and in fact he is. Again, the other members of UNITY are trying to shake him out of this bad habit, but it will take time.

Mentiac views the members of UNITY as his “family,” and constantly seeks their approval and validation. Because of this he has wholeheartedly embraced the team’s heroic ideals and become a true force for good, even if he comes off like an overeducated little snot from time to time. If the team broke up, it would devastate him almost to the point of suicide.

Quote: “No, no! You’re missing the point entirely. *Think!* Think about it — you can figure it out eventually, you’re smart enough.”

Powers/Tactics: Mentiac’s only power is his immense intellect. His mind is like a human computer, taking in everything he senses, organizing it logically, and feeding it back to him whenever he needs it. He has perfect recall, can perform complex mathematical equations in his head almost instantly, and can read at an enormously accelerated rate. He has studied most of the world’s sciences, languages, and major areas of knowledge, and is an expert in them all. Scientists and scholars from around the world consult with him, valuing the insights he can give them after only a few brief minutes of discussion. In fact, Mentiac is so intelligent that, given sufficient information about someone, he can make amazingly accurate predictions about what that person is thinking or where he’s presently located. (GM’s note: this usually requires a *lot* of information, though — don’t use Mentiac’s “Advanced Thought

Processes” powers too frequently.)

But brainpower isn’t always all it’s cracked up to be: for some as-yet not completely defined reason, he suffers intense headaches and pain when subjected to “sensory overload” — such as the time Fiacho captured him, clamped his eyelids open, and forced him to watch 30 televisions at once as part of an effort to brainwash him into serving Eurostar (fortunately, the other members of UNITY rescued him). This sort of input can even knock Mentiac unconscious.

For situations in which he *has* to use physical force, Mentiac carries an UNTIL blaster pistol he modified for greater power.

Campaign Use: Mentiac makes a challenging encounter for most PC heroes. In all likelihood he’ll annoy, aggravate, and potentially even insult (perhaps unwittingly) the PCs when he meets them. Will a hero who’s supposedly compassionate and sympathetic be able to stand him long enough to see what a good person he really is... and perhaps even help him become a better person?

Mentiac doesn’t Hunt villains individually. He only does so as part of UNTIL, when assigned to.

If you want to make Mentiac tougher, give him some outright psionic powers, perhaps at a low level — a little Ego Attack or Mind Control would make him more of a force to be reckoned with in combat. If he’s too tough already, get rid of some of his Skills and reduce his Characteristics.

Appearance: Mentiac, a native of Canada, stands 5’8” tall and weighs 165 pounds; he’s slightly pudgy, but not grossly overweight. He looks like a normal human being — except for his enlarged cranium, which bulges both forward and backward, making him an obvious “freak.” He has learned not to go out in public unless accompanied by other UNITY members; he finds the stares and occasional jeers too painful. He normally wears a grey jumpsuit with numerous pockets. If he carries any field gear, he wears a gold utility belt to hold it. There’s a UNITY symbol patch on both of his upper arms and his belt buckle.

EL PÍCARO

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH [1]
30	DEX	60	15-	OCV: 10/DCV: 10
20	CON	20	13-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
18	PRE	8	13-	PER Attack: 3½d6
20	COM	5	13-	
12	PD	9		Total: 20 PD (8 rPD)
12	ED	8		Total: 20 ED (8 rED)
7	SPD	30		Phases: 2, 4, 6, 7, 9, 11, 12
8	REC	2		
40	END	0		
35	STUN	7		Total Characteristic Cost: 163

Movement: Running: 6"/12"
Teleport: 20"/2,560"

Cost	Powers	END
70	<i>Teleportation Powers:</i> Multipower, 70-point reserve	
7u	1) <i>Basic Teleport:</i> Teleportation 20", Position Shift, Reduced Endurance (0 END; +½)	0
7u	2) <i>Far Teleport:</i> Teleportation 20", x128 Noncombat	7
5u	3) <i>Strong Teleport:</i> Teleportation 20", x8 Increased Mass	5
1u	4) <i>Blink Teleport:</i> Missile Deflection (all ranged attacks); Costs Endurance (-½)	2
4u	5) <i>Flicker Teleport:</i> Energy Blast 6d6, NND (defense is Extra-Dimensional Movement, Teleportation, or Power Defense; +1); No Range (-½)	6
7	<i>Rapier:</i> HKA 1d6 (2d6 with STR); OAF (-1)	1
20	<i>Teleporting Ballestra:</i> Penetrating (x2; +1) for Rapier for up to HKA 2d6; Must Use <i>Ballestra</i> Maneuver (-½)	4
	<i>Martial Arts: Fencing</i>	
	Maneuver	OCV DCV Notes
5	<i>Ballestra</i>	+2 -2 Weapon +6 DC
4	<i>Fleche</i>	+2 -2 Weapon + 2 DC + v/5, Full Move
4	<i>Froissement</i>	-1 +1 Disarm, +20 STR to Disarm Roll
5	<i>Lunge</i>	+1 -2 Weapon +6 DC Strike
4	<i>Parry</i>	+2 +2 Block, Abort
4	<i>Prise de Fer</i>	+1 +0 Bind, +20 STR
5	<i>Slash</i>	-2 +1 Weapon +6 DC Strike
5	<i>Takeaway</i>	+0 +0 Grab Weapon, +20 STR to take weapon away
5	<i>Thrust</i>	+1 +3 Weapon +2 DCs
8	+2 Damage Classes (already added in)	
16	<i>Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½)	0
7	<i>Radio Earpiece:</i> HRRP (Radio Group) (12 Active Points), IIF (-¼), Affected As Sight And Hearing Groups As Well As Radio	

Group (-½) 0
Lucky: Luck 3d6

Perks

- 3 Fringe Benefit: Member of UNITY
1 Fringe Benefit: Passport
5 Fringe Benefit: International Police Powers
2 Fringe Benefit: International Weapon Permit
1 Fringe Benefit: International Driver's License

Skills

- 6 *Sword Skills:* +2 with Fencing
18 *Precise Strikes:* +6 versus Hit Location modifiers with All Attacks
- 3 Acrobatics 15-
3 Acting 13-
3 Breakfall 15-
3 Bribery 13-
3 Conversation 13-
3 Criminology 12-
2 Gambling (Card Games) 11-
3 High Society 13-
3 KS: International Law & Law Enforcement 12-
2 KS: The Superhuman World 11-
2 KS: The United Nations 11-
2 KS: UNTIL 11-
3 KS: World Politics 12-
2 Language: English (fluent conversation; Spanish is native)
3 Lockpicking 15-
3 Persuasion 13-
2 PS: UNTIL Agent 11-
3 Seduction 13-
3 Sleight Of Hand 15-
3 Stealth 15-
3 Teamwork 15-
3 Tactics 12-
4 WF: Common Melee Weapons, Small Arms

Total Powers And Skills Cost: 308

Total Character Cost: 471

200+ Disadvantages

- 10 DNPC: current romantic interest, Normal, 8-
10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
10 Hunted: enemies of UNTIL 8- (Mo Pow, NCI, Capture/Kill)
10 Hunted: UNTIL, 8- (Mo Pow, NCI, Watching)
20 Psychological Limitation: Swashbuckling Thrillseeker (Very Common, Strong)
20 Psychological Limitation: Code Versus Killing (Common, Total)
5 Rivalry: Romantic, with anyone else who's romancing his current romantic interest
15 Social Limitation: Secret Identity (Valentin Arave-Robreno) (Frequently, Major)
10 Susceptibility: if involuntarily teleported, 2d6 instantly (Uncommon)
161 Experience Points

Total Disadvantage Points: 471

Background/History: Valentin Arave-Robreno was born in a small village in Mexico in 1975. His favorite thing to do was watch old reruns of “Zorro” movies and TV shows on the little black and white television set his family owned. When he wasn’t watching it on TV, he was outside acting it out, chasing his friends around the hills and forests, fencing with sticks.

Valentin grew into an extremely handsome and athletic young man who possessed a natural grace and charm to complement his physical gifts. One day when his family was in Mexico City visiting relatives, a local television executive saw him and realized he’d be perfect for a part her studio was casting in a *telenovela*. She gave Valentin her card; he, thrilled with the prospect of being on TV, stayed in Mexico City with his relatives when his family went home. Almost before he knew what was happening, he got the part!

Valentin worked in the entertainment industry for about a year. The show he was originally cast in was cancelled after a few months, but he enjoyed himself, made good money, and took the opportunity to study fencing. Other producers noticed the handsome young man and contacted him for additional roles, but he turned them all down.

Valentin quit the telenovela business because he had more going for him than just his good looks. From early puberty, he could teleport — a mutation he carefully kept hidden from his superstitious parents and neighbors. He had wondered for years what to do with this ability, and after he used it to save a young woman from being mugged one evening, he realized being a superhero would be even more fun than acting! As a newcomer with no reputation, he figured he couldn’t get a position with an established independent superteam — but he could get a job, and training, with UNTIL. He applied for UNITY’s training program at the Mexico City UNTIL base... and the rest, as they say, is history. After he completed the program with flying colors in 1998, UNTIL offered him a position on the team, gave him an armored costume, and arranged for him to study fencing with some of the world’s greatest masters of the blade. He’s having a fantastic time and gets to help people, so he couldn’t be happier.

Personality/Motivation: El Pícaro (roughly, “The Rogue”) comes across as a charming, flip, devil-may-care thrillseeker — and he is. But while his initial motivations for getting into acting and superheroing were to have fun, he does have a strong sense of duty and responsibility, and deep-down he enjoys being a hero and saving people. But why not do it with a little flair and panache?

Quote: “Ah, *señorita*, it’s a good thing for you I happened along. Stand back while I deal with these ruffians.”

Powers/Tactics: El Pícaro is a teleporter who has learned to make use of several different aspects of his power. In addition to standard movement, he

can teleport out of the way of incoming attacks (his Blink Teleport), “teleport lunge” forward so his sword ends up inside an attacker (his Teleporting Ballestra maneuver), or touch/grab someone and rapidly teleport them in and out of existence, stunning them (his Flicker Teleport). The latter power indicates that he may be able to expand his suite of abilities with other attacks and “teleportation tricks,” but so far none have manifested. Unfortunately, he suffers intense pain when someone else teleports him.

El Pícaro relies on his fencing maneuvers and Flicker Teleport in combat... but he doesn’t want to kill anyone, so he uses his sword only to target objects or to “pink” opponents in their arms and legs to disable them. He saves his Teleporting Ballestra maneuver for inanimate objects, robots, and foes too powerful to hurt any other way. He’s fond of playing tricks on his enemies (for example, using his sword to cut someone’s belt and make the target’s pants fall down).

Campaign Use:

El Pícaro is light-hearted and fun, the perfect sort of NPC hero to strike up a friendship with the PCs... or try to romance a female player character.

El Pícaro doesn’t Hunt villains individually. He only does so as part of UNTIL, when assigned to.

If El Pícaro isn’t powerful enough for your game, give him more Teleportation-based powers (see pages 227-31 of *The UNTIL Superpowers Database* for ideas) or increase the strength of the ones he already has. If he’s too powerful, remove a few Fencing maneuvers and reduce his DEX to 25 and SPD to 6.

Appearance: El Pícaro is a handsome Hispanic man in his late twenties, tall and thin with black hair and arresting brown eyes.. He wears a uniform similar to Zorro’s — cape, hat, domino mask — but in scarlet rather than black.



DR. BLACK AND DR. WHITE

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2 ½d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
15	CON	10	12-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
23	EGO	26	14-	ECV: 8
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
10	PD	7		Total: 24 PD (14 rPD)
12	ED	9		Total: 26 ED (14 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
7	REC	2		
40	END	5		
30	STUN	5		Total Characteristic Cost: 137

Movement: Running: 6"/12"
Flight: 12"/24"

Cost	Powers	END
3	<i>Different Characteristics:</i> +6 COM (White); +3 STR (Black)	
84	<i>Magic Power Pool:</i> Variable Power Pool, 60 base + 30 control cost; Magic Only (-¼) [var]	
25	<i>Shield Of Kazfiel:</i> Force Field (10 PD/10 ED), Reduced Endurance (½ END; +¼) 1	
30	<i>Unseen Wings Of Glauron:</i> Flight 12", Reduced Endurance (½ END; +¼) 1	
10	<i>Wizard's Luck:</i> Luck 2d6 0	
8	<i>Armored Costume:</i> Armor (4 PD/4 ED); OIF (-½)	
7	<i>Radio Earpiece:</i> HRRP (Radio Group) (12 Active Points), IIF (-¼), Affected As Sight And Hearing Groups As Well As Radio Group (-½) 0	

Perks

3	Fringe Benefit: Member of UNITY
1	Fringe Benefit: Passport
5	Fringe Benefit: International Police Powers
2	Fringe Benefit: International Weapon Permit
1	Fringe Benefit: International Driver's License

Skills

10	+2 with Magic Power Pool
10	+3 with Magic Power Pool; Only When Coordinating (-½)
3	Criminology 13-
29	Power: Magic 26-
2	PS: Archaeologist 11-
2	PS: UNTIL Agent 11-
2	SS: Archaeology 11-
2	SS: Anthropology 11-
3	Stealth 13-
5	Teamwork 14-
3	WF: Small Arms, Knives
3	Linguist
1	1) Latin (fluent conversation; English is native)
1	2) Hebrew (fluent conversation)
1	3) Ancient Atlantean (fluent conversation)
1	4) Irish (White); German (Black)

(fluent conversation)

3	Scholar
1	1) KS: The Academic World 11-
2	2) KS: Arcane And Occult Lore 13-
2	3) KS: Celtic Civilization (White); Atlantean Civilization (Black) 13-
2	4) KS: Herbalism (White); Astrology (Black) 13-
2	5) KS: International Law And Law Enforcement 13-
2	6) KS: Lost Civilizations 13-
2	7) KS: The Mystic World 13-
2	8) KS: Other Dimensions (White); Demonology (Black) 13-
1	9) KS: The Superhuman World 11-
1	10) KS: The United Nations 11-
1	11) KS: UNTIL 11-
2	12) KS: Witchcraft (White); Alchemy (Black) 13-
1	13) KS: World Politics 11-

Total Powers And Skills Cost: 281**Total Character Cost: 418****200+ Disadvantages**

5	Distinctive Features: Wizard (Not Concealable; Noticed And Recognizable; Requires Unusual Sense [Detect Magic])
25	Hunted: enemies of UNTIL 8- (Mo Pow, NCI, Capture/Kill)
10	Hunted: by UNTIL 8- (Mo Pow, NCI, Watching)
20	Psychological Limitation: Code Versus Killing (Common, Total)
15	Psychological Limitation: Fascination With The Occult (Common, Strong)
15	Psychological Limitation: Devoted To Each Other (Common, Strong)
15	Social Limitation: Public Identities (Steve Barstow, Judy Barstow) (Frequently, Major)
113	Experience Points

Total Disadvantage Points: 418**EXAMPLE POWERS FOR MAGIC POWER POOL**

Ethereal Form: The good Doctors use this spell to render themselves intangible, able to walk through walls and ignore most attacks... though not magic.

Desolidification (affected by magic). Total cost: 40 points.

Dagger Of Banishment: This spell severs the ties that bind a conjured demon or like being to this world, returning him to his home plane.

Dispel Summon 20d6 (60 Active Points); OAF (silver athame; -1). Total cost: 30 points.

The Lambent Lights Of Luathon: This spell creates a bright beam of light that blinds and weakens the foe.

Sight Group Flash 9d6 plus Drain STUN 1d6, Ranged (+½); Linked (-½). Total cost: 55 points.

Perceive Aura: The good Doctors can see the mystic aura that surrounds a living being, and judge from its color and fluctuations the subject's current emotional state. (See *The UNTIL Superpowers Database*, page 160, for more information on Detect Aura.)

Detect Aura (INT Roll) (Sight Group), Discriminatory. Total cost: 10 points.

Sword Of Kazfiel: The good Doctors can call upon the power of the angel Kazfiel to smite their enemies. This requires a special talisman.

Energy Blast 8d6, Armor Piercing (+½) (60 Active Points); OAF (talisman; -1). Total cost: 30 points.

Wizard's Hand: With this spell the good Doctors can move objects without touching them.

Telekinesis (30 STR) (45 Active Points); Extra Time (Full Phase; -½). Total cost: 30 points.

Wizard's Speech: This spell allows the good Doctors to read minds and communicate by thought alone.

Telepathy 8d6. Total cost: 40 points.

Background/History: Wouldn't it be neat to go to Transylvania on your honeymoon — on Halloween? Steve and Judy Barstow certainly thought so, but then again, their friends had always warned them that their interest in the occult was a little weird, even if it was purely academic. The two of them cheerfully ignored the warnings and packed their bags for what they thought would be a most ambience-filled honeymoon.

It didn't quite work out that way. They weren't wrong about the "ambience," but they hadn't expected it would involve taking a few wrong turns, getting lost in the countryside at dusk, and being kidnapped by a dark cult to be sacrificed in some bizarre ritual in a circle of standing stones on a hill-top. The cultists, for their part, hadn't expected that the being they summoned would refuse to take the sacrifices. "They are not for me," it intoned in a deep, sepulchral voice. Then it vanished. The cultists, puzzled and confused, wandered away from the site; Steve and Judy, a little in shock, stumbled down the hill and back to their car. They cut their honeymoon short and flew back home to America. They planned to forget about the incident and go back to their regular routine of being archaeology graduate students at UCLA.

It didn't quite work out that way. They quickly found that their experience had awakened in them



some odd senses and feelings. They could somehow "see" peoples' auras and learn whether they were angry, sad, or happy. Snippets of peoples' thoughts began to drift, unbidden, into their minds. One night, Steve got angry, and suddenly a thunderstorm erupted out of nowhere — and vanished almost as quickly when he calmed down.

