

ENEMIES ASSEMBLE![™]



Compiled by George MacDonald and Bruce Harlick



ENEMIES ASSEMBLE!™

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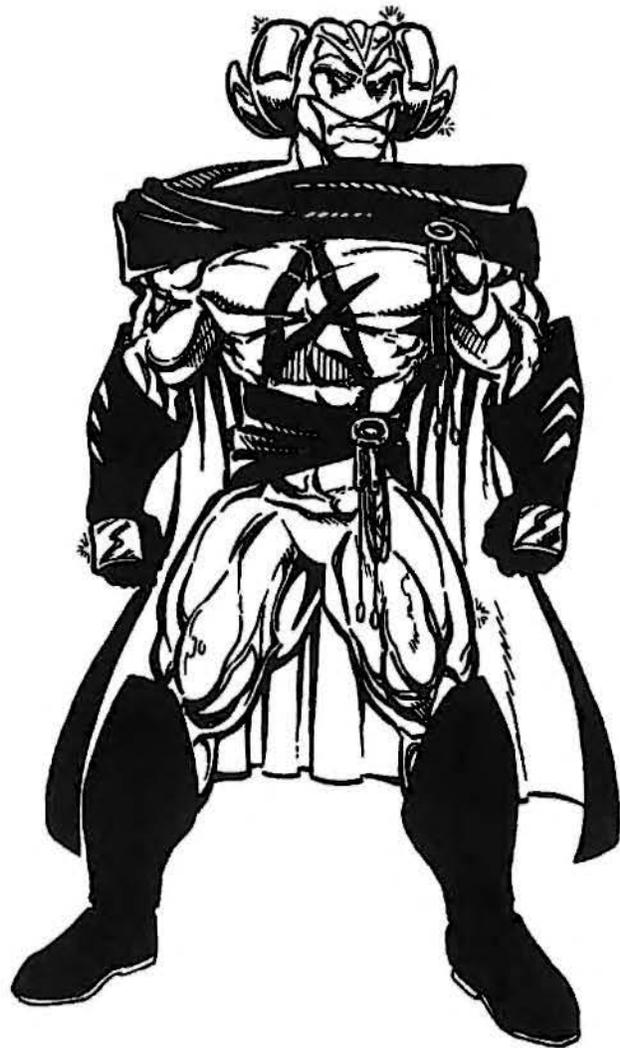
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Printed in U.S.A., First Printing 1995

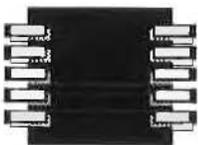
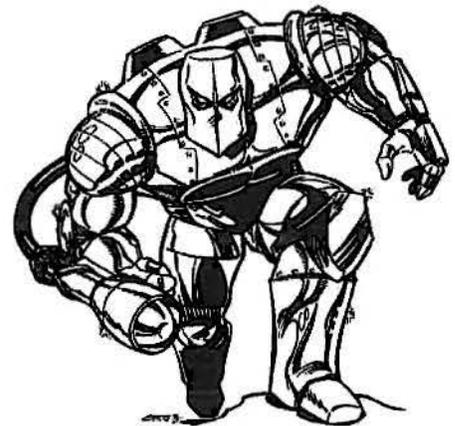
STOCK #: 440

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ISBN 1-55806-230-0

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INTRODUCTION

Welcome to *Enemies Assemble!* This book does something that we've never done before; it presents nothing but supervillain *teams*.

Why teams? Well, the answer to that question lies with George MacDonald. When he first conceived of this book, he came to the realization that some of the most fun moments of our local *Champions* campaigns came when our hero groups became involved with a villain team.

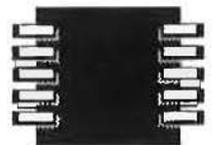
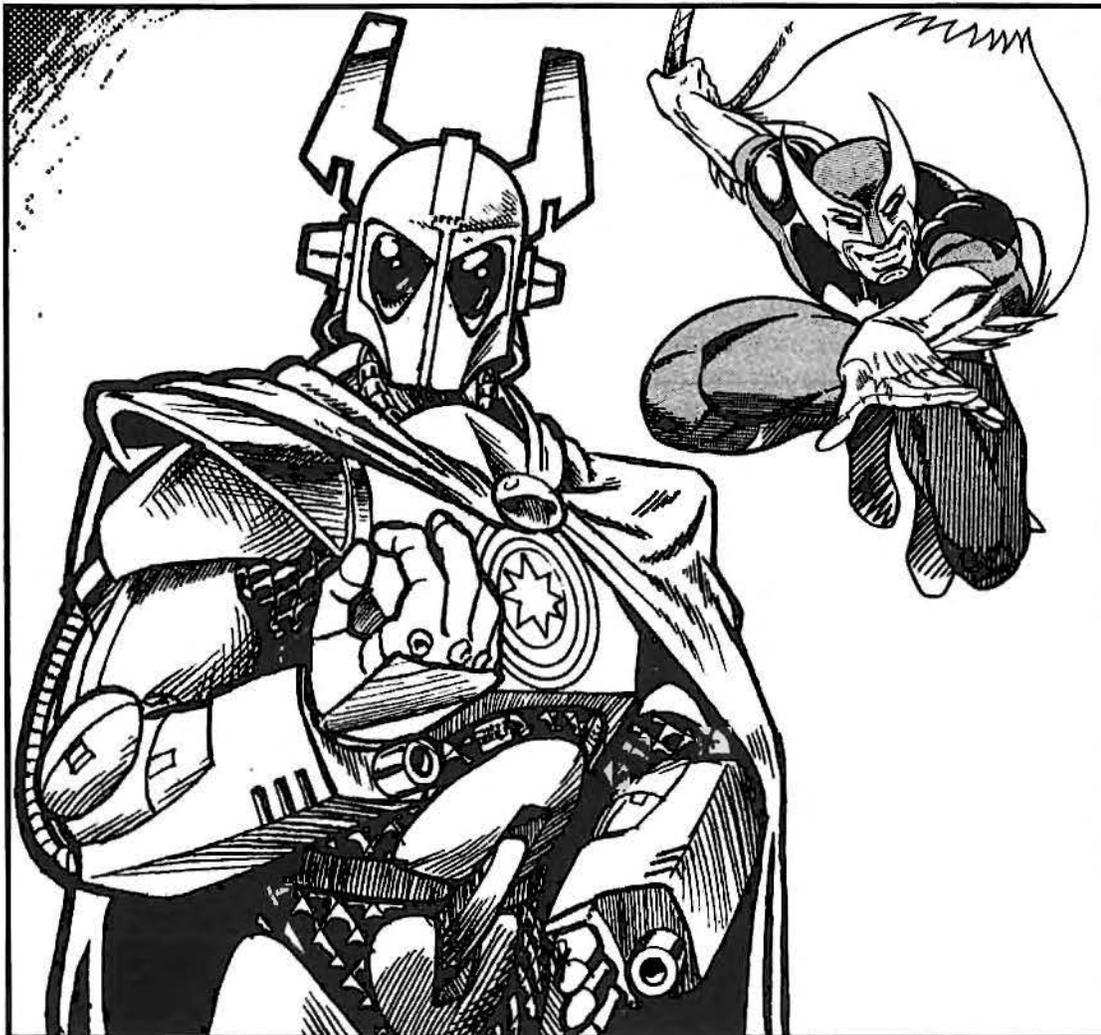
A team worked so much better than a random collection of villains. A villain team has something for *every* hero; villains to hate, villains to love, rivals, grudges—the whole nine yards.

With that in mind, George contacted some of the local GMs for their favorite villain teams. Some

time later, I found this book in George's files, pulled it out, dusted it off, added a couple of old favorites. George can take credit for the idea; I'll take the rap for any flaws in execution.

This book presents five supervillain teams. Each has its own flavor, and intent. Some like the new Ultimates, are very powerful, and are designed to be a major plotline in your campaign. Some, like the Furies, will make the players think and examine their characters' action and motivations very carefully. And some, like Foxbat and his crew, are just plain fun.

Whatever the case, the teams have been gathered. Now it is time for you to unleash them on your players.



THE FURIES



4

Team Name: The Furies

Membership: Dominance (Leader), Warlock, Champion, Bullet, Dawn, Fire & Ice

Origin and History: The Furies began with a friendship between Dominance and Warlock in Europe shortly after Dominance came into full powers. They worked well together, playing off each other's strengths.

Dominance then became aware of a shadowy organization known as Genocide — involved with the use and research of mutants. She discovered two brothers pursued by this dark society and intervened. Convincing Warlock that expanding the team was a good idea, they rescued Joseph Walt and his young brother Chris. The four of them beat back their Genocide in the first conflict between the fledgling Furies and a well-equipped, super-powered force.

Having been on the run for some time, Joseph had no difficulty becoming Champion. Not only did he see the logic in team safety but he was also extremely attracted to Dominance. He was reluctant to bring his brother into the life of danger until, with Dominance's research and study, Chris came into a better understanding of his powers and demanded to join the group. Armed with his new flying suit, he took the name Bullet.

Dawn was taken in as a member several months after Champion officially joined. Her circumstances didn't leave her much choice and Warlock certainly feels that she owes him one. Fire & Ice became the final member, signing on only a month back in The Furies' history. She sought out the group for Dominance's expertise in mutations. Beva Tevarez had just recently gained her powers and could not control them. She needed their help and they chose to give it.

Goals: In many ways, The Furies are a team built on friendship. They are powered misfits who, either by choice, circumstance, or sheer jadedness, have chosen to function outside the law. Their goal is simply to live happily and well, and to do what they will by right of their strength and power. Outside forces or society have ruled most of their lives till recently; they will have no more of that. Should anyone, hero or villain, interfere with one of them or their individual goals, they will rise together to smash the annoyance.

Tactics: Dominance leads them in combat. Bullet is usually held in reserve, as his powers work best when he catches a victim off guard. Dominance will often use her illusions to confound the enemy while her troops clean up. Warlock rarely gets so involved in a fight that he forgets he's the team's escape route in an emergency. Teamwork is their forte. They will most definitely not splinter off into separate combats but will always keep an eye on each other to gain any advantage.

Relations: Dominance feels responsible for her teammates, and has warming feelings for certain members. Champion and Dominance are at the beginning of a strong relationship. A bit of a rogue, Warlock seems to get on well with everyone and is currently having a liaison with Dawn, who is in the mood for a little light romance. Warlock and Dominance have been friends for two years and yet feel as though they've known each other a lifetime. Bullet is everyone's kid brother, and they all are often annoyed with him. He's a little overwhelmed by his situation. Everywhere he turns there are beautiful, powerful women telling him what to do. As the new kid on the block, Fire & Ice has a bit to go with the others. While she had affiliations with terrorist organizations, she fortunately had a reputation for blowing up things and not people; otherwise it is doubtful she would have been asked to stay. She is unaccustomed to working with others who do not share her political beliefs.

Reputation: The Furies have not been active very long but have a formidable reputation in the criminal underground. They are not well known to society in general, though Warlock, Dominance, and recently Champion have been reasonably visible. The team is often sought out by criminals for their scientific or sorcerous expertise as well as for their power. They are choosy about what jobs they're willing to take. They do not tolerate ruthlessness in their own actions nor in the actions of those who would deal with them.

Scenario Use: The distinction between The Furies and superheroes must be drawn! The Furies firmly believe that they are always right and that they know what is best for themselves and everyone else! Even in a "we've got to join together for the good of the earth and stop so-and-so from

using his ultimate whatzit” scenario, there will invariably be conflict between them and the heroes as they’re going to want the “ultimate whatzit” after “so-and-so” has been beaten! They just wouldn’t trust it in anyone else’s hands! Also, they do often need new equipment for research or arcane artifacts and such, and cannot come up with too many better ways to acquire them than by simply stealing them. Even the most brilliant arguments contrary to their own positions are going to be considered wrong, dead wrong! They are more than willing to fight about it, since most of them kind of like it that way.

Creator Notes: The Furies resemble a viable superhero team that simply landed on the wrong side of the tracks. They were created to present a contrast to the usual menagerie of hard-as-nails, sadistic, world-conquering, super menaces. Playing their individual personalities is important, they are as capable of arguing with each other as with the heroes.

