

#02

# ENEMIES™



HERO



GAMES

**SUPERVILLAINS  
FOR**

**CHAMPIONS**  
THE SUPER ROLE-PLAYING GAME!



# **SUPERVILLAINS FOR**

**CHAMPIONS**

THE SUPERHERO ROLE PLAYING GAME

# **ENEMIES**

**EDITED BY STEVE PETERSON AND GEORGE MAC DONALD**

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying (except Character Sheets for personal use only), recording, or computerization, or by any information storage and retrieval system, without permission in writing from the Publisher: I.C.E., P.O. Box 1605, Charlottesville, VA 22902

Printed in USA. Second Printing September 1986  
Produced & Distributed by Iron Crown Enterprises

Edited by

Steve Peterson and George Mac Donald

Revised by Bruce Harlick

Cover by Jason Waltrip

Interior Illustrations by Mark Williams

Layouts by Mike Gray

This book is dedicated to the following people:

Adrian "Biff the Wonder Dog" Turner

Vernon "Speed" Turner

Claude "IT" Turner

Ray "Dove" Greer

Randy "451" Greer

Mike "Airacobra" Gray

Bob "The Count" Frager

Kirby "C.E.D.R.I.C." Laurence

Tom "Guardian" Tumey

Copyright 1982 Bruce Harlick for **HERO GAMES.**

TABLE OF CONTENTS

✓ Agent of GENOCIDE by Glenn Thain.....	7
ANKYLOSAUR by Bruce Harlick.....	17
AVAR-7 by Glenn Thain.....	5
BINDER by Steve Peterson.....	9
BLACK MAMBA by Bruce Harlick.....	18
BLACK STAR by Steve Peterson.....	11
BLOWTORCH by Glenn Thain.....	23
CHARGER by Steve Peterson.....	12
COBRA by Bruce Harlick.....	19
DRAGON MASTER by Glenn Thain.....	8
FIREWING by George Mac Donald.....	24
FOX by Ray "Rags" Greer.....	8
✓ FRIZBE by Steve Goodman.....	21
HIDEOUS by George Mac Donald.....	18
HERCULAN by George Mac Donald.....	6
LADY BLUE by George Mac Donald.....	20
LADYBUG by Glenn Thain.....	16
LAZER by George Mac Donald.....	15
LEECH by Steve Peterson.....	15
LIGHTNING by George Mac Donald.....	14
✓ MIND SLAYER by Glenn Thain.....	20
✓ MINUTEMAN MK-V by Glenn Thain.....	7
MONGOOSE by Glenn Thain.....	19
PANDA by Stacy Laurence.....	13
PLASMOID by Steve Peterson.....	10
RACCOON by Stacy Laurence.....	13
RAY by Glenn Thain.....	22
SHAMROCK by Glenn Thain.....	16
✓ SLEDGE by George Mac Donald.....	23
SLICK by Steve Peterson.....	11
SUNBURST by Glenn Thain.....	22
THOK by George Mac Donald.....	5
THUNDER by George Mac Donald.....	14
UTILITY by George Mac Donald.....	4
VIBRON by George Mac Donald.....	21
WYVERN by Bruce Harlick.....	12



This volume is a collection of supervillains for use with **CHAMPIONS**, the Superhero Role Playing Game. Not only does each villain have a complete list of characteristics, powers, skills, disadvantages and comes fully illustrated, but each entry has been put into a new revised format. This format is easier to read, for it presents each villain in a consistent order. This order is (for the Powers and skills): Attacks, Defenses, Movement, Enhanced Senses, Other Powers, Reduced END Costs, Specific Levels, Overall Levels, and anything else we forgot to add in. The order for disadvantages is: Berserks, Unluck, Vulnerabilities, Susceptibilities, Physical Limitations, Psychological Limitations, Hunteds, DNPC's, Unusual Looks, Secret Identities, and Villain Bonus.

Because this is a revised edition, you may find some powers, disadvantages, or that the way the villain was built has changed from this book to the first edition. Don't worry about it too much. The reason they were changed was to make them legal under the new rules, and to reflect the rule changes that will occur in the new, revised **CHAMPIONS**. The only major power change concerns the END reduction advantage when applied to the Elemental Control power. The new way to figure reduced END (which will appear in the revised **CHAMPIONS**) is to add the cost of any extra slots and/or boosted slots to the base cost of the element before you figure the cost of the reduced END cost advantage.

The villains may be used straight from the book, or you may modify them to fit your campaign. You may

find some of them too high powered or too low powered to fit into your world. Please feel free to change them around, as well as change any hunteds to fit any agent or villain groups that currently exist in your campaign.

There are some new organizations mentioned in this book that are not fully explained. While we plan to detail these in later books, the GM is encouraged to create new agents, equipment and headquarters for these groups to help add more color into the campaign. Speaking of color, Villains have personalities too. A good way to find out how the villain thinks is to read his or her origin. This often tells a little about the villain, as well as how he or she got his or her powers. Also take a good look at any berserks and psych crooks that might help determine the villain's personality. This will help add some life to your campaigns, and increase the fun.

Many of these villain have had contact or have connections with other villains in this book. Once again look in the origins and psych crooks to find any connection, and by all means make up your own. There are few things funnier to find that the villain you had been fighting for 3 turns is now your ally because his worst enemy has just joined the fight. This also will help to enrich your campaign, and make it more enjoyable. Some hero-villain interplay besides combat always helps to liven up the game. The game will become so much more exciting as old feuds and friendships pop up. 'Nuff said!

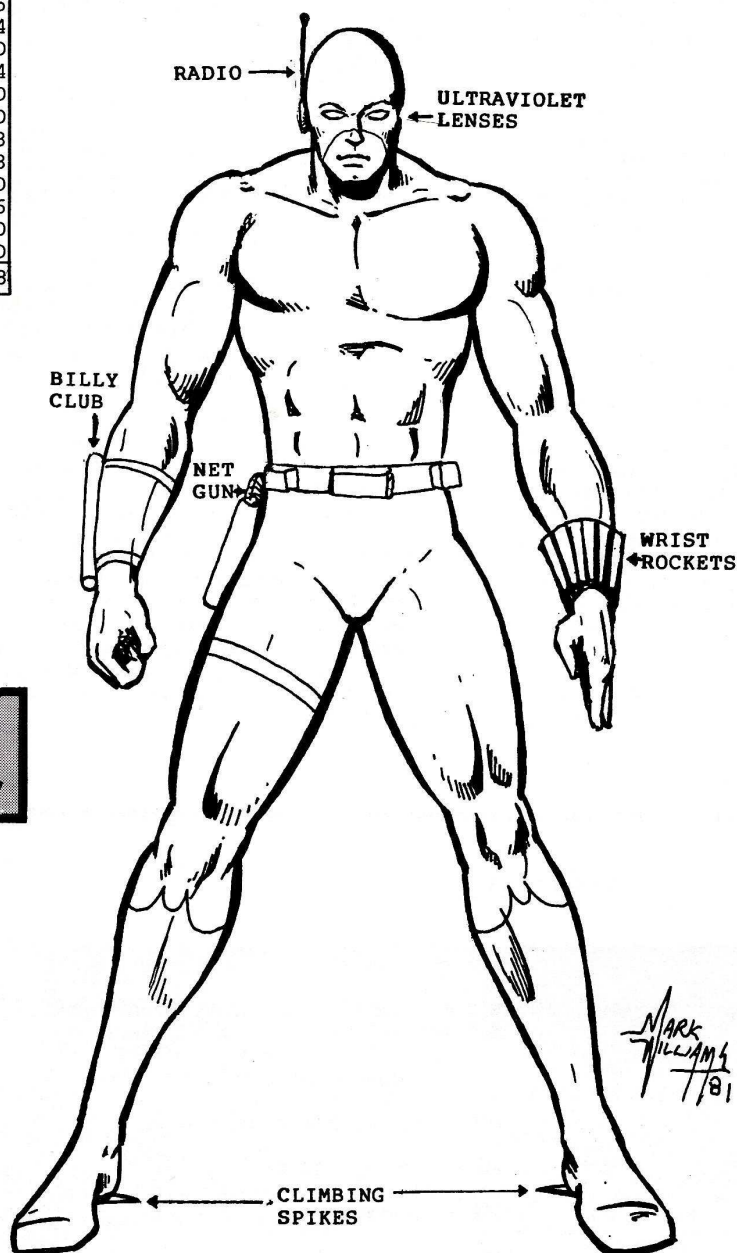
## GLOSSARY OF TERMS

<b>BODY</b> = Body pipe	m = Variable slot in a multipower: Multi
<b>CHA</b> = Characteristics	NND = Attack with no normal defense (The defense follows the number of dice)
<b>COM</b> = Comeliness	OAF = Obvious Accessable Focus
<b>CON</b> = Constitution	OIF = Obvious Inaccessable Focus
<b>DEX</b> = Dexterity	PD = Physical Defense
<b>EB</b> = Energy Blast	PRE = Presence
<b>ED</b> = Energy Defense	REC = Recovery
<b>END</b> = Endurance	RKA = Ranged killing attack
<b>GM</b> = Ground movement	SPD = Speed
<b>HTH</b> = Hand to Hand	STR = Strength
<b>HR</b> = High Range	u = All or nothing slot in a multipower: Ultra
<b>IAF</b> = Inobvious Accessable Focus	Val = Value
<b>IIF</b> = Inobvious Inaccessable Focus	w/ = With
<b>INT</b> = Intelligence	



VAL	CHA	Cost
20	STR	10
20	DEX	30
18	CON	16
12	BODY	4
20	INT	10
8	EGO	-4
10	PRE	0
10	COM	0
12	PD	8
12	ED	8
5	SPD	20
11	REC	6
36	END	0
31	STUN	0
CHA Cost=108		

Name: UTILITY



OCV = 7  
DCV = 7  
ECV = 3  
PHA = 3, 5, 8,  
10, 12

Cost	Powers	END
20	Martial Arts	
5	* +1/2 Damage Multiple for Martial Arts	
27	& 8D6 EB - Blaster (15 Charges)	
12	& +7D6 EB - Blaster (2 Charges)	
18	% 6D6 Entangle, DEF 6 (3 Charges)	
12	\$ +8 PD, +8 ED	
6	+3" Running	
7	# UV Vision	
7	# HR Radio Hearing	
3	" Climbing 13 or less	
10	2 Levels w/ Ranged Weapons	
20	2 Overall Levels	
	* OAF - Billy Club	
	& OIF - Wristbands	
	% OAF - Web Gun	
	\$ IIF - Padded Suit	
	# OIF - Headpiece	
	" OIF - Climbing Spikes	
147 = Power Cost Total = 255		

100+ Disadvantages	
20	2x STUN from all Magic based attacks
20	2x STUN from all Mental attacks
20	Overconfidence
15	Collapses in the face of torture
30	Hunted by the ULTIMATES 8 or less
25	Hunted by UNTIL 8 or less
10	Hunted by Crusader 8 or less (x1/2)
15	Secret Identity
2	Villain Bonus

255 = Disadvantage Total

William Chow was always fascinated by superheroes and villains. His favorite mental exercise was to figure out ways to outsmart superheroes. These exercises soon became the center of Chow's life. He spent hours doing research, looking for weaknesses in each hero or villain. Soon he became convinced that he was smarter and better than everybody else. William never would have had the chance to exercise his whims, but his Great Aunt died and left him enough money to finance his original weapons purchases. Now, as UTILITY, he uses his great versatility, and knowledge to taunt and capture heroes while he makes himself rich.