Although their interest in the occult had been purely academic up to that point, they realized they were somehow manipulating mystic forces. They began to study magic in earnest, soon progressing from books at the university's rare book room

to tutelage under Eldritch, a San Francisco-based wizard/superhero noted for his own eccentricity. After a year and a half of studying, they became fairly proficient mages. Inspired by their mentor and their own youthful idealism, they decided to fight crime on their own in Los Angeles.

It didn't quite work out that way. After six months, they had to admit they were in a little bit over their heads. Each of them had nearly been killed several times; they'd escaped as much by luck as by their mystic powers. They decided they really needed to belong to a team, where they'd have allies to watch their backs and support them. Impressed with UNITY's record and ideals, they applied for membership, and were soon accepted (shortly after which they stopped wearing masks, a relief to both of them). They have belonged to UNITY since 1997, becoming more experienced and knowledgeable about the mystic arts — and fighting super-crime — all the time.

Personality/Motivation: Doctor Black (Steve) and Dr. White (Judy) are remarkably alike in many ways (one of the things that attracted them to each other in the first place). Although they're approaching 30, they retain the youthfulness and idealism which led them to become superheroes. Talking to them, one gets the feeling they think they can change the world single-handedly. They subscribe to the typical "Heroes' Code," refusing to take a life no matter what the circumstances (in fact, Dr. White believes they'll lose their mystic powers if they use them to kill). And, of course, they're quite devoted to one another.

They do differ, however, in their approach to superheroing. Doctor Black tries to maintain an air of mystery and "secrets man was not meant to know" about himself, because he thinks it's awe-inspiring (and really cool!). Doctor White pretty much destroys his efforts in this regard, though, because she's a kind, loving sort who has a lot of sympathy for people and finds her husband's desire to "impress" them with his power a little bit silly.

Quote: Dr. Black: "Stand back, mortal; we summon powers beyond your comprehension which will blast your sanity if you do not beware!"

Dr. White: "Oh, don't listen to him. We're just going to summon a demon is all; they're a little scary, sure, but we've got it all under control."

Powers/Tactics: Doctor Black and Dr. White are sorcerers of mid-level power — more powerful than amateurs, less powerful than wizards of extensive experience such as Witchcraft, Robert Caliburn, or Dr. Scarab. They have a lot of combat training with their

magic, though, and are highly skilled at coordinating their attacks to increase their effect. For example, one of them might cast a spell granting the other N-Ray Vision, so the other can attack a hidden target with an Ego Attack. They're trying to develop a method of "linking" their powers that makes them more powerful when they work in tandem, but as yet they have not succeeded with this (they are, however, highly skilled at Coordinating their magics).

Black and White approach combat a little differently. Doctor Black prefers grandiose spells and items, such as lightning bolts, mind control, fireballs, demon summonings, and glowing magical blades. Doctor White, on the other hand, is gentler and more subdued, opting for sleep spells, enchanted chains, and illusions. Doctor Black has also studied Atlantean elemental magics.

Campaign Use: Doctors Black and White are a good source of mystical advice and support if your group of PCs lacks a spellcaster of its own. They're not so powerful that they'll overwhelm the PCs, but they're strong enough to provide real assistance. And having two NPC heroes for the price of one might lead to some interesting story possibilities.

The good Doctors don't Hunt villains individually. They only do so as part of UNTIL, when assigned to.

If Dr. Black and Dr. White aren't powerful enough for your game, increase the size of their Variable Power Pools, or give them more out-of-Pool powers (like their Force Field and Flight) to free up Pool points for other things. You could also broaden the scope of their abilities, perhaps giving one of them some Martial Arts or a special enchanted item. If they're too strong, reduce the size of their VPPs.

Appearance: Dr. Black is six feet tall with a trim, muscular build. He wears an all-black, long-sleeved, mid-thigh-length tunic (which he ties with a scarlet sash), black leggings, and black boots. He also wears a black cape with a scarlet lining and a high, ornate collar. He is clean-shaven, and confines his short black hair with a golden headband that his foes sometimes mistake for a Focus. He wears no gloves.

Dr. White is 5'9" tall with long blonde hair. Her costume is similar to her husband's, except that it's white, her belt sash and headband are royal blue, and her tunic has a V-shaped décolletage to accentuate her figure.

MYRMIDON

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
26	DEX	48	14-	OCV: 9/DCV: 9
30	CON	40	15-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
18	PRE	8	13-	PRE Attack: 3½d6
20	COM	5	13-	
18	PD	10		Total: 30 PD (30 rPD)
18	ED	12		Total: 30 ED (30 rED)
6	SPD	24		Phases: 2, 4, 6, 8, 10, 12
14	REC	0		
60	END	0		
50	STUN	0		Total Characteristics Cost: 192

Movement: Running: 9"/18"
Swimming: 4"/8"

Cost Powers **END**

- 31 *Magical Spear:* HKA 2½d6 (5d6+1 with STR); OAF (-1) **plus** Ranged (+½) for HKA 5d6+1; OAF (-1), 1 Recoverable Charge (-1¼), Range Based On STR (-¼) 4/[1rc]

Martial Arts: Boxing/Wrestling

	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Jab	+0	+2	10d6 Strike
5	Hook	-2	+1	12d6 Strike
3	Grapple	-1	-1	Grab Two Limbs, 50 STR for holding on
3	Slam	+2	+1	8d6 Strike; You Fall, Target Falls
25	<i>Warrior's Eye:</i> Find Weakness with Boxing/Wrestling 12-			0
16	<i>Magical Breastplate and Helmet:</i> Armor (12 PD/12 ED); Activation Roll 12- (-¾), OIF (-½)			0
18	<i>Tough Skin:</i> Damage Resistance (18 PD/18 ED)			0
5	<i>Well-Protected:</i> Lack Of Weakness (-5) for Resistant Defenses			0
14	<i>Quick Healer:</i> Healing BODY 2d6 (Regeneration; 2 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn; -1¼), Self Only (-½)			0
6	<i>Speedy:</i> Running +3" (9" total)			1
2	<i>Swift Swimmer:</i> Swimming +2" (4" total)			1
15	<i>Favored by the Gods:</i> Luck 3d6			0
7	<i>Radio Earpiece:</i> HRRP (Radio Group) (12 Active Points), IIF (-¼), Affected As Sight And Hearing Groups As Well As Radio Group (-½)			0

Perks

- 3 Fringe Benefit: Member of UNITY
1 Fringe Benefit: Passport
5 Fringe Benefit: International Police Powers
2 Fringe Benefit: International Weapon Permit
1 Fringe Benefit: International Driver's License

Skills

- 9 +3 with Boxing/Wrestling Martial Art
4 +2 OCV with Spears
3 Acrobatics 14-
3 Breakfall 14-
3 Climbing 14-
3 Concealment 12-
3 Criminology 12-
4 Gambling (Board Games, Dice Games) 12-
3 KS: UNTIL 12-
3 KS: International Law And Law-Enforcement 12-
2 KS: The Superhuman World 11-
2 Language: English (fluent conversation; Greek is native)
1 Language: Turkish (basic conversation)
2 Navigation (Marine) 12-
3 PS: UNTIL Agent 12-
3 Streetwise 13-
2 Survival (Marine) 12-
3 Teamwork 14-
3 Trading 13-
5 TF: Large Motorized Boats, Large Wind-Powered Boats, Small Motorized Boats, Small Rowed Boats, Small Wind-Powered Boats
4 WF: Blades, Javelins and Thrown Spears, Polearms and Spears, Sling

Total Powers And Skills Cost: 238

Total Cost: 430

200+ Disadvantages

- 20 Hunted: enemies of UNTIL 8- (Mo Pow, NCI, Capture/Kill)
10 Hunted: Oidon (The Singer) 8- (As Pow, Harshly Punish)
10 Hunted: by UNTIL 8- (Mo Pow, NCI, Watching)
15 Psychological Limitation: Firm Believer In The Ideals Of The UN (Common, Strong)
15 Psychological Limitation: Hates Bullies And Protects The Weak (Common, Strong)
10 Psychological Limitation: Flirtatious (Common, Moderate)
5 Rivalry: Professional, with other European bricks
145 Experience Points

Total Disadvantage Points: 430

Background/History: Theron Nikiloudis was a professional fisherman, boat pilot, and tour guide working the Dodecanese Islands in 1995. A child in one of his tour groups got separated from his family and wandered into some long-unexplored caves on the island of Kalimnos. Nikiloudis tracked the little fellow down, but while making his way back to the surface found a strange chamber. In the chamber was what appeared to be an altar to some unknown god, upon which rested a bronze breastplate, helmet and a short spear. When Nikiloudis touched the armor, a wave of mystical energy washed over him, and he felt himself transformed, his body resculpted into near-perfection. Somehow, at a subconscious level, he knew he'd



been selected by ancient forces to become a protector — not just of his native Greece but the whole world, against the powers of darkness and decay.

But Greece itself provided little challenge for a prospective superhero. Nikiloudis, who took the name *Myrmidon* after Alexander the Great's warriors, offered his services to the United Nations so he could battle evil on a grander scale (as well as see the world, eat in the finest restaurants and charm the world's loveliest women, in just about that order). Since joining UNITY, Myrmidon has become great friends with El Pícaro; the two are regular fixtures on the international social scene.

Personality/Motivation: Myrmidon is a brave fighter, calmly and quietly devoted to the defense of the world against evil, particularly the magical kind. He acts with an enviable sense of the rightness of his mission, and supports his superiors both in UNITY

itself and the UN as a whole because he assumes they're also forces of good. He would consider it the worst kind of betrayal if he ever found any sign of corruption within the UN.

Although he's calm and matter-of-fact about his mission, Myrmidon makes sure he has plenty of time to devote to the "finer things in life" — such as gourmet food, good music, and beautiful women. He's nothing but respectful to the succession of lovely ladies he passes time with, but his delight in variety itself will probably keep him from settling down any time soon.

Quote: "Ah, my dear, you worry too much. Listen, as soon as we've dealt with these disagreeable men, will you join me for dinner?"

Powers/Tactics: Myrmidon is a mid-level brick, with less pure strength and more agility and fighting skill than most. Though he's the team's point man in most attacks, he's not the sort of muscleman to stand toe-to-toe with an opponent; he prefers to use his enhanced dexterity to his advantage, moving continuously until his Warrior's Eye finds a weak point and he can deliver a devastating blow. His magical armor grants him a fair amount of protection, but since it leaves so much of his body uncovered he prefers to dodge or otherwise avoid large attacks rather than trust to it.

If his strength and fighting skills alone won't cut it, Myrmidon relies on his enchanted spear. He's extremely reluctant to use it against living foes, but happily wields it against robots, the undead, walls, vehicles, and the like. He can even throw it, though retrieving it in the heat of battle may prove difficult.

Campaign Use: Myrmidon, like El Pícaro, works best when he interacts with the PCs on a friendly level, possibly in a good-natured rivalry or as a suitor for a superheroine. He's too kind-hearted to get involved in grudges with other heroes.

Myrmidon doesn't Hunt villains individually. He only does so as part of UNTIL, when assigned to.

If you want to make Myrmidon more powerful, raise his STR (to 50 or even 60) and increase a few of his other physical Characteristics proportionately. You could also give him more enchanted weapons, or even a mystic shield. If he's already too tough, reduce (or get rid of) his spear.

Appearance: Myrmidon stands about 6'3"; he has curly black hair and handsome features. He wears a bronze breastplate and occasionally a full helmet (the sort with a t-shaped opening in the face and a literal pony-tail of horse hair tied to the top). The rest of his suit has been designed to match his magical accouterments; he wears a mitre belt of hanging leather strips and ring mail, plus knee-to-ankle greaves and sandals. He carries a spear about four feet long, with a mystical bronze tip that never dulls or bends.

THE FUTURE SOLDIER PROGRAM

In the early 1980s, UNTIL decided to try its hand at something VIPER and certain rogue factions of the United States government had been attempting to do for years: “manufacturing” superheroes. Dubbed the “Future Soldier Program,” or FSP, the project was part of the OSR, although virtually all of the work was done by the Technical Corps. Under the leadership of Dr. Bohuslav Strasky, the TC took volunteer agents to a secret base in Austria and subjected them to a battery of tests, then injected them with sera, bathed them with radiation, and attempted to enhance their DNA with bioengineering.

It didn't work. The treatments reduced subject after subject to madness or permanent disability. After two years, the Program finally had one success — Paolo “Gladiator” Buanarollo. TC scientists suspect the FSP succeeded with Gladiator because he was a latent mutant, though no mutations showed on his initial testing and he does not register as a mutant when tested today. The TC has been unable to duplicate the results it obtained with Gladiator. Because of its inability to show results, Secretary-Marshall Martinez scrapped the FSP about three years after it got started.

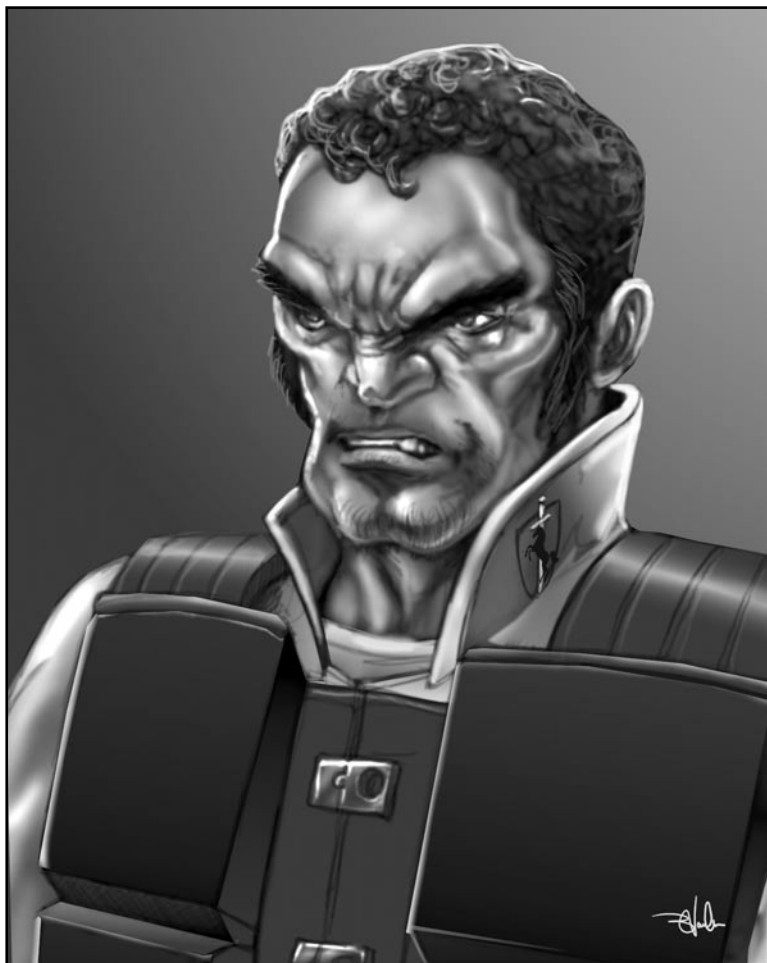
In 2003, Dr. Strasky began to campaign for new funding for the project. He feels that in light of recent advances in genetics and bioengineering, the Program can now succeed where once it failed. He paints for the eyes of the Field Marshall a picture of squads of agents with superhuman strength and reflexes demolishing VIPER teams many times their size. As yet, the Field Marshall has refused to present the proposal to the Secretary-Marshall, but some agents predict it's only a matter of time before he does so.

GLADIATOR

Val	Char	Cost	Roll	Notes
30	STR	20	15-	200 kg; 6d6 HTH [3]
26	DEX	48	14-	OCV: 9/DCV: 9
22	CON	24	13-	
12	BODY	4	11-	
15	INT	5	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	13-	
12	PD	6		Total: 20 PD (13 rPD)
10	ED	6		Total: 18 ED (13 rED)
5	SPD	14		Phases: 3, 5, 8, 10, 12
10	REC	0		
44	END	0		
40	STUN	2		Total Characteristic Cost: 149

Movement: Running: 11”/22”
Leaping: 10”/20”
Swimming: 2”/4”

Cost	Powers	END	
53	<i>U-KTF Blaster Assault Rifle:</i> Energy Blast 10d6, Autofire (5 shots; +½), 2 clips of 32 Charges each (+½); OAF (-1) plus +1 OCV; OAF (-1) plus +1 versus Range Modifier; OAF (-1)	[32]	
6	<i>Rifle-butt Club:</i> HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)	1	
30	<i>U-SHL Blaster Pistol:</i> Energy Blast 8d6, 2 clips of 32 Charges (+½); OAF (-1)	[32]	
10	<i>UB-1 Battle Knife:</i> HKA 1d6 (2d6 with STR), Reduced Endurance (0 END; +½); OAF (-1), No Knockback (-¼)	0	
	<i>Martial Arts: UNTIL Combat Training Plus</i>		
	Maneuver OCV DCV Notes		
4	Block	+2 +2	Block, Abort
4	Disarm	-1 +1	Disarm, 50 STR
4	Dodge	— +5	Dodge, Affects All Attacks, Abort
4	Choke	-2 +0	Grab One Limb, 3d6 NND(2)
4	Escape	+0 +0	55 STR vs. Grabs
5	Kick	-2 +1	12d6 Strike
4	Knifehand	-2 +0	HKA 2d6
4	Punch	+2 +0	10d6 Strike
4	Restrain	-1 -1	Grab Three Limbs, 50 STR
3	Throw	+0 +1	8d6 + vel/5; Target Falls
8	+2 Damage Classes (already added in)		
5	<i>Future Soldier Toughness:</i> Damage Resistance (5 PD/5 ED)		0
16	<i>Armored Uniform And Helmet:</i> Armor (8 PD/8 ED); OIF (-½)		0
6	<i>Helmet Communications Uplink:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)		0
5	<i>Helmet Flare Compensation:</i> Sight Group Flash Defense (8 points); OIF (-½)		0
5	<i>Helmet Noise Compensation:</i> Hearing		



	Group Flash Defense (8 points); OIF (-½)	0
7	<i>Helmet Oxygen Supply:</i> Life Support (Self-Contained Breathing); OIF (-½), 1 Continuing Fuel Charge Lasting 1 Hour (-0)	[1cc]
10	<i>Future Soldier Swiftess:</i> Running +5" (11" total)	1
4	<i>Future Soldier Leaping:</i> Leaping +4" (10" total)	1
11	<i>U-M3 Mini-Flashlight:</i> Sight Group Images, +4 to PER Rolls, Reduced Endurance (0 END; +½); OAF (-1), Only To Create Light (-1)	0
5	<i>Light Horse Training:</i> +1 SPD; Only For Piloting Aircraft (-1)	0
10	<i>Born Lucky:</i> 2d6 Luck	0

Perks

9	Fringe Benefit: UNTIL Rank: Captain; commander of UNTIL Light Horse
1	Fringe Benefit: Passport
5	Fringe Benefit: International Police Powers
2	Fringe Benefit: International Weapon Permit
1	Fringe Benefit: International Driver's License
39	Vehicle: UNTIL Jet-Cycle (see page 110)

Talents

2	<i>Helmet Chronometer Readout:</i> Absolute Time Sense; OIF (-½).
2	<i>Helmet GPS Unit:</i> Bump Of Direction; OIF (-½).