Many times The Furies seem nicer than the heroes, particularly after the incidental fights they win. They are always willing to compensate for ensuing damages. One of their reasons for being is to remind the heroes of their own place in the campaign. If the heroes notice a group of villains acting with greater concern for civilians and general society at large than they do, the heroes may change in attitude. Experience has shown, however, this will not always be the case. Still, it is usually worth a shot.

The whole team of The Furies is not always necessary. Anyone or two of them would make fine NPCs in adventures considering their individual backgrounds and desires. It is quite possible a hero could get along reasonably well with, perhaps, Warlock while hating Dominance.



SCENARIO IDEAS

Auction at the Augustine Estate

Wendell Augustine, last of his line and in tremendous debt, is selling off the extensive estate of his family line. The Augustines had traveled the world in their day, acquiring many items of value and unusual import. A little bit of everything is here from all over the world, but most important to Warlock is an obscure, sorcerous tome titled, *The Book Of Trevor*. He must have it.

Assuming that no one else should have an inkling of its true value, Warlock prefers simply to buy the item, remarking such to his companion, Dawn, at the pre-auction display-show. They

are both in their secret identities.. Unfortunately for him, one of the heroes is aware of the presence of the book and also desires it. Between the presence of the other, disguised Furies, and the rest of the heroes, general intentions are overheard during the course of the gala event. The Furies opt to resort to abject villainy to gain their prize. Can the heroes stop them without trashing the Augustine Mansion and injuring any of the wealthy attendants and their lawyers?

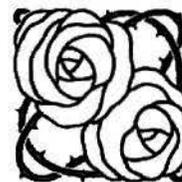
Booming Profits

Special government agent Dave Shalleck seeks out assistance from a group of superheroes. He’s looking for the daughter of an old friend and suspects she might be in trouble. Her name is Michelle Renee (Dawn) and he shows them a photo of her with known terrorist, Beva Tevare (Fire & Ice). A major target of Beva’s group was a shady corporation called HorTech, which is soon to open a new research facility involved in possibly questionable weapons manufacture. He suspects they might be targets again, and where Tevare is, he imagines he might find Michelle.

He is right on both counts. Dawn and Fire & Ice as well as the rest of The Furies have intentions to disrupt all production at the new lab. Fire & Ice brought the lab to The Furies’ attention and Dominance determined that HorTech’s experiments in powerful, unstable energy forms may well result in disaster all around. At the very least, such research should not be left in such incapable hands. It’s touch and go as to whether it’s the Heroes’ fault, The Furies’ fault, or the Shameless Corporate Scientists’ fault as to who nearly set off the awesome Radion Bomb. But it better be deactivated fast before the whole of the East Coast disappears.

Raid on Radcliffe Academy

A fringe group of Genocide, led by Dr. Jacob Ramos, has decided to take off the kid gloves. A random scan has located the presence of three young mutants within the confines of an expensive private school. A full-scale strike is made — damn the costs in public exposure! Bullet, of course, happens to attend the school, as well as an NPC or acquaintance of one of the heroes (or one of the heroes if one of them is young enough), and another luckless young mutant who is killed in the raid. Half a dozen students are also taken as “control” subjects. For the sake of secret identities, the experiments do not get past the initial tests phase so that no one is directly identified as a “mutie.”



Ramos must be stopped and Bullet rescued. This time Champion isn't willing to accept any interference from anyone! A fight with the heroes is inevitable. Champion is too high-strung, and Dominance knows that he and Fire & Ice are incapable of the stealth needed for success. Dawn and Warlock are not available. She must accept the heroes' help in this matter, assuming an air of detachment, claiming only an interest in halting Ramos' plans. Meanwhile, can Bullet be clever enough to maintain his secret identity?

The Coming of Gnaphra

A smooth-talking, homicidal maniac named Damon Alarak has a grudge against one of the super heroes (make up some appropriate past conflict), and seeks out The Furies for help. He claims that he has recently gained unearthly powers which are driving him insane. He needs Dominance's expertise with super-anomalies. She senses nothing amiss in his story and proceeds to offer assistance, strengthening his will which at the same time increases his powers.

Damon recently unearthed out the Gnaphra Stone, an ancient item said to hold the imprisoned soul of a demon-being. Only one of a cruel and ruthless mind could summon its powers. Damon allowed the demon to enter him freely, without any second thoughts. However, lacking proper ritualistic expertise, the merging was incomplete until Dominance's unwitting scientific aid. If Warlock had been around, he would have recognized the Gnaphra presence and the undoubted evil of Damon. As it is, the mystic creature prevented Dominance's spionical talents from piercing the veil of truth.

Fully empowered, Damon becomes Gnaphra — an incredibly strong seven-foot tall crimson creature with a long prehensile tail. He is highly resistant to damage, and instantly acquires the powers and abilities of those he defeats in combat. Gnaphra particularly wants to destroy his old enemy, but is more than willing to kill anyone who get in his way. He attacks the heroes outright, and enlists the aid of The Furies, convincing them that it is the heroes' doing that he is "losing control." The return of Warlock or a timely recognition roll by any character with a mystic knowledge skill will tell the truth of the matter. By the way, Gnaphra wants to rule the world, and if he can beat enough heroes and villains, maybe he can.

Always fair and open-minded, Dominance might be willing to admit she was tricked and made a mistake in about fifty games. She is rather stubborn this way.

The Betrayal of the Scarlet Priestess

Getting a tad weary of the constant interference by the heroes, The Furies opt for a more aggressive stance. They are also interested in an item which will soon be placed in the heroes' care. The Danforth Device was found during an interplanetary adventure by the superhero, Overguard, and named after the heroic scientist who was killed during that epic battle with the menacing Star Master. Having no scientific knowledge himself, Overguard has turned it over to the heroes and the resident, brilliant scientist on the team for study. He knows it must be dangerous if Star Master wanted it so badly.

Dominance has the same idea and sends Dawn to join the heroes' team before hand. Dawn assumes the identity of the Scarlet Priestess and performs good deeds so that the noble heroes will accept her request to join them. She'll work with the do-gooders for as long as she can stand it, building their trust, and then lead them into a trap mounted by all of The Furies. An illusion of Dawn cast by Dominance will even allow the subterfuge to carry long into the fight. As the Scarlet Priestess, Dawn simply amplifies her light powers along the crimson spectrum; otherwise she uses her standard repertoire of powers.

The Trouble with Trevor

A sequel to the auction game. Whichever character won *The Book Of Trevor* is duped by the book's power to activate a spell and unleash the dreaded menace known as Abyss. It takes the form of a great, black, shapeless, malignant presence, buffeting its witless benefactor about before escaping. At a bit of a loss, the practitioner should seek out the only other so-called expert on *The Book Of Trevor* to seek information on this dark power from beyond.

Abyss strives to find a mortal host suitable for its powers, thus gaining permanence and earthly motivation (To rule the world!). Abyss can call on his powers of cosmic domination to summon any creatures and force them to do his bidding (No fair calling on creatures or people with which he is already in conflict). Beyond that, he is reasonably well defended by his sinister magics, though too much conflict will cause him to burn out his host body.



Champion No More

On a solo mission to acquire new test-circuitry for Dominance at the Trimyre Institute, Champion comes into conflict with some of the heroes. During the battle, he elects to dive into power generator rather than plow into a group of school children on a field trip. The resulting explosion renders him unconscious and injured. When he awakens in a prison hospital, his strength and defenses have increased, but his mind is affected adversely, resulting in a more sinister and vicious personality.

Bullet, Fire & Ice, and Dawn break Champion out of prison. Fully recovered from his injuries and inspired, Champion takes charge of the band. With Dominance and Warlock away, he leads the team in various crimes as his new personality takes full control. It takes a while for his teammates to notice Champion's change and to fear it. His strength increases as he becomes more ruthless, and everyone is needed to bring him down. Dominance or another psionic can restore Champion. Once this is done his extra strength also goes away.

Dominance

Background: "This life of crime was forced on me, I will bear only part of the blame. My so-called peers refused to acknowledge my brilliance in the genetic sciences; my male peers. Indeed, my theories were scoffed at, and so I was denied the support and funding my experiments needed. Perhaps privately my expertise was acknowledged but they feared my skill, my assuredness, and my womanhood; and so closed their puny, academic hearts towards me.

For many generations members of my family have had certain awarenesses or sensitivities to the thoughts and feelings of others. I, too, was possessed of these talents and sought to stimulate them to greater degree through artificial means. I will not go into the details of my lab work; I was under-financed, ill-equipped, and forced to work alone; and yet I was successful. My theories were validated, I made many breakthroughs in my research. Do not imagine that I will use this knowledge to benefit an undeserving mankind.

I have learned in this world that if there are things you want or need, you can not depend on the kindnesses or generosity of others, you must take them. And I shall."

Personality: Alexis is sensitive towards innocents, sometimes seeing herself in them. She finds it easy, though, to justify her crimes against those she considers undeserving of their success. She is arrogant and overconfident and takes a special pride in humiliating those with similar traits. In all circumstances though, the taking of life is a line she will not cross.

Quote: "And now your will is mine!"

Powers/Tactics: There is nothing that cannot be won through careful planning. Dominance is a schemer, considering all angles to her plans, and rarely is she caught unaware. She will attempt to use teamwork against her enemies in all situations. Her powers of illusion can be used to confound opponents, allowing her teammates opportunities for surprise attacks. Her most common tactic is to destroy a victim's will and supplant it with her own. It would be unlikely for her to follow a combat to its conclusion if it were apparent she was losing.

Appearance: Dominance is 5' 11" and, with her lofty manner and armor, is quite imposing. She is in fine physical condition at age 28, with long auburn hair and green eyes. She wears armor with leather boots and gloves and a flowing cape. Her costume is royal blue and purple. She carries a slender, metallic rod with which she point at her targets directs combat. It is not a focus, though she will sometimes pretend it is to cause heroes to waste time stealing it. Her psychic powers are invisible to the normal eye. Her Telekinesis is pale blue.

Scenario Use: To fulfill major plans, Dominance is always present and in charge. On smaller missions or such of personal interest to another member, she is usually involved in her lab research. In such instances when her teammates call for help via the Mind Link, she will often direct unoccupied members to the rescue; usually Warlock will collect such a force. Only in real emergencies will she go herself. Captured heroes may get taken to her base for analysis if they are interesting subjects, always to be released when she is finished with them. Such heroes are humiliated perhaps, but none the worse for wear.



Dominance

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	100 kg; 2d6 (1)
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
15	BODY	10	12-	
30	INT	20	15-	PER Roll 15-
23	EGO	26	14-	ECV: 8
15	PRE	5	12-	PRE Attack 3d6
16	COM	3	12-	
10	PD	8		
10	ED	6		
4	SPD	10		Phases: 3,6,9,12
10	REC	8		
60	END	10		
45	STUN	15		

Total Characteristics Cost: 171

Movement: Running: 9"/18"
Swimming: 2"/4"

Powers & Skills

Combat Training:

Combat Levels: +2 Levels w/ Combat (16)
Combat Levels: +2 OCV w/ Telekinesis (4)
Combat Sense 15- (3)

Running: +3" (6)



Psychic Powers:

Mind Powers: Elemental Control(30)

a - Psychic Fist: 35 STR TK, ½ END (65/35) [3]

b - Mental Illusions: 12d6 (60/30) [6]

c - Psychic Shield Generator: Force Field +20
PD/+20 ED, 0 END, OIF: Field Generator in
Armor (60/30) [0]

Mental Attacks: Multipower 70 point pool (70)

u - Psychic Blast: Ego Attack 7d6 (70/7) [7]

u - Mental Confusion: Images, -7 to all Sight,
Smell and Normal Hearing PER Rolls in two
hexes, ½ END (70/7) [3]

u - Domination: Mind Control 14d6 (70/7) [7]

u - Telepathy: 14d6 (70/7) [7]

u - Mental Paralysis: Entangle 3d6, DEF 3,
Based on ECV (60/6) [6]

u - Will Sapping: Drain 3d6 EGO,
Returns 5 pts/Day [67/7] [7]

Team Mind Link: Any one mind, up to 8 minds
at once (30)

Mind Shields: Mind Defense 15 pts. (10)

Flash Defense: 5 Sight, OIF: Helmet (3)

Background Skills:

Criminology 15- (3)

Deduction 15- (3)

Eidetic Memory (10)

French: Fluent, No Accent (4)

German: Fluent w/ Accent (3)

Lightning Calculator (3)

Tactics 15- (3)

Wealthy (10)

Scientist Training:

Inventor 15- (3)

PS: Research Scientist 15- (3)

SC: Biology 15- (2), SC: Cybernetics 15- (2)

SC: Electrical Engineering 15- (2)

SC: Genetics 15- (2), SC: Mutations 15- (2)

SC: Psychology 15- (2)

Scientist (3), Systems Operation 15- (3)

Total Powers & Skills Cost: 361

Total Character Cost: 532

Disadvantages: 150+

Hunted by:

Genocide, more powerful, NCI, 8- (20)

Superhero Group, more powerful, 8- (15)

UNTIL, more powerful, NCI, 8- (20)

Psychological Limitation:

Arrogance (Very Common, Moderate) (15)

Code Against Killing (Common, Total) (20)

Maternal Complex Towards Teammates
(Common, Total) (20)

Overconfidence (Very Common, Moderate) (15)

Strong Interest in Biological Oddities Such As
Mutants or Aliens (Uncommon, Strong) (10)

Reputation:

Leader of The Furies; Expert on Mutants, 11- (10)

Secret Identity: Alexis Salier (15)

Vulnerability:

1½x STUN & BODY from Sonic Attacks (10)

Villain Bonus (212)

Total Disadvantage Points: 532

Warlock

Background: "Unlike my other teammates, I have been aware of my powers since I was a small child. My father, you see, possessed the same talents, and his father before him. My family has had the honor of defending this world and plane of existence several times in history. I suppose I really should mention that the danger we guard against is quite specific in nature and related to our unique abilities. It was, in fact, my grandfather who first had the thought that we might enjoy the use of our powers during the very long intervals between dimensional strife. Indeed, as there has been no such conflict since his own father's time it would have been a tragic waste to let our arts lay fallow for so long.