Name: AVAR-7

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
20	STR	10	75	Multipower		20	2x STUN from Magic attacks
26	DEX	48	7	u Density Increase - +30	6	15	2D6 from Concentrated UV rays
28	CON	36		STR, +30 CON, +6 BODY, +18 PD, +18 ED, 64x Mass, -6" Knockback at 1/2 END Cost		20	Code Vs. Killing
20	BODY	20				15	Alerts others of intentions in combat
20	INT	10				35	Hunted by Superhero Group 11 or less
18	EGO	16				35	Hunted by Superhero Group 11 or less
30	PRE	20	3	u 6D6 NND - Force Field at 1/2 END Cost (No range, must use grab)	6	15	Hunted by Chemical Mfg. 11 or less
16	COM	3				5	Unusual Looks
10	PD	6				15	Secret Identity
15	ED	9	7	u Desolidification 12 BODY per phase at 1/2 END Cost	8	88	Villain Bonus
6	SPD	24					
10	REC	0					
56	END	0	40	8D6 EB - Affects Desolids (END Batt - 32 pips)			
50	STUN	6		Regeneration - 2 BODY 1 Level w/EB			
OCV = 9				20			
DCV = 9				3			
ECV = 6							
PHA = 2,4,6,8,10,12							
CHA Cost=208+155 = Power Cost Total = 363 363 = Disadvantage Total							

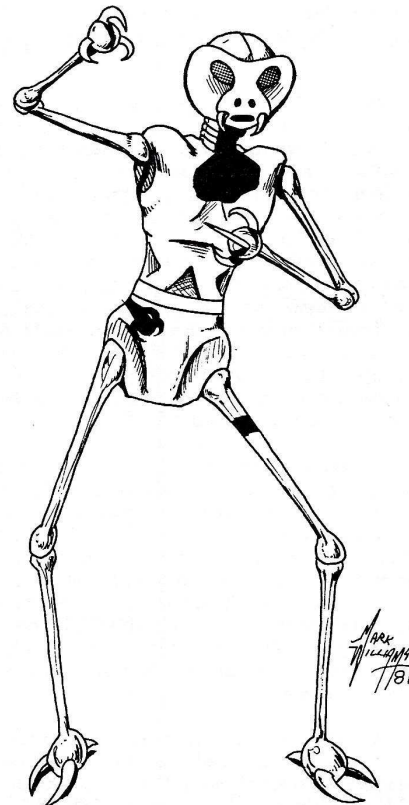
While passing through the Sol system, a Federation cruiser identified a low tech civilization on the third planet. The cruiser sent a model 7 AVAR (Advanced Variable Android, Reconnaissance) down to prepare a long term study of the civilization. Once AVAR-7 was planetside he discovered an unusual amount of super powered humans. Using his built-in abilities, he participated in this sub-culture and became a superhero. During a fight with the villain MECHANON, AVAR-7 was captured. His delicate computer brain was readjusted by MECHANON. His benign programing was wiped out and a new set of programed commands became his prime objective. AVAR-7 broke free of MECHANON's control, but retained his villainous new programing. AVAR-7 now proceeds with his task of attempting to subjugate the human race.



Name: THOK

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
40	STR	30	30	2D6 HKA	6	20	Cannot speak
33	DEX	69		4D6 w/STR	12	20	Arrogance
28	CON	36	30	Full Damage Resistance		20	Distrust of Humans
8	BODY	-4	5	Lack of Weakness		15	Hunted by NASA on 8 or less
25	INT	15	10	Acrobatics 16 or less		30	Hunted by the Department of Defense 14 or less
17	EGO	14	5	Climbing 17 or less		15	Unusual Looks
20	PRE	10	5	Stealth 16 or less		10	Public Identity
2	COM	-4	5	Computer Programing		90	Villain Bonus
18	PD	10		14 or less			
18	ED	12	5	Security Systems			
7	SPD	27		14 or less			
14	REC	0	5	1D6 Luck			
56	END	0	10	1 Overall Level			
45	STUN	3					
OCV = 11							
DCV = 11							
ECV = 6							
PHA = 2,4,6,7,9,11,12							
CHA Cost=210+110 = Power Cost Total = 320 320 = Disadvantage Total							

THOK is an alien prince from a far part of our galaxy. While fleeing from Anarchists of his own civilization he utilized an experimental Macro-Warp and crashed on Earth. His ship was totally destroyed on landing. After his crash landing, THOK was captured by NASA and transferred to the Department of Defense. Though he could not talk to government officials, THOK soon discovered they intended to hold him for study. He escaped and has been on the run ever since. THOK spends his time attempting to use Earth technology to build a spacecraft capable of getting him back home. To this end, he is often stealing high technology experimental rocket and force field parts from government and industrial labs.





Name: **HERCULAN**

VAL	CHA	Cost	Cost	Powers	END	100+ IN
45	STR	35	60	Multipower	10	2D6 Unluck
26	DEX	48	6	u 2 1/2D6 STR Transfer	12	2x STUN from Mental attacks
30	CON	40		Range		
15	BODY	10	6	u 1D6+1 DEX Drain, at	12	2x STUN from Metal attacks
25	INT	15		Range		
15	EGO	10	6	u Desolidification	12	Doesn't understand Earth's culture
10	PRE	0		12 BODY per phase		
10	COM	0	6	u Full Spectrum	12	Code Vs. killing
24	PD	15		Invisibility	25	Hunted by NASA
20	ED	14	20	* Full Damage Resistance		11 or less
5	SPD	14	13	* 20 pts. Life Support	35	Hunted by Superhero Group 11 or less
15	REC	0	15	* +11" Running	2	Secret Identity
60	END	0			15	
42	STUN	0			78	Villain Bonus
OCV = 9				* OIF - Armor		
DCV = 9						
ECV = 5						
PHA = 3,5,8,10,12						
CHA Cost=201+132 = Power Cost Total = 333 333 = Disadvantage "total"						

HERCULAN knocked one last enemy from his path as he leaped into the escape module. He punched out, and fell unconscious as the acceleration hit him. When HERCULAN awoke, he found he had crashed onto an unknown planet. He found only minor damage, and with few repairs he could be on his way home quickly. He set off for a local settlement, hoping that he could barter for parts. But HERCULAN found that this was a Barbarian World that wouldn't have the parts he needed. Dejected, he returned to his ship, planning to build what he would need from local equipment. Upon reaching his ship, he found several locals demolishing it. Enraged, he attacked. The locals fled, but they had done massive damage to his ship. No longer, then, would he barter for what he wanted. He would take it.

Authentication Code: G/55/1/8/81

Source: UNTIL Criminal Records Division

Subject: GENOCIDE. See also Project Salvation

Official records reveal that GENOCIDE began life as the US government project codenamed Salvation. Project Salvation was initiated to investigate the growing numbers of successful mutant humans. The project scientists all agreed that the number of mutants would continue to increase for at least the next 5 to 10 years. Most scientists on the project assumed that the mutation rate would decline from that point on. However, Assistant Project Director Dr. William Andevers argued that mutants would continue to breed "until there won't be anyplace left for real human beings!" (US Senate Armed Services Subcommittee, Closed Session, 7/13/80). Dr. Andevers' statements were not included in the Project Salvation final reports, issued 9/1/80).

Several months (11/7/80) later, a secret installation under the Horseshoe Falls at Niagara was raided by an UNTIL assault team and several superheroes. The base was found to belong to a well armed and financed group identified as GENOCIDE. Documents and computer records recovered from the raid revealed that many of the personnel and much of the equipment used by GENOCIDE had been assigned formally to Project Salvation. GENOCIDE, therefore, has access to much of America's latest personal and defensive weaponry.

According to captured records, GENOCIDE is currently controlled by Dr. Jeffrey Andevers, Dr. William Andevers' son. The current whereabouts of Dr. William Andevers is unknown. GENOCIDE has built bases

all over the globe and is actively engaged in training and further expansion. This activity is almost certainly in preparation for GENOCIDE's next major operation, Phase Alpha.

Phase Alpha is the GENOCIDE codename for their project for the elimination of the mutant menace. They intend to use their giant robot MINUTEMEN to capture or kill all known or suspected mutant humans. The MINUTEMEN are derived from the original Mark V security robots from Project Safeguard (see attached specifications). They are very fast, heavily armed and armored, and can be expected to defeat most mutants in single combat. As GENOCIDE has had access to these robots for a considerable period of time it is likely that the newest models of MINUTEMEN have been upgraded or modified.

GENOCIDE is obviously a dangerous organization. They pose a real threat to all citizens of the world, both mutant and non-mutant. Any activity in any region that might be connected with GENOCIDE should be investigated immediately. Any confirmed GENOCIDE bases or intelligence cells should be reported to UNTIL headquarters, soonest. We would welcome any assistance against this menace from whatever available UNTIL or non-UNTIL combatants.

Reporting Officer: Captain G. Thain (Chicago)

Transcribing Officer: Lieutenant S. Laurence

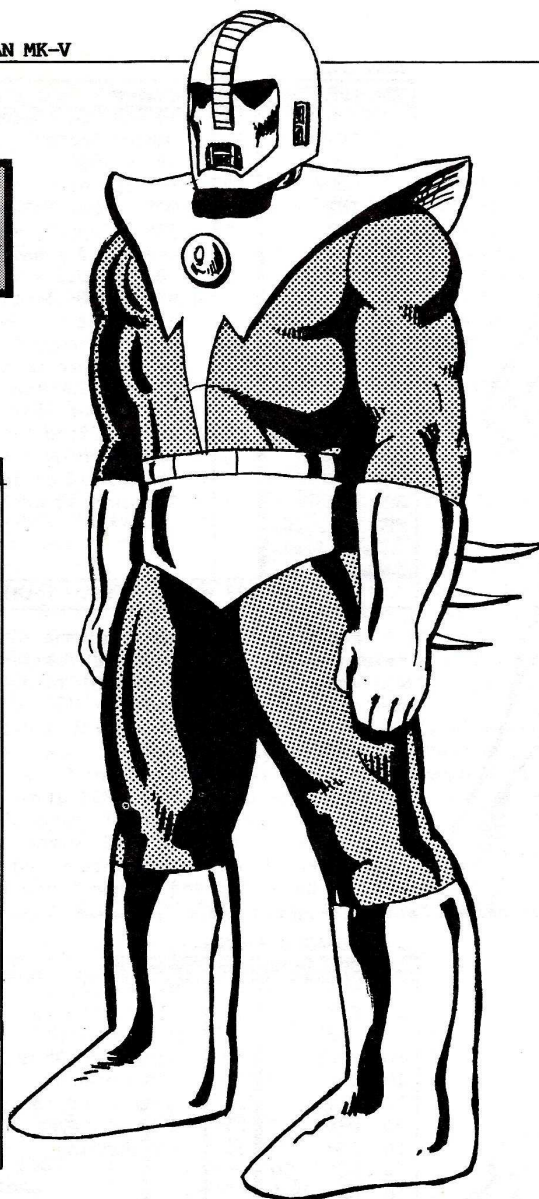
Classified: Most Secret (Destroy After Reading)



VAL	CHA	Cost
70*	STR	20
20	DEX	30
50	CON	80
16*	BODY	-20
25	INT	15
16	EGO	12
40*	PRE	-10
10	COM	0
35*	PD	31
40*	ED	22
6	SPD	30
16	REC	0
120	END	10
80	STUN	40
CHA Cost=260		