Skills

2	+1 with U-KTF Blaster Assault Rifle
4	+2 with U-SHL Blaster Pistol
10	+2 with Hand-To-Hand Combat
3	Bureaucratics 13-
3	Criminology 12-
3	Combat Piloting 14-
3	High Society 13-
2	KS: International Law And Law Enforcement 11-
2	KS: UNTIL 11-
2	KS: The United Nations 11-
2	KS: World Supervillains 11-
2	KS: World Politics 11-
2	Language: English (fluent conversation; Italian is native)
3	Navigation (Air) 12-
3	Persuasion 13-
2	PS: UNTIL Agent 11-
2	PS: UNTIL Jet-Cycle Maintenance And Repair 11-
3	Stealth 14-
3	Streetwise 13-
3	Tactics 12-
3	Teamwork 14-
1	TF: UNTIL Jet-Cycle
4	WF: Small Arms, Knives, Shoulder-Fired Weapons

Total Powers And Skills Cost: 359

Total Character Cost: 508

200+ Disadvantages

5	Distinctive Feature: UNTIL uniform (Easily Concealable)
15	Hunted: specific villain of GM's choice 8- (As Pow, Kill)
20	Hunted: enemies of UNTIL 8- (Mo Pow, sometimes NCI, Capture/Kill)
10	Hunted: UNTIL 8- (Mo Pow, NCI, Watching)
15	Psychological Limitation: Loyal To UNTIL And Its Ideals (Common, Strong)
15	Social Limitation: Public Identity (Paolo Buanarollo) (Frequently, Major)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
208	Experience Points

Total Disadvantage Points: 508

Background/History: Paolo Buanarollo comes from a wealthy Italian family; his father, and his father before him, and his father before that, were *armatores* — arms manufacturers and dealers. The family's shrewd dealings and quality products had made them all multimillionaires long before Paolo was born.

Paolo didn't lack for anything as he grew up, but unlike other rich kids, he didn't become spoiled — he became resentful. Call it adolescent rebellion if you will, but he grew angry that he was *given* everything, that he never seemed to accomplish anything on his own. It didn't help matters that the source of all this wealth — arms dealing — was one

he found repugnant. His family members put up with his “pacifist” tirades, certain that after he finished school, he’d come around and join the family business.

They couldn’t have been more wrong. When he finished college, Paolo did the last thing they expected — he joined UNTIL. Instead of working to sell weapons in an ever more violent world, he decided to do something to make Earth a better, more peaceful place instead. His family, disgusted by this turn of events, disowned him and has refused to talk to him since then.

Paolo threw himself into his UNTIL training with zeal, knowing that here everything he accomplished would be his own personal triumph; no one would give him anything. He excelled at both the academic and military aspects of the training. Upon graduation he was posted to a UD team at UNTIL Headquarters in New York City.

Paolo performed his duties so well that he was quickly promoted through the ranks; his heroism, honor, and good nature were noted by everyone he worked with. Shortly after he became a Lieutenant, he was selected to retrain to join the UD’s elite “Light Horse” program. He spent several years with the Light Horse, where he continued to distinguish himself.

One fateful day, scientists from the Technical Corps contacted him with an offer. They had recently initiated a “super-soldier” experiment called the Future Soldier Program. Based upon their analysis of his medical and service records, they thought he’d make a perfect subject for the FSP. While they couldn’t promise him anything, they did tell him that if the treatments succeeded, he would possess low-level superpowers.

This offer appealed to Paolo; here was a chance to *really* show what he could do on his own — no one could help him with this, he’d either succeed or fail on his own merits. He accepted their offer and was transferred to a TC facility in California. He spent the next six months being injected with chemicals, exposed to radiation, and put through a special exercise regimen.

And it worked! Paolo emerged from the FSP much stronger, faster, and more durable than a typical human being. He wasn’t able to go toe-to-toe with full-fledged superhumans, but he could take on an entire UNTIL squad hand-to-hand and thrash them soundly. He discovered, to his amazement, that he was the *only* success the FSP had ever had. The scientists had never told him of all their previous failures, many of whom had committed suicide rather than live with their deformities and pain. One of them, Viktor Zatopek, had escaped the TC facility and was still at large.

Grateful for whatever factor had made him the FSP’s sole success story instead of another statistic, Paolo began re-training, teaching his body to adapt to its new abilities. Although the original intent was to form special squads of FSP “graduates,” Paolo was the only Future Soldier, so UNTIL allowed him to return to the Light Horse. He took the name

“Gladiator” as his *nom du guerre*. Eventually he became the *de facto* leader of the elite flying squad.

Personality/Motivation: Outwardly, Paolo is “a big, powerful Boy Scout” (as one reporter described him) — friendly, brave, polite, honorable, loyal to UNTIL, always willing to help people. He spends a lot of his spare time volunteering with various charities.

But inwardly, the story is somewhat different. Paolo has learned to hide his emotions and always present a cheerful face to the world. He never shows anger, sadness, jealousy, or other negative emotions, preferring to keep them bottled up inside. He is still very hurt over the way his family turned its back on him, for example, but no one has ever heard him talk about it. UNTIL psychologists realize he’s repressing a lot of unhealthy emotions, and that this could have negative consequences, but because this problem has not yet interfered with the performance of his duties in any way, the doctors have not dealt with the situation.

Quote: “Corporal Bindakar, I want you and two of the men to fly around to the northern side of the building. Be prepared to begin the assault from that position on my signal.”

Powers/Tactics: Gladiator has standard UD Light Horse training — but in addition to that, he possesses certain abilities that set him head and shoulders above a typical UNTIL agent. He is much stronger, faster, and more resistant to injury than a normal human being. He can lift over a ton effortlessly, run at approximately 40 miles per hour for extended periods, and resist the effects of small-caliber firearms without injury. He carries the normal complement of UNTIL agent equipment and uses standard UNTIL agent tactics.

Campaign Use: Gladiator is a way to give an UNTIL squad a little “oomph” if you want it to perform better than average. Since he’s superhuman, he might also be a prospective romantic partner for a superheroine.

Gladiator doesn’t hunt villains individually. He only does so as part of UNTIL, when assigned to.

If you want to make Gladiator more powerful, turn him into a full-fledged “brick” — increase his STR to 40 or more, heighten his defenses, and so forth. (You may need to rein in his Martial Arts in this case; he doesn’t need Extra DCs if he’s got +10 or more STR.) If he’s too tough, reduce (or remove) his Damage Resistance, and get rid of some of his Martial Maneuvers and Extra DCs.

Appearance: Gladiator is 6’2” tall and weighs 250 pounds; he has a muscular, athletic build. His hair is short, black, and curly; his eyes are brown. He wears the UNTIL Light Horse uniform in an unusual color scheme: gold and royal blue, instead of white and navy blue. His identifying patch is also different: the typical Light Horse rearing black stallion is set over a down-pointing silver sword.

chapter seven:

Erik



GAMEMASTERING UNTIL

UNTIL CAMPAIGNS



This section describes how to integrate UNTIL into existing *Champions* campaigns (and other types of games), and how to design and run an UNTIL-oriented campaign in a variety of genres.

CHAMPIONS

As an organization originally designed for *Champions* campaigns, UNTIL is more likely to show up in a superhero milieu than any other. Depending on the nature of the campaign, UNTIL may be an ally or patron of PC superheroes, their enemy, or a neutral force.

UNTIL As Ally Or Patron

The standard role for UNTIL is as a support group and ally for the PCs in a superhero campaign. Since UNTIL's primary role is identical to that of most superheroes — combating supervillainy — the alliance is a natural one. UNTIL recognizes that superheroes are often the most capable means of fighting supervillains. Its official policy under both of its Secretaries-General has been to encourage right-minded superheroes, to work with them as closely as seems prudent, and to render them reasonable assistance if possible.

Therefore, a majority of campaigns will likely use UNTIL as an occasional ally on the battlefield, supplier of materiel and information, cleaner of the devastation resulting from a pitched battle with Gravitar, occasional plot complication, and every so often somebody to get trounced by a villain before the heroes arrive on the scene (so you can demonstrate how tough the bad guy is). UNTIL used this way adds depth to a campaign world, especially when you want to refer to events happening outside of the sphere of a team of PC superheroes without crowding your campaign setting with an unwieldy number of NPC superhumans. Since UNTIL is powerful enough to be both useful and effective, your PCs can rely on it as a "backup team" when they're otherwise engaged... but at the same time, UNTIL's not so powerful that it overshadows the PCs or makes them wonder why UNTIL isn't handling a given problem instead of them.

Another option is for heroes to directly ally themselves with UNTIL, either by getting sponsorship through the SLP (page 136) or by working directly for the UNTIL as part of UNITY. In this case, UNTIL and the UN become patrons, providing funding, expertise, equipment and information to a hero team while adding layers of bureaucracy

for you to hobble the PCs with. UN red tape makes an excellent recurring plot device, but beware of using it too often; while it's perfectly in genre for PCs to occasionally jump through procedural hoops and deal with bottom-line-obsessed managers, in the end the game should be fun, and many players will be disappointed if they spend their whole week dealing with mountains of paperwork in their day jobs, only to find themselves roleplaying dealing with mountains of paperwork on Game Night.

In any event, UNTIL doesn't work with or provide assistance to superheroes at those heroes' whim or upon demand. It insists on a sort of *quid pro quo* with the heroes it helps. For heroes who only request help occasionally, this usually means they have to provide UNTIL with information it wants, help UNTIL out when UNTIL requests, it volunteer for research projects into the nature of their powers, and so forth. This is an excellent ongoing source of plot ideas and devices, as UNTIL calls the team in to help when villains escape from the Guardhouse or a laboratory experiment goes horribly awry.

The ultimate use of UNTIL as a patron agency is to have the PCs all join UNITY. Either they replace the members listed in Chapter Six in your campaign, or they become a second team. PCs can play heroes from around the world, located in a UN facility anywhere you see fit, doing whatever UNTIL needs them to do. In campaigns like this the breadth of UNTIL's operations comes to the fore, as bases around the world uncover events mere agents can't cope with — and the heroes can draw on the vast resources of the United Nations, from the *Aegir* to GATEWAY and beyond, in support of their adventures.

UNTIL Agents As PCs

The other "standard" use for UNTIL in a superheroic campaign setting is for the players to play actual UNTIL agents, doing their part in the ongoing war against supervillainy. At first, this seems counterintuitive; after all, in a world where superheroes exist, who wants to play an ordinary, albeit well-trained and outfitted, agent?

There are two ways to go about this. If UNTIL has a base near your PC superhero team's base, probably the Field Commander and several agents and technicians have had speaking parts or played small roles in your stories. An adventure or mini-campaign featuring those characters as PCs might be a nice change of pace (and help flesh out those characters' personalities and raise their profiles in

SECRET AGENTS

It's possible for a character to be an agent or other employee of UNTIL in his Secret Identity, but this is tough to pull off. UNTIL can send its agents anywhere in the world at a moment's notice, and an agent who doesn't turn up for work on a regular basis or keeps sneaking out of his barracks at night will eventually draw attention. On the other hand, a clerk in UNTIL's Administrative Offices in Manhattan would have access to a wide range of reports about supervillain activity, and with sufficient superspeed to slip away occasionally, just might be able to pull it off. ("Where's Private Jones? You know, she never seems to be around when Power Woman shows up...")



UNTIL AS ORIGIN

A slightly more oblique use of UNTIL in a superhero campaign is to have it serve as the common origin for a superhero team. Perhaps all the PCs result from a rebuilt and slightly rethought Future Soldier Program, and therefore have heightened physical abilities, or even other beneficial mutations (*i.e.*, pretty much any superpower a player wants his character to have). UNTIL might organize the heroes into a UNITY team, or follow Dr. Strasky's original plan and make them a unique fighting squad of their own. Even low-level powers, when combined with full UNTIL agent training and equipment, could make such a force imposing indeed.

Alternately, perhaps an existing squad of agents has a classical "radiation accident" in the field

the campaign). Conversely, the roleplaying challenge of playing lower-powered agents trying to bring order to a high-powered world for an extended single adventure might appeal to the players. Or, you may just have written a really neat story that happens to feature the agents of Moonbase Serenity or the NAUTILUS Undersea Base. A nice twist might be a multi-part scenario in which a team of UNTIL agents uncovers some menace in Part One, then turns the situation over to the superheroes in Part Two.

Another sort of campaign uses the Champions Universe as a background setting for a game in which teams of UNTIL agents take on threats a little more their size, like VIPER, terrorists and low-powered supervillains. This keeps the Champions Universe available as a resource for setting and ideas, while allowing the agent PCs not to feel overshadowed on a regular basis. See *Commando Hero*, below, for more information.

An "UNTIL Agents" campaign might begin at recruitment, where all of the PCs meet each other for the first time just before their induction ceremonies at Port Hedland or some other training base. The first games focus on the training process, as UNTIL molds the PCs into shape for the missions ahead. If a few things go wrong and adventures result, this gives the PCs a chance to shine on their own merits, before they fully learn their UNTIL skills and have access to the complete UNTIL arsenal.

In these sorts of campaigns, the primary threats are usually superhuman, and built on a Superheroic scale. Unless the GM decides otherwise, players should build UNTIL Agent PCs

according to the Superheroic guidelines, which means paying Character Points for their own equipment, but forbid them to buy outright superpowers.

UNTIL As Enemy

UNTIL functions as an enemy for any group of superheroes that breaks the law in such a way that UNTIL feels it necessary to "bring them in." This could occur because of an accidental killing in combat that looks deliberate, an ongoing pattern of vigilante-esque lawbreaking, a frame job pulled by a hero's arch-nemesis, or the like. In some cases superheroes who fight crime without a "license" or "sanction" of some sort are considered lawbreakers, and thus become targets of UNTIL.

UNTIL AS A HUNTED

UNTIL is *not* a good enemy (*i.e.*, a Hunted, whether the PCs receive points for it) for a group of superheroes to have. Between its numerous agents, high-tech equipment, investigative resources, and tactical sophistication, UNTIL is capable of eventually taking down just about any group of superhumans — especially if the group (or members of that group) have weaknesses UNTIL can learn about and exploit. UNTIL also has extensive Non-Combat Influence (NCI) as well; it can harass enemy superheroes in many ways other than just sending squads of agents after them. UNTIL doesn't just fight — it fights *smart*, so it uses every "weapon" at its disposal, not just blasters. Detective work often accomplishes a lot more than attacking, where superhumans are concerned.

If taken as a Hunted, UNTIL is worth 20 (8-), 25 (11-), or 30 (14-) Character Points because of its NCI. This assumes UNTIL wishes to imprison or otherwise harshly punish the heroes, which it usually does. If its intentions are less severe (deportation, questioning, forced recruitment, confiscation of possessions, interrogation), then subtract 5 points from the totals listed above. But don't forget that many UNTIL agents are sympathetic to superheroes, even those labeled "outlaws," and may not always work their hardest to capture them. The right agent looking the other way at just the right time gives almost any superhero team the chance to slip away to fight crime another day.

UNTIL might also serve as a patron to "unwilling" characters drafted into service for the United Nations. In a campaign inspired by DC's *Suicide Squad* comic book, the players might be *supervillains*, or at least a mixed bag of superpowered misfits with no place left to go. UNTIL offers them a deal: commutement of their sentences (or the like) in exchange for performing a few "little jobs" the UN can't use its public superheroes for, or a mission so obviously suicidal that it doesn't make sense to risk anybody except a few costumed criminals nobody will miss anyway.

UNTIL As A Neutral Force

UNTIL should rarely, if ever, be encountered as a neutral element in the campaign, since this offers few dramatic possibilities. If UNTIL doesn't really care about the heroes, why bother bringing it into the game?

On the other hand, if UNTIL takes a position of neutrality toward the PCs, you have the freedom to bring UNTIL in as either friend or foe, depending on the current situation, the needs of the story, and the actions of the heroes. This can turn UNTIL into a valuable storytelling tool for you, if you handle it properly. If you choose this route, you have to come up with a coherent and consistent set of motivations for UNTIL that explain its actions towards the heroes. Maybe UNTIL as a whole likes the PCs, but a few highly placed, powerful agents dislike them. This creates an overall neutral stance towards the group, but one which can shift depending on who's in charge of a particular situation. Maybe some rogue agents hate the PCs and start a vendetta against them, inspiring other agents to help the PCs! This could lead to a virtual civil war among the ranks of UNTIL, creating lots of plot hooks.