My sorcerous skills are, therefore, something of a birthright, but I still had to learn how best to use them; my father was an excellent instructor until he disappeared some ten years ago. I sought him for several years but found no trace; perhaps he is dead but rather, I imagine, he had felt his obligation to me fulfilled (I was then 23 years of age) and had more interesting things to do.

Thus began my period of independent study, continuing to this day. I have traveled widely, acquiring knowledge, my martial skills, and items of interest to my craft. I confess to enjoying an extravagant lifestyle, and the ability to be certain of such.

I met Alexis, or Dominance if you must, two years ago, when she was still a bit unused to her own powers. We hit it off well at first, had a wretched but brief affair, and again became friends. We worked together well, despite our different interests, and I allowed myself to be talked into her idea of a super-team. I'm not sure how, I suppose she appealed to my foolish love of melodrama."

Personality: Warlock is very aristocratic in his attitude; he enjoys lording his sense of superiority over others. He disdains people who make it a point to announce their lack of class or style, which includes most superheroes. His code of conduct denies him the ability to break his word when he has given it, and he adheres to certain rules of combat such as not striking helpless opponents or non-combatants.

Quote: "Really, this is becoming tiresome!"

Powers/Tactics: While certainly no coward, Warlock prefers to avoid combat whenever possible. When he does engage in it, he strives to begin with a dramatic entrance and follow up with as little effort as possible. If his opponent can be tired out,

or injured while being slammed into his force wall, or have his own attack reflected against him, Warlock is content. He will almost always escape rather than lose.

Appearance: Warlock is strikingly handsome and well-groomed. He has jet-black hair, cool gray eyes, a dashing mustache, and a perfect jaw. He is six feet tall and weighs 180 pounds. He dresses in dark, nineteenth century style clothes with a long flowing opera cape. In combat, his face is cloaked in shadow due to a simple spell. He varies between gestures and incantations for his spell castings which have spectacular, polychromatic effects.

Scenario Use: Everybody hates this guy, not just for his obnoxious mannerisms, but also because he is always teleporting his team away before they can be beaten. He is the one most likely to get The Furies involved in operations beyond their main concerns. He is manipulative, always leading Bullet, who admires Warlock tremendously, astray. Through mystic plots involving Warlock might a team of heroes most likely be forced to work with The Furies.



Warlock

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
32	DEX	66	15-	OCV: 11/DCV: 11
20	CON	20	13-	
15	BODY	10	12-	
23	INT	13	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
18	PRE	8	13-	PRE Attack 4d6
24	COM	7	14-	
15	PD	12		
15	ED	11		
5	SPD	8		Phases: 3,5,8,10,12
12	REC	10		
50	END	5		
45	STUN	12		

Total Characteristics Cost: 207

Movement: Running: 6"/12"
Swimming: 2"/4"
Teleport: 20"/160"

Powers & Skills:

Combat Training:

Combat Levels: +2 Levels w/ Combat (16)

Martial Arts—Mystic Combat Training (48)

Maneuver	OCV	DCV	Damage
Strike	+0	+2	11d6
Back Kick	+1	+3	9d6
Nerve Pinch	-1	+1	5d6
Escape	+0	+0	+45 STR
Throw	+0	+1	8d6 +v/5

+6 DC for all Attacks (already added in)

Magic Spells: Multipower 70 point pool, Requires at Magic Skill Roll (47)

- u - Mystic Transport: Teleport 20", 2x Mass, 8x Distance (60/4) [1/5"]
- u - Group Transport: Teleport 15", 16x Mass, 512x Distance, 5x END Cost, Extra Time: +1 Phase (95/8) [5/5"]
- u - Create Blade: HKA 2 1/2d6 (3 1/2d6 w/ STR), 1/2 END (50/3) [2+]
- u - Piercing the Veil: Extra-Dimensional Movement to any dimension, 8x Mass (55/4) [3]
- u - Mystic Shield: Force Field +5 PD/+5 ED (10/1) [1]
- u - Mystic Wall: Force Wall 14 PD/14 ED over 14 Hexsides (70/5) [7]
- u - Field of Reflection: Missile Deflection, Deflect all Attacks, Reflect Attack at any Target, Costs END, 1/2 END Cost (75/3) [3]

Mystic Transport Knowledge:

Memorized locations for Teleport: Villain Base, Home, Two Floating Locations (12)

Mystic Protections:

Ego Defense: 12 points (8)
Power Defense: 10 points (10)

Mystic Warnings:

Danger Sense, Against any Attack, 13- (24)

Jet-Setter Skills:

Acting 13- (3)
Conversation 13- (3)
French: Fluent w/ Accent (2)
German: Fluent w/ Accent (2)
High Society 13- (3)
Linguist (3)
Persuasion 13- (3)
Russian: Fluent w/ Accent (2)
Seduction 13- (3)
Wealthy (10)

Guardian Wizard Training:

Acrobatics 15- (3)
Breakfall 15- (3)
Cryptography 14- (3)
KS: Ancient History 13- (3)
KS: Demonology 13- (3)
KS: Items of Power 13- (3)
KS: Magic Lore 13- (3)
KS: Medieval History 13- (3)
KS: Mythology 13- (3)
KS: Other Dimensions 13- (3)
KS: Research 13- (3)
KS: Sorcery 13- (3)
Latin: Fluent w/ Accent (2)
Magic Skill 22- (19)
Scholar (3)
Stealth 15- (3)

Total Powers & Skills Cost: 277

Total Character Cost: 483

Disadvantages: 150+

Distinctive Features:

Strikingly Handsome & Suave (10)

Hunted by:

Genocide, more powerful, NCI, 8- (20)
Superhero Group, more powerful, 8- (15)
UNTIL, more powerful, NCI, 8- (20)

Psychological Limitation:

Aristocratic Attitude (Common, Moderate) (10)
Code Against Killing (Common, Total) (20)
Code of Chivalry and Honor (Common, Total) (20)
Devout collector of rare, historical artifacts, particularly of an arcane nature (Uncommon, Total) (15)
Egotistical (Common, Moderate) (10)

Reputation: Collector of Oddities, 11-

Secret Identity: Miles Chamberlain (15)

Vulnerability: 1 1/2x Effect from Drains (10)

Watched by:

Sorcerer's Group, more powerful, 11- (10)

Villain Bonus (148)

Total Disadvantage Points: 485



Champion

Background: "Life can sure throw you some strange curves. I don't know what my folks might've been into that caused me and my kid brother to have these powers; Alexis is involved in research on mutations, maybe someday she'll have answers. It's enough to say we've got them. I've been looking after my brother for over five years, since our parents died in a plane accident when I was eighteen. I worked as an auto mechanic and raced cars as a hobby. That might have been my life if my brother and I hadn't been kidnapped by an organization known as Genocide.

We never really found out if this was some secret government group or another entity; we only knew we didn't want to be there. We hadn't known that we were mutants, but somehow they did. After a few sessions of probes and manipulations, our powers manifested. I was so strong that they merely kept me restrained and concentrated on Chris, who was more manageable. I didn't know what they were doing but one night he screamed so loud that I could hear it through the supposedly sound-proof wall between us. It drove me nuts, I mean, this was my little brother and they were torturing him. I strained as hard as I could against the manacles but couldn't break them. And then I found out I could grow.

Now that I was twelve feet tall, possessed of my full strength, and filled with rage, there was nothing that could stand against me. Needless to say, I freed my brother and trashed as much of their equipment and people as I could. After about ten minutes I felt the sense of weakness that comes when I over-extend my growth; I didn't know what it was at the time but there wasn't much of anyone left to fight so I grabbed Chris and ran.

That was a year ago. Maybe we'd still be running if I hadn't met Alexis. She helped us both adjust to our powers and find new lives. At first I had a problem with being a criminal. It went against the way I was brought up. But the people we go after, the jobs we pull aren't hurting anybody who can't afford it and who aren't already putting the screws to someone else. Besides, sometimes Alexis is able to do some real good with the things we get; she acts tough as our leader but is a real woman inside. How could I help but love her? And I'll never let anyone hurt the ones I love again."

Personality: Champion is an easy-going guy who looks at super-powered conflict as just another part of the job. He rarely gets so caught up in a fight that he fails to notice the status of his friends and the possible havoc such fights tend to cause.

Superheroes really have to go out of their way to make a staunch enemy out of him. Reckless lack of concern for innocents, particularly children, will always get a strong reaction from him.

Quote: "Ok! Ok! You don't want to listen? Fine! Now you're gonna get it!"

Powers/Tactics: Sheer strength and durability sees Champion through most fights. Since he considers himself practically invulnerable, he sometimes pays too much consideration to the welfare of others at his own expense.

Appearance: Champion ranges from six to twelve feet tall and normally weighs about 250 pounds. He has blue eyes, blonde hair, and rugged good looks. His simple costume is red and blue. He prefers to let his sheer physique impress people.

Scenario Use: Champion enjoys a good donnybrook and is considered by the rest of the team as the best guy to have at your back in a pinch. He always tries to take the stuffing out of ruthless or vicious opponents and show them for the creeps he believes them to be. He is the one most likely to assist a group of heroes if he's on the scene and considers their struggle worthwhile.