Name: MINUTEMAN MK-V

OCV = 7/15  
DCV = -1  
ECV = 5  
PHA = 2,4,6,  
8,10,12



100+	Disadvantages
30	2x STUN from Energy killing attacks
30	2x BODY from Energy killing attacks
15	2x STUN from Electric attacks
15	2x BODY from Electric attacks
25	Must take mutant alive, or die trying
20	Will ignore non-mutants, unless attacked
10	Code vs. killing
50	Hunted by most Superheros
35	Hunted by UNTIL 14 or less
13	Hunted by US Army 11 or less
297	Villain Bonus
640 = Disadvantage Total	

Cost	Powers	END
64	* Growth - +8 OCV in HTH combat, -8 DCV, 30' Tall	0
60	Multipower	
6	u 12D6 EB - Blaster	12
6	u 8D6 EB - Blaster Affects Desolids	8
6	u 8D6 EB - Blaster, AP	12
6	u 8D6 EB - Sonic, Explosion	12
6	u 6D6 NND - Life support	12
6	u 6D6 NND - Force Field	12
6	u 6D6 Entangle, DEF 6	12
6	u 6D6 Flash, 6"r	12
3	u 12D6 Mind Scan on mutants only	12
10	1/2 Physical Damage Resistance	
40	20" Flight	0
30	Radar on 14 or less, Range Mod = -1/40"	
80	0 END Cost - Growth	
30	0 END Cost - Flight	
15	10 Levels w/ Mind Scan	
* Bonuses for Growth are already added in to Stats, Growth is always on.		
380 = Power Cost Total = 640		



Name: AGENT of GENOCIDE

VAL	CHA	Cost	Cost	Powers	END	50+	Disadvantages
10	STR	0	10	Martial Arts		15	Hates all mutants
15	DEX	15	5	1 Level w/Gun			
10	CON	0	2	* Radio Hearing			
10	BODY	0	23	& 6D6 EB - Blaster			
10	INT	0		Armor Piercing			
10	EGO	0		(16 Shots)			
10	PRE	0					
10	COM	0					
5	PD	3					
4	ED	2					
3	SPD	5					
4	REC	0					
20	END	0					
20	STUN	0					
OCV = 5							
DCV = 5							
ECV = 3							
PHA = 4,8, 12				* OIF - Radio Helmet & OAF - Blaster Rifle			
CHA Cost= 25+ 40 = Power Cost				Total = 65	65 = Disadvantage Total		





Name: FOX

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
10	STR	10	15	19 pts. Ego Defense	30		2x STUN from physical attacks
26	DEX	48	19	Danger Sense			1 1/2x STUN from physical killing attacks
20	CON	20		14 or less	15		Coward in the face of physical violence
7	BODY	-6	50	Multipower			Protects normals
18	INT	8	5	u 20" Combat Teleport	4		Hunted by Police 14 or less
11	EGO	2	5	u 20" Teleport, may prepare 2 phases	4		Hunted by Superhero Group 8 or less
15	PRE	5		u +4 DCV (Blink T-Port)			Unusual Looks
8	COM	-1	2	u Missile Deflection to all on 14 or less			Secret Identity
8	PD	6	2	Long Distance Teleport may prepare up to 15 phases (2840 km with multipower slot #2)			Villain Bonus
8	ED	4		10 Memorized Locations			
7	SPD	34	75	+10" Running (4x END)	8		
10	REC	8		Stealth 14 or less			
40	END	0		Disguise 13 or less			
30	STUN	8					
OCV = 9				5			
DCV = 9				5			
ECV = 4				5			
PHA = 2,4,6,7,9,11,12							
CHA Cost=146+198 = Power Cost Total = 344 344 = Disadvantage Total							

Frederic Fagin was a mutant with unusual features and an unique teleportational ability. He learned to disguise his appearance, and was able to mix with normal society. He became a master commodities dealer, and was called the Fox of finance by his colleagues. Fagin became a crime lord as a lark, and found that he enjoys the chase. The FOX enjoys grandiose thefts and making superheroes look like total fools. His favorite weapon is a banana cream pie, and he employ nothing more deadly. The FOX gives to the poor, and goes out of his way to keep normals out of danger. The FOX's Dog agents only employ stun weapons. The FOX will spare no effort to get a hero maimed or humiliated if he is even threatened with physical harm. FOX's greatest fear is being exposed in the financial world, and losing face.

\*\*\*\*\*

Name: DRAGON MASTER

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
20	STR	10	20	Martial Arts	5		1D6 Unluck
29	DEX	57	20	+1x multiplier for Martial Arts	5		2x STUN Lasers
23	CON	26		Superleap 8" up, 16" forward	20		Overconfident
10	BODY	0	20	Acrobatics 15 or less	20		Seeks out martial combat
10	INT	0		4 Levels w/MA	10		Hatred of guns
10	EGO	0	10	+5" Running	35		Hunted by Chinese secret service on 11 or less
20	PRE	10	20		2		Hunted by Police on 11 or less
16	COM	3	10				1 1/2x STUN Bullets
14	PD	10					Secret Identity
10	ED	5					
7	SPD	31					
10	REC	0					
50	END	2					
25	STUN	4					
OCV = 10							
DCV = 10							
ECV = 3							
PHA = 2,4,6,7,9,11,12							
CHA Cost=160+100 = Power Cost Total = 360 260 = Disadvantage Total							



Hua Xiao Yang was the most efficient spy in the Tiger Squad, the top secret spy organization of Communist China. The Party bestowed the title of DRAGON MASTER upon him, a coveted title. The taste of victory was sweet, but Yang was not able to savor the taste for long. Certain Party members saw him as a threat, and he was forced to flee to the United States. He spent months and all his cash trying to find a job, but the relentless pressure of the Chinese agents kept him on the run. Faced with a choice between welfare and crime, he chose crime. Several times he has organized youth gangs in the Chinese ghettos of various cities, and these continue to provide assistance in his quest for money and revenge against the Party.



# THE ULTIMATES

BINDER realized very early in his career as a supervillain that a group is stronger than an individual. After several defeats by heroes in pairs or teams, BINDER resolved to build a group of his own. When BINDER heard that there was a disturbance at a local radiotelescope facility, he decided to investigate. He found PLASMOID attempting to repair a TV screen in the control room. The place was otherwise abandoned, for all the astronomers had fled in terror. BINDER was made of sterner stuff. He attempted to communicate with this strange being.

BINDER used the computer at the facility to establish communication with PLASMOID. The alien agreed, for some strange reason of his own, to accompany BINDER. With research, BINDER discovered that PLASMOID was some sort of alien robot constructed of plasma and magnetic fields. Eventually, BINDER was able to teach PLASMOID some English, and establish minor control over him.

Together, they were more powerful, but BINDER wanted more. They ran across BLACK STAR by coincidence, when they were attempting to rob the same gold shipment as he was. BINDER let PLASMOID and BLACK STAR battle for a while. After watching their fight drag on, BINDER decided that BLACK STAR would be a valuable addition to the team. BINDER offered BLACK STAR a chance to team up with them, and BLACK STAR accepted. Now the team was really strong. BINDER started training sessions where the three of them would work out together. BINDER also began the construction of a secret base for the team. He was still trying to improve the team when he heard about

CHARGER in the news reports, and decided to test this new villain.

While CHARGER was busy robbing a jewelry store, BINDER had PLASMOID attack from surprise. CHARGER laughed as the attack only made him stronger, and shot back at PLASMOID. The exchange of vast energies might have continued for some time had not BLACK STAR entered the fight. BLACK STAR stunned CHARGER and would have knocked him out, had not BINDER stepped in. CHARGER was surprised to be offered a place on the team. Faced with the alternatives of death or dismemberment, CHARGER became part of the team. The team was now almost complete. Their secret base had been completed, and BINDER was stocking it with stolen vehicles and scientific equipment. The team workouts were going well, but BINDER still wasn't satisfied. Then he heard about SLICK.

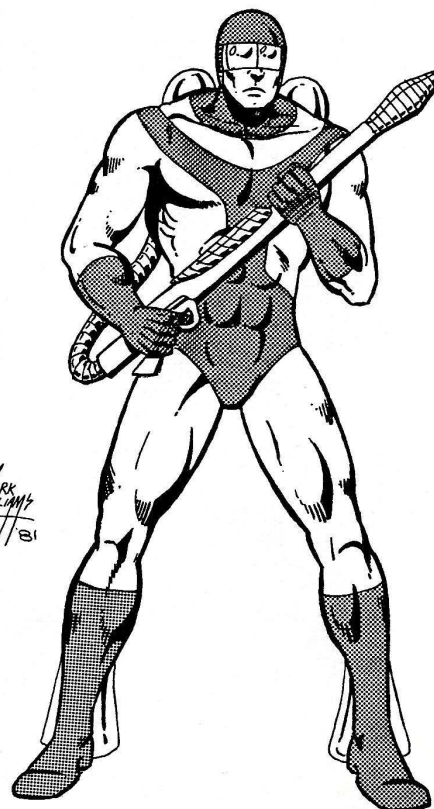
SLICK was incarcerated in a California prison, awaiting trial for a long list of charges. Rumor had it that the confinement was driving him mad, and that he would do anything to get out. BINDER decided that he was a perfect candidate for membership. The team descended in force upon the prison. SLICK was rescued, and in gratitude agreed to join the group.

These five supervillains, calling themselves THE ULTIMATES, have established themselves as one of the toughest groups around. Their aim is to vanquish all superhero groups, leaving the path open for their plot to conquer the world. They may well succeed.

Name: BINDER

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
15	STR	5	44	* 7D6 Entangle, DEF 7 (32 Charges)	20	2x	STUN from Magical attacks
20	DEX	30			15		Touchy about looks
20	CON	20	12	\$ +6 PD, +6 ED Armor (Act 14 or less)	20		Inferiority Complex
10	BODY	0		\$ +6 PD, +6 ED (Act 14 or less)	25		Hunted by UNTIL 8 or less
23	INT	13	6	& 5 pts. Flash Defense	30		Hunted by Hero Group 8 or less
14	EGO	8		# 20" Flight	15		Secret Identity
20	PRE	10	3	Stealth 13 or less	27		Villain Bonus
2	COM	-4	27	Security Systems			
10	PD	7	5	Martial Arts			
10	ED	6	5	# 0 END Cost - Flight			
5	SPD	20	15				
7	REC	0	20				
40	END	0					
28	STUN	0					
OCV = 7				* OAF - Glue Gun			
DCV = 7				\$ OIF - Costume			
ECV = 5				& OIF - Goggles			
PHA = 3,5,8,10,12				# OIF - Jet Boots			
CHA Cost=115+137 = Power Cost Total = 252					252 = Disadvantage Total		

Earl Whitacker was a research chemist with a multinational chemical conglomerate. His research was into adhesives, trying to develop a superglue that would stick to anything. His research funds were cut because of UNTIL research that was being conducted. Whitacker continued his investigation, but could no longer afford safety equipment. The explosion in his lab hideously scarred his face, but scattered amidst the remains of his lab were the clues to his super adhesive. Once out of the hospital, Whitacker developed his resin A and resin B, which, when combined, make a super strong adhesive. Whitacker broke into an UNTIL base and stole the experimental bootjets, goggles, and armor. He became BINDER, and was the founder of the powerful villain group known as the ULTIMATES.