Other Possibilities

Other ways you might use UNTIL in a *Champions* campaign include:

UNTIL AS EARTH'S BEST HOPE

In this campaign style, there are no superheroes, or at least none of the stature of most supers in the Champions Universe. Few (if any) beings have supernormal abilities at all, and those who do almost inevitably turn against society in some way, becoming monsters or trying to take over the world. Standing alone to defend society from the masterminds, killers, and alien creatures from beyond the stars, UNTIL agents use their brains, brawn, and scads of expensive weapons in the name of Humanity.

This framework provides a setting for a whole range of stories. In the absence of actual superheroes, UNTIL agents become the foremost heroes of Earth. Whether battling multibillionaire madmen planning to extort the governments of the world with stolen nuclear devices (on the semi-realistic end of the spectrum) or mind-controlling satellite lasers (on the more cartoonish end), small teams of agents travel undercover to various scenic locales to gather clues, seduce enemy henchmen, and play baccarat. Then they exchange their tuxedos for navy-and-white UNTIL uniforms, sneak around in the dead of night, and have climactic firefights in underground bases, always remaining shaken but not stirred. IC Agents come into their own in this kind of setting, but pretty much any agent type can find plenty to do. With a few modifications, VIPER makes an excellent recurring foe in this sort of story, playing SMERSH to UNTIL's MI-5.

If international villainy and intrigue aren't your cup of tea, perhaps instead UNTIL's primary

Continued from last page

— they're exposed to strange alien rays emitted by a crashed UFO's dying warp engine, weird radioactive chemicals spilled during a major super-battle, or a fiendish villain's Super-Henchman Generating Device (Pat. Pending). This leads to a different, but equally interesting, campaign dynamic.



UNTIL THROUGH THE AGES

Golden Age: Generally speaking, UNTIL isn't appropriate for a Golden Age Champions campaign, since the Golden Age largely predates the founding of the UN (and in the Champions Universe timeline, definitely predates the founding of UNTIL). By altering history, you could bring UNTIL into a Golden Age game. In this case, UNTIL's equipment and uniforms would have a more Golden Age look, and it would have fewer types of agents. Most agents would belong to the Urban Division and would function as a sort of "Science Police," fighting not just supervillains but alien invaders, weird monsters created or unleashed by atomic experiments, and so forth.

Silver and Bronze Ages: As presented in this book, UNTIL belongs to the Silver and Bronze Ages. Its "feel" comes from those eras, with each individual GM emphasizing "Silveriness" or "Bronziness" as he pleases. No real changes are needed for these Ages.

Iron Age: An Iron Age UNTIL would be much like the UNTIL described in the text for *Dark Champions* campaigns, but would still fight supervillains instead of normal criminals. Agents would carry blasters built as RKAs instead of EBs, their uniforms would be darker, and their crimefighting methods would be more "realistic" and tactical. The organization itself would be much more prone to corruption, nepotism, and bureaucratic infighting; in many scenarios the PCs might find themselves struggling (albeit nonviolently) against their superiors and fellow agents as much as against supercriminals and VIPER.

purpose is the defense of Earth itself against outsiders, be they marauding alien monsters, interdimensional armies, hidden undersea races, or other such anomalies. You can send scientific and investigative PC types to chase after reports of alien abductions, while more militaristic squads spearhead Earth's defense against a slightly scaled-down version of Istvatha V'Han. Or UNTIL might become a *secret* organization, simultaneously fending off aliens while keeping the public from learning about the true nature of the universe.

UNTIL AS THE BAD GUYS

In a world where the United Nations is a malevolent organization bent on squashing the freedoms of private citizens around the world, UNTIL itself can very easily become the main adversary — a sort of VIPER with different-colored uniforms and more up-front legitimacy. In this game, the PCs can be Heroic-level rebels staging daring raids and attempting to overthrow the One World Government and its oppressive agents, or superheroes in a mini-campaign after a powerful villain has brainwashed all of UNTIL into a force for evil. Or maybe UNTIL itself is a more secretive organization, controlling the world by playing master puppeteer behind the scenes. Better start checking the tabloids for clues and lining your mask with tinfoil to thwart the orbital mind-control lasers.

UNTIL IN OTHER GENRES

As always, the possibilities of the *HERO System* are limited only by your own imagination. You don't have to restrict UNTIL to the realm of superheroic play. Here's how you might find use for the agency in other genres.

Commando Hero

As described in *VIPER: Coils Of The Serpent*, *Commando Hero* campaigns pit well-equipped Heroic-level agents against costumed villains — but the costumed villains generally don't have superpowers, they're just the leading agents of organizations like VIPER and ARGENT. (The "UNTIL as Earth's best hope" campaign can also fit into this genre.) *Commando Hero* campaigns emphasize action over espionage, assault over stealth; while an adventure may begin with an investigation, nearly every scenario ends with a daring raid and firefight against heavily-armed enemies. Both sides employ elite fighters wielding weapons and gear that tend toward the futuristic rather than realistic (in some cases *considerably* more so), and if superhumans exist, they're both very low-powered and generally evil, since *Commando Hero* campaigns celebrate the spirit of humanity rather than superhumanity.

Campaign Guidelines

A typical *Commando Hero* campaign features Powerful or Very Powerful Heroic characters, built on 100-125 Base Points plus up to 100-125 Charac-

ter Points from Disadvantages. The Normal Characteristic Maxima rules apply, and characters typically don't buy superpowers, but they also don't have to pay Character Points for the gobs of cool weaponry and gear they use. Most agents of note (including all the PCs) have Hollywood military-style codenames, such as Duke, Tex, Specs, Wolf, or Blitz.

In most *Commando Hero* campaigns, typically characters don't have Codes Versus Killing, but somehow the fighting action seems to result in a lot of unconscious enemies rather than dead ones. Thus, Normal Damage attacks are the rule rather than the Killing Damage attacks common to *Dark Champions*-style UNTIL games (see below).

Equipment

The sidebar on page 78 discusses UNTIL's basic procedures and regulations regarding equipment requisition. Those guidelines generally apply in an UNTIL-based *Commando Hero* campaign, but some GMs may prefer more hard-and-fast rules about how much equipment a character can carry at one time. In that case, you can use the following restrictions; feel free to adjust the numbers up or down depending on the tone you want for the campaign.

An UNTIL agent can carry the following amount of equipment when going into the field for a combat mission:

—Weapons: 150 Active Points' worth

—Defensive Gear: 30 Active Points' worth (in addition to Standard Uniform and Helmet)

—Miscellaneous Gear: 40 Active Points' worth

For missions that aren't combat-oriented, reduce the suggested point totals by half or more. "Formal gunwear" isn't appropriate for every situation, after all.

Cyber Hero

A *Cyber Hero* UNTIL campaign would probably look much like a *Dark Champions* one (see below), or perhaps the "Earth's Best Hope"-style campaign described above. However, the game will focus on hacking, penetration of secure sites, and puttering around in cyberspace as much as it will on firefights and forensic investigation. Traditionally, governments in Cyberpunk stories are corrupt and Orwellian (to the extent they have any power at all compared to private corporations), so the nature of the agents' employment, and how much trust they can place in their superiors, should be a major campaign theme.

Dark Champions

The primary changes for UNTIL in a *Dark Champions* campaign relates to tone instead of setting. UNTIL remains a multinational crimefighting organization, but one rife with corruption and political infighting that makes it considerably less effective. The United Nations is generally weak and ineffectual — it's hampered by the need to debate

everything incessantly, the wielding of veto powers in the Security Council, and Third World states' use of numbers to manipulate the political process.

The enemies, too, are different. There are no superhumans, at least not in the usual *Champions* sense of the term (there might be an occasional person with odd psychic abilities or the like that conventional science can't fully explain). Dark Champions UNTIL fights transnational organized crime — the Mafia, the yakuza, the Russian mobs, the triads, and more — as well as hard-core “crews” performing sophisticated robberies in the world's major cities, assassins who boast they can kill anyone for the right amount of money, terrorists, and so on. Alternately, you could emphasize the *Danger International* subgenre of Dark Champions, turning UNTIL agents into dashing spies.

Instead of bright, shiny blasters, Dark Champions UNTIL agents have sophisticated military hardware: assault rifles, grenades, ceramite body armor, Humvees, Apache attack helicopters, and more. But they don't just fight on the streets; they use electronic warfare techniques to harass the enemy in cyberspace, conduct raids of offshore facilities used for crime, and attack secret cult enclaves and terrorist training camps in the deep wilderness.

Fantasy Hero

At first glance, UNTIL and Fantasy really don't seem to mix, but in fact there are several good ways to combine the two.

First, you can import UNTIL as-is into your Fantasy game. The obvious way for UNTIL to arrive in a Fantasy setting is by direct transportation — a magical portal opens (either on purpose or by accident) and a squad of armed agents steps through to a land of magic they never made. They have to search for a way home while using their blasters and training to battle dragons and fight a different kind of evil.

Alternately, a Fantasy setting might include a variant of UNTIL that follows a similar structure: knights, mages, and other heroes gathered from many lands, working for an alliance of nations against the forces of evil. It's hard to picture an actual “United Nations” in most Fantasy settings, but perhaps one powerful kingdom could put together a collection of heroes so renowned that others would journey from distant lands to join them.

Horror Hero

An organization like UNTIL doesn't have much to do in a typical *Horror Hero* setting, unless the nature of horrible evil is sufficiently widespread and openly understood that the nations of the world have devoted resources to fighting it. In that case, the United Nations Legation on Evil, Sorcery, and the Supernatural (UNLESS) employs a small army of ghostbusters, monster-hunters, exorcists, and Lycanthropy Division agents armed with silver bullets and holy water. They're a lot like their counterparts in the Champions Universe, but they hunt vampires and demons instead of supervillains.

Ninja Hero

An interesting variation on the *Commando Hero* campaign de-emphasizes the hardware in favor of martial arts action, with supremely-skilled masters of various arts pitted against each other by spymasters as part of a hidden war. Bruce Lee's character in *Enter The Dragon* worked for the British Secret Service, and numerous movies posit the existence of super-skilled martial artists working for the American government. A UN-based team of international agents representing various fighting styles suits that type of story admirably.

Pulp Hero

UNTIL doesn't yet exist in the standard pulp setting of the Hero Universe, but that shouldn't stop you from using it in your own campaign. Pulp PCs tend to be private individuals rather than full-time government agents, but Doc Savage and Sherlock Holmes performed services directly for their countries, and similarly-minded patriotic pulp PCs might do the same. If you're trying for any sort of historical accuracy (which is by no means a requirement for a rollicking *Pulp Hero* game), remember that the League of Nations had much less funding and support than the UN, and that the United States wasn't a member. You may want to replace the League with a completely fictitious and secretive international agency of crimebusters, instead.

Star Hero

An UNTIL-like organization works well in either a science fiction/Champions crossover (see *Galactic Champions*) or a pulp SF setting where the heroes could be agents of an interplanetary or even intergalactic law enforcement agency (like Buck Rodgers or the Lensmen). A more serious *Star Hero* campaign might have interplanetary law enforcement, or semi-private organizations like the Rangers of *Babylon 5*.

THE GM'S VAULT



This section contains additional or secret information about UNTIL and the Champions Universe that's for the GM's eyes only. *If you're not a GM running a Champions Universe campaign, don't read this section!*

If the GM's Vault doesn't comment on some part of the main text, it's usually safe to take what's written there as accurate. But of course you're free (and even encouraged) to change anything in this book to suit your own preferences or campaign.

CHAPTER ONE

PAGE 8 — DR. TWILIGHT

The "outing" of Dr. Twilight as a black man (his costume hid his entire face) and as a Communist (in his Secret Identity he joined the party in 1933, though he had little to do with it after attending meetings for a couple years) was actually part of Giovanni Buoniconti's efforts to avenge his father's death, which he blamed on several 1940s-era New York superheroes, including Dr. Twilight. Cohn and Joseph McCarthy's connection to the Buoniconti organized crime family has never been formally proven in the Champions Universe.

CHAPTER TWO

PAGE 18 — CHÍQUADOR

As noted in *Champions Universe*, President Garrastazu e Silva has been planning war against Brazil and his other neighbors, but since he knows his army is too small to compete on traditional terms, he's been working on a superhuman-soldier program. Unfortunately, he's becoming increasingly senile, and his plans for conquest have become more outlandish. Alejandro Subano is an agent of ARGENT. President Garrastazu brought him in originally to help develop the superhuman-soldier program, but now he's wormed his way into the cabinet and Garrastazu's confidence. Through Subano, ARGENT is now running a series of experimental programs in the jungles and secluded coastlines of Chiquador, and every day brings its plans closer to fruition.

PAGE 20 — THE SECURITY COUNCIL

In 2004 the tiny nation of Guamanga (see *Champions Universe*, page 70) is scheduled to take its turn on the Security Council. As an unstable remnant of Communism, it may try to complicate life for the US.

PAGE 23 — THE FAO

The FAO's work is, of course, a potential source of employment for super-scientists of various types and also an excellent backdrop for plots involving science gone awry. The Duchess's *Laboratori di Unita* program, described on page 42 of *VIPER*, works closely with the FAO and may use the link in an effort to subvert UNTIL.

CHAPTER THREE

PAGE 31 — THE SECRETARY-MARSHALL

Here are three plot seeds for Secretary-Marshall Eckhardt:

Menton decides to have some fun and takes over Eckhardt's mind. Eckhardt begins issuing increasingly questionable orders (the fun for Menton is seeing how long it takes anyone to figure out what's going on). The PCs have to rescue the Secretary-Marshall... and then track down and capture Menton.

Eurostar kidnaps Eckhardt from a conference in Belgium. Fiacho threatens to kill him on live television if certain demands, including the immediate dissolution of the European Union, are not met. The PCs have to race against the clock to find Eurostar's lair, defeat the super-terrorists, and keep Eckhardt from coming to harm.

One of the PCs sees Eckhardt, who's apparently attempting to conceal his identity with a simple disguise, in the company of a gorgeous woman to whom he's obviously romantically attracted. What's going on? Is the Secretary-Marshall cheating on his wife... or is this part of some sinister plot?

PAGE 34 — THE UNDERSECRETARY

Jeffrey Bristol isn't just the Undersecretary-General of UNTIL, he's also an agent of British intelligence, having been on the payroll of MI-6 since the mid-1970s. For the most part UNTIL and the British government are on the same page, so Bristol's rarely faced any conflict between his two jobs. If it ever came down to brass tacks, Bristol's a British patriot first and would regretfully betray UNTIL. For their part, the British consider Bristol a safety valve in case anyone (or anything) ever compromises UNTIL, and have no intention of using him unless that were to happen.

PAGE 34 — THE FIELD MARSHALL

Here are three plot seeds for David Ben-Israel:



The Secretary-General learns that someone's been leaking classified UNTIL and UN information to the nation of Israel. The clues seem to point to the Field Marshall. Could he be a spy?

During a battle against VIPER, the Field Marshall fires his blaster point-blank at a surrendering VIPER agent, killing him. He insists the blaster fired on its own, that his finger wasn't even on the trigger. Is he telling the truth... and if so, what caused the blaster to fire?

Rumor has it Ben-Israel plans to step down from the position of Field Marshall. This starts a lot of internal political jockeying within UNTIL to replace him... which may cause problems within the organization that affect the PCs.

PAGE 47 — MARTINEZ SPACE FACILITY

The MSF is located about 150 miles north-east of Macas, near the Rio Tigre and close to the Peruvian border. The base is on a plateau, with low grassy hills falling away in all directions. The location allows for only a very short runway for the *Gimles* to land — but since they're almost VTOL craft, that's no problem. The facility is guarded by 100 Wilderness Division agents and four Peace-keepers.

PAGE 48 — ANTARCTIC RESEARCH OUTPOST

The ARO is equipped with some of the most powerful sensors ever created, as well as complete satellite mapping technology. This equipment has so far been thwarted by the Emypreans' cloaking technology, which keeps Arcadia hidden from the eyes of men... but only just. Several satellite passes

have recorded odd light refractions in the area of the Arcadian valley. Eventually some junior technician will become curious about the apparent "sensor malfunctions" and run some tests. The Emypreans have gotten pretty complacent about the human facilities they share the continent with, and when Chard finally sees humans approaching the Vale of Dinosaurs they will have to make some hard decisions.

PAGE 49 — FRONTIER UNDERSEA BASE

UNTIL has selected the location for FRONTIER, and TC engineers have begun laying down the foundations for the domes and clearing any potentially hazardous rock formations. Unknown to them, they're working perilously close to the eastern border of the Lemurians' underground caverns, and their explosives could threaten the integrity of the cave systems below. Arvad may take this as a direct attack and send either Lemurian troops or subterranean monsters to repel the "invaders."

PAGE 49 — THE MARTIAL WORLD

Major Nestor de Luna, Base Commander of Singapore's UNTIL Regional Office, has recently started investigating rumors of something called *Szé Lóng*, or "the Death Dragon." Reportedly this mystical creature resides somewhere beneath China and rouses itself every few decades or so, causing tremendous destruction. Rumors claim someone holds a secret tournament at these times to determine the greatest martial artist in the world, who battles this monster. If he loses, chaos and destruction strike the world... but if he *wins*, the nation of the champion enjoys great temporal power and success. De Luna isn't sure how seriously to take these

stories, but he has no doubt that some noteworthy martial arts experts do in fact believe them and are currently training for the next tournament. Since some of those experts are classified as superheroes and supervillains by UNTIL, he's currently gathering every piece of information about the tournament and the Dragon he can get his hands on.

CHAPTER FOUR

PAGE 61 — PEACEKEEPER SUITS

Jane's is only slightly off on this one, or maybe a bit out of date. As of October, 2003 UNTIL has approximately fifty Peacekeeper suits, with another dozen on order.