Champion

Val	CHA	Cost	Roll	Notes
60/75	STR	50	24-	800 ton; 15d6 [6/7]
24	DEX	42	14-	OCV: 8/DCV: 8
30	CON	40	15-	
20/23	BODY	20	14-	
15	INT	5	12-	PER Roll 15-
13	EGO	6	12-	ECV: 4
25	PRE	15	14-	PRE Attack 5d6
18	COM	4	13-	
35	PD	23		
32	ED	26		
5	SPD	16		Phases: 3,5,8,10,12
20	REC	4		
70	END	5		
70/73	STUN	5		

Total Characteristics Cost: 261

Movement: Running: 16"/32"
Swimming: 12"/24"
Superleap: 32"/64"

Powers & Skills

Combat Training:

Combat Levels: +1 Level with Hand to Hand Combat

Mutant Powers:

Growth: 3 Levels, -3 Knockback, -2 DCV, +1" Reach, 4m Tall, x8 Mass, Once activated, Champion may not reduce size for at least five minutes and may not retain full size for more than ten minutes (15) [1]

Damage Resistance: 15 PD/15 ED (15)

Life Support: Doesn't Need To Breathe, Safe from High Pressure, Radiation, Extreme Heat and Cold (19)

Force Field +3 PD/+3 ED, Linked to Growth, 0 END (4) [0]

Knockback Resistance: -5" (-8" when grown)

Movement Multipower 20 point pool
u - Running +10" (20/2) [1/5"]
u - Swimming +10" (20/2) [1/5"]
u - Superleap +20" (20/2) [1/5"]

Regeneration: 2 BODY per Turn

Mental Defense: 8 point (5)

Power Defense: 8 points (8)

Lack of Weakness -5 (5)

Race Car Driver & Designer Skills:

Combat Driving 14- (3)

Combat Pilot 14- (3)

Electronics 13- (7)

Jack of all Trades (3)

Mechanics 13- (7)

PS: Automotive Engineer 12- (3)

PS: Electrical Engineer 12- (2)

PS: Mechanical Engineer 12- (3)

PS: Power Systems Engineer 12- (3)

Transport Familiarities: All Ground and Air Vehicles (4)

Total Powers & Skills Cost: 169

Total Character Cost: 430

Disadvantage: 150+

DNPC:

Kid Brother, Chris Walt (Bullet)
Slightly Less Powerful 14- (15)

Enraged:

when Children are injured, Uncommon 11-,
Recover 11- (8)

Hunted by:

Genocide, more powerful, NCI, 11- (25)
Superhero Group, more powerful, 8- (15)
UNTIL, more powerful, NCI, 8- (20)

Psychological Limitation:

Code Against Killing (common, total) (20)
Never Gives Up (very common, total) (20)
Fair Fighter (very common, moderate) (15)
Protects Innocents (common, strong) (15)
Talkative, Indiscreet, Big Mouth (uncommon, moderate) (5)

Secret Identity: Joseph Walt (15)

Villain Bonus (107)

Total Disadvantage Points: 430

Bullet

Background: "What? Didn't you pay any attention to big brother Champion's background? It's the same thing, you know, and I'm not gonna go over it again, particularly about the screaming.

Basically, things really turned around for us when we met up with Warlock and Dominance. She was looking for super-dudes to join her team, and right from the start you could sort'a tell she and Joe had the hots for each other real bad. The whole idea seemed good to me — I was getting tired of being pushed around. It was just the four of us at first, but we crushed those creeps from Genocide the first time they came back around.

Dominance is into the research bit, so she wanted to experiment with my powers. I wasn't too keen at first as I'd had enough of that sort of thing. Joe talked me into it though, which is good, since she came up with my body armor, flightpack, and radar helmet. I can power up all my gear myself. It is so tied into me that it shrinks when I do — my personal energy field or something.

My flightpack also has compartments for a minicomputer and all the stuff I need for systems break-ins and things like that. It seems like I was made for a life of crime, I was always into computers and electronic gadgetry. Got real good at it while we were on the run from the real badguys. The only uncool thing about the whole bit is they still make me go to school now that we have new identities. Right, like every supervillain needs a good education. But what can I do, they're all bigger than me."



Bullet

Val	CHA	Cost	Roll	Notes
35	STR	25	16-	3200 kg; 7d6 [3]
23	DEX	39	14-	OCV: 8/DCV: 8
25	CON	30	14-	
15	BODY	10	12-	
23	INT	13	14-	PER Roll 17-
13	EGO	6	12-	ECV: 4
13	PRE	3	12-	PRE Attack 3d6
16	COM	3	12-	
25	PD	18		
23	ED	18		
6	SPD	27		Phases: 2,4,6,8,10,12
15	REC	6		
50	END	0		
50	STUN	4		

Total Characteristics Cost: 202

Movement: Running: 6"/12"
Swimming: 2"/4"
Flight: 20"/40"

Powers & Skills

Combat Training:

Find Weakness with Move-Through 11- (10)
Skill Levels: +2 Levels Overall (20)
Skill Levels: +3 Levels w/All PER Rolls (9)

Mutant Powers:

Damage Resistance 10 PD/10 ED (10)
Life Support: Doesn't Need To Breathe, Safe from Vacuum/High Pressure (13)
Shrinking 3 Levels, +6 DCV, +9" Knockback, -6 to others' PER Rolls, ¼m tall, 1.6 kg mass (30) [3]
Mind Defense 8 points (5)

Flight Pack, OIF:

Flight 15", 4x Non-Combat (37) [1/5"]

Helmet, OIF:

360 Degree Radar (17)

Kid Supervillain Training:

Breakfall 16- (7)
Computer Programming 14- (3)
KS: Computer Security 14- (2)
KS: Electronic Systems 14- (2)
KS: Latest in Technology 14- (2)
KS: Safes 14- (2)
Lockpicking, 14- (3)
Luck 3d6 (15)
Scholar (3)
Security Systems 14- (3)
Systems Operation 14- (3)

Total Powers & Skills Cost: 196

Total Character Cost: 398

Disadvantages: 150+

Distinctive Features:

"Just a kid!" Not concealable Others react with scorn, doubt his ability (15)

DNPC:

Big Brother, Joe Walt (Champion)
As Powerful 14- (10)

Hunted by:

Genocide, more powerful, NCI, 11- (25)
Superhero Group, more powerful, 8- (15)
UNTIL, more powerful, NCI, 8- (20)

Psychological Limitation:

Overconfidence, thrillseeker, enjoys combat (very common, strong) (20)
Never Gives Up (very common, total) (20)
Hates being treated like a kid (common, strong) (15)
Doesn't really want to hurt anyone (uncommon, strong) (10)
Always striving to prove himself (common, moderate) (10)

Rival:

Champion, Superior position, professional (10)

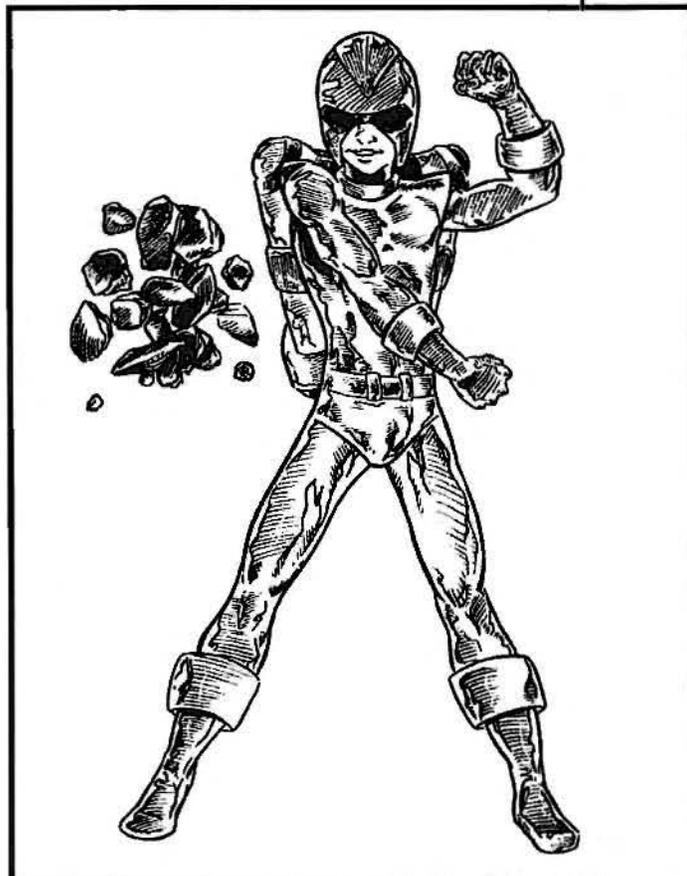
Secret Identity: Christopher Walt (15)

Vulnerability:

1½x STUN & BODY from
Electric or Magnetic attacks (20)

Villain Bonus (98)

Total Disadvantage Points: 398



Personality: At fourteen, Bullet is easily excited about most anything, showing off and beating other super-powered opponents are tops on his list. He likes to look good and take chances, and considers his team unbeatable. He strives to prove his worth, so if any teammates need help for a personal (non-Dominance ordered) problem, they can always count on Bullet's help, whether they wanted it or not.

Quote: "C'mon! Let's nuke these wimps 'til they glow!!"

Powers/Tactics: Left to his own devices, Bullet will fly into the midst of combat without concern for tactics. Under proper direction, Bullet can use surprise very effectively. Fully shrunk, he's difficult to see; Move-Throughs and using his growth momentum are his best attacks. Unfortunately he sometimes insists on standing toe-to-toe with a foe. His body naturally exudes a field which weakens or reduces the defenses of someone next to him, which explains his Find Weakness ability.

Appearance: Bullet is 5' 4", and weighs 130 pounds. He has light brown, curly hair and blue eyes. His metallic costume and helmet are silver and light blue. When he flies he leaves a sparkly trail.

Scenario Use: Bullet gets into trouble frequently and forces the team to bail him out. He is reasonably capable and very lucky and usually ends up landing on his feet. He is not always available for team missions because of his forced attendance of school. He is probably friends with any kid NPCs any players may have.

Dawn

Background: "My father worked for the CIA; that did not mean I had to; it just seemed like a good idea at the time. Actually, I was never formally with the agency, but I had this peculiar power to take on anyone's appearance just by looking at them. For all intents and purposes I could be them, you see, and I got very good at imitating other people as well. For my dad in the spook game, this seemed real useful.

I got drafted into my first mission when I was just seventeen; I know that sounds weird, but so was my dad. I worked off and on for him and his partner, Dave Shalleck, all through college. Even after I was insisting on money, they kept using me. It was nothing too dangerous, and I thought it was pretty thrilling. My dad died the year after I finished school, doing work that wasn't supposed to be all that dangerous. My passion for government work died. I did a few other things for Uncle Dave and we still keep in touch. God knows he owes me a few favors.

Really, my dad and I weren't too close; I didn't bust a gut or anything when he was killed. That sort of thing happens in his line of work. Beforehand I was already discovering there's lots better money working outside the law anyway, not that the CIA is too into the law but let's not get into that. I was planning to leave it all anyway.

A little over six months ago I broke into this guy's house. He was off on a trip and I had cased the joint pretty good. He was supposed to be a collector of rare art and antiques, but it turns out he's into all this magic and arcane stuff. Didn't believe in any of that mumbo-jumbo stuff until this small idol starts glowing and drawing me in closer and closer. I couldn't turn away from it and then it just explodes, taking out a whole display case. So when I wake up, I've got these crazy powers. Who needs this kind of thing? Well...ok, they are pretty cool.

I couldn't help getting involved with The Furies, the guy whose house I was robbing was Warlock, and he was the one who woke me up; I was out for five days! With the team, I've gotten used to my powers and I'm making better money than ever. Life is good.

Personality: Michelle is one of the more easy-going members of the team, similar to Warlock. She has nothing in particular to prove, but enjoys using her powers and living in fine style. Her curiosity gets the better of her sometimes and she's prone to actions like staring at glowing idols for too long.

Quote: "So, you got a problem with that?!"

Powers/Tactics: Dawn prefers to soften up an opponent first with a Flash attack. With the cumulative effect of her absorption, her ability to have a powerful physical effect on combat is increased tremendously as time passes. Taking the appearance of a fallen hero with her Shape Shift is a sneaky trick she loves.

Appearance: Michelle is quite beautiful, with short blond hair, a robust figure, and violet eyes to die for. She's 5' 9" and 25 years old. Her costume is white with yellow trim and she is surrounded with a brilliant glow as are all of her power effects.

Scenario Use: For instigating the more basic super-villainous crimes, Dawn is the one. She also is the best suited for infiltrating a group of heroes, disguised as one of them or as some new hero or public figure. As the most light-hearted member of the team, she's there to lighten things up and remind everyone to have fun while they're making the big bucks.