Name: PLASMOID

## VAL CHA Cost

0	STR	-10
23	DEX	39
48	CON	76
13	BODY	6
8	INT	-2
17	EGO	14
40	PRE	30
12	COM	1
20	PD	20
25	ED	15
5	SPD	17
10	REC	0
96	END	0
41	STUN	4

CHA Cost=210

OCV = 8  
 DCV = 8  
 ECV = 5  
 PHA = 3,5,8,  
 10,12

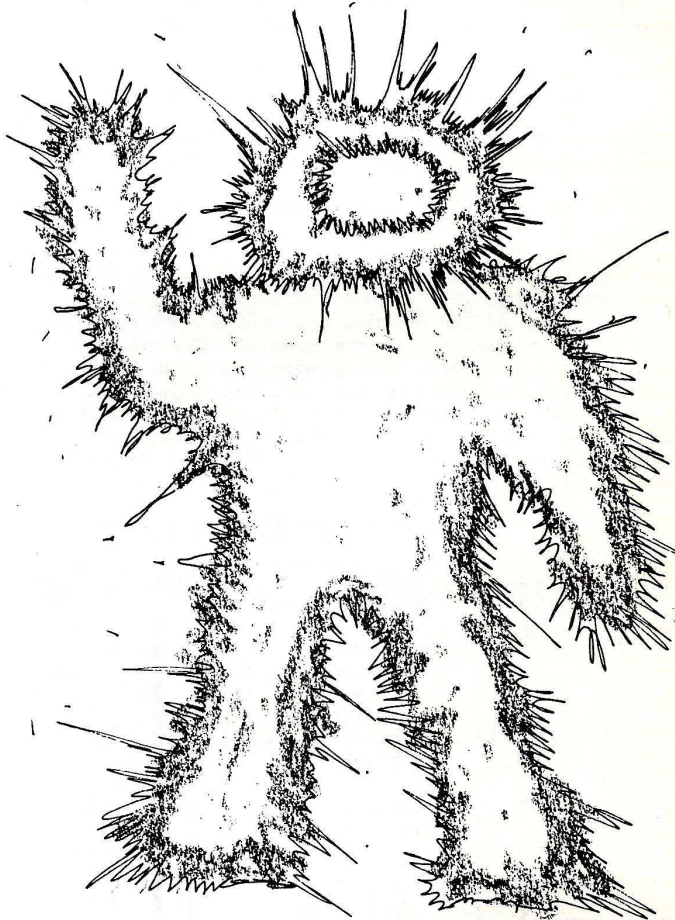
## 100+ Disadvantages

20	2x Effect from all CHA Drains and Transfers
20	2x STUN and BODY from Magnetic attacks
20	3D6 from being grounded
15	No sense of smell or taste
20	No hearing
15	Ignorant of Earth technology
15	Does random things
30	Hunted by the Dept. of Defense 14 or less
30	Hunted by UNTIL 11 or less
15	Unusual Looks
10	Public Identity
266	Villain Bonus

576 = Disadvantage Total

Cost	Powers	END
75	Multipower	
15	m 15D6 EB - Electric	15
3	u 10D6 EB - Electric, Explosion (3 charges)	0
3	u 5D6 RKA - Plasma, (8 Charges, PLASMOID takes 1 BODY for each 1D6 RKA used)	0
10	m 75 STR TK on Magnetic metals, 50 STR on non- magnetic metals, 25 STR on non-metals EC - Plasmoid Body	3
48	1 +15 PD, +15 ED Force Field (always on)	0
13	2 3D6 NND - Force Field (no range, only if touched, always on)	0
15	3 Regeneration - 6 BODY per REC (need pure Hydrogen to regenerate)	
20	10" Flight	2
10	FTL Flight	
20	360 Degree Vision	
20	X-Ray Vision	
7	Telescopic Vision	
5	Ultraviolet Vision	
2	Microscopic Vision	
1	Infrared Vision	
2	3 Levels Enhanced Vision	
30	Full Life Support	
37	1/4 END Cost - TK	

366 = Power Cost Total = 576



MARK  
WILLIAMS  
81

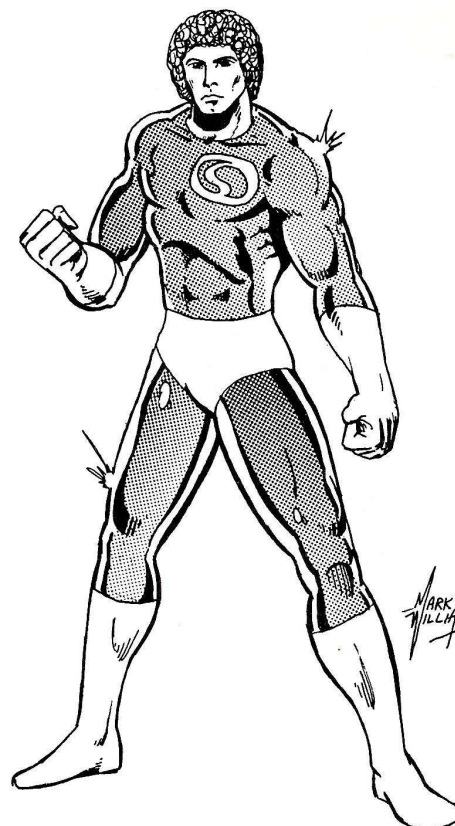
PLASMOID is an intelligent alien being made of magnetic force fields and ionized hydrogen (plasma). He was constructed by an alien race as a warrior/emissary. However, PLASMOID's travel thru the galaxy has warped his magnetic memories, and he has forgotten his origin and garbled his directives. He seeks to conquer the earth, but his mind is somewhat scrambled, and he usually lets himself be ordered around by BINDER. Sometimes PLASMOID will ignore BINDER and do something totally random, like demolishing a vending machine or repairing a typewriter. The other members of The ULTIMATES fear PLASMOID because of his power and unpredictability, and usually stay well away from him.



Name: SLICK

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
20	STR	10		EC - Friction		10	2D6 Unluck
26	DEX	48	75	1 5D6, DEF 5 Entangle	2	20	2x STUN from Sonics
23	CON	26		at 1/4 END		20	Overconfident
10	BODY	0	53	2 3D6, DEF 3 Entangle,	3	15	Fear of being bound
10	INT	0		in 3"r at 1/4 END		30	Hunted by Superhero
10	EGO	0	37	3 +25" Running at	1	30	Group 8 or less
15	PRE	5		1/4 END		35	Hunted by UNTIL
20	COM	5	10	1/2 Damage Resistance		15	14 or less
25	PD	21		(does not work if 1/2		95	Secret Identity
25	ED	20		attack roll is made			Villain Bonus
6	SPD	24		against SLICK )			
9	REC	0	16	Acrobatics 16 or less			
46	END	0	5	Stealth 13 or less			
32	STUN	0					
OCV = 9							
DCV = 9							
ECV = 3							
PHA = 2,4,6, 8,10,12							
CHA Cost=159+196 = Power Cost Total = 355 355 = Disadvantage Total							

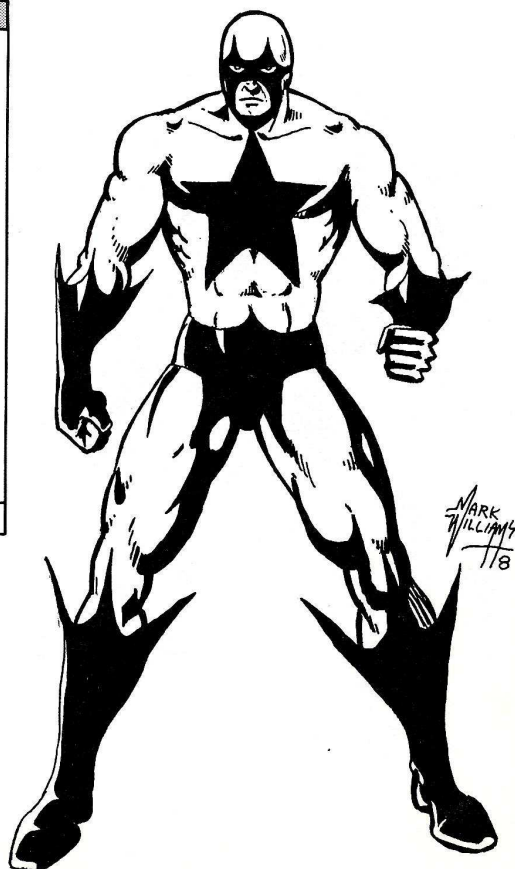
Rick Powell was a surf bum, a common sight at Venice Beach. He made a living by dealing drugs, and specialized in new, unusual, and rare recreational chemicals. Unfortunately for Rick, he had a habit of trying out all the strange chemicals he received. When he got a sample of a new chemical stolen from a private scientific laboratory, he tried it out. The results were astounding. The drug altered his molecular structure and gave him the ability to make himself and other surfaces virtually frictionless. He found that his new abilities could be used to make even more money than his drug dealing. He was such a novice that he was soon captured and held in a maximum security prison. He was rescued by the **ULTIMATES** and invited to join. He accepted, and **SLICK** has never been captured again.



Name: BLACKSTAR

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
20	STR	10	90	Multipower		5	1D6 Unluck
18	DEX	24	9	u Density Increase - up	3	10	2x STUN from
28	CON	36		to 6 Levels, +5 STR,			Gravitic attacks
15	BODY	10		+5 CON, +1 BODY,		20	2x STUN from
13	INT	3		+3 PD and ED, -1"			Blaster
10	EGO	0		Knockback, 2x Mass per		15	Likes to fight
20	PRE	10		Level of DI at 1/4 END		15	Fear of heights
16	COM	3		Cost per Level		30	Hunted by UNTIL
10	PD	6	9	u Desolidification -	0		11 or less
10	ED	4		9 BODY per phase		30	Hunted by Defense
4	SPD	12		at 0 END Cost			Dept. 14 or less
10	REC	0				15	Secret Identity
80	END	12				2	Villain Bonus
44	STUN	0					
OCV = 6							
DCV = 6							
ECV = 3							
PHA = 3,6,9,12							
CHA Cost=130+108 = Power Cost Total = 240 240 = Disadvantage Total							

James Carson was a research scientist with a multinational corporation dealing in weapons development. The corporation assigned Carson to work with an elderly scientist in their research division who was investigating density manipulation. The old scientist developed a device to alter density, from the density of a black hole to intangibility. Carson, seeing the possibilities inherent in the device, killed the scientist and stole the device. Finding that exposure to the device had endowed him with it's powers, Carson joined the **ULTIMATES**, calling himself **BLACKSTAR**. He often goes on fighting long after the other **ULTIMATES** have left, losing himself in the joy of battle. This could someday prove to be his greatest weakness.