PAGE 61 — SKY CAVALRY

Unbeknownst to the Technical Corps, Sky Cavalry PFUs retain a secret hardcoded "back-door" override command built in by Lisa (Bluejay) McNeil (see *Conquerors, Killers, And Crooks*, pages 82-84). When Bluejay broadcasts a particular signal, all PFUs in the area immediately shut off (even those in mid-flight). So far, Bluejay hasn't used this device, though she's told her fellow members of GRAB about it. If Sky Cavalry agents were about to capture her, she'd certainly use it to thwart their efforts. If someone witnessed this and word got back to UNTIL's enemies, the effectiveness of the Sky Cavalry would shrink to almost nothing until the problem was fixed.

PAGE 70 — PROJECT MIND GAME

Lieutenant Isabella Maronni is not at all what she seems — while she is in fact psychic, she isn't precisely human. Her powers are manifestations of her Empyrean heritage. Her real name is Isacen, she's over twelve hundred years old, and she's been living undercover among humans for decades. Interested in the phenomenon of UNTIL, she signed up a few years ago. If a serious crisis emerged or her friends' lives were in danger, she'd risk her identity by using her powers to their fullest extent, but even then would try to preserve her secret by claiming the stress of the situation must have "removed mental blocks" or something like that. On the other hand, if the ARO actually does discover Arcadia, she's sufficiently loyal to her people to try to help them from the inside (perhaps by destroying evidence of their existence).

PAGE 71 — PROJECT SHIVA

Major Thesken's actual fate is left as something for you to resolve. Certainly Destroyer would be amused and interested by any normal human who spent so much time studying him. It would probably suit his plans to capture that person and teach the rest of humanity the perils of seeking to know too much about their gods. Perhaps he could brainwash Thesken and use him as a pawn in some larger game. Or maybe Thesken succeeded where so many before him failed, and infiltrated Destroyer's own forces to bring him down from within. In that case, if the PCs are in deep trouble

against Destroyer, Thesken can sacrifice himself to save them, or provide them with some key piece of information they need.

It's true that the *Ragnarok* only uses its equipment to spy on Destroyer... most of the time. Occasionally Project Snakecharmer or Project Mind Game receive assistance from the *Ragnarok*.

PAGE 73 — OTHER SPECIAL PROJECTS

The Security Council's Investigative Committee has given preliminary approval to both Project Clockwork and Project Carolingian, and UNTIL insiders expect that an upcoming Board Of Directors vote will lead Secretary-Marshall Eckhardt to formally establish and fund them. Field Marshall Ben-Israel, shaken by a recent battle against cloned dinosaur-men in the streets of Florence, is pushing for a review of the proposed Project Frankenstein, but it's not nearly far enough along in the process yet for any Security Council action.

CHAPTER FIVE

PAGE 113 — THE VALKYRIE

The *Jane's* estimate in this case is pretty accurate. UNTIL has only eight *Valkyrie*-class fighters.

PAGE 120 — GATEWAY

While GATEWAY does in fact have the ability to spy on the nations of Earth, Commander Currie and the ground-based Command Center personally wouldn't allow it unless the situation was extreme. If necessary, they do have access to the latest intelligence on the possible locations of figures like Dr. Destroyer, and if such a being launched a scheme to take over the world, GATEWAY's reconnaissance capabilities would certainly be a weapon UNTIL wouldn't hesitate to use against him.

PAGE 122 — MOONBASE SERENITY

Although UNTIL has agreed to maintain the privacy of the Selenites, it also fears some villain will try to duplicate Revenger's scheme of conquering them and having them build mass-launchers to threaten Earth. Therefore, maintaining discreet surveillance and a security perimeter around the Selenites is part of Major Roma's classified mandate.

PAGE 128 — THE AEGIR

UNTIL has no information about Dr. Destroyer's own super-submarine, beyond the barest of unsubstantiated rumors. His is actually remarkably similar to the *Aegir* in most technological respects, though it's slightly faster and *much* better armed.

CHAPTER SIX

PAGE 137 — UNITY

Here are three plot seeds for UNITY:

The UN decides it wants to expand the UNTIL superhero team, so UNITY launches a well-publicized recruitment drive. Will any of the PCs be

interested? What sort of tests will they have to pass to make the cut? Will the push to get more members on the roster allow a VIPER spy or other enemy to obtain a high-ranking position in the heart of UNTIL?

One morning the citizens of New York City wake up to find that the building housing UNITY's headquarters has vanished. There's no sign of destruction or cutting; the building's simply not there. Where's it gone, and what's happened to the team?

UNITY challenges the PCs' team to a sporting event — football, softball, soccer, whatever seems like the most fun — to raise money for charity. Sounds like fun... but no doubt there's at least one villain out there who won't be able to resist the opportunity to strike at so many heroes at once.

PAGE 138 — QUASAR

Here are three plot seeds for Quasar:

Now that Dr. Destroyer has returned from his seclusion, he sees no reason to allow Quasar to go on living, and intends to use him to make an example of the folly of defiance. In the near future Quasar and his teammates can look forward to an ever-increasing campaign of harassment by Destroyer's forces and hired supervillains, until Destroyer feels he has taken Quasar's measure and confronts him personally. Quasar will certainly need allies for the upcoming battle — can he overcome his own overconfidence and stubbornness long enough to get the PCs to help him?

Quasar's appearance begins to subtly change — the color of his "stars" becomes more golden, and his body's "background color" more purplish. Furthermore, the stars seem to be moving, perhaps to form some sort of pattern. But he feels fine. What's going on?

Quasar's energy absorption powers kick into overdrive, causing him to absorb energy from sunlight and the like. He's becoming more and more "filled" with energy, to the point where it causes him pain. Mentiatic believes there's a chance Quasar could literally explode (with the force of a nuclear bomb) if the situation isn't reversed... and he needs the PCs' help to reverse it.

PAGE 141 — MENTIATIC

Here are three plot seeds for Mentiatic:

After considerable study of history, demographics, and related subjects, Mentiatic determines that the UN will ultimately fail... unless he uses his superior intellect to run things. He begins a careful, covert campaign to take over the organization from within and effectively become ruler of the world. Can the PCs discover what he's up to, and why — and will they want to stop him?

Frustrated and lonely, Mentiatic decides to try computer dating — that way a woman can get to know and like him without being immediately put off by his appearance. He succeeds in meeting someone and starts to fall in love... but is his dream girl really all she seems?

Cybermind kidnaps Mentiatic and hooks him into a special "bio-computer." With Mentiatic's mind behind it, the bio-computer is now the most powerful computer in the world. Can the PCs find Cybermind's lair and put a stop to him before he uses the bio-computer to rob the world blind?

PAGE 144 — EL PÍCARO

Here are three plot seeds for El Pícaro:

El Pícaro begins romancing a female PC. Everything seems normal, but she can't seem to shake the feeling that something's wrong with him. What's going on?

After the team defeats and captures the Ultimates, El Pícaro teleports UNITY back to base... but they never re-appear after vanishing! Where have they gone, and was it an accident or something more sinister?

El Pícaro shows up at the PCs' headquarters (or contacts them somehow). He's in despair, claiming that Mechanon has captured the rest of UNITY and he needs the PCs' help to rescue them. Is this a legitimate request for help... or is "El Pícaro" really one of Mechanon's robots?

PAGE 146 — DR. WHITE AND DR. BLACK

Here are three plot seeds for the good Doctors:

Something goes wrong when the good Doctors use their powers to banish a devil summoned by DEMON. Normally their powers work well together, but now they won't work at all if they're closer together than 20"! They need the help of a mystic PC and the rest of his team to find out what went wrong and fix it.

After he accidentally kills a supervillain with a mistimed spell, Dr. Black descends into despair... and, gradually, due to the taint of the killing on his soul, evil. Doctor White appeals to the PCs for help stopping him and curing him.

The cult whose ritual awakened the good Doctors' mystic potential has plans for an even greater summoning... one requiring the Doctors as human sacrifices. Even worse, the being who rejected the Doctors before now seems eager to drink their blood. The Doctors are overmatched, and with the rest of UNITY on assignment, they turn to the PCs for help.

PAGE 149 — MYRMIDON

Here are three plot seeds for Myrmidon:

The altar Myrmidon obtained his armor and spear from was actually devoted to Ares, god of war. Ares is now "calling in his marker" by turning Myrmidon into a much stronger, more fearsome warrior who'll spread battle, death, and chaos throughout the world. UNITY asks the PCs to help capture Myrmidon and return him to normal.

The altar Myrmidon obtained his armor and spear from was actually devoted to Zeus, king of the gods. Hera becomes jealous of his accomplishments and begins making life miserable for every woman he romances. With the rest of UNITY on assignment, he turns to the PCs to help him find out what's going on and stop it.

The altar Myrmidon obtained his armor and spear from was actually devoted to Hades, lord of the underworld. Hades visits him in a dream and promises him an even more powerful weapon — a mystic sword — if he'll do the god of the dead a small favor by killing someone whose presence in the underworld is long overdue. When Myrmidon refuses, Hades takes control of his mind to make him do it anyway. Myrmidon recruits the PCs to help him slay the sword-wielding immortal villainess Cateran.

PAGE 151 — THE FUTURE SOLDIER PROGRAM

Scimitar, the agent who survived the program physically, but apparently snapped mentally under the strain, is described below. UNTIL suspects Scimitar is Viktor Zatopek but hasn't proved it — it would very much like to capture him and conduct more tests to see if the FSP is responsible for his insanity, or if it's simply an unhappy coincidence.

Dr. Strasky is running out of patience with his superiors in the UN. If they continue to refuse his funding requests to restart the FSP, he may decide to take up one of the offers he's received from less scrupulous potential employers. King Abukal of Awad has offered him millions to bring his expertise to that nation and revive its own superhuman-soldier program, which has so far had only one success (the Iraqi strongman Shield of the People). Other possible employers include Chiquador, Larisagrad, or even VIPER or ARGENT.



SCIMITAR

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
26	DEX	48	14-	OCV: 9/DCV: 9
23	CON	26	14-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
12	PD	6		Total: 20 PD (13 rPD)
10	ED	5		Total: 18 ED (13 rED)
6	SPD	24		Phases: 2, 4, 6, 8, 10, 12
11	REC	0		
46	END	0		
40	STUN	1		Total Characteristics Cost: 157

Movement: Running: 10"/20"
Swimming: 2"/4"

Cost	Powers	END
22	<i>Questionite Scimitar:</i> Multipower, 45-point reserve; all slots OAF (-1)	
2u	1) <i>Piercing Blade:</i> HKA 2d6 (3d6+1 with STR), Armor Piercing (+½); OAF (-1)	4
1u	2) <i>Swift Block:</i> Missile Deflection (all physical projectiles), Ranged (adjacent hex; +½); OAF (-1), Will Not Work Against Heavy Missiles (-¼)	0

Martial Arts: Scimitar Fighting

	Maneuver	OCV	DCV	Notes
5	All-out Attack	+1	-2	Weapon +4 DC Strike
4	Bind	+1	+0	Bind, 50 STR
5	Charge	+1	+0	Weapon +2 DCs + vel/5; FMove

Martial Arts: UNTIL Combat Training

	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Disarm	-1	+1	Disarm, 40 STR
4	Dodge	—	+5	Dodge, Affects All Attacks, Abort
4	Choke	-2	+0	Grab One Limb, 3d6 NND(2)
4	Escape	+0	+0	45 STR vs. Grabs
4	Punch	+0	+2	8d6 Strike
4	Restrain	-1	-1	Grab Three Limbs, 40 STR
3	Throw	+0	+1	6d6 + vel/5; Target Falls
1	Use Art with Blades			
20	<i>Blaster Pistol:</i> RKA 2d6, +2 Increased STUN Multiplier (+½); OAF (-1), 12 Charges (-¼)			[12]
5	<i>Future Soldier Toughness:</i> Damage Resistance (5 PD/5 ED)			
16	<i>Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½)			0
8	<i>Future Soldier Swiftiness:</i> Running +4" (10" total)			1
4	<i>Future Soldier Leaping:</i> Leaping +4" (10" forward, 5" upward)			1
10	<i>Mask Communicator:</i> High Range Radio			

	Perception (Radio Group); IIF (-¼)	0
4	Mask Lenses: Nightvision; IIF (-¼)	0

Perks

2	Contact: European underworld “fixer” (8-) (Contact has significant Contacts of his own)
5	Money (Well Off)

Talents

15	Combat Sense 12-
3	Lightsleep

Skills

20	+4 HTH
3	Breakfall 14-
3	Combat Driving 14-
3	Criminology 12-
3	Interrogation 13-
3	KS: The Military/Mercenary/Terrorist World 12-
2	KS: UNTIL 11-
2	KS: World Politics 11-
2	Language: English (fluent conversation; Czech is native)
2	PS: UNTIL Agent 11-
3	Shadowing 12-
3	Stealth 14-
3	Streetwise 13-
3	Tactics 12-
5	WF: Common Melee Weapons, Small Arms, Grenade Launchers

Total Powers & Skills Cost: 223**Total Cost: 380****200+ Disadvantages**

15	Enraged: when fighting UNTIL agents (Uncommon), go 11-, recover 11-
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Hunted: Russian Government 8- (Mo Pow, NCI, Capture)
15	Physical Limitation: Suffers Migraines (Infrequent, Fully Impairing)
20	Psychological Limitation: Hates UNTIL (Common, Total)
15	Psychological Limitation: Amoral and Greedy (Common, Strong)
20	Psychological Limitation: Code Of The Mercenary (Common, Total)
10	Reputation: cold-hearted international mercenary, 8- (Extreme)
45	Experience Points

Total Disadvantage Points: 380

Background/History: Viktor Zatopek was a non-descript UNTIL agent until the Future Soldier Program got hold of him. Born in Brno in 1972, he joined the Czech Army in 1990 but soon applied to UNTIL in search of more interesting work and the opportunity to travel. By 1994 he had graduated from UBT and been assigned as an Urban agent to the UNTIL offices in Copenhagen, where he served for almost three years. Then came the fateful call

from Technical Corps — according to his medical records, he was an excellent candidate for the Future Soldier Program. If he volunteered for the procedures, he would at least get six months leave in California and at best become a superhero! How could any adventurous young man turn down such an offer? Viktor was on the next plane out.

The following six months were a blur of tests, injections, radiation, and exercise. Viktor occasionally caught glimpses of his fellow “guinea pigs,” but for the most part Dr. Strasky kept the agents isolated from each other. One day, Viktor accidentally caught a glimpse of a horribly deformed man being whisked out of the TC facility and to a hospital; though he couldn’t be sure, he began to fear that might be his own fate. After all, his muscles were beginning to ache every night, and he couldn’t shake this vague headache he’d picked up.

Viktor became increasingly tense and irritable. He began to suspect that his doctors were secretly trying to kill him. He vowed he wouldn’t go down without a fight, and the next day when the lab orderlies came to take him to the gym, he killed both of them with his bare hands and fled the facility wearing only a smock.

Despite his now full-blown paranoia, Viktor retained his basic training and instincts. Over the next few months he killed a series of people and used their identities to work his way back to Europe. By the time he got there, he was much more comfortable with his enhanced abilities. He made himself available as a mercenary assassin to organized criminals in his home country. On an early mission for some Prague mobsters he “acquired” a sword apparently made from questionite that a scientist behind in his gambling debts had designed, and kept it for himself. Not long afterwards, he created the costumed identity of Scimitar so he could move into the “big leagues” as an operative for European organized crime. He’s quickly climbing the ranks of Continental supervillainy, and even Eurostar has noted his bloody efficiency. UNTIL suspects, but has not yet confirmed, his identity.

Personality/Motivation: Scimitar is a paranoid schizophrenic with real enemies. He believes UNTIL is out to get him (which it is, but for different reasons than he imagines), and blames it for anything that goes wrong in his life. He continues to suffer from anxiety and headaches resulting from the failed FSP regimen, but usually contains the symptoms while on the job (and drowns them in alcohol and pills between assignments). When on assignment for one of the various criminal families he works for, he’s thoroughly professional and emotionless.

Quote: “They’re still out there. They’re watching me, always watching, waiting for me to trip up. I’ll show them.”

Powers/Tactics: Like Gladiator, Scimitar has both the physical enhancements of the FSP program and the basic training of an UNTIL agent. He’s superhumanly quick and durable, and can benchpress a car. He’s also become quite skilled with his namesake

SCIMITAR PLOT SEEDS

Esper promises to cure Scimitar's migraines if he'll help her kill her old adversaries... the PCs!

An old mystic tells Scimitar his weapon may be a "reincarnation" of an ancient enchanted scimitar, the Blade of Five Suns. Determined to learn more, and perhaps unlock his weapon's powers, Scimitar begins raiding libraries and assaulting scholars. The PCs have to stop his reign of terror... and what if the old mystic were right?

The word's out that Scimitar has information about UNTIL's Bureau of Superhuman Statistics for sale to the highest bidder. The PCs have to track down the sale... and stop it!

sword, forged from pure questionite and therefore stronger and lighter than steel. He admires its elegance and wields it like an artist, trying to cripple limbs and terrorize his opponents in hand-to-hand combat.

Scimitar suffers from intense migraines on occasion. Whenever you plan to use him in a scenario, roll 3d6. On an 11-, he experiences a migraine at some crucial point. The migraine lasts for 2d6 Phases; during that time he suffers a -2 to all rolls.

Campaign Use: Scimitar is an excellent villain to use in any campaign with a heavy UNTIL emphasis. Not only can he effectively oppose at least some superheroes, but for GMs inclined to run conspiracy-oriented scenarios he could lead to the exposure of a dark underbelly of UNTIL.

Scimitar rarely Hunts anyone unless paid to, in which case he's ruthless and efficient. However, he sometimes drops everything to stalk and kill an UNTIL agent who catches his eye. He'd happily do the same to any UNTIL-affiliated super, particularly Gladiator.