Dawn

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
20	CON	20	13-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
13	PRE	3	12-	PRE Attack 3d6
22	COM	6	13-	
10	PD	7		
10	ED	6		
5	SPD	17		Phases: 3,5,8,10,12
12	REC	10		
50	END	5		
45	STUN	12		

Total Characteristics Cost: 155

Movement: Running: 11"/22"
Swimming: 2"/4"

Powers & Skills

Combat Training:

Skill Levels: +2 Levels Overall (20)

Magic Light Powers:

Light Beam Multipower 60 point pool,

Only in Villain ID

u - Light Blast: 9d6 EB, ½ END (56/5) [3]

u - Blinding Light: 6d6 Flash (60/5) [6]

u - Restoring Light: Aid 4d6, Affects all characteristics, only to starting values (60/3) [6]

u - Restore Vision: Aid 12d6, Restores effect of Flash (10 pts. return 1 phase of vision) (60/5) [6]

Light Form: Desolidification, Affected by light and darkness powers, ½ END (50/4) [2]

Sharing the Light: Desolidification, Affected by light and darkness powers, usable on others (60/5) [6]

Absorption: 4d6 from energy attacks to light blast +10 pts. to max. Fades 5 pts/minute, Only in Villain ID (25)

Damage Reduction: 50% Resistant Physical and Energy, Only in Villain ID (48)

Force Field +5 PD/+5 ED, Only in Villain ID (8) [1]

Instant Change to any clothing (10)

Mutant Powers:

Running: +5" (10) [1/5"]

Shape Shift: to any humanoid form, 0 END (30) [0]

Ego Defense: 8 points (5)

Flash Defense: 7 sight (7)

Power Defense: 10 points (10)

CIA Training:

Acrobatics 14- (3), Acting 12- (3)

Breakfall 14- (3), Bureaucratics 12- (3)

Contact: CIA Operative 13- (4)

Disguise 11- (3)

Favors: CIA Operative (x3)

Forgery 11- (3), Mimicry 11- (3)

Paramedic 12- (3), PS: Dancer 14- (3)

PS: Infiltration 12- (3), Shadowing 11- (3)

Stealth 14- (3)

Total Powers & Skills Cost: 291

Disadvantages: 150+

Hunted by:

Genocide, more powerful, NCI, 8- (20)

Superhero Group, more powerful, 8- (15)

UNTIL, more powerful, NCI, 8- (20)

Physical Limitation:

Powers that are Only in Villain ID function at half strength in Darkness Fields (Infrequently, Greatly) (10)

Psychological Limitation:

Code Against Killing (Common, Total) (20)

Curiosity (Common, Strong) (15)

Greedy (Common, Strong) (15)

Thrill-Seeker, Daring (Common, Strong) (15)

Secret Identity: Michelle Renee (15)

Susceptibility

2d6 per Phase in Darkness Fields (20)

Vulnerability:

1½x STUN & BODY from magic-based attacks (20)

Watched by: Sorcerer's Group, more powerful, 8- (8)

Villain Bonus (93)

Total Disadvantage Points: 446



Total Character Cost: 446

Fire & Ice

Background: "What makes a person become a villain, somebody that society calls one of the bad guys? How many times can you expect to push someone down before they come alive in your face? I'd had enough when I was seventeen, I didn't need to hear any more in school of where and what my place should be. Yeah, maybe I cut out, but I was still determined to do something with my life.

I kicked around with a lot of gangs and groups, just gettin' started. Radicals can get so extreme, trippin' out all the time, it's hard to get anything done. But we knew we were working for the people, our people. Have you been taken down by the system, ground down and forced to cooperate with a stone-faced bureaucracy that couldn't care less if you fall over and die? You remember how that felt? Have you ever bucked the system, grabbed it by its neck, and made it do what you wanted it to? I can only tell you, it feels great.

On our last operation together, things went wrong. A so-called research facility, weapons research, that spent millions while people go hungry, was our target. And I will say it up front, I screwed up. It's my fault my friends are dead,



and anyone else that was there when the building blew. I didn't mean it; I should have died too. We didn't know what sort of experiments they held there or how it would change all our lives. I only remember the machines exploding and a flame that burned into my soul.

I found The Furies about a month later and they helped me through some hard times. I'd heard about them through the underground, people to see if you, like, suddenly can burst into flame or cover yourself with ice and maybe it drives you crazy sometimes. Ok, we do not see eye to eye on a lot of things, me and Dominance, but the lady listens to what I have to say. Maybe after I have a full understanding and control of these powers I'll go my own way, but maybe not. There's a lot of strength in being together with this group. There's a lot we can do. I owe it to absent friends to try.

Personality: Fire & Ice is a woman who has a great deal of unfulfilled passion within her, displayed aptly in the powers she gained from a freak accident. Born to the outskirts of society, she demands more from life than appears available to her. To her, there are no boundaries save those which she accepts herself. She has little faith in others, and patience has been worn thin in her life. She believes in payback to those who deserve it. When her powers flare up on initial activation, they sometimes drive her mad with pain and she lashes out at whatever is near. This is an effect which she and Dominance wish to control.

Quote: "I'm not taking any more from you!"

Powers/Tactics: Fire & Ice is the least experienced of the team in super-powered combat. She uses her newly gained powers in fairly straight forward ways.

Appearance: Beva is 25 years old and in excellent physical condition due to her training in her previous terrorist organization. She is Hispanic, 5' 9" tall, weighs 130 pounds and has long, thick black hair and brown eyes. She wears a sleek black jumpsuit which does not burn or freeze from her powers, courtesy of Dominance. While manifesting her powers she is surrounded by flame or an icy coating, whichever is appropriate, thus masking her true identity. She flies either with her burning flame or with the effect of an ice slide.

Scenario Use: Fire & Ice can touch off a powerful conflict unintentionally. She is easily riled and destructive, a counterpoint to the quieter passions of the rest of the team. She is capable of becoming a real liability, particularly when considering some of her teammates' psychological disadvantages.

Fire & Ice

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [2]
26	DEX	48	14-	OCV: 9/DCV: 9
25	CON	30	14-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
18	PRE	8	13-	PRE Attack 4d6
18	COM	4	13-	
10	PD	6		
13	ED	8		
6	SPD	24		Phases: 2,4,6,8,10,12
14	REC	10		
50	END	0		
50	STUN	12		

Total Characteristics Cost: 185

Movement: Running: 6"/12"
Swimming: 2"/4"
Flight: 15"/120"

Powers & Skills

Combat Training:

Combat Skill Levels: +2 Levels w/All Ranged Attacks (10)

Range Skill Levels: +2 Levels w/All Range Modifiers (6)

Fire & Ice-Based Powers:

Life Support: Safe from Radiation, Extreme Heat and Cold (6)

Elemental Control (18)

a - Flight 15", x8 Non-Combat, H END (32) [1/10"]

b - Force Field +15 PD/+15 ED, ½ END Cost (19) [2]

c - Flame Shield: EB 2 ½d6 NND [Defense: Life Support Safe Environment Heat/Cold, Energy Absorption], Damage Shield, 0 END Cost (21) [0]

Multipower 75 point pool

u - Flame Burst: 12d6 EB, ½ END (75/7) [3]

u - Nova-Heat Killing Blast: RKA 4d6, ½ END (75/7) [3]

u - Cold Blast: EB 9d6 AP, ½ END Cost (79/11) [4]

u - Ice Entangle: Entangle 6d6 DEF 6, ½ END (75/7) [3]

Ego Defense 8 points (5)

Flash Defense 5 sight (5)

Power Defense 10 points (10)

Terrorist Training:

Demolitions 13- (7)

Interrogation 13- (3)

KS: Explosives 13- (3)

KS: Surveillance 13- (3)

KS: Timing Systems 13- (3)

Oratory 13- (3)

Persuasion 13- (3)

Stealth 14- (3)

Streetwise 13- (3)

Total Powers & Skills Cost: 270

Disadvantages: 150+

Accidental Change:

when under unusual stress, uncommon, 11- (10)

Berserk:

upon initial activation of powers, very common, 8-, Recover 11- (20)

DNPC:

Angela Tevarez (Mother), normal, 11- (15)

Hunted by:

the CIA, more powerful, NCI, 8- (20)

Genocide, more powerful, NCI, 8- (20)

Superhero Group, more powerful, 8- (15)

UNTIL, more powerful, NCI, 8- (20)

Psychological Limitations:

Takes delight in trashing superheroes (Common, Strong) (15)

Suspicious of government and "the system" (Common, Strong) (15)

Vengeful (Uncommon, Strong) (10)

Uncertain of powers and actions (Common, Moderate) (10)

Secret Identity: Beva Tevarez (15)

Unluck 2d6 (10)

Vulnerability:

1-½x STUN & BODY from chemical based attacks(10)

Villain Bonus (100)

Total Disadvantage Points: 455

Total Character Cost: 455



THE MAESTROS



Membership: Matros (Soul Master), Aeolus (Wind Master), Antaeus (Earth Master), Bellicos (Battle Master), Helios (Light Master), Necros (Death Master) and (possibly) Megaera (Mind Master)

Origin: Peter Diamarchos was in an ideal position after the Second World War. Like his fellow-Greek, Aristotle Onassis, Diamarchos bought up war-surplus Liberty and Victory ships and started a shipping business. His career was very much like Onassis's. The two had lawsuits against each other going almost from the moment they started in business.

But Peter Diamarchos did not quite have the business genius, or perhaps the luck, of Onassis. He was late getting into oil tankers, and later getting into supertankers. His ships tended to sink more often, his captains make bad mistakes more often, and his marriages and subsequent divorces were far more expensive.

The only product of those marriages was his daughter, Sylvia. He lavished every expensive gift possible on the girl, and she grew to become one of the premier personalities of the jet set of the Sixties and Seventies. She grew up sleek and spoiled and assembled an entourage that was faithful to her as long as the money kept coming. She was especially fond of her guru, Spiros Stefanos, her chauffeur Dmitri Nomakos, and her younger cousin Pietr Diamarchos, the son of her father's dead brother, who spent his time pursuing every skirt that flashed in his direction, including, it is said, that of his pretty older cousin.

Then Peter Diamarchos died, and Sylvia found out that her father had been balancing a house of cards. With no business sense or training, disloyal advisers who spent all their time trying to sign on with Onassis, and a lifestyle that had nothing of practicality in it, Sylvia's fortune was gone as soon as Peter's body was cooling in the ground.

Her entourage gathered to support her. Stefanos the guru promulgated the philosophy of the divine right of the formerly rich to live as if they were rich, by any means possible. Pietr Diamarchos revealed that he had, in fact, been

supporting himself for years by stealing expensive knickknacks from his contacts in the jet set. There was no reason that they couldn't all continue in that fashion. Dmitri revealed that he had a friend, Stefan Zorba, who was a mercenary with a lot of experience who could be of some help. The family doctor, Nikolos Kazatann, whose researches into forbidden subjects Sylvia had been supporting, chimed in with some ideas of his own.

For a few years, Sylvia maintained her status as a queen of the jet set, using the ill-gotten gains of her depredations to keep her financial head afloat. Sylvia and her entourage would arrive at Cannes for the film festival, and leave a few hundred thousand francs richer. They would go to Monaco for the gaming, and bring back more than they lost at the tables.

Slowly, even the dilettantes of the jet set began to make the connection between the arrival of the Diamarchos contingent and the loss of various small objects of great value. One friend, afraid that Sylvia's entourage was taking advantage of her, warned her that she might be harboring thieves. Acting suitably shocked, Sylvia thanked the friend profusely and promised to investigate. She cried copiously at the friend's funeral two days later; the poor lad was the victim of faulty brakes on the Monaco hills.

But the band of thieves could see that others were suspicious. They needed to make a major killing and get out of the theft business while they still could.

Dr. Kazatann, a diligent researcher into the occult, suggested the private collection of antiquities belonging to another Greek millionaire was a suitable target. Surely the collection contained objects that could be sold to other unscrupulous collectors.

Breaking into the man's villa near Athens, Pietr, Stefan, Dmitri, and Spiros found many items of interest. What they didn't realize immediately was that some of these objects were embodied with mystical powers of the gods from ages past. Most of the objects were Greek, though Stefan was drawn to a set of oriental martial arts weapons that called to his style of fighting.



The collector's guards caught them as they made their first contact with these objects. (The collector had obviously had no empathy with such objects, or perhaps they had been consciously waiting for possible users.) The thieves grabbed up items that called to them and suddenly knew how to use them. The normal guards were tossed away or blasted where they stood. The thieves ran, then, as they realized what they could do, flew.

When the group reached their hiding place and shared their loot with their mistress and Dr. Kazatann, they realized that they had the possibility of great power here. They no longer needed to sneak about in shadows and dodge private security forces. They could become the Maestros, the masked robbers who could take what they wanted by force, and still maintain their high-living lifestyle.

They pursued this occupation for a couple of years, but finally found that too many law enforcement agencies were interested in their activities. Sylvia decided to decamp for America, where they had not operated before, and establish a new hunting ground there. Moreover, Dr. Kazatann had found some evidence that some other interesting artifacts were to be found in the Americas, and Sylvia was intrigued.

Arriving in a city in America (the campaign city), Sylvia soon learned about a street waif who seemed to embody many of the attributes of the Furies. Drawn by this connection to the mythological roots of her own powers, Sylvia set her team to finding the girl. When they finally tracked down Larissa Theonikos, Sylvia Mind Controlled her into joining them as Megaera.