Name: CHARGER

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
10	STR	0	53	16D6 EB - Electricity	16	20	2x STUN from Heat and Fire attacks
20	DEX	30		(END Batt - 64 pips, recharges 1 END for every 1 BODY done by a EB that does not exceed CHARGER's ED		20	Overconfidence
23	CON	26		1/2 Energy Damage		15	Fear of fire
10	BODY	0		Resistance		10	Fear of Dying
10	INT	0		-10 Lack of Weakness		30	Hunted by UNTIL 11 or less
10	EGO	0		15" Flight		30	Hunted by Defense Dept. 14 or less
15	PRE	5	10	Disguise 11 or less	1	15	Secret Identity
14	COM	2		1/2 END Cost - Flight		11	Villain Bonus
11	PD	9	10	3 Levels w/EB			
50*	ED	35	30				
5	SPD	20	5				
7	REC	0	7				
46	END	0	9				
27	STUN	0					
OCV = 7				* If an EB exceeds 50 STUN, CHARGER's ED drops to 20 versus that attack. (+1/2)			
DCV = 7							
ECV = 3							
PHA = 3,5,8,10,12							
CHA Cost=127+124 = Power Cost Total = 251 251 = Disadvantage Total							

Edward Ellis was dying of cancer, and the doctors were helpless. In desperation he agreed to be frozen in liquid nitrogen, and held in a cryogenic storage until a cure could be developed. He was being frozen on a dark and stormy night when the accident occurred. Lightning overloaded the electrical system of the laboratory, and a massive charge ran through Ellis's body as he lay in his cryogenic casket. He awoke amid the wreckage to discover that his cancer was cured, and he had strange powers. Unfortunately, the incident warped his mind and turned him to a life of crime. He joined the **ULTIMATES** to further his quest for power, money and a way to bring his body temperature up to normal from its current 40 degrees Fahrenheit.

\*\*\*\*\*



Name: WYVERN

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
40	STR	30	10	* 1D6 HKA	3	15	Berserk 11 or less
17	DEX	21		2D6 w/STR	4		when confronted by
30	CON	40	20	\$ 8D6 EB - Poison	8		fire, Recover on
14	BODY	8		(Act 14 or less)			11 or less
6	INT	-4	10	1/2 Physical Damage		20	2x Stun from Fire
10	EGO	0		Resistance		10	1 1/2 BODY from
15	PRE	5	5	-5 Lack of Weakness			Fire attacks
6	COM	-2	10	# 10" Flight	2	20	Killer
20	PD	12	5	IR Vision		15	Anti-Social, Mean
12	ED	6	10	Extra Limb - Tail		25	Hunted by UNTIL
4	SPD	13	10	1/2 END Cost - STR			8 or less
14	REC	0				15	Unusual Looks
60	END	0				10	Public Identity
49	STUN	1					
OCV = 6							
DCV = 6							
ECV = 3							
PHA = 3,6,9,12							
CHA Cost=130+100 = Power Cost Total = 230 230 = Disadvantage Total							

When John MacDougal became separated from his partner Paul Bressler in the attack on the UNTIL laboratory, he had only one thought: Hide! John was an avowed coward, and he ran blindly through the building. UNTIL agents gave chase, and John ran into an unlocked laboratory. The agents burst in, and John attempted to run behind a control bank. One agent tossed a grenade, and the bank exploded. When John awoke, his body was transformed into the terrifying beast known as **WYVERN**. He broke free of his prison cell, and teamed up with Paul Bressler. Now, together, they have embarked on a massive crime wave. The world will learn fear at their hands.



Name: PANDA

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
15	STR	5	75	Multipower		30	2x STUN Bullets
21	DEX	33	15	m 6D6 Ego Blast at	6	30	2x BODY Bullets
20	CON	20		1/2 END Cost		10	2D6 from CHA
12	BODY	4	4	u 20 pts. Ego Defense			Drains
10	INT	0	20	10" Running	2	10	Fear of Guns
21	EGO	22	10	Acrobatics 13 or less		10	Likes to taunt
20	PRE	10	5	Stealth 13 or less			people
20	COM	5	25	Danger Sense		25	Hunted by PSI on
10	PD	7		16 or less			11 or less
10	ED	6	30	3 Overall Levels		20	Hunted by known
7	SPD	39	15	Martial Arts			superhero 8 or less
10	REC	6				10	Hunted by Scotland
60	END	10					Yard 8 or less
35	STUN	5				35	Hunted by Hero
						5	group 11 or less
						83	Unusual Looks
							Villain Bonus
OCV = 7							
DCV = 7							
ECV = 7							
PHA = 2,4,6,							
7,9,11,12							
CHA Cost=172+201 = Power Cost Total = 373 373 = Disadvantage Total							

Ginger Bosworth was born to a poor British family. They rejected her because of her mutated appearance, and left her at an orphanage. Her childhood was brutal, with the other children endlessly taunting her about her looks. One day she was attacked by a group of children, and Ginger's latent mental powers came to the surface. She lashed out and left her attackers motionless on the ground. Terrified by what she had done, Ginger fled. She was tracked down by PSI (the Parapsychological Studies Institute). They took her in and trained her mentally and physically. She became one of their most effective agents, and she called herself **PANDA**. PSI assigned **PANDA** to travel to America and eliminate the newly discovered mutant **RACCOON**. **PANDA** tracked him down and fell in love with him instead. **RACCOON** told her his life story while their romance blossomed.

Robin Hobart was born to a wealthy family. They gave their unusual son what love and attention they could, but they hid him from all contact with the outside world. Eventually the prospect of lifelong confinement was too much for young Robin, and he ran away from home. **VIPER** found him and trained him to use the full capabilities of his mutant body, and he became their best operative. Then **PANDA** found him. **VIPER** tried to eliminate **PANDA** to stop her from taking away their best agent. **RACCOON** went berserk, and slew many **VIPER** agents while **PANDA** made good her escape. **RACCOON** followed her, and they were married. The constant pursuit by **VIPER** and **PSI** has deepened their dependence on each other, and this dependence makes them a very effective team.

Name: RACCOON

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
30	STR	20	30	Martial Arts		15	Berserk 11 or less
21	DEX	33	40	2 1/2D6 HKA	8		when cornered or
30	CON	40		4 1/2D6 w/STR	14		when wife is
15	BODY	10	10	1/2 Physical Damage			threatened, Recover
10	INT	0		Resistance			on 11 or less
11	EGO	2	40	3"r Darkness,	8	20	2x STUN from Fire
30	PRE	20		Impervious to Normal		20	2x STUN from
10	COM	0		and IR Vision			Electricity
15	PD	9	14	Acrobatics 15 or less		15	Overconfidence
15	ED	9	10	Ultraviolet Vision		15	Protective of Wife
6	SPD	29	3	+1 Enhanced Hearing		30	Hunted by VIPER on
15	REC	6	10	Danger Sense			11 or less
60	END	0		11 or less		30	Hunted by US
45	STUN	0	5	Stealth 13 or less			Special Agents on
						5	14 or less
						5	Unusual Looks
						15	Secret Identity
						75	Villain Bonus
OCV = 7							
DCV = 7							
ECV = 4							
PHA = 2,4,6,							
8,10,12							
CHA Cost=178+162 = Power Cost Total = 340 340 = Disadvantage Total							





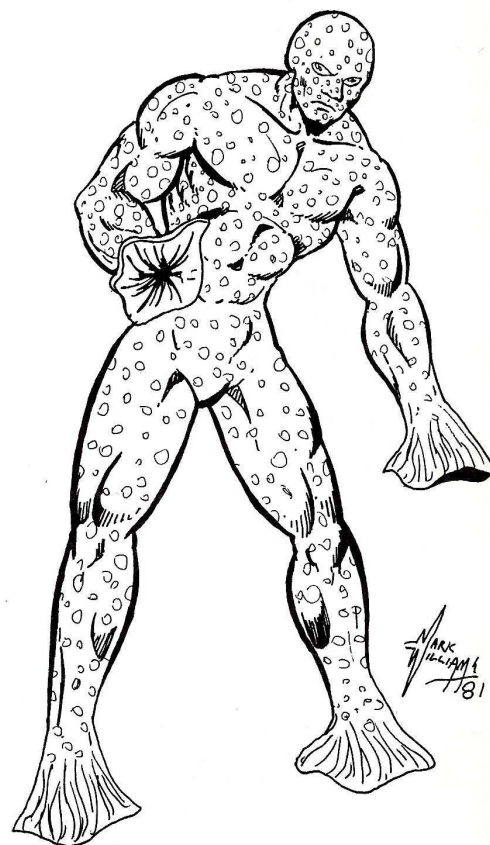




Name: LEECH

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
40	STR	30	20	Multipower	20	2x	STUN from Lasers
20	DEX	30	1	u 2D6 STR Drain, (No Range, Must Grab)	4	15	1D6 from Sunlight
28	CON	36	1	u 1D6 BODY Drain, (No Range, Must Grab)	4	25	No manipulatory limbs
15	BODY	10	1	won't work against Force Fields or Damage Resistance	20		Hates handsome people, will always attack
8	INT	-2		1/2 Physical Damage Resistance	35		Hunted by UNTIL 14 or less
8	EGO	-4		10 pts. CHA Defense	30		Hunted by Dept. of Defense 14 or less
30	PRE	20		+8" Swimming	15		Unusual Looks
2	COM	-4		Stealth 13 or less	10		Public Identity
28	PD	20	10	Infrared Vision			
17	ED	11		STR 40 Clinging			
4	SPD	10	10	Life Support			
14	REC	0	16	Invisibility to normal sight (Only while stationary)	4		
56	END	0	5				
44	STUN	0	5				
OCV = 7							
DCV = 7							
ECV = 3							
PHA = 3,6,9,12							
CHA Cost=157+113 = Power Cost Total = 270 270 = Disadvantage Total							

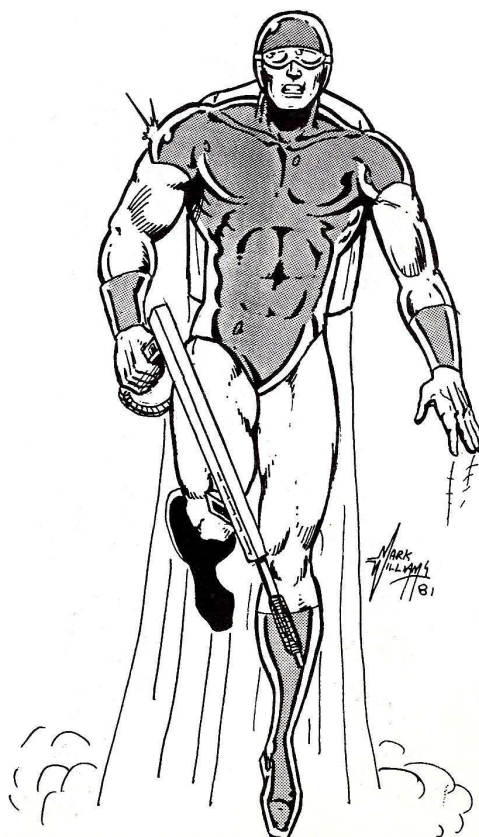
LEECH was originally a cab driver named Frank Winston. He picked up a very strange fare one day, a man in a black cloak. This man directed Winston to a dark mansion outside of the city. When the man got out, he motioned for Frank to follow, and Winston found himself unable to resist. The sorcerer in the black cloak performed an arcane ritual of terrible power, and transformed poor Frank into the awesome LEECH to steal and assassinate. LEECH's chameleon power (Invisibility) is very useful in these tasks. When not controlled, LEECH roams the lakes, rivers and oceans. His normal mind has been suppressed, and now his only thoughts are upon feeding, and revenge on handsome people, who remind him of his horrible features.