If you want to make Scimitar tougher, increase his STR, defenses, and reflexes (DEX and SPD). You could also give him some other questionite weapons. If he's already too strong, remove some of his Martial Maneuvers and his blaster, and reduce his Primary Characteristics slightly.

Appearance: Scimitar wears a black bodysuit with dark blue highlights, a black mask, and a blue sash around his waist. He's in excellent shape, and stands 6'3" with dark brown hair and brown eyes.

PAGE 151 — GLADIATOR

Here are three plot seeds for Gladiator:

During an investigation of the Warlord, Gladiator discovers that his family secretly builds weapons for the warmongering master villain! How can he defeat the Warlord without bringing disgrace to his family... or will his family try to turn him to the Warlord's side?

Scimitar decides that if he can drink Gladiator's blood, he'll double his own power. He recruits a team of mercenary villains to help capture Buanarollo. Unwilling to use UNTIL assets for what seems to him a personal matter, but unable to fight off Scimitar on his own, Gladiator goes to the PCs for help.

Eager to find out why Gladiator got powers from the FSP treatments but no one else did, VIPER kidnaps him so it can subject him to tests... tests that will soon prove fatal. UNTIL asks the PCs to help in the global search for him.

UNTIL PLOT SEEDS

Here are two adventure seeds using the material in this book as well as other *Champions* products.

NAUTILUS Under Siege!: Although the crewmembers of the NAUTILUS maintain friendly relations with the Atlantean Royal Family, that only makes them targets for Queen Mara's enemies. Always fomenting rebellion among the outsider barbarians living on the outskirts of Atlantean territory, Stingray (see *Champions Universe*, page 90) raises a mismatched army of assorted Atlantean thugs and zealots, as well as a few sea monsters and like-minded supervillains (such as Riptide from *Conquerors, Killers, And Crooks*, page 191-192), and attacks NAUTILUS. She overcomes the agents on board and takes them hostage to force Queen Mara to abdicate. The players could either play the agents defending against the attack, or UN agents or heroes sent to retake the station.

The UNTIL Time Forgot: In this mini-campaign setting, the PCs are a standard mixed squad of agents, preferably with a wide range of skills and including at least one or two WD or OAD specialists. UNTIL sends the squad on patrol to a remote portion of the South Pacific to identify a mysterious island that just showed up on satellite images but clearly wasn't there yesterday. Dropped by boat (or perhaps the *Aegir*), the team lands on a gorgeous white-sanded beach that slopes uphill into thick foliage. Traveling into the jungle, they first discover extinct plant species, then various dinosaurs and other animals from a wide range of eras, then several tribes of humans (also from varying eras — one tribe consists of Neanderthal hunters, another is a lost legion of Roman soldiers, and a third a collection of German U-boaters from 1944). Meanwhile, the agents lose all contact with the outside world, and must fight for survival while making alliances and conserving their precious ammunition. The island itself, as the team eventually discovers, has become "unstuck in time" and drifts in and out of Earth's dimension, appearing in different locations and collecting various explorers and stragglers from different eras. (The team might meet any number of famous figures who were lost at sea, from Amelia Earhart, to Henry Hudson, to the pilots of Flight 19 who vanished in the Bermuda Triangle.)

APPENDICES



This section contains useful reference materials pertaining to UNTIL, including some pre-generated “agent templates” for the GM’s use.

UNTIL LINGO

Like any other law enforcement or quasi-military organization, UNTIL agents make extensive use of slang, acronyms, abbreviations, and nicknames. The most common of these are listed below.

UNTIL Slang

BAR: The U-KTF “Katie” Basic Assault Rifle.

Big Boss: The Secretary-Marshall.

Bodysnatchers: The Criminalistics & Forensics Corps, or members thereof. “Geez, what a mess. Call in the bodysnatchers so they can figure out who shot who first.”

Bullethead: An UNTIL agent who wants to use firearms instead of blasters.

Cavalry: A squad mounted on motorcycles.

Fussbudget: The local ranking Diplomatic & Administrative Corps functionary.

Goin’ for the gold: This term describes the behavior of an agent who takes risks to help his comrades or accomplish the mission; it refers to the Gold Eagle award given to an agent who has been injured many times. Unlike a “swashbuckler” (see below), an agent said to be “goin’ for the gold” is usually respected and well-liked by other agents; they think he’s taking risks to help UNTIL and other agents, rather than for personal glory. For example, an agent who attempts a dangerous driving stunt because it’s the only way to make sure a major target doesn’t escape is goin’ for the gold. An agent who performs dangerous driving stunts because he wants to “look cool” is a swashbuckler.

Hawk: An agent who favors the idea of converting UNTIL into a full-blown army.

Icy: Involving the Intelligence Corps (the “I-C”). Used not only because of the acronym, but because of IC agents’ cold, ruthless attitudes. “It’s getting icy” means

the IC is involved or is being called in. Of similar meaning is “icing” (as in, “They’re puttin’ the icing on the cake now” — they are calling in the IC).

Ironsides: A Peacekeeper agent.

Little Boss: The Field Marshall.

Non-complete: An Agent Recruit who drops out of or fails Advanced Training School.

North Pole: Quartermaster Corps headquarters in Paterson, New Jersey (so called because QC is “Santa Claus”).

Oz: The OSR (Office of Superhuman Resources). Thus, the Commander of the OSR is sometimes called “the Wizard.”

Q, QC: The Quartermaster Corps.

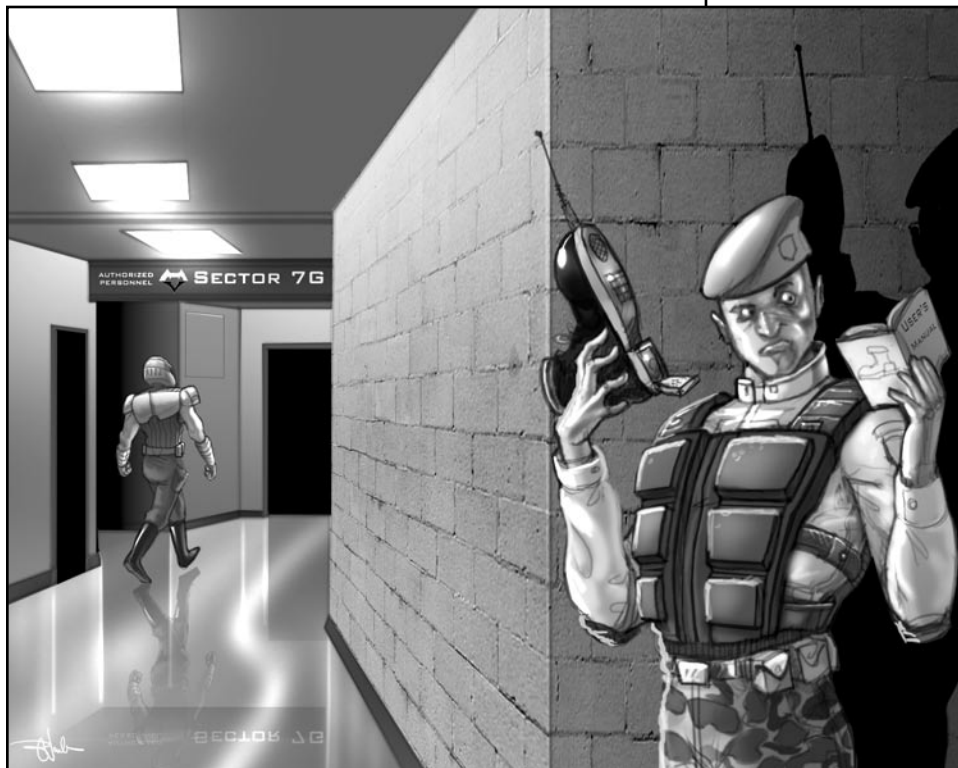
Rock and Roll: Using fully-automatic fire on the U-KTF blaster assault rifle.

S&M: Having to deal directly with the Secretary-Marshall.

Santa Claus: The Quartermaster Corps, and/or the local Quartermaster Officer (*i.e.*, the officer in charge of ordering and distributing equipment).

Skyboat: A Grav-Sled.

Swashbuckling: Taking unnecessary risks; thrill-seeking. An agent who does this is a “swashbuckler.”



The term is most often applied to Light Horse and Sky Cavalry agents. Generally this term is derogatory; most agents regard thrillseekers as dangerous gloryhounds (compare “goin’ for the gold,” above).

Taking DACTation: Following orders received from the Diplomatic & Administrative Corps. Usually this means doing paperwork or other loathed bureaucratic chores.

Tin Can: A Peacekeeper agent.

Visiting the fish: Posted to (or visiting) NAUTILUS (UNTIL’s undersea base).

Visiting the penguins: Posted to the Antarctic Research Outpost.

Wheelman: A Vehicle Operations Specialist agent.

Yankee: An UNTIL agent from the United States. Sometimes also referred to as a “cowboy.”

UNTIL Glossary

ACW: The Advanced Chemical Weapons Research Project

AR: Agent Recruit

ARC: The Advanced Robotics Coalition

ARO: The Antarctic Research Outpost

ATS: Advanced Training School

BSS: Bureau of Superhuman Statistics

CA: The Chief Administrator of the DAC

C&F: Criminalistics And Forensics Division

DAC: Diplomatic And Administrative Corps

EWD: Electronic Warfare Division

FSP: Future Soldier Program

HACS: HUGIN Assessment And Control Squad

HFS: Harrows Flying Submersible

HUGIN: Heuristic Unit, Generally Integrating Networks

HWS: Heavy Weapon Specialist agent

IC: Intelligence Corps

ISCF: International Superhuman Correctional Facility

MBC: Marine Blaster Cannon

MBS: Moonbase Serenity

MSF: Martinez Space Facility

MTP: Mobile Teleportation Platform

MUNIN: Multiple Utility Neurally Integrated Network

NSM: Near-Space Missile

OAD: Oceanic/Arctic Division

OSR: Office of Superhuman Resources

PFU: Personal Flight Unit

PLWS: Personal Laser Weapons Series

QC: Quartermaster Corps

SAD: Superhuman Analysis Division

SCAR: Superhuman Combat Analysis Report

SLP: Superhero Liaison Program

ST: Specialized Training

TC: Technical Corps

UBT: UNTIL Basic Training

UD: Urban Division

UMUV: UNTIL Multipurpose Utility Vehicle

USPD: The UNTIL Superpowers Database

USST: UNTIL Short-Range Space Transport

UVEV: UNTIL Variable Environment Vehicle

WD: Wilderness Division

WHO’S WHO IN UNTIL

Abernathy, Kevin: Captain, First Officer, GATEWAY

Akema, Victor: Former Field Marshall

Akiyama, Takashi: Major, commander of C&F

Alcoke, Thomasin: Major, commander of the Chicago base

Amir, Mirwais: Headquarters Major

Ashmurah, Ozigbodi: Second Officer, GATEWAY

Banner, Dr. Arthur: Designer of the *Njord*

Batchelor, Bruce: Major, commander of the Bangkok base

Ben-Israel, David: Field Marshall of UNTIL

Bilderdijk, Henryk: Major, commander of the Rome base

Binadakar, Kumar: Corporal, member of UNTIL Light Horse

Black, Dr.: Superhuman, member of UNITY

Blixen, Isak: Major, commander of the Capetown base

Blount, Erskine: Major, commander of the Moscow base

Boudreau, Violette: Major, leader of Project Hermes

Bristol, Jeffrey: Undersecretary

Bronck, Henrik: Major, leader of Project Mind Game

Buanarollo, Paolo: see “Gladiator”

Buangam, Prajadhikok: Eastern Asian/Australian Regional Commander

Byon, Kwang-sun: UNTIL Ambassador to India

Caldwell, Christine: Sergeant, commander of “Caldwell’s Cavaliers”

Calvino, Dominic: Major, commander of the Miami base

Chiluba, Alice: member of the UNTIL Board of Directors

Clay, Elijah: Major, commander of the OSR

Clerc, Jean-Pierre: UNTIL scientist, designer of the *Ragnarok*

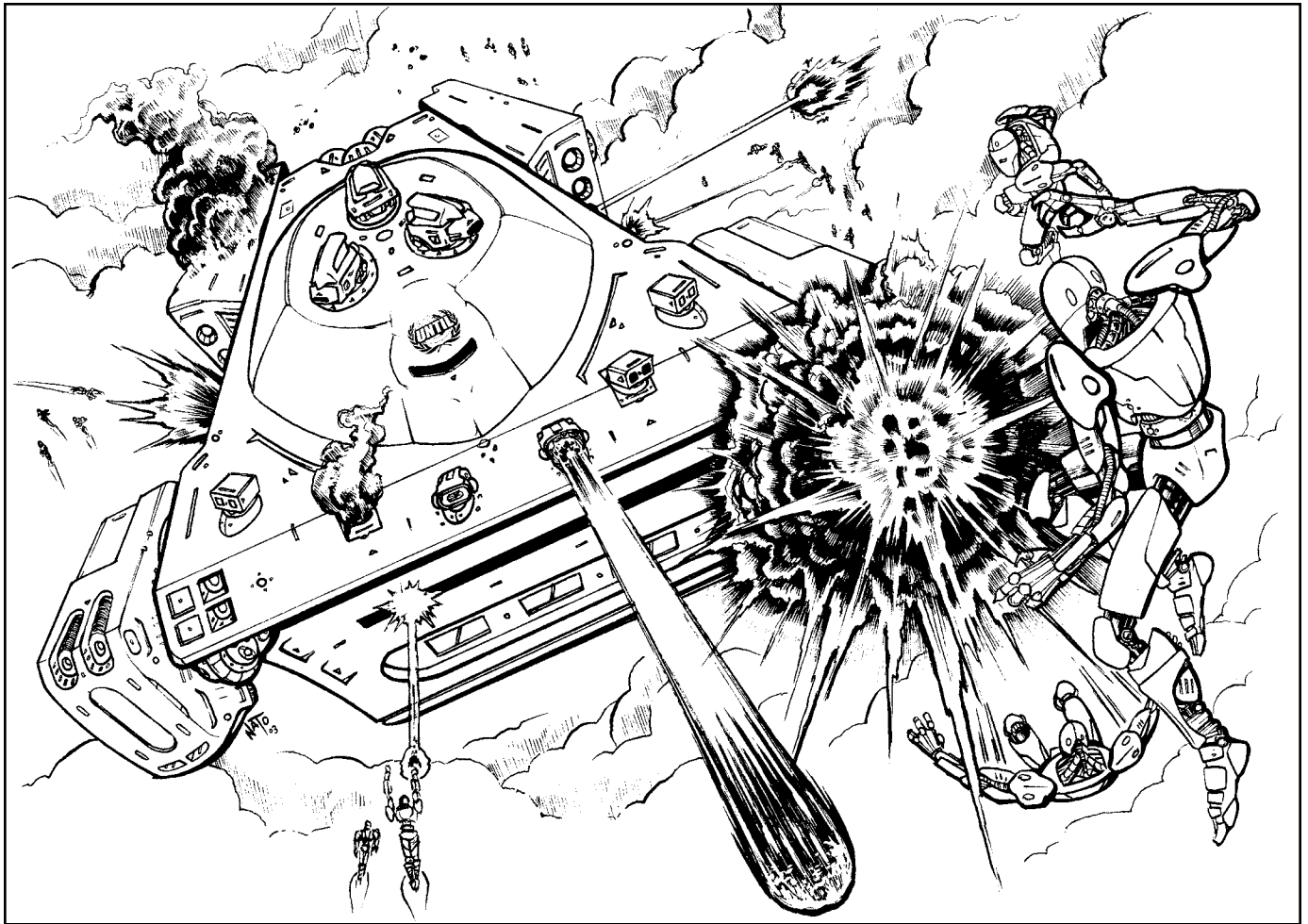
Cohyn, Wilhelm: Major, commander of the Ottawa base

Coligny, Jeanne: Major, commander of the New Orleans base

Currie, Rodney: Commander, GATEWAY

de Luna, Nestor: Major, commander of the Singapore base

Diophoros, Stephen: Major, commander of the



Riyadh base

Dunant, Francois: Major, commander of the Perth base

Eckhardt, Wilhelm Carl: Secretary-Marshall of UNTIL

el-Bhakari, Jalal: Major, commander of the Cairo base

Flynn, Alexandria: Major, commander of the Sofia base

Forrester, Ursula: Scientist, prominent forensicist

Fujibayashi, Tora: Captain, member of Project Mind Game

Fyodorovich, Alexei: Commander of NAUTILUS

Gladiator (Paolo Buanarollo): Superhuman, commander of LtHorse

Gyorgi, Albertus: Major, commander of the Madrid base

Haroldsdottr, Toril: Lieutenant, member of Project Mind Game

Harrows, Dr. Kurt: Designer of the Harrows Flying Submersible

Hejaz, Mahmoud: Western Asian Regional Commander

Hosikara, Eisaku: Major, commander of the Calcutta base

Irok, Mahmoud: Major, commander of the Karachi base

Jandebeur, James: Captain of the *Aegir*

Jawasarlal, Rajiv: Major, commander of the Lagos base

Jones, Gideon H.: Director of the Technical Corps
Jorgensson, Nygard: member of the UNTIL Board of Directors

Kamiida, Kalaiwa'a: Lieutenant, member of Project Mind Game

Kamuzawe, Kwayera: Scientist, physicist and expert on blasters

Kemal, Richard: Major, commander of the Millennium City base

Kilpatrick, Janice: Major, commander of the Paris base

Kwame, Rashida: Major, leader of Project Snake-charmer

Larke, Jason: Major, leader of Project Stargazer

Latrobe, James: Major, commander of the London base

Liang, Chen-hzu: Major, commander of the San Francisco base

Lumumba, Jason: Major, commander of the Luzon base

Makoto Murashima: member of the UNTIL Board of Directors

Malesela, Asukile: UNTIL Ambassador to Great Britain

Maronni, Isabella: Lieutenant, member of Project Mind Game

Martinez de Casarez, Juan Alfonso: Secretary-Marshall Emeritus

Mentiac: Superhuman, member of UNITY

Mauch, Emil: Lieutenant, member of Project Mind

Game

Michaux, Garrison: Leader of the Personal Laser Weapons Series project

Moore, George: Major, commander of the Seattle base

Nantai: Major, commander of the Moscow base

Nkorah, Mawuli: Captain, commander of the Antarctic Research Outpost

Oedekoven, Adam: European Regional Commander

Okonkwo, Fulani: African Regional Commander

O'Rourke, Antonio: Major, head of the Quartermaster Corps of the TC

O'Sullivan, Aidan: member of the UNTIL Board of Directors

Ovitz, Gadiel: Major, commander of Moonbase: Serenity

Parker, William "Jack": Major, commander of the Toronto base

Pasban, Kadir: UNTIL Ambassador to Russia

El Pícaro: Superhuman, member of UNITY

Pinzón, Ezio: Major, commander of the Buenos Aires base

Reig, Alberto: Scientist, prominent neurologist and psychologist

Renton, Patty (Siren): former superheroine, now a member of the Board Of Directors

Rodriguez-Colon, Manolo Javier: South American Regional Commander

Romales, Esteban: Major, commander of the Los Angeles base

Roma, Trevor: Major, commander of Moonbase SERENITY

Rubinson, George: Major, commander of the Copenhagen base

Samphan, Phirun: Major, leader of Project Greenstone

Simenon, Francois: Private stationed in the Santiago, Chile base

Singh, Natesh: Major, leader of Project Shiva.