History: The Maestros started out by using their new-found powers to perform petty robberies to maintain their lifestyle. As the heady effects of using the powers got to them, they enacted more spectacular crimes, either for the fun or because they could help Dr. Kazatann in his researches.

After awhile, they began to realize that much of the wealth of the world, particularly the untraceable wealth, was stashed in the treasuries of supervillain organizations. Their first attempt was against Doctor Destroyer. Unfortunately for their efforts, Menton was still working with the good Doctor at the time and he quickly realized what was happening. Too busy to spare the time to destroy the interlopers, the master mentalist merely contacted them, told them they were in trouble, and instructed them with a massive Mind Control to go away until Dr. Destroyer until needed. They did so, and still await the summons.

Their next attempt was against Terror, Inc., and they succeeded in stealing Professor Muerte's treasury while most of the Terror Inc. team was off trying to increase it with a terrorist plot. Then they went head-to-head with Demon, managing to steal some interesting artifacts from a Demon base and ransom them back to that organization.

Then, they attempted to interfere with a Eurostar operation. They got away with money, but earned the eternal hatred of Fiacho. It was after this interlude that Sylvia decided to take the team to America.

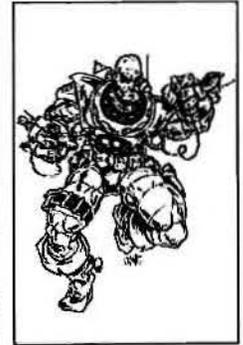
In America, Sylvia called on favors from her father's old business associates and took up residence in a large American city. There, Sylvia tracked down and recruited Megaera, and they looked about to see what they might want to steal in the Americas.

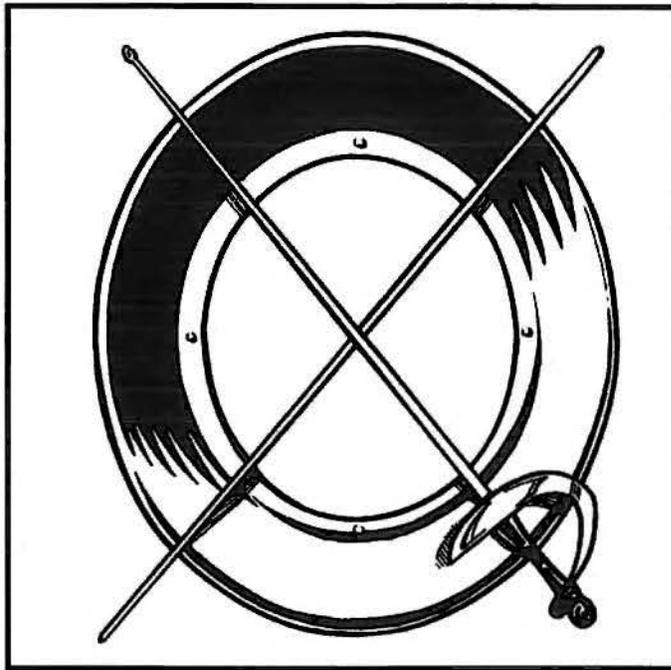
Goals: The Maestros are mainly robbers. They will be stealthy if possible, but are not averse to strong-arm tactics. For the most part they just want to live well, but they have all developed a collector's interest in ancient artifacts and the power that might be derived from them.

Lately, Dr. Kazatann found references to the Ritual of the Muses, a method of opening up a gateway to another world of magic. For arcane reasons, this ritual involves finding eight women who can personify the eight Muses and thus create a harmony that will open up the world to the harmonies of the other world. Finding just the right women for the task is now taking up most of the team's time.

Tactics: Under the tutelage of Bellicos, the Maestros have developed a very military style of combat. Part of their expertise is the coordinating function Matros provides. In any battle Matros will teleport away (assuming that she was present to begin with) and then act as command and coordination through her Mind Link. Antaeus and Bellicos stay on the ground, Bellicos using Antaeus as an anchor point. Helios and Aeolus keep to the air and snipe from above, taking out any fliers first. Necros stays under cover until he has a chance to strike. Megaera stays as far away as possible and snipes from afar with her ego attacks.

The Maestros rarely stay to battle to the end. If they think they are losing, they run, each in his or her own way. If Matros can do so, she teleports herself, Bellicos and any unconscious members out. Otherwise, the Maestros concentrate on getting their personnel out of jail later.





The Maestros are generally known as super-powered thieves who concentrate on antiquities and art objects. They have killed, but it is not part of their normal operating procedure. If at all possible, they would rather that no one knew they were present, though since they gained their powers they have been less leery of publicity.

Scenario Use: The Maestros are something of a relief from the supervillain groups with terrible and deadly personal or political agendas. They like to think of themselves as old world gentlemen thieves. They are as likely to be seen originally as guests at a high society party or competitors for the romantic interests of an NPC than as perpetrators of a robbery. They can be ideally set up to

seem like a simple jet set burglary ring until they pull off an impossible job, or fight back when a detective hero tries to put the cuffs on them.

One use for this team is to assume that Megaera has not yet been contacted, and use them as the opposition in a contest to bring the mutant girl to justice and/or to a position of trust within the hero group.

Another, possibly concurrent use, is Matros's master plan to open a gateway into a magically oriented universe, where her team might find artifacts of even greater power than those they possess, or perhaps even just take up residence in that other world, carving out a kingdom that would support them all in the manner to which they would like to stay accustomed.

To do this Matros must kidnap eight young women who could be said (either through vocation or avocation) to embody the Muses. They must be kidnapped and then Mind Controlled to perform the ritual that will open the gateway. If some of these women are DNPCs of the heroes, the heroes' participation in the adventure is assured.

One final possibility is the origin of the artifacts the Maestros use. Were they produced by the Olympians? Perhaps they were made by Vulcan of the Pantheon, who also made the gear for Gladiator (see *European Enemies*.) Either of these possibilities could provide hooks for heroes who have to deal with either the Olympians or the Pantheon.

Relations: Only Megaera is a new recruit. The rest of the Maestros have known each other for years and only Matros makes any attempt to include Megaera in their discussions and plans, an effort Megaera usually responds to with deference and non-participation. For most of them, the group is their only family. Stefan (Bellicos) and Dmitri (Antaeus) defer to Sylvia (Matros) and, to a lesser extent, Pietr (Helios). All of the other team members humor Spiros (Aeolus) in his delusions of godhood. Everyone respects and listens to Dr. Kazatann (Necros), mostly for his status as a doctor and his researches into the occult. Sylvia is the leader of the team, but frequently defers to the other experts, even Bellicos, when her native shrewdness indicates this would be a good idea.

Most of the team consider Megaera more of a toy of Matros's than anything else. Pietr has made advances to her, but he does that to anything remotely female. In any event, Matros turned him away from that plan immediately. Sylvia and Spiros have a long-standing romantic relationship that they do not allow to interfere with efficient criminal activity.

Reputation: The Maestros have a very small reputation in the United States, as they are new to these shores. In Europe, their reputation mostly exists in obscure Interpol files and in the minds of the villain groups described above. They have had little contact with any superhero groups, though both UNTIL and PRIMUS do have their name and general M.O. on file.



Aeolus

Background: Spiros Stefanos had the gift of sincerity. This was ideal for a professional guru. Whatever psychobabble philosophy his rich clients wanted, he could give them. Even when he was lying through his teeth, he sounded sincere, even to himself. When he made the connection with the rich and spoiled Sylvia Diamarchos, he thought she was set for the rest of his life. When her fortune evaporated, he was panic-stricken. In his panic he came up with the philosophy of the divine right of the rich, the right of the rich to live the life they are used to, even when they are no longer rich. If they no longer have the money to finance this lifestyle, it is the right of the rich to do anything they have to regain the needed monetary support. Ms. Diamarchos embraced this philosophy immediately.

When the band of thieves unearthed the artifacts of power, Spiros, the lofty intellectual, seemed ideal to assume the literal mantle of Aeolus. Taking on this power source gave a whole new meaning to Spiros's life. He realized that he was destined for godhood, and this was simply one step toward that process. He has been convinced that he is actually a true god ever since, even though he is willing to dissimulate to make his life easier amongst the mortals.

Personality: Spiros is convinced of his own inherent godhood. He has persuaded himself that he has always been the god of the winds (he even makes self-deprecating jokes about "always having been a windbag.") who just needed to find his proper vestments before he could achieve his true stature. Since Aeolus was never a major god of the Greek pantheon, he does not let this conviction distance him from his associates. After all, Greek gods were always walking among the mere mortals. Why shouldn't he?

Spiros is always convivial, though with a condescending air to his conviviality. When he is in his secret identity of a society hanger-on, he tries to seem both knowledgeable and enigmatic. He will drop hints about his godhood, however, just to see if the person he is talking to might be a worshipper...

Quote: "There is no way you can stand before the omnipotent winds of the god of the air."

Powers/Tactics: Aeolus acts mostly as support artillery for the group. He knocks foes off their feet, distracts them with entangling rainstorms, tosses up obscuring fog banks to cover an escape, holds foes with his TK (or groups of foes with his area effect TK) and, if he must defend himself,

actually attack a foe with his NND. With his high DEX and Speed, he can frequently inconvenience a foe long enough for one of his slower compatriots to deliver a knockout punch.

Aeolus, with his high Speed and area effect TK, is also frequently the main source of transportation for the group, either in the approach or when a quick escape is needed.

Appearance: Spiros Stefanos is a lean man with flyaway salt-and-pepper hair and blue eyes. He is relatively tall and wears a mid-length beard. He generally wears a dark turtleneck sweater over fawn-colored slacks with loafers on his feet. As Aeolus, he looks much the same, but wears a mask and his features are mostly covered by the hood of his cloak. The cloak is a light blue-gray and his costume consists of a baggy tunic and pants of the same color with darker blue mask, gloves, and slippers. In battle he is constantly surrounded by a wheeling mass of air that picks up anything loose in the area and whirls it around him.

Scenario Use: Besides his uses as a combatant, Aeolus/Spiros is a good source of potential antagonisms in his civilian ID, as he is always ready to present unasked for advice on how to live one's life.



Aeolus (Wind Master)

Val	CHA	Cost	Roll	Notes
23	STR	13	14-	600 kg; 4½d6 [2]
20/30	DEX	50	15-	OCV: 10/DCV: 10
13/28	CON	26	15-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
18	PRE	8	13-	PRE Attack 4d6
18	COM	4	13-	
6	PD	1		
3/6	ED	0		
5/7	SPD	23		Phases: 2,4,6,7,9,11,12
12/15	REC	8		
26/56	END	0		Values after the slash
29/36	STUN	0		are OIF (Mask & Cape)

Total Characteristics Cost: 157

Movement: Running: 6"/12"
Swimming: 2"/4"
Flight: 15"/120"
Gliding: 15"/30"

Powers & Skills

Combat Training:

Combat Levels: +3 Levels w/ Air Blast, High Winds, & Breath Stealing (9)

Magic Mask & Cape, OIF

Air Control: Multipower 100 point pool (67)

u - Air Blast: EB 8d6, Double Knockback, ½ END (80/5) [4]

u - Rain: Entangle 4d6, Blocks Sight Group, Explosion, Entangle has no DEF (70/2) [7]

u - Fog: Darkness 5"r, Stops Normal & IR Vision, 8 Continuing Charges each lasts 1 Turn (55/3) [8cc]

u - High Winds: TK STR 40, ½ END (75/5) [3]

u - Wind Storm: TK STR 22, Area Affect 3"r, ½ END (74/5) [3]

u - Breath Stealing: EB 6d6 NND [Life Support: Need not breathe, having head powers, Life Support: Safe Environment: Intense Heat/Cold], ½ END (75/5) [3]

m - Winds of Flight: Flight 15", 8x NCM(40/5) [1/5"]

Protective Winds: Force Field +20 PD/+20 ED, 0 END, Act. 15- (34)

Gliding 15" (10)

UV Vision (3)

Jet-Setter Guru/Thief Skills:

Acting 13- (3)

Breakfall 15- (3)

Bump of Direction (3)

Contortionist 15- (3)

English: Fluent w/ Accent (3)

Greek: Native (0)

High Society 13- (3)

Lipreading 11- (3)

Lockpicking 15- (3)

Passport (1)

Persuasion 13- (3)

Seduction 13- (3)

Total Powers & Skills Cost: 190

Disadvantages: 100+

Hunted by:

DEMON, more powerful, NCI, 8- (20)

Eurostar, more powerful, 8- (15)

Superhero Group, more powerful, 8- (15)

UNTIL, more powerful, NCI, 8- (20)

Psychological Limitation:

Delusions of Godhood (Common, Strong) (15)

Vain, easily flattered (Common, Strong) (15)

Secret ID: Spiros Stefanos (15)

Vulnerability:

2x STUN from heat attacks (20)

1½x STUN from Hand-to-Hand Attacks (15)

Villain Bonus (97)

Total Disadvantage Points: 347

Antaeus

Background: Dmitri Nomakos took service as a combination chauffeur/bodyguard to the Diamarchos family after serving in the Greek army. After driving the older Diamarchos around for a couple of years, he was replaced by a lovely woman driver and handed over to Sylvia, who apparently engineered the deal.