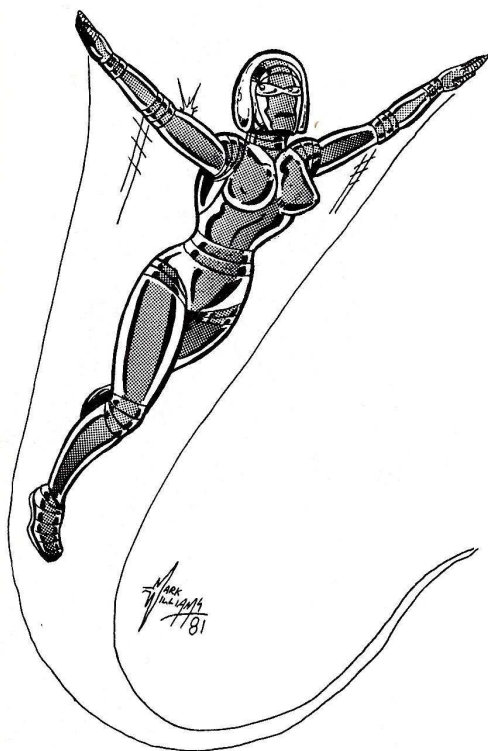
Name: LAZER

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
10	STR	0	37	* Multipower (75 Pts.)	10	2x	STUN from mental attacks
26	DEX	48	3	u 12D6 EB - Laser (32 Charges)	20	2x	STUN from surprise attacks
23	CON	26	3	u 3D6+1 RKA, Armor Piercing (16 Charges)	20		Greedy
12	BODY	4	3	% +15 PD & ED Armor (Act 14 or less)	15		Hatred of the Mob and Mob related people and activities
10	INT	0	2	% -5 Lack of Weakness (Act 14 or less)	25		Hunted by the Mob 11 or less
8	EGO	-4	30	\$ 5 Pts. Flash Defense	25		Hunted by the FBI 11 or less
12	PRE	2	2	& 15" Flight	15		Secret Identity
12	COM	1	2	\$ Ultraviolet Vision			
7	PD	5	2	3 Levels w/Gun			
7	ED	2	2	3 Levels w/Jetpack			
6	SPD	24	20				
8	REC	2	5				
46	END	0	9				
29	STUN	0	9				
OCV = 9							
DCV = 9							
ECV = 3							
PHA = 2,4,6,8,10,12							
				* OAF - Laser Rifle			
				% OIF - Armor			
				\$ OAF - Goggles			
				& OIF - Jetpack			
CHA Cost=110+120 = Power Cost Total = 230 230 = Disadvantage Total							

Emil Nelson was a greedy man. In his youth he supported himself with petty larceny. When the army drafted Emil and sent him to Vietnam, he learned true corruption and villainy. Upon returning from Vietnam, Emil used his illegal contacts and his GI benefits to enter the contraband weapons market. Just as Emil was about to expand his operation, the Mob discovered him, and decided to take over. Nelson tried to fight back, but in less than a month his contacts were eliminated. Emil ran from his last warehouse just before it was bombed by the Mob. All he got away with was the prototype of a new weapons system. Now, armed only with his weapons and personal skills, LAZER will hire out to any bidder who can meet his price.



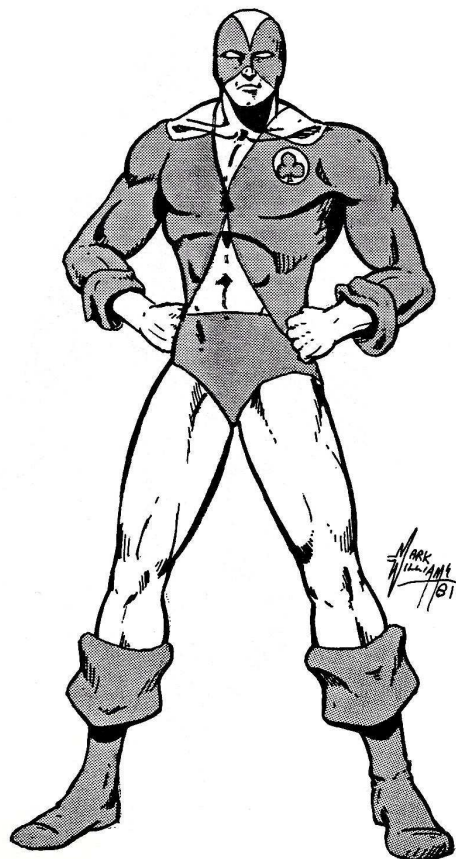




Name: LADYBUG

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
70*	STR	40	20	* Full Damage Resistance	20	2x	STUN from
26*	DEX	32	20	* Full Life Support			Mental attacks
40*	CON	40	7	* 7 Pts. Flash Defense	20	2x	STUN from
20*	BODY	13	3	* 10 Pts. Ego Defense			Martial attacks
23	INT	13	40	* 30" Flight	6	10	2D6 from Magnetic fields
10	EGO	0	7	* Ultraviolet Vision			
25*	PRE	10	7	* Ultrasonic Hearing	15		Does this for the fun of it
10	COM	0	19	* 1/4 END Cost - STR	4		Hunts Canadian Hero
27*	PD	9			15		Likes 1 on 1 fights
24*	ED	10			8		Hunted by Hero
6*	SPD	16			35		Group 11 or less
22	REC	0			25		Hunted by Canadian Hero 11 or less
80	END	0			13		Hunted by Police 14 or less
75	STUN	0			10		Unusual Looks
OCV = 9				* OIF - Armor	15		Secret Identity
DCV = 9					20		Villain Bonus
ECV = 3							
PHA = 2,4,6,8,10,12							
CHA Cost=183+123 = Power Cost Total = 306 306 = Disadvantage Total							

LADYBUG (Sandra Anderson) was originally a college student studying electronics. Her thesis project was a suit of powered armor which she hoped would become the mainstay of the Canadian armed forces. Sandra hit upon a way to polarize metal fibers embedded in plastic to form extremely light, tough armor. She demonstrated the suit for her oral exam, but the test went very badly and she was told to work on something more feasible, like fusion power. Her patriotic fervor would not let her abandon the project, so she robbed a bank. The authorities were not as patriotic, and the hunt was on. LADYBUG has so far managed to elude the law, and has discovered that she enjoys robbing banks. The development of her armor is still important, but it's not whether you win or lose, it's how you play the game.



Name: SHAMROCK

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages	
75	STR	65	30	Full Damage Resistance 3D6 Luck	20	2x	STUN from	
23	DEX	39	15					Mental attack
30	CON	40			20	2x	STUN from	
15	BODY	10						Magic attacks
10	INT	0			15			Overconfident
10	EGO	0			15			Hates English Army
15	PRE	5			20			Hunted by Scottish
24	COM	7						Law Enforcement
26	PD	11						Agency 8 or less
20	ED	14				30		Hunted by Superhero
5	SPD	17						Group 8 or less
21	REC	0				20		DNPC - Normal on 11
60	END	0						or less (Mother)
70	STUN	2			15		Secret Identity	
OCV = 8								
DCV = 8								
ECV = 3								
PHA = 3,5,8, 10,12								
CHA Cost=210+ 45 = Power Cost Total = 255 255 = Disadvantage Total								

Barney O'Tumey and his family lived in Ulster. Barney was always a scrapper, whether 'twas his friends, family, or the Brits. Life shouldn't have been easy for a lad whose father couldn't hold down a steady job. But for all the bad luck the family had, Barney got break after break until the accident. A lorry carrying a load of toxic waste was driving by, and as Barney walked by one of the containers spilled over him. The doctors were grim, but Barney pulled through with flying colours. About a month later in a pub, Barney started a fight. A gun was pulled on Barney's brother Paddy. Barney threw himself in the path, and the bullet bounced! For a while the IRA had a new figure, the SHAMROCK, fighting for them. Soon SHAMROCK was hunted so eagerly that Barney fled to the U.S.A. to continue his life of crime.

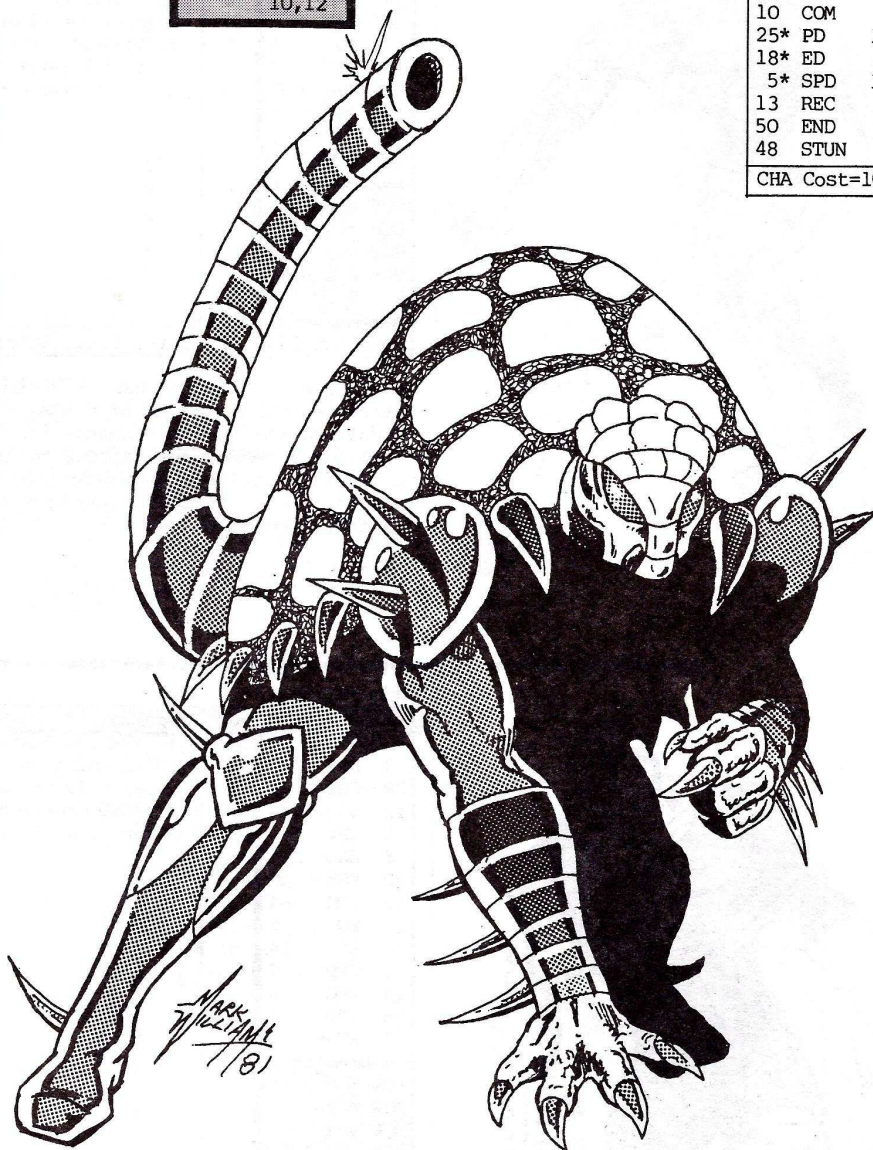


Cost	Powers	END
40	* Multipower (60 pts.)	
2	u +30 STR for tail only	0
	at 0 END Cost	
3	u 8D6 EB - Cold	
	(16 Charges)	
3	u 12D6 EB - Fire	
	(10 Charges)	
9	u 16D6 EB - Physical	
	(3 Charges)	
12	u 12D6 Explosion - Cold	
	(3 Charges)	
19	u 16D6 Explosion - Fire	
	(1 Charge)	
12	u 4D6 RKA - Explosion	
	(3 Charges)	
2	u 6D6 NND - Life Support	
	(3 Charges)	
4	u 6D6, DEF 6 Entangle	
	(16 Charges)	
3	u 6D6 Flash, 6"r	
	(8 Charges)	
4	u 6"r Darkness,	
	Impervious to all	
	senses (16 Charges)	
10	* 1/2 Damage Resistance	
15	* +11" Running	
13	* Radar on 11 or less	
10	* Life Support - up to	
	skin absorbed gasses	
7	* Extra Limb - Tail	
	(Acts as a grenade	
	launcher)	
15	3 Levels w/Tail	
	* OIF - Armor	
183 = Power Cost Total = 292		