Skucas, Jonas: Lieutenant, member of Project Mind Game

Soares, Gabriela: UNTIL Ambassador to the United States

Soler, Antonio Costa: Major, Headquarters Adjutant to the Secretary-Marshall

Sorensen, Yngve: Captain, commander of the Peacekeepers

Southles, Richard: Major, commander of the Santiago base

Soyinka, Chinyere: Major, commander of the Rio de Janeiro base

Stanislavsky, Rudolf: Major, commander of the Dublin base

Stein, Anitra: Chief Administrator of DAC

Strasky, Bohuslav: Scientist, attempting to restart the FSP

Sullivan, Darren: Major, Flight Commander of the *Ragnarok*

Szabo, Katalin: Major, warden of the Guardhouse

Székely, Andrea: Major, commander of the Casa-blanca base

Taber, John: North American Regional Commander

Terkannen, Johan: Undersecretary of UNTIL

Thieu, Nguyen Van: Major, commander of the Berlin base

Timakata, Jacques: Scientist, engineer and oceanographer

Towell, Robert: Major, commander of the Intelligence Corps

Ubbayid, Hafez: Major, commander of the Hong Kong/Taipei base

Van der Lund, Cornelius: Major, commander of the Quito base

Van Eck, Jan: Major, commander of the Mexico City base

Verucci, Nadia: Captain, Chief Operations Officer of the *Ragnarok*

Villareal, Antonio: Major, head of the Superhuman Analysis Division of the TC

Vorchawski, Kazimierz: Third Officer, GATEWAY

Wallace, Bryan: Chief of the Bureau of Superhuman Statistics

Watts, Leah: Director of the UNTIL Criminalistics Laboratories

Weaver, John: Sergeant, commander of "Weaver's Raiders"

White, Dr.: Superhuman, member of UNITY

Woisenewski, Krystyn: Comptroller of UNTIL

Wu, Susan: Major, commander of the Washington, D.C. base

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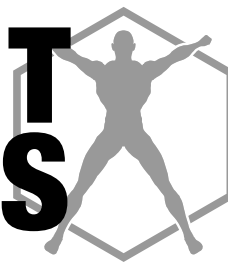
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AGENT TEMPLATES



To make it easier for GMs to use UNTIL in their campaigns, here are some templates for a few agent types characters might encounter, built using the Package Deals in Chapter Four. All Skill choices have already been made, but you can easily change the Skill selections if necessary.

UNTIL URBAN DIVISION AGENT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH [1]
15	DEX	15	12-	OCV: 5/DCV: 5
14	CON	8	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
5	PD	2		Total: 13 PD (8 rPD)
4	ED	1		Total: 12 ED (8 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
28	END	0		
25	STUN	0		Total Characteristics Cost: 42

Movement: Running: 6"/12"

Cost	Powers	END		
53	<i>U-KTF Blaster Assault Rifle:</i> Energy Blast 10d6, Autofire (5 shots; +½), 2 clips of 32 Charges each (+½); OAF (-1) plus +1 OCV; OAF (-1) plus +1 versus Range Modifier; OAF (-1)	[32]		
6	<i>Rifle-butt Club:</i> HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)	1		
30	<i>U-SHL Blaster Pistol:</i> Energy Blast 8d6, 2 Clips of 32 Charges (+½); OAF (-1)	[32]		
10	<i>UB-1 Battle Knife:</i> HKA 1d6 (2d6 with STR), Reduced Endurance (0 END; +½); OAF (-1), No Knockback (-¼)	1		
	<i>Martial Arts: UNTIL Combat Training</i>			
	Maneuver	OCV		
		DCV		
		Notes		
4	Block	+2	+2	Block, Abort
4	Punch	+2	+0	5d6 Strike
3	Throw	+0	+1	3d6 + vel/5; Target Falls
12	<i>U-AS Standard Uniform:</i> Armor (8 PD/8 ED); OIF (-½), Activation Roll 14- (does not protect Hit Locations 3-7; -½)			0
5	<i>U-AS Combat Helmet Protection:</i> Armor (6 PD/6 ED); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2)			0
4	<i>U-AS Combat Helmet Noise Compensation:</i> Hearing Group Flash Defense (6 points); OIF (-½)			0
6	<i>U-AS Combat Helmet Communications</i>			

Uplink: HRRP (Radio Group); OIR (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½) 0

11 *U-M3 Mini-Flashlight:* Sight Group Images, +4 to PER Rolls, Reduced Endurance (0 END; +½); OAF (-1), Only To Create Light (-1) 0

Perks

- 1 Fringe Benefit: International Driver's License
- 5 Fringe Benefit: International Police Powers
- 2 Fringe Benefit: International Weapon Permit
- 1 Fringe Benefit: Passport
- 2 Fringe Benefit: UNTIL Rank: Private

Talents

- 2 *U-AS Combat Helmet Chronometer*
Readout: Absolute Time Sense; OIF (-½)
- 2 *U-AS Combat Helmet GPS Unit:* Bump Of Direction; OIF (-½)

Skills

- 4 +2 OCV with U-KTF Blaster Assault Rifle
- 3 Concealment 12-
- 3 Criminology 12-
- 3 Deduction 12-
- 3 KS: International Law & Law Enforcement 12-
- 2 KS: The Superhuman World 11-
- 2 KS: The United Nations 11-
- 2 KS: UNTIL 11-
- 2 KS: VIPER 11-
- 2 KS: World Politics 11-
- 2 Language: an additional Language (fluent conversation; must be English if English is not Native Language)
- 3 Paramedics 12-
- 3 PS: UNTIL Agent 12-
- 3 Stealth 12-
- 3 WF: Small Arms, Knives

Total Powers & Skills Cost: 203

Total Cost: 245

75+ Disadvantages

- 5 Distinctive Features: UNTIL Uniform (Easily Concealed)
- 10 Hunted: UNTIL 8- (Mo Pow, NCI, Watching)
- 15 Hunted: enemies of UNTIL 8- (Mo Pow, sometimes NCI, Capture/Kill)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 120 Experience Points

Total Disadvantage Points: 245

UNTIL HEAVY WEAPONS AGENT

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
14	CON	8	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
7	PD	3		Total: 15 PD (8 rPD)
4	ED	1		Total: 12 ED (8 rED)
3	SPD	5		Phases: 4, 8, 12
7	REC	0		
28	END	0		
25	STUN	0		Total Characteristics Cost: 46

Movement: Running: 6"/12"

Cost Powers END

33	U-WJM "Thunderbolt" Assault Cannon:	
	Multipower, 100-point reserve; all OAF	
	Bulky (-1½), Crew-Served (3 agents; -½),	
	16 Charges for entire Multipower (-0) [16]	
3u	1) <i>Setting A:</i> Energy Blast 20d6; OAF	
	Bulky (-1½), Crew-Served (3 agents; -½)	
3u	2) <i>Setting B:</i> RKA 6d6; OAF Bulky (-1½),	
	Crew-Served (3 agents; -½)	
30	U-SHL Blaster Pistol: Energy Blast 8d6, 2	
	Clips of 32 Charges (+½); OAF (-1) [32]	
10	UB-1 Battle Knife: HKA 1d6 (2d6	
	with STR), Reduced Endurance (0 END;	
	+½); OAF (-1), No Knockback (-¼)	1
<i>Martial Arts: UNTIL Combat Training</i>		
	Maneuver	OCV DCV Notes
4	Block	+2 +2 Block, Abort
4	Punch	+2 +0 5½d6 Strike
3	Throw	+0 +1 3½d6 + vel/5;
		Target Falls
12	U-AS Standard Uniform: Armor (8 PD/	
	8 ED); OIF (-½), Activation Roll 14-	0
	(does not protect Hit Locations 3-7; -½)	
5	U-AS Combat Helmet Protection: Armor	
	(6 PD/6 ED); OIF (-½), Activation Roll 8-	0
	(only protects Hit Locations 3-5; -2)	
4	U-AS Combat Helmet Noise Compensation:	
	Hearing Group Flash Defense (6 points);	
	OIF (-½)	0
6	U-AS Combat Helmet Communications	
	Uplink: HRRP (Radio Group); OIF (-½),	
	Affected As Sight And Hearing Group As	
	Well As Radio Group (-½)	0
11	U-M3 Mini-Flashlight: Sight Group	
	Images, +4 to PER Rolls, Reduced Endurance	
	(0 END; +½); OAF (-1), Only To	
	Create Light (-1)	0

Perks

- 1 Fringe Benefit: International Driver's License
- 5 Fringe Benefit: International Police Powers
- 2 Fringe Benefit: International Weapon Permit
- 1 Fringe Benefit: Passport
- 2 Fringe Benefit: UNTIL Rank: Private

Talents

- 2 U-AS Combat Helmet Chronometer
- Readout:* Absolute Time Sense; OIF (-½)
- 2 U-AS Combat Helmet GPS Unit: Bump
- Of Direction; OIF (-½)

Skills

- 4 +2 OCV with U-KTF Blaster Assault Rifle
- 3 Concealment 12-
- 3 Criminology 12-
- 3 Deduction 12-
- 3 KS: International Law & Law Enforcement
- 12-
- 2 KS: The Superhuman World 11-
- 2 KS: The United Nations 11-
- 2 KS: UNTIL 11-
- 2 KS: VIPER 11-
- 2 KS: World Politics 11-
- 2 Language: an additional Language (fluent
- conversation; must be English if English is
- not Native Language)
- 3 Paramedics 12-
- 3 PS: UNTIL Agent 12-
- 3 Stealth 12-
- 3 Tactics 12-
- 3 Teamwork 12-
- 9 WF: Small Arms, Emplaced Weapons,
- Flamethrowers, Grenade Launchers, Heavy
- Machine Guns, Knives, Shoulder- Fired
- Weapons

Total Powers & Skills Cost: 195

Total Cost: 241

75+ Disadvantages

- 5 Distinctive Features: UNTIL Uniform
- (Easily Concealed)
- 10 Hunted: UNTIL 8- (Mo Pow, NCI, Watch-
- ing)
- 15 Hunted: enemies of UNTIL 8- (Mo Pow,
- sometimes NCI, Capture/Kill)
- 20 Social Limitation: Subject To Orders (Very
- Frequently, Major)
- 116 Experience Points

Total Disadvantage Points: 241

UNTIL LIGHT HORSE AGENT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
14	CON	8	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
5	PD	2		Total: 13 PD (8 rPD)
4	ED	1		Total: 12 ED (8 rED)
3	SPD	2		Phases: 4, 8, 12
6	REC	0		
28	END	0		
25	STUN	0		Total Characteristics Cost: 48

Movement: Running: 6"/12"

Cost Powers **END**

53	<i>U-KTF Blaster Assault Rifle:</i> Energy Blast 10d6, Autofire (5 shots; +½), 2 clips of 32 Charges each (+½); OAF (-1) plus +1 OCV; OAF (-1) plus +1 versus Range Modifier; OAF (-1) [32]			
6	<i>Rifle-butt Club:</i> HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)			
30	<i>U-SHL Blaster Pistol:</i> Energy Blast 8d6, 2 Clips of 32 Charges (+½); OAF (-1) [32]			
10	<i>UB-1 Battle Knife:</i> HKA 1d6 (2d6 with STR), Reduced Endurance (0 END; +½); OAF (-1), No Knockback (-¼) 1			
<i>Martial Arts: UNTIL Combat Training</i>				
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Punch	+2	+0	5d6 Strike
3	Throw	+0	+1	3d6 + vel/5; Target Falls
12	<i>U-AS Standard Uniform:</i> Armor (8 PD/8 ED); OIF (-½), Activation Roll 14- (does not protect Hit Locations 3-7; -½) 0			
5	<i>U-AS Combat Helmet Protection:</i> Armor (6 PD/6 ED); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2) 0			
4	<i>U-AS Combat Helmet Noise Compensation:</i> Hearing Group Flash Defense (6 points); OIF (-½) 0			
6	<i>U-AS Combat Helmet Communications Uplink:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½) 0			
11	<i>U-M3 Mini-Flashlight:</i> Sight Group Images, +4 to PER Rolls, Reduced Endurance (0 END; +½); OAF (-1), Only To Create Light (-1) 0			
5	<i>Light Horse Training:</i> +1 SPD; Only For Piloting UNTIL Aircraft (-1) 0			

Perks

1	Fringe Benefit: International Driver's License
5	Fringe Benefit: International Police Powers
2	Fringe Benefit: International Weapon Permit
1	Fringe Benefit: Passport
2	Fringe Benefit: UNTIL Rank: Private
39	Vehicle: UNTIL Jet-Cycle

Talents

2	<i>U-AS Combat Helmet Chronometer</i> <i>Readout:</i> Absolute Time Sense; OIF (-½)
2	<i>U-AS Combat Helmet GPS Unit:</i> Bump Of Direction; OIF (-½)

Skills

4	+2 OCV with U-KTF Blaster Assault Rifle
2	+1 OCV with U-SHL Blaster Pistol
3	Combat Piloting 13-
3	Concealment 12-
3	Criminology 12-
3	Deduction 12-
3	KS: International Law & Law Enforcement 12-
2	KS: The Superhuman World 11-
2	KS: The United Nations 11-
2	KS: UNTIL 11-
2	KS: VIPER 11-
2	KS: World Politics 11-
2	Language: an additional Language (fluent conversation; must be English if English is not Native Language)
2	Navigation (Air) 12-
3	Paramedics 12-
3	PS: UNTIL Agent 12-
2	PS: UNTIL Jet-Cycle Maintenance And Repair 11-
3	Stealth 12-
3	WF: Small Arms, Knives
1	TF: UNTIL Jet-Cycle

Total Powers & Skills Cost: 257

Total Cost: 305

75+ Disadvantages

5	Distinctive Features: UNTIL Uniform (Easily Concealed)
10	Hunted: UNTIL 8- (Mo Pow, NCI, Watching)
15	Hunted: enemies of UNTIL 8- (Mo Pow, sometimes NCI, Capture/Kill)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
180	Experience Points

Total Disadvantage Points: 305

UNTIL PEACEKEEPER AGENT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
14	CON	8	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
5	PD	2		Total: 13 PD (8 rPD)
4	ED	1		Total: 12 ED (8 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
28	END	0		
25	STUN	0		Total Characteristics Cost: 42

Movement: Running: 6"/12"

Cost Powers END

60	<i>Peacekeeper Armor Weapons:</i> Multipower; 90-point reserve, all OIF (-½)			
6u	1) <i>Blaster:</i> Energy Blast 12d6, Reduced Endurance (0 END; +½); OIF (-½)			0
6u	2) <i>Laser:</i> RKA 3d6, Armor Piercing (+½), Reduced Endurance (0 END; +½); OIF (-½)			0
6u	3) <i>Vari-Cannon:</i> Energy Blast 10d6, Variable Special Effects (set group: sonics, fire/heat, ice/cold, radiation; +¼), Reduced Endurance (0 END; +½); OIF (-½)			0
6u	4) <i>Tangler Cannon:</i> Entangle 6d6, 6 DEF; Reduced Endurance (0 END; +½); OIF (-½)			0
6u	5) <i>Grenade Launcher:</i> Energy Blast 12d6, Explosion (+½); OIF (-½), 16 Charges (-0)			[16]

Martial Arts: UNTIL Combat Training

	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Punch	+2	+0	5d6 Strike
3	Throw	+0	+1	3d6 + vel/5; Target Falls
28	<i>Armor:</i> Armor (14 PD/14 ED); OIF (-½)			0
3	<i>Armor:</i> Power Defense (5 points); OIF (-½)			0
5	<i>Flare Compensation:</i> Sight Group Flash Defense (8 points); OIF (-½)			0
5	<i>Noise Compensation:</i> Hearing Group Flash Defense (8 points); OIF (-½)			0
7	<i>Life Support System:</i> Life Support (Self-Contained Breathing); OIF (-½), 1 Continuing Fuel Charge Lasting 3 Hours (-0)			[1cc]
35	<i>Jetpack:</i> Flight 15", x4 Noncombat, Reduced Endurance (0 END; +½); OIF (-½)			0
6	<i>Communications Uplink:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)			0

3	<i>IR Lenses:</i> Infrared Perception (Sight Group); OIF (-½)			0
3	<i>Lowlight Lenses:</i> Nightvision; OIF (-½)			0
3	<i>UV Lenses:</i> Ultraviolet Perception (Sight Group); OIF (-½)			0
2	<i>Hearing Enhancement System:</i> Ultrasonic Perception (Hearing Group); OIF (-½)			0
8	<i>Telescopic Lenses:</i> +8 versus Range for Sight Group; OIF (-½)			0
8	<i>Parabolic Hearing:</i> +8 versus Range for Hearing Group; OIF (-½)			0

Perks

1	Fringe Benefit: International Driver's License		
5	Fringe Benefit: International Police Powers		
2	Fringe Benefit: International Weapon Permit		
1	Fringe Benefit: Passport		
2	Fringe Benefit: UNTIL Rank: Private		

Talents

2	<i>Chronometer:</i> Absolute Time Sense; OIF (-½).		
2	<i>GPS Unit:</i> Bump Of Direction; OIF (-½).		