Dmitri has served with the special branch of the Greek army under the dictatorship that ruled Greece until the mid-70s. Any morality he had before then had been thoroughly purged. He was very pragmatic about his employment and willing to do anything to keep the job.

When Sylvia found that she was bankrupt and decided to supplement her income with thievery, Dmitri suggested that she consult with his former army buddy, Stefan Zorba, for advice on how to implement her plans.

When the thieving group found "The Collection," as he and Stefan called it during later bull sessions, he was immediately attracted to a leather belt inlaid with gold. As the security guards broke into the room, he donned the belt and felt power shoot through him. As bullets bounced from his body, he tore a hole through the next wall and covered his friends' retreat.

Once away, he realized that, when he assumed his full size, the belt had torn and dropped away, but he still had his powers. What other powers he might have assumed as well if the belt had stayed intact he will never know.

Dmitri decided to call himself Antaeus, after the giant Herakles fought who was always strong when he touched the earth. Besides the obvious connection with his powers, Dmitri had another thought, which is explained below.



Antaeus (Earth Master)

Val	CHA	Cost	Roll	Notes
50/70	STR	40	23-	400 ton; 14d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
35	CON	50	16-	
14/16	BODY	8	12-	
10	INT	0	11-	PER Roll 11-
15	EGO	10	12-	ECV: 5
10/20	PRE	8	13-	PRE Attack 4d6
10	COM	0	11-	
10/32	PD	11		
7/20	ED	6		
5	SPD	20		Phases: 3,5,8,10,12
17	REC	0		Char. after slash are
70	END	0		Only in Hero ID & Only
58/60	STUN	1		when touching ground.

Total Characteristics Cost: 184

Movement: Running: 10"/20"
Swimming: 2"/4"

Powers & Skills

Combat Training:

Combat Levels: +3 Levels w/ Combat (24)
Skill Levels: +1 Level Overall (10)

Earth Powers, Only in Hero ID:

Earth Powers Elemental Control, (10/7)

a - Density Increase, 2 Levels, -2 Knockback, 4x Mass, 0 END, Persistent, Only when touching ground (6) [0]

b - Growth, 2 Levels, -2 Knockback, 4x Mass, 0 END, Persistent, Only when touching ground (6) [0]

c - Tunneling 3" through DEF 8 (16) [1/5"]

d - Damage Resistance (32 PD/20 ED), Only when touching ground (9)

Knockback Resistance 8' (12" total), Only when touching ground (9)

Clinging, Only to Cling to the ground (4)

Magic Defense: Power Defense 10 points, Only vs. Magic Attacks, Only when touching ground (4)

Running: +4" (6) [1/5"]

Reduced END Cost for STR: ½ END, Only when touching ground (10) [3]

Earth Vision: N-Ray Vision [Stopped by refined metals or objects that are not touching the ground], Only when touching ground (11)

Instant Change, Only when touching ground (3)

Bodyguard Skills:

Breakfall, 13- (3)

Bump of Direction (3)

Bureaucratics 13- (3)

Combat Driving, 13- (3)

Concealed Weapon Permit (2)

English: Native Accent (4)

Greek: Native (0)

International Drivers License (1)

Passport (1)

PS: Gunsmith 11- (2), PS: Mechanic 11- (2)

Shadowing 11- (3)

Stealth 13- (3), Streetwise 13- (3)

WF: Small arms (2)

Total Powers & Skills Cost: 161

Disadvantages: 100+

Distinctive Features:

Frightening (Not concealable, Causes extreme reactions) (25)

Hunted by:

DEMON, more powerful, NCI, 8- (20)

Eurostar, more powerful, 8- (15)

Superhero Group, more powerful, 8- (15)

UNTIL, more powerful, NCI, 8- (20)

Secret Identity: Dmitri Nomakos (15)

Vulnerability: 2x STUN from Sonics (2)

Villain Bonus (115)

Total Disadvantage Points: 345

Personality: Dmitri is taciturn and often gruff, especially to anyone who seems to disdain or threaten his friends. Over the years, he has learned one morality — be true to your employer. He follows the orders of Sylvia Diamarchos and her cousin, Pietr. In super combat he just follows Sylvia's orders, and keeps an eye on his friend, Stefan. When off duty he and Stefan are often off drinking together. He is also often with Pietr, acting as a bodyguard when Pietr is off skirt chasing.



Total Character Cost: 345

Quote: "I am of the earth, little man, and none of your feeble powers can harm one of the earth."

Powers/Tactics: Unlike most of the Maestros, all of Antaeus's powers are innate. He has no focus, though he is not averse to picking up the occasional car or truck to help him deal with a particularly hard-to-hit opponent.

Antaeus is the cornerstone of the battle. He stays in one place and lets bricks and martial artists come to him. When the time comes to retreat, he burrows into the earth. He likes to announce his name and let people realize the mythological connection and then try to pick him up off the ground. This is difficult, thanks to his Clinging ability, but if they are successful, he surprises them with the fact that he has a 50 STR even off the ground, though of course his defenses are nowhere near as good.

Appearance: In his normal identity, Dmitri is of medium height but very blocky build, with swarthy skin, dark hair and gray eyes. He generally wears a chauffeur's uniform and carries a concealed gun. In Antaeus form, Dmitri is 3m (about 10 feet) tall and weighs 1600 kg (about 1.5 tons). His skin is Earth-brown and he looks more like an animated chunk of bipedal earth than anything else. His hair becomes grass-like and his eyes are solid black. He maintains this appearance even when he is lifted off the Earth. Going back to his Dmitri form is a conscious decision. His clothes seem to disappear when he transforms and appear again when he reverts to human shape.

Scenario Use: Besides his function in a battle, Antaeus is the looming presence that lurks behind the secret identities of the Diamarchos cousins. If Pietr wants to be more insistent than a prospective female acquaintance desires, Dmitri is ready to assist. If an enraged boyfriend (perhaps a hero?) challenges Pietr, Dmitri is ready to lend assistance with his 50 STR if it is needed. If he is going into a situation where his strength may be needed but he does not want to reveal his full identity, Dmitri will wear a special hat and bulletproof vest to supplement his normal PD and ED (5 point Kevlar vest with an activation of 11-, or covers Hit Locations 4-5 and 10-13)



Bellicos

Background: Stefan Zorba learned his skills as a special operative of the military dictators who ruled Greece through the 60s and into the 70s. He assassinated democratic rebels and communist rebels with equal aplomb and was credited in secret memos for stopping three different Turkish attempts to take over Cyprus. But when the dictators fell, Stefan needed a job, preferably one that would also be a refuge.

His old comrade Dmitri Nomakos provided the answer. Sylvia Diamarchos needed a consultant in dirty tricks and surreptitious entry, someone who could teach her and lead her friends in the life of crime they had chosen to embrace. Stefan fell into the job and discharged his duties conscientiously, but when they found what he and Dmitri refer to as "The Collection," he finally found what he had searched for for years.

While the others looked at fabulous items from European antiquity, He was drawn toward a simple set of enameled nunchuks from Okinawa and set of throwing stars, or *shuriken*, and a set of sandals that were labeled as coming from the collection of the oldest ninja family of Japan.

He took them and used them as the group made their escape, then re-raided the building two days later to recover the shuriken he threw during the retreat.

As the group has progressed, he has found other items he has found useful, including more of the throwing stars that seem to have an extra quality most do not, but he has never forgotten the epiphany of that moment, when he found the weapons he had always sought.

Personality: Bellicos thinks of his male compatriots with some disdain, because they need the artifacts to be an asset to the team. The only exception is his old army buddy Dmitri, though he thinks of Dmitri as more of a little brother.

Zorba does respect his employer, Sylvia Diamarchos, though he is not aware this is as much a result of her clever Mind Control as any real respect he might have for her position and wealth.

Bellicos is the only member of the team who really enjoys killing. The others are not against killing, but consider it only as a last resort or as a necessary evil to safeguard their secrets. As a rule, Bellicos is assigned the task of accomplishing any assassinations, since he relishes it.

Quote: "Do you seriously think you can touch me with that popgun?"

Bellicos (Battle Master)

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [2]
27	DEX	51	14-	OCV: 9/DCV: 9
23	CON	26	14-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
18	PRE	8	13-	PRE Attack 4d6
10	COM	0	11-	
15	PD	11		
15	ED	10		
7	SPD	33		Phases: 2,4,6,7,9,11,12
15	REC	12		
46	END	0		
40	STUN	8		

Total Characteristics Cost: 188

Movement: Running: 7"/14"
Swimming: 2"/4"
Superleap: 24"/48"

Powers & Skills:

Combat Training:

Combat Levels: +3 Levels w/ Combat (24)

Find Weakness w/ Boxing Cross, 11- (10)

Martial Arts—Commando Training (40)

Maneuver	OCV	DCV	Damage
Boxing Cross	+0	+2	10d6
Judo Throw	+0	+1	8d6 + v/5
Karate Chop	-2	+0	2 ½d6 HKA
Judo Choke Hold-2	+0	+0	4d6 NND(1)
Judo Disarm	+1	+1	50 STR Disarm
Kung-Fu Block	+2	+2	Block, Abort

+4 DC for all Attacks (already added in)

Magic Nunchuks: Multipwr. 20 pnt. pool, OAF (20/10)

u - HA +4d6 (12/1) [1+]

u - Armor +7 PD/+6 PD [19/1]

u - Missile Deflection to all attacks (20/1)

Magic Shuriken: RKA 2d6, +2 STUN, 8 chrsg. (24) [8c]

Magic Sandals: +20" Superleap, Act. 14- (10) [1/5"]

Armored Costume: Armor +8 PD/+6 ED, OIF, Act. 14- (10)

Nightvisor: UV Vision, OIF (3)

Running: +1" (2) [1/5"]

Mercenary Skills:

Acrobatics, 16- (7), AK: Cyprus 11- (2)

AK: Europe 11- (2), AK: Greece 11- (2)

Ambidexterity (3)

Breakfall, 17- (9), Bugging 12- (3)

Combat Sense 12- (3), Concealed Wpn. Permit (2)

Concealment 12- (3), Defense Maneuver (5)

Demolitions 11- (3), English: Native Accent (4)

Fast Draw 14- (3), Greek: Native (0)

International Drivers License (1)

Interrogation 13- (3), Jack of All Trades (3)

Lockpicking 14- (3), Paramedic 12- (3)

Passport (1), PS: Mercenary, 11- (2)

Security Systems 12- (3), Shadowing 11- (3)

Stealth 14- (3), Streetwise 13- (3)

Survival 11- (3), TF: All ground vehicles

Tracking 12- (3), Weaponsmith 11- (2)

Total Powers & Skills Cost: 233

Disadvantages: 100+

Hunted by:

DEMON, more powerful, NCI, 8- (20)

Eurostar, more powerful, 8- (15)

Superhero Group, more powerful, 8- (15)

UNTIL, more powerful, NCI, 8- (20)

Psychological Limitation:

Fascinated by military subjects and attitudes

(Common, Moderate) (10)

Cold-blooded killer (Common, Total) (20)

Seeks out combat with martial artists

(Very Common, Strong) (20)

Secret ID (Stefan Zorba) (15)

Vulnerability: 2x STUN from electric attacks (20)

Villain Bonus (166)

Total Disadvantage Points: 421



Total Character Cost: 421

Powers/Tactics: Unlike his partners, Stefan Zorba was a hero-level martial arts expert before the team found the artifacts that turned them super-powered. Even without the nunchuks, stars, and sandals, he would be a formidable foe to any superhero, and in fact he fought a couple of super-powered rebels in his time with the Greek Army. At least one of those rebels survived and is now a national hero of Greece.