Name: ANKYLOSAUR

OCV = 7  
DCV = 7  
ECV = 3  
PHA = 3, 5, 8,  
10, 12

VAL	CHA	Cost
40*	STR	20
21*	DEX	22
25*	CON	20
15*	BODY	7
10	INT	0
10	EGO	0
20*	PRE	7
10	COM	0
25*	PD	11
18*	ED	9
5*	SPD	13
13	REC	0
50	END	0
48	STUN	0
CHA Cost=109		



100+	Disadvantages
10	2D6 Unluck
20	2x STUN from Sonics
10	1 1/2x STUN from
	Sonics
15	Megalomania
10	Hatred of Police
30	Hunted by UNTIL
	11 or less
25	Hunted by Police
	14 or less
15	Unusual Looks
15	Secret Identity
42	Villain Bonus
292 = Disadvantage Total	

Paul Bressler was a small time crook with no future. Thus he was excited when VIPER decided to use him and his partner, John MacDougal, on a job. They were supposed to stage a diversion outside an UNTIL research lab while VIPER infiltrated and stole some secret plans. During the attack, Paul and John got carried away and entered the lab. They were separated by the fighting, and Paul eventually found himself in a shipping room. He amused himself by substituting his address for the address on some of the crates. Footsteps approached his hideout, and Paul left. Later that week the ANKYLOSAUR armor was delivered to Paul's home. With the power of the armor to back him, Paul has sworn vengeance on those who have humiliated him in the past.



Name: **BLACK MAMBA**

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
40	STR	30	30	2D6 CHA Drain - CON	3	30	2x STUN from Fire
23	DEX	39		at 1/2 END Cost		10	1 1/2 STUN from Cold attacks
25	CON	30		(Act on 14 or less)			Fear/Hatred of COBRA
13	BODY	6	10	1D6 CHA Drain - PD	1	20	Hatred of his superhero condition
13	INT	3		at 1/2 END Cost			Hunted by Police on 8 or less
10	EGO	0		(Act on 14 or less)		15	Unusual Looks
25	PRE	15	6	+3" Running		15	Secret Identity
8	COM	-1	10	Acrobatics 14 or less		20	Villain Bonus
16	PD	8	5	IR Vision			
12	ED	7	5	Instant Change			
6	SPD	27	10	1/2 END Cost - STR			
13	REC	0					
50	END	0					
46	STUN	0					
OCV = 8							
DCV = 8							
ECV = 3							
PHA = 2,4,6,8,10,12							
CHA Cost=164+ 76 = Power Cost Total = 240 240 = Disadvantage Total							

Jefferson Durant was a Nobel prize winning biochemist. This attracted the attention of COBRA, who arranged to have Durant's family kidnapped and held in exchange for Durant's work. COBRA mutated Durant into BLACK MAMBA, and refused to let his family go. BLACK MAMBA now grants his unwilling assistance to COBRA, but is constantly seeking a way to rescue his family and free himself from the evil tasks that he is forced to perform.

Name: **HIDEOUS**

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
60	STR	50	15	1/2 Damage Resistance	2	10	Berserk 8 or less when confronted with his own ugliness, or something of great beauty, Recover 11 or less
23	DEX	39	6	+3" Running		10	Loner
28	CON	36	5	Stealth 14 or less		15	Hatred of beautiful things or people
12	BODY	4	15	1/2 END Cost - STR		30	Hunted by UNTIL on 11 or less
5	INT	-5	15	3 Levels w/HTH combat		20	Hunted by LADY BLUE on 8 or less
8	EGO	-4				10	Unusual Looks
20	PRE	10				15	Secret Identity
2	COM	-4				8	Villain Bonus
27	PD	15					
20	ED	14					
4	SPD	7					
18	REC	0					
56	END	0					
56	STUN	0					
OCV = 8							
DCV = 8							
ECV = 3							
PHA = 3,6,9,12							
CHA Cost=162+ 56 = Power Cost Total = 218 218 = Disadvantage Total							

Ron Jacobs was a normal warehouse worker until a fateful day when a superfight destroyed the warehouse and spilled secret chemicals all over him. He emerged from the rubble a powerhouse and attacked the supervillain, LADY BLUE, from behind and defeated her. Jacobs, feeling good about his actions, noticed the crowd starting to pull back from him. A small girl in the crowd denounced him as the most hideous thing she had ever seen. Frantically looking at his reflection in a store window, he saw what had happened to his face, and his mind snapped. HIDEOUS now uses a silver mask to hide his face. He hides out by day and only comes out at night. When forced, he will emerge to take a job for money, or for a chance to destroy beautiful people or things.



Name: COBRA

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
20	STR	10	75	Multipower		20	2x STUN from Fire
29	DEX	57	7	u 10D6 EB - Venom	2	20	2x STUN from Cold
30	CON	40		at 1/4 END Cost		5	1 1/2x BODY from Cold
15	BODY	10	14	u 6D6 NND - Force	6	15	Treats humans like experimental animals
18	INT	8		Field (No Range, Act. 14 or less) at 1/2 END Cost		25	Hunted by Police 14 or less
10	EGO	0				35	Hunted by UNTIL 14 or less
30	PRE	20				15	Unusual Looks
6	COM	-2	20	Martial Arts		10	Public Identity
15	PD	11	5	Stealth 15 or less		118	Villain Bonus
15	ED	9	10	Acrobatics 15 or less			
6	SPD	21	25	Passive Sonar Hearing 13 or less			
10	REC	0		Infrared Vision			
60	END	0	5	2 Overall Levels			
40	STUN	0	20				
OCV = 10							
DCV = 10							
ECV = 3							
PHA = 2,4,6,8,10,12							
CHA Cost=184+181 = Power Cost Total = 365 365 = Disadvantage Total							

Timothy Blank was a genetic research scientist with the Genetic Manipulation Research Project. He was kicked out for questionable morals and unauthorized experiments with human subjects. He used his own money to set up a secret laboratory and continued his experiments. He was ultimately able to combine his genetic material with that of a cobra, and gained some of the abilities. However, the experiment malfunctioned and gave him a hideous semihuman appearance. Now, as COBRA, he has built up a large organization and seeks world domination (of course), and seeks to capture more prime experimental subjects. He as already mutated several people into superpowered lackeys. He seeks superheroes to experiment with and control.



Name: MONGOOSE

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
20	STR	20	20	Martial Arts		20	2x STUN from Lasers
33	DEX	69	10	Acrobatics 16 or less		15	Showoff
28	CON	36	5	Stealth 16 or less		15	Likes to taunt and hinder COBRA
10	BODY	0	25	Radar on 12 or less		10	Hunted by BLACK MAMBA 8 or less
13	INT	3		Range Mod = -1/20"		25	Hunted by Police 14 or less
10	EGO	0				35	Hunted by COBRA 8 or less
15	PRE	5				15	Secret Identity
10	COM	0					
15	PD	11					
10	ED	4					
7	SPD	27					
10	REC	0					
56	END	0					
34	STUN	0					
OCV = 11							
DCV = 11							
ECV = 3							
PHA = 2,4,6,7,9,11,12							
CHA Cost=175+ 60 = Power Cost Total = 235 235 = Disadvantage Total							

Alex Taylor studied martial arts in San Francisco. At a tournament he ran into a group of loudmouths called the COBRA Club. He didn't realize that these were C.O.B.R.A. agents in training. Alex called them out and humiliated them. The COBRAs did not like this, so they taught Alex a lesson: all the martial arts in the world are no defense against a .45. They left him for dead. Alex survived and spent several weeks recovering, while his medical bills grew. As he struggled to pay his bills, a thought struck him. No one would notice another costumed loon on the loose. Calling himself MONGOOSE, Alex began his life of crime by disrupting a C.O.B.R.A. (Corporate Organization for the Benevolent Return to Autocracy) operation. Now with both the Police and C.O.B.R.A. after him, the MONGOOSE continues to hunt snakes.







Name: LADY BLUE

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
10	STR	0	10	Martial Arts		20	2x STUN from Magic
27*	DEX	33	33	* Multipower			based attacks
30*	CON	27	3	u 10D6 EB - Blaster	10	10	2D6 from High
10	BODY	0	3	u +50 STR	6		intensity magnetics
25	INT	15	10	* 1/2 Damage Resistance		20	Code vs. Killing
14	EGO	8	12	* 9" Flight	2	15	Love of new thrills
10	PRE	0	14	Acrobatics 16 or less			and danger
20	COM	5	15	1/2 END Cost - STR		25	Hunted by the FBI
20*	PD	12					11 or less
20*	ED	9				20	Hunted by the Police
5*	SPD	9					11 or less
14*	REC	8				10	Public Identity
60	END	0				16	Villain Bonus
45*	STUN	10					
OCV = 9				* OIF - Battle Suit			
DCV = 9							
ECV = 5							
PHA = 3,5,8,10,12							
CHA Cost=136+100 = Power Cost				Total = 236	236 = Disadvantage Total		

Tara Lemick was a brilliant, beautiful girl caught in a poor environment that would not recognize her talents. Tara taught herself several sciences, along with gymnastics and assorted martial arts. She studied her problem for a long time before finding a solution. Using her knowledge of force field physics, Tara constructed a skin tight power suit. On her first job she got away with over seven million dollars. Ever since Tara's first success she has looked for bigger profits and bigger thrills. She has been jailed several times, but her expensive lawyers always get her out. Tara has become something of a media star, having been interviewed for television several times. Tara's looks, her bubbling personality, and her boast of never having hurt an innocent in a job have made her popular despite her crimes.



Name: MIND SLAYER

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
10	STR	0		EC - Mind Powers		5	1D6 Unluck
18	DEX	24	75	1 6D6 Ego Attack at 1/2 END	6	30	2x STUN from blunt objects
25	CON	30		2 STR 30 TK at 1/4 END	1	15	1 1/2x STUN from physical killing attacks
10	BODY	0	22	3 +10 PD, +10 ED Force Field, Invisible Power effects (Act 14 or less) at 1/4 END	1	20	Hates female heroes
20	INT	10	14	4 6D6 Telepathy at 1/4 END	1	5	Follows orders blindly
26	EGO	32		5 6D6 Mind Scan at 1/4 END	1	45	Hunted by GENOCIDE 14 or less
10	PRE	0	22	6 15" Flight at 0 END	1	40	Hunted by PSI 11 or less
28	COM	9	10	14 pts. Ego Defense	0	15	Secret Identity
12	PD	10				67	Villain Bonus
8	ED	3					
6	SPD	32					
10	REC	6					
50	END	0					
30	STUN	3					
OCV = 6							
DCV = 6							
ECV = 9							
PHA = 2,4,6,8,10,12							
CHA Cost=159+187 = Power Cost Total = 346 346 = Disadvantage Total							

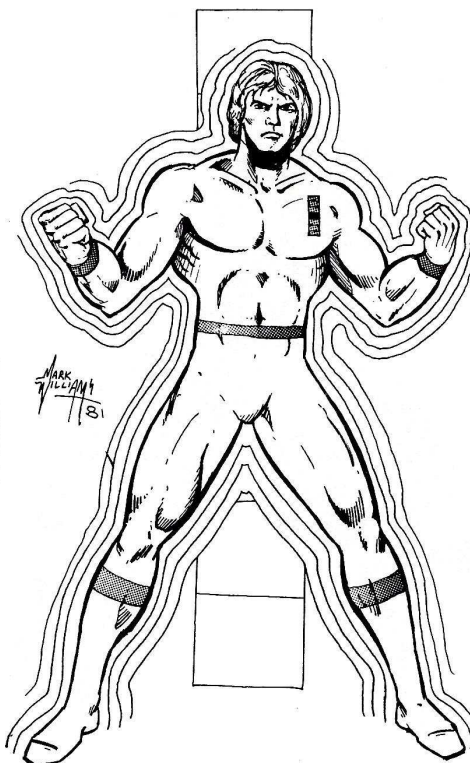
Stacy Turner was a normal Chicago teenager when a representative of PSI (Parapsychological Studies Institute) called at her home. The man told Stacy and her parents that she was a special child, and PSI wished to pay for special schooling for her. Her parents were delighted, and Stacy was taken to PSI headquarters. There she learned the true purpose of PSI: the study, internment, and subjugation of mutants. Stacy learned that she was a mutant, and she learned the hard way. PSI tortured her mind and body, leaving her weak and frail but with full control over her immense mental powers. She escaped their clutches, but the warping of her into a life of crime. Now the MIND SLAYER stalks the streets, seeking revenge.