Skills

4	+2 OCV with U-KTF Blaster Assault Rifle		
6	+2 with Peacekeeper Armor Weapons		
3	Concealment 12-		
3	Criminology 12-		
3	Deduction 12-		
3	KS: International Law & Law Enforcement 12-		
2	KS: The Superhuman World 11-		
2	KS: The United Nations 11-		
2	KS: UNTIL 11-		
2	KS: VIPER 11-		
2	KS: World Politics 11-		
2	Language: an additional Language (fluent conversation; must be English if English is not Native Language)		
3	Paramedics 12-		
3	PS: UNTIL Agent 12-		
3	Stealth 12-		
4	WF: Small Arms, Knives, Peacekeeper Armor Weapons		

Total Powers & Skills Cost: 279

Total Cost: 321

75+ Disadvantages

5	Distinctive Features: UNTIL Uniform (Easily Concealed)		
10	Hunted: UNTIL 8- (Mo Pow, NCI, Watching)		
15	Hunted: enemies of UNTIL 8- (Mo Pow, sometimes NCI, Capture/Kill)		
20	Social Limitation: Subject To Orders (Very Frequently, Major)		
196	Experience Points		

Total Disadvantage Points: 321

UNTIL WILDERNESS DIVISION AGENT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
14	CON	8	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
5	PD	2		Total: 13 PD (8 rPD)
4	ED	1		Total: 12 ED (8 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
28	END	0		
25	STUN	0		Total Characteristics Cost: 42

Movement: Running: 6"/12"

Cost Powers END

53	<i>U-KTF Blaster Assault Rifle:</i> Energy Blast 10d6, Autofire (5 shots; +½), 2 clips of 32 Charges each (+½); OAF (-1) plus +1 OCV; OAF (-1) plus +1 versus Range Modifier; OAF (-1) [32]			
6	<i>Rifle-butt Club:</i> HA +3d6; OAF (-1), Hand-To-Hand Attack (-½) 1			
30	<i>U-SHL Blaster Pistol:</i> Energy Blast 8d6, 2 Clips of 32 Charges (+½); OAF (-1) [32]			
11	<i>UB-1-WD Battle Knife:</i> HKA 1d6 (2d6 with STR), Reduced Endurance (0 END; +½); OAF (-1), No Knockback (-¼) plus +1 to Survival; OAF (-1) 1			
<i>Martial Arts: UNTIL Combat Training</i>				
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Punch	+2	+0	5d6 Strike
3	Throw	+0	+1	3d6 + vel/5; Target Falls
12	<i>U-AS Standard Uniform:</i> Armor (8 PD/8 ED); OIF (-½), Activation Roll 14- (does not protect Hit Locations 3-7; -½) 0			
5	<i>U-AS Combat Helmet Protection:</i> Armor (6 PD/6 ED); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2) 0			
4	<i>U-AS Combat Helmet Noise Compensation:</i> Hearing Group Flash Defense (6 points); OIF (-½) 0			
6	<i>U-AS Combat Helmet Communications Uplink:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½) 0			
11	<i>U-M3 Mini-Flashlight:</i> Sight Group Images, +4 to PER Rolls, Reduced Endurance (0 END; +½); OAF (-1), Only To Create Light (-1) 0			

Perks

- 1 Fringe Benefit: International Driver's License
- 5 Fringe Benefit: International Police Powers
- 2 Fringe Benefit: International Weapon Permit
- 1 Fringe Benefit: Passport
- 2 Fringe Benefit: UNTIL Rank: Private

Talents

- 2 *U-AS Combat Helmet Chronometer*
Readout: Absolute Time Sense; OIF (-½)
- 2 *U-AS Combat Helmet GPS Unit:* Bump Of Direction; OIF (-½)

Skills

- 2 +1 OCV with U-KTF Blaster Assault Rifle
- 2 Animal Handler (one category of GM's choice) 12-
- 3 Climbing 12-
- 3 Criminology 12-
- 3 KS: International Law & Law Enforcement 12-
- 2 KS: The Superhuman World 11-
- 2 KS: The United Nations 11-
- 2 KS: UNTIL 11-
- 2 KS: World Politics 11-
- 2 Language: an additional Language (fluent conversation; must be English if English is not Native Language)
- 2 Navigation (Land) 12-
- 3 Paramedics 12-
- 3 PS: UNTIL Agent 12-
- 7 Stealth 14-
- 6 Survival (two environment groups of the GM's choice) 13-
- 3 Tracking 12-
- 3 TF: Basic Parachuting, SCUBA, Snow Skiing
- 3 WF: Small Arms, Knives

Total Powers & Skills Cost: 219

Total Cost: 261

75+ Disadvantages

- 5 Distinctive Features: UNTIL Uniform (Easily Concealed)
- 10 Hunted: UNTIL 8- (Mo Pow, NCI, Watching)
- 15 Hunted: enemies of UNTIL 8- (Mo Pow, sometimes NCI, Capture/Kill)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 136 Experience Points

Total Disadvantage Points: 261

UNTIL OCEANIC/ARCTIC DIVISION AGENT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
14	CON	8	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
5	PD	2		Total: 13 PD (8 rPD)
4	ED	1		Total: 12 ED (8 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
28	END	0		
25	STUN	0		Total Characteristics Cost: 42

Movement: Running: 6"/12"
Swimming: 8"/16" (+4", Swimfins)

Cost Powers END

11	<i>U-OAD-1 Speargun:</i>	RKA 2d6; OAF (-1), 4 Recoverable Charges (-½), No Knockback (-¼)	[4rc]
53	<i>U-KTF Blaster Assault Rifle:</i>	Energy Blast 10d6, Autofire (5 shots; +½), 2 clips of 32 Charges each (+½); OAF (-1) plus +1 OCV; OAF (-1) plus +1 versus Range Modifier; OAF (-1)	[32]
6	<i>Rifle-butt Club:</i>	HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)	1
30	<i>U-SHL Blaster Pistol:</i>	Energy Blast 8d6, 2 Clips of 32 Charges (+½); OAF (-1)	[32]
10	<i>UB-1 Battle Knife:</i>	HKA 1d6 (2d6 with STR), Reduced Endurance (0 END; +½); OAF (-1), No Knockback (-¼)	1

Martial Arts: UNTIL Combat Training

	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Punch	+2	+0	5d6 Strike
3	Throw	+0	+1	3d6 + vel/5; Target Falls
12	<i>U-AS Standard Uniform:</i> Armor (8 PD/8 ED); OIF (-½), Activation Roll 14- (does not protect Hit Locations 3-7; -½)			
5	<i>U-AS Combat Helmet Protection:</i> Armor (6 PD/6 ED); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2)			
4	<i>U-AS Combat Helmet Noise Compensation:</i> Hearing Group Flash Defense (6 points); OIF (-½)			
6	<i>U-AS Combat Helmet Communications Uplink:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)			
3	<i>U-SCUBA Equipment:</i> Life Support (Expanded Breathing; Breathe Underwater); OIF (-½); 1 Continuing Charge lasting 2 Hours (-0) [1cc]			
4	<i>OAD Training:</i> Swimming +2" (4" total)			
3	<i>Swimfins:</i> Swimming +4" (6" total); OIF (-½)			
4	<i>Skis:</i> Running +6" (12" total); OAF (-1), Only On Snow/Ice (-1)			
11	<i>U-M3 Mini-Flashlight:</i> Sight Group Images,			

	+4 to PER Rolls, Reduced Endurance (0 END; +½); OAF (-1), Only To Create Light (-1)	0
6	<i>Wrist Depth Gauge/Compass:</i> Detect Depth 16- (no Sense Group); OAF (-1)	
	plus Bump of Direction; OAF (-1)	0
11	<i>Shoulder-Mounted Searchlight:</i> Sight Group Images, +4 to PER Rolls, Reduced Endurance (0 END; +½); OAF (-1), Only To Create Light (-1)	0

Perks

1	Fringe Benefit: International Driver's License
5	Fringe Benefit: International Police Powers
2	Fringe Benefit: International Weapon Permit
1	Fringe Benefit: Passport
2	Fringe Benefit: UNTIL Rank: Private

Talents

2	<i>U-AS Combat Helmet Chronometer Readout:</i>	Absolute Time Sense; OIF (-½)
2	<i>U-AS Combat Helmet GPS Unit:</i>	Bump Of Direction; OIF (-½)

Skills

2	+1 OCV with U-KTF Blaster Assault Rifle
3	Criminology 12-
3	Demolitions 12-
3	KS: International Law & Law Enforcement 12-
2	KS: The Superhuman World 11-
2	KS: The United Nations 11-
2	KS: UNTIL 11-
2	KS: World Politics 11-
2	Language: an additional Language (fluent conversation; must be English if English is not Native Language)
2	Navigation (Marine) 12-
3	Paramedics 12-
3	PS: UNTIL Agent 12-
2	SS: Hydrography 11-
2	SS: Marine Biology 11-
2	SS: Oceanography 11-
3	Stealth 12-
6	Survival (Arctic/Subarctic, Marine) 13-
2	<i>Survival Kit:</i> +2 with Survival; OAF (-1)
3	Systems Operation 12-
6	TF: three points' worth of Water Vehicles (GM's choice), SCUBA, Snowmobiles, Snow Skiing
3	WF: Small Arms, Knives

Total Powers & Skills Cost: 265**Total Cost: 307****75+ Disadvantages**

5	Distinctive Features: UNTIL Uniform (Easily Concealed)
10	Hunted: UNTIL 8- (Mo Pow, NCI, Watching)
15	Hunted: enemies of UNTIL 8- (Mo Pow, sometimes NCI, Capture/Kill)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
182	Experience Points

Total Disadvantage Points: 307

UNTIL ELECTRONIC WARFARE AGENT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
14	CON	8	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
5	PD	2		Total: 13 PD (8 rPD)
4	ED	1		Total: 12 ED (8 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
28	END	0		
25	STUN	0		Total Characteristics Cost: 42

Movement: Running: 6"/12"

Cost Powers END

53	<i>U-KTF Blaster Assault Rifle:</i> Energy Blast 10d6, Autofire (5 shots; +½), 2 clips of 32 Charges each (+½); OAF (-1) plus +1 OCV; OAF (-1) plus +1 versus Range Modifier; OAF (-1) [32]			
6	<i>Rifle-butt Club:</i> HA +3d6; OAF (-1), Hand-To-Hand Attack (-½) 1			
30	<i>U-SHL Blaster Pistol:</i> Energy Blast 8d6, 2 Clips of 32 Charges (+½); OAF (-1) [32]			
10	<i>UB-1 Battle Knife:</i> HKA 1d6 (2d6 with STR), Reduced Endurance (0 END; +½); OAF (-1), No Knockback (-¼) 1			
<i>Martial Arts: UNTIL Combat Training</i>				
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Punch	+2	+0	5d6 Strike
3	Throw	+0	+1	3d6 + vel/5; Target Falls
12	<i>U-AS Standard Uniform:</i> Armor (8 PD/8 ED); OIF (-½), Activation Roll 14- (does not protect Hit Locations 3-7; -½) 0			
5	<i>U-AS Combat Helmet Protection:</i> Armor (6 PD/6 ED); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2) 0			
4	<i>U-AS Combat Helmet Noise Compensation:</i> Hearing Group Flash Defense (6 points); OIF (-½) 0			
6	<i>U-AS Combat Helmet Communications Uplink:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½) 0			
11	<i>U-M3 Mini-Flashlight:</i> Sight Group Images, +4 to PER Rolls, Reduced Endurance (0 END; +½); OAF (-1), Only To Create Light (-1) 0			

Perks

25	EWD Laptop (see page 100)
1	Fringe Benefit: International Driver's License
5	Fringe Benefit: International Police Powers
2	Fringe Benefit: International Weapon Permit
1	Fringe Benefit: Passport
2	Fringe Benefit: UNTIL Rank: Private

Talents

2	<i>U-AS Combat Helmet Chronometer</i> Readout: Absolute Time Sense; OIF (-½)
2	<i>U-AS Combat Helmet GPS Unit:</i> Bump Of Direction; OIF (-½)

Skills

2	+1 OCV with U-KTF Blaster Assault Rifle
3	Bugging 12-
3	Bureaucratics 12-
7	Computer Programming 14-
3	Criminology 12-
5	Cryptography 13-
3	Deduction 12-
5	Electronics 13-
3	KS: International Law & Law Enforcement 12-
2	KS: The Superhuman World 11-
2	KS: The United Nations 11-
2	KS: UNTIL 11-
2	KS: World Politics 11-
2	Language: an additional Language (fluent conversation; must be English if English is not Native Language)
3	PS: UNTIL Agent 12-
2	Security Systems 12-; Electronic/Technological Systems Only (-½)
3	Stealth 12-
5	Systems Operation 13-
3	WF: Small Arms, Knives

Total Powers & Skills Cost: 248

Total Cost: 290

75+ Disadvantages

5	Distinctive Features: UNTIL Uniform (Easily Concealed)
10	Hunted: UNTIL 8- (Mo Pow, NCI, Watching)
15	Hunted: enemies of UNTIL 8- (Mo Pow, sometimes NCI, Capture/Kill)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
165	Experience Points

Total Disadvantage Points: 290

UNTIL CRIMINALISTICS AND FORENSICS AGENT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
14	CON	8	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2 ½d6
10	COM	0	11-	
5	PD	2		Total: 13 PD (8 rPD)
4	ED	1		Total: 12 ED (8 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
28	END	0		
25	STUN	0		Total Characteristics Cost: 42

Movement: Running: 6"/12"

Cost	Powers	END
56	<i>U-KTF Assault Blaster Rifle:</i> Energy Blast 10d6, Autofire (5 shots; +½), 2 Clips of 32 Charges (+½); OAF (-1) plus +1 OCV; OAF (-1) plus +1 versus Range Modifier; OAF (-1) [32]	
3	<i>Rifle-Butt Club:</i> HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)	1
30	<i>U-SHL Blaster Pistol:</i> Energy Blast 8d6, 2 Clips of 32 Charges (+½); OAF (-1) [32]	
10	<i>UB-1 Battle Knife:</i> HKA 1d6 (2d6 with STR), Reduced Endurance (0 END; +½); OAF (-1), No Knockback (-¼)	1
	<i>Martial Arts: UNTIL Combat Training</i>	
	Maneuver	OCV
4	Block	+2
4	Punch	+2
3	Throw	+0
		DCV
		Notes
		Block, Abort
		5d6 Strike
		3d6 + vel/5;
		Target Falls
12	<i>U-AS Standard Uniform:</i> Armor (8 PD/8 ED); OIF (-½), Activation Roll 14- (does not protect Hit Locations 3-7; -½)	0
5	<i>U-AS Combat Helmet Protection:</i> Armor (6 PD/6 ED); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2)	
4	<i>U-AS Combat Helmet Noise Compensation:</i> Hearing Group Flash Defense (6 points); OIF (-½)	
6	<i>U-AS Combat Helmet Communications Uplink:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	
11	<i>U-M3 Mini-Flashlight:</i> Sight Group Images, +4 to PER Rolls, Reduced Endurance (0 END; +½); OAF (-1), Only To Create Light (-1)	0

Perks

- 25 C&F Laptop (see page 101)
 1 Fringe Benefit: International Driver's License
 5 Fringe Benefit: International Police Powers
 2 Fringe Benefit: International Weapon Permit
 1 Fringe Benefit: Passport
 2 Fringe Benefit: UNTIL Rank: Private

Talents

- 2 *U-AS Combat Helmet Chronometer Readout:* Absolute Time Sense; OIF (-½)
 2 *U-AS Combat Helmet GPS Unit:* Bump Of Direction; OIF (-½)

Skills

- 2 +1 OCV with U-KTF Blaster Assault Rifle
 3 *Crime Scene Kit:* +2 to Criminology and Forensic Medicine; OAF (-1)
 3 Bureaucratics 12-
 3 Concealment 12-
 7 Criminology 14-
 3 Deduction 12-
 5 Forensic Medicine 13-
 3 KS: International Law & Law Enforcement 12-
 2 KS: The Superhuman World 11-
 2 KS: The United Nations 11-
 2 KS: UNTIL 11-
 2 KS: World Politics 11-
 2 Language: an additional Language (fluent conversation; must be English if English is not Native Language)
 3 Paramedics 12-
 3 PS: UNTIL Agent 12-
 3 Streetwise 12-
 3 WF: Small Arms, Knives

Total Powers & Skills Cost: 239

Total Cost: 281

75+ Disadvantages

- 5 Distinctive Features: UNTIL Uniform (Easily Concealed)
 10 Hunted: UNTIL 8- (Mo Pow, NCI, Watching)
 15 Hunted: enemies of UNTIL 8- (Mo Pow, sometimes NCI, Capture/Kill)
 20 Social Limitation: Subject To Orders (Very Frequently, Major)
 156 Experience Points

Total Disadvantage Points: 281

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