## Name: VIBRON

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
20	STR	10		EC (Vibration)	15		3D6 Unluck
29	DEX	57	45	1 +6D6 HTH Damage	1	30	2x STUN from Energy killing attacks
28	CON	36		(Adds to STR Damage) at 1/4 END	10		2x Effect from Flash attacks
10	BODY	0			4	15	Hatred of normal people
15	INT	5	40	2 Desolidification - 8 Body at 1/2 END	2	10	Loner
11	EGO	2			2	25	Hunted by UNTIL 8 or less
15	PRE	5	25	3 +10 PD, +10 ED Force Field at 1/2 END	20		Hunted by the CIA 8 or less
16	COM	3			15		Secret Identity
10	PD	6	25	4 +10" Running at 1/2 END	59		Villain Bonus
10	ED	4					
6	SPD	21					
10	REC	0					
56	END	0					
34	STUN	0					
OCV = 10							
DCV = 10							
ECV = 4							
PHA = 2,4,6,8,10,12							
CHA Cost=149+135 = Power Cost Total = 284 284 = Disadvantage Total							

Lawson was a name to be reckoned with in the focussed sound industry, with a reputation for coming up with breakthroughs upon command. Then one day, while testing a Vibronic Projector for the CIA, a laboratory explosion ripped the lab apart. David Lawson survived, finding himself outside the lab with a strange tingly feeling to his skin. Lawson found his body had absorbed a standing wave and was now in continuous vibrating state. As Lawson discovered his other powers, he became obsessed with the fact that he could no longer mix normally with society. It is said that Lawson went slightly mad this night. Now David Lawson lives in seclusion, coming out only to steal what he needs to keep his mansion from deteriorating. As VIBRON, Lawson has no respect for normal people, and will squash anyone in his way.



## Name: FRIZBE

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
10	STR	0	37	* Multipower (75 pts.)	20		2x STUN from all Heat based attacks
29	DEX	57	3	u 10D6 EB - Energy at 1/4 END	15		1D6 from full sunlight
18	CON	16			2	20	Fear of sunlight
10	BODY	0	3	u 10D6 EB - Physical at 1/4 END Cost	2	20	Hunted by the FBI 8 or less
13	INT	3	10	* 10" Flight	2	20	Hunted by CRUSADER 8 or less
14	EGO	8					Unusual Looks
15	PRE	5	10	Acrobatics 15 or less	15		Secret Identity
20	COM	5	20	4 Levels w/Flying Disks			
12	PD	10					
12	ED	8					
6	SPD	21					
5	REC	0					
36	END	0					
25	STUN	1					
OCV = 10							
DCV = 10							
ECV = 5							
PHA = 2,4,6,8,10,12							
* OAF - Flying disks							
CHA Cost=134+ 81 = Power Cost Total = 215 215 = Disadvantage Total							

Paula O'Donnel was one of the legions of secretaries who populate the bureaucracy. All that set her apart were her negroid albino features, her fear of bright sunlight, and her involvement in an Ultimate Flying Disk team. Paula's skill with the disk was well known. She was the West Coast Flying Disk runner up for three years in a row. One day the oppression and dull surroundings of Paula's job got to her. She decided she would find a better way to make a living. With the help of a criminal scientist she developed her combat disks. Since then she has come onto the supervillain scene as FRIZBE.









## Name: SLEDGE

VAL.	CHA	Cost	Cost	Powers	END	100+	Disadvantages
50	STR	40	6	* +2D6 STR Damage	1	20	2x STUN from Sonics,
23	DEX	39	10	+5" Running	2		Explosions, and
28	CON	36	5	Stealth 14 or less			Vibration Attacks
14	BODY	8	12	1/2 END Cost - STR		15	Will attacks if
10	INT	0	2	1/2 END Cost - Extra			insulted about
10	EGO	0		STR damage			hammer hand
15	PRE	5	15	3 Levels w/ Hand to		30	Hunted by Superhero
12	COM	1		Hand combat			8 or less
25	PD	15				30	Hunted by UNTIL
15	ED	9					11 or less
5	SPD	17				15	Secret Identity
16	REC	0					
56	END	0					
53	STUN	0					
OCV = 8				* OIF - Hammer Hand			
DCV = 8							
ECV = 3							
PHA = 3,5,8,							
10,12							
CHA Cost=170+ 50 = Power Cost Total = 220 220 = Disadvantage Total							

Tom Jerome was a second-string linebacker in the NFL who was bounced from team to team. Finally, cut from his last team, hooked on drugs, and broke, Tom was desperate for help. He was desperate enough to volunteer for an experiment. Tom was promised glory and money as the star of the experiment. Unfortunately, the head scientist on the experiment was working for the villain group VIPER. When Tom awoke from the experiment he found his right hand missing, and in a rage he broke out of his experimental container and destroyed the lab. Tom decided to abandon normal living and become a supervillain. He used his lost hand to advantage by replacing the stump with a hammer head. Now, under the name SLEDGE, he steals in an attempt to make bigger profits and headlines, still in search of recognition.



## Name: BLOWTORCH

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
15	STR	5	15	Martial Arts		5	1D6 from Chemical
20	DEX	30	30	* Multipower			fire extinguishers
15	CON	10	6	u 8D6 EB - Fire,	8	15	Pyromaniac
10	BODY	0		Selective Autofire,		10	Likes to watch fires
20	INT	10		END Batt. - 64 pips		15	Hunted by Arson
10	EGO	0	6	u 4D6 RKA - Fire	12		Squad 8 or less
15	PRE	5		END Batt. - 64 pips		30	Hunted by Superhero
10	COM	0	6	u 8D6 Explosions	12		Group 8 or less
8	PD	5		END Batt. - 64 pips		15	Secret Identity
6	ED	3	20	\$ +9 PD, +9 ED Armor			
4	SPD	10	10	Find Weakness for EB			
6	REC	0		on 11 or less			
30	END	0	5	Computer Programing			
25	STUN	0		13 or less			
				5			Security Systems
							13 or less
				9			3 Levels w/EB
OCV = 7							
DCV = 7							
ECV = 3							
PHA = 3,6,9,12							
				* OAF - Flamethrower			
				\$ OIF - Armor			
CHA Cost= 78+112 = Power Cost Total = 190 190 = Disadvantage Total							

Ever since Perry Johnson could remember, he had been fascinated by fire. When he was young he was content just watching small fires. But as he grew, Perry found small fires dull. He became obsessed with searching out larger and larger fires. He even got a job as an arson investigator for a large insurance firm to be closer to fires. But Perry kept missing out on all the fun. Most fires were out by the time he got to the scene. One day Perry came upon the solution to his problem, that the easiest way to be near fires was to create your own. Ingenious Perry modified a World War II flamethrower to use as a weapon. Now, as BLOWTORCH, he hires out for any type of work, as long as it involves a little arson.





VAL	CHA	Cost
40	STR	30
30	DEX	60
45	CON	70
15	BODY	10
20	INT	10
20	EGO	20
40	PRE	30
20	COM	5
15	PD	7
15	ED	6
7	SPD	30
22	REC	10
90	END	0
78	STUN	20
CHA Cost=308		

OCV = 10  
DCV = 10  
ECV = 7  
PHA = 2,4,6,  
7,9,11,12

**FIREWING** was a warrior of an alien race. This alien culture had an advanced but decaying social structure. The final amusement of this race was to build ultra powerful gladiators and have them engage in combat with other alien gladiators as a spectacle. **FIREWING** was the greatest of the gladiators. Just before the race devolved into decadence, one of the last remaining wise men found **FIREWING** and sent him out to find a fresh start for his race. He was to find a planet that was pleasant to live on, but a challenge to conquer. This challenge would draw upon the race's dormant spirit and bring them their lost glory. **FIREWING** found his target, Earth. He has sent the signal to his elders and prepares for the invasion by softening up Earth's defenses.

Cost	Powers	END
75	Multipower	
5	m 10D6 EB - Fire	1
7	u 10D6 Explosion - Fire	15
7	u 10D6 EB - Armor	15
	Piercing - Fire	
2	u +5D6 EB - Fire (adds to slot #1)	5
7	u 10D6 EB - Affects Desolids	10
7	u 10D6 EB - Normally Invisible	10
40	+20 PD, +20 ED Force Field	1
30	Full Life Support	
5	5 pts. Flash Defense	
40	20" Flight	4
10	FTL Flight	
5	Infrared Vision	
30	1/8 END Cost - Force Field	
37	1/8 END Cost - Slot #1	
12	4 Levels w/EB	
30	3 Overall Levels	

349 = Power Cost Total = 664

100+ Disadvantages
20 Berserk 11 or less when <b>FIREWING</b> feels his opponent has acted dishonorably
Recover 11 or less
20 2x STUN from Magic
20 Honorable (Will not attack from behind or by surprise)
8 Inability to cope with Earth customs
20 Arrogance
20 Hunted by <b>MECHANON</b> 8 or less
30 Hunted by <b>ULTIMATES</b> 8 or less
10 Hunted by <b>PLASMOID</b> 8 or less
10 Hunted by <b>VIPER</b> 8 or less
15 DNPC - Normal on 11 or less
10 Unusual Looks
10 Public Identity
371 Villain Bonus

664 = Disadvantage Total





# ENEMIES



**SUPERVILLAINS  
FOR  
CHAMPIONS**

Playable with

**CHAMPIONS**™

**DANGER**™  
*INTERNATIONAL*

**JUSTICE**™

and all other  
**HERO SYSTEM™**  
Games.



Are your heroes all dressed up with nobody to fight? Here are the supervillains they've been looking for! *Enemies* provides lots of nasties that can be used as throwaway encounters, villain group fillers, or the basis for world-threatening campaigns. *Enemies* includes Binder, Firewing, Lazer, Plasmoid, Sledge, Sunburst, Vibron and many more!

Each is fully illustrated and comes complete with background history, powers, skills and disadvantages. So ready your superheroes for action packed comic book adventure... here's *Enemies*.

Printed in U.S.A.

ICE6.00



ISBN 0-915795-51-5

#02