In battle, the nunchuks are in a constant whirl, usually used in offense unless he feels the need for additional Armor or Missile Deflection. The stars are relatively normal shuriken, but they are made with hooks and razor teeth that increase the stun effect of the impact.

Bellicos's body armor is form-fitting and not well insulated against electric shock.

Appearance: Bellicos is about 6' tall, with dark coloration and a hefty build. His eyes are gray. He is balding and therefore shaves his skull bare. As Bellicos, he wears a dark blue set of battle armor with dull yellow highlights.

Scenario Use: Bellicos is the pragmatic spirit of the Maestros. He is always the first to suggest a death as the solution to a problem. If a single member of the Maestros is encountered, it will usually be Bellicos, perhaps scouting out a new robbery or, if you use the Megaera-as-target scenario, the first Maestro sent to find her.

Helios

Background: Pietr Diamarchos has always been the poor relation. His parents named him after his uncle, and this got his father a minor executive position in the Diamarchos cartel, and Pietr himself an entry into high society. He rapidly found that his position could get him almost any woman he wanted, and he wanted them all.

For someone with his amoral background, the decision of the Diamarchos entourage to continue their lifestyle by stealing seemed only natural. In fact, he had been funding some of his gambling and other extravagances by that method for years.

The Helios Headband has been the best toy he ever stole. To his naturally good physique he could add a device that gives him the powers of the sun itself. Now he acts as a backup to the team in situations that can lead to combat.

Personality: Helios resents having to keep quiet about his powers. He would much rather be a showy supervillain modelled after Pulsar, but the habit of following Sylvia's lead (enhanced with some Mind Control commands set early in their career) keeps him subdued until he has to use his powers to assist the team.

In the meantime, he amuses himself by attempting to seduce anyone who strikes his fancy, perhaps even the NPC of a hero, or the hero herself.

Quote: "If you think that was blinding, you should see my smile."

Powers/Tactics: Helios stays away from direct confrontation whenever possible, preferring to snipe from afar. He uses the Flash explosion and area effect attacks to start a fight and wear down the opposition, then takes on fliers with his EBlast and AVL D. He frequently lets martial arts types grab him, just to have them burned by the Damage Shield. However, he does not do this against bricks, as they are likely to shrug off the damage and crush him.

In civilian ID, Pietr Diamarchos likes to get into fist fights with normals, even though he has no real aptitude for it and won't learn anything from Stefan Zorba. For insurance, he prefers to be driven around by Dmitri, so that he has that comrade's strength to back his play when things go wrong.

Appearance: Pietr is tall and in excellent condition. His hair is dark and curly, and he sports a mustache on his olive skin that many women find irresistible. As Helios, he favors a gold and orange body suit and mask, and is always surrounded by a sun-bright force field.

Scenario Use: Pietr is an excellent reason to get the players upset with and suspicious of the Diamarchos contingent. He lives fast, attempts to seduce anyone in a skirt, and frequently steals for the thrill of it, even when the team has money and is trying to keep a low profile.



Helios (Sun Master)

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
28	CON	36	15-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
14	EGO	8	12-	ECV: 5
18	PRE	8	13-	PRE Attack 4d6
20	COM	5	13-	
6	PD	3		
6	ED	0		
6	SPD	27		Phases: 2,4,6,8,10,12
15	REC	12		
56	END	0		
40	STUN	8		

Total Characteristics Cost: 159

Movement: Running: 6"/12"
Swimming: 2"/4"
Flight: 25"/200"

Powers & Skills:

Combat Training:

Combat Levels: +1 Level w/ Multipower (5)
Skill Levels: +1 Level Overall (10)

Magic Headband, IAF:

Sun Powers: Elemental Control (38/25)

a - Heat Shield: EB 8½d6 Damage Shield,
½ END (25) [4]

b - Path of the Sun: Flight 25", 8x NCM,
½ END (25) [1/10"]

c - The Sun's Protection: Force Field +20
PD/+20 ED, Hardened, 0 END (25) [0]

Sun Powers: Multipower 75 point pool (50)

u - Sun Beam: EB 12d6, ½ END (75/5) [3]
u - Sun Flash: Flash 4d6, Explosion, ½ END
(70/5) [3]

u - Sun Bomb: EB 10d6, Explosion (75/5) [7]
u - Burning Light: EB 6d6, AVLD [Sight
Group Flash Defense] (75) [7]

Sun's Vision: +3 w/ Sight PER Rolls

High Society Thief Skills:

Breakfall 14- (3)
Bribery 13- (3)
Conversation 13- (3)
English: Fluent w/ Accent (3)
Gambling 11- (3)
Greek: Native (0)
High Society 13- (3)
International Drivers License (1)
KS: International Society Gossip 13- (3)
Lockpicking 14- (3)
Passport (1)
Perk: Member of International Jet Set
(Lower "Nobility") (2)
Persuasion 13- (3)
PS: Forgery 11- (2)
Riding 14- (3)
Seduction 13- (3)
Stealth 14- (3)
Trans Fam: Sports Cars (1)

Total Powers & Skills Cost: 232

Disadvantages: 100+

Berserk if looks insulted, uncommon, 11-, Recover 11- (15)

Hunted by:

DEMON, more powerful, NCI, 8- (20)
Eurostar, more powerful, 8- (15)
Superhero Group, more powerful, 8- (15)
UNTIL, more powerful, NCI, 8- (20)

Psychological Limitation:

15 Totally vain (Common, Strong) (15)
20 Continual skirt chaser (Common, Strong) (15)

Secret Identity: Pietr Diamarchos (15)

Vulnerability: 2 x STUN from Cold Attacks (20)

Villain Bonus (141)

Total Disadvantage Points: 391



Total Character Cost: 391

Matros

Background: When Sylvia Diamarchos was born, her father was already a post-war millionaire. When her father divorced her mother, they continued to live in luxury provided by her father. When her mother died, she moved back in with daddy, and continued her fast lane lifestyle with all of her jet set friends. When her father died, the house of cards came tumbling down.

Her father's business advisors told her flatly that there was no more money. Her father's war with Onassis was over, and he had lost. She was essentially a pauper.

Sylvia was not going to take this lying down. As described elsewhere, she settled on thievery to sustain her lifestyle, and essentially made her dissipated ways pay for themselves by robbing the people she stayed with all over the world.

Finding the collection proved to her that her life choices were correct. With the tiara presented to her by her cousin (who had already found that it would not work for a man), she found that she could really control her life, and the lives of everyone around her.



Early in her career as Matros, she was discovered by an enemy and hurt by an attack. When the group later discovered the magical bracelets that generated a mystic force field in a later job, she grabbed them immediately.

Personality: Sylvia Diamarchos is a queen of high society and projects that feeling into her supervillain activities. She enjoys playing the matriarch of the team and, at the same time, likes to use her femininity as a tool to play one member against another. She has been physically involved with every member of the team, including her cousin, but it would be hard to prove that she has ever been emotionally involved with anyone. Perhaps some brash hero might be the one to change this, but don't bet the farm.

Quote: "Tell me all about yourself. I'm sure it's fascinating."

Powers/Tactics: Matros generally uses her Mind Control and Mental Illusion in non-combat situations, or to convince downed opponents that they should stay down and take Recoveries instead of getting up to fight again. Her telepathic "voice" is very maternal. Many foes have sat out an entire battle convinced that they are in their mother's arms.

Note that Matros has a higher than normal Strength. She doesn't look like it, and this can prove quite a shock to someone attempting to deal with the "frail egoist."

Appearance: As Sylvia Diamarchos, she has fashionably short cut silvery hair and is dressed in the height of good taste. Sylvia is about 5'6", olive-skinned and dark eyed. As Matros, Sylvia gains three inches, her hair becomes long and white (a wig), and her usual garb looks like a Minoan Priestess's (however, she does not go for the bare-bosomed look). As an egoist, her powers are very unobtrusive, but the Force Field generated by her wristbands (the fruit of a later robbery) does glow.

Scenario Use: Sylvia Diamarchos is a good start for an adventure, simply as someone for a upwardly-mobile hero, or his secret ID, to meet and wonder at. She can be fascinating and seductive. She might, just as a ploy to throw off suspicion, offer to sponsor a super team's activities. She might become fascinated by the mature leader of such a team or perhaps a young hunkish brick. Sylvia's tastes in men are eclectic. While she does not pursue sensation as much as she did in her twenties and thirties, she is still interested.

Matros (Soul Master)

Val	CHA	Cost	Roll	Notes
12/30	STR	14	15-	1600 kg; 6d6 (3)
18	DEX	24	13-	OCV: 6/DCV: 6
18/33	CON	36	16-	
10/13	BODY	4	12-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
11/23	PRE	9	14-	PRE Attack 5d6
14/26	COM	6	14-	
6/10	PD	4		
7/10	ED	3		
4/6	SPD	25		Phases: 2,4,6,8,10,12
6/13	REC	0		
36/66	END	0		Value after slash is
25/45	STUN	0		IAF - Magic Tiara

Total Characteristics Cost: 149

Movement: Running: 6"/12"
Swimming: 2"/4"

Powers & Skills:

Combat Training:

Combat Levels: +3 Levels w/ Elemental Control (15)
Skill Levels: +1 Level Overall (10)

Magic Tiara, IAF:

Mind Powers Elemental Control (38/25)
a - Mind Control 12d6, 1/2 END (25) [3]
b - Mental Illusions 15d6 (25) [7]
c - Telepathy 10d6, 0 END (25) [0]

Psychic Link: Mind Link with related group (all Members of the Maestros), x8 number of minds (17)

Psychic Shields: Mental Defense 15 points,
Usable by Self & 8 Others at Range

Psychic Awareness: Danger Sense, works out of combat vs. dangers she can sense, in her general area, 13- (16)

Mystic Bracers: Force Field +6 PD/+6 ED, OIF (8) [1]

Jet-Setter Thief Skills:

Bribery 14- (3)
Bureaucrats 14- (3)
Concealment 13- (3)
Conversation 14- (3)
Disguise 11- (3)
English: Fluent w/ Accent (3)
Greek: Native (0)
High Society 11- (3)
KS: World's economic giants, 13- (3)
Passport (1)
Perk: Member of International Jet Set (Lower "Nobility") (2)
Persuasion 14- (3)
Seduction 14- (3)
Stealth 13- (3)
Trading 11- (3)

Total Powers & Skills Cost: 225

Total Character Cost: 374

Disadvantages: 100+

Hunted by:

DEMON, more powerful, NCI, 8- (20)
Eurostar, more powerful, 8- (15)
Superhero Group, more powerful, 8- (15)
UNTIL, more powerful, NCI, 8- (20)

Psychological Limitation:

Calculating Manipulator (Uncommon, moderate) (5)
Convinced that laws do not apply to her (Common, Total) (20)

Secret Identity: Sylvia Diamarchos (15)

Vulnerability: 2x STUN from all physical attacks (30)

Villain Bonus (134)

Total Disadvantage Points: 374

Megaera

Background: Young Larrisa Theonikos's father walked out on her mother when the little girl was five. Her mother was very protective and tried to shield her daughter from the outside world, but she had to leave her little girl alone when she went to work. After she came home to find a disreputable neighbor trying to make friends with her daughter, her mother gave up her job and went on welfare to protect little Larissa.

But Larissa's mother felt betrayed when, as Larissa grew into a pretty teenager, she suddenly sprouted bat-like wings. Convinced she had given birth to a monster, the outraged mother drove her daughter from their home and refused to see her again.

Larissa was exiled to the streets, and her demonic appearance kept anyone else from taking her in. Against such paranoia she developed her own distrust of everyone around her. She had to grow up fast, and her barely adequate intelligence did not help. She became a shadow in the ghetto, stealing to eat and live. Only her mental abilities kept her safe from those who might exploit her.

Then Sylvia Diamarchos, newly come to the American city haunted by the winged waif, heard the stories about this winged demon and decided that she might be a benefit to the team. Using the street skills of Bellicos, she hunted the girl down and befriended her, providing Larissa with the family she wanted, even if they were criminals. After all, the Maestros thefts were just different in kind from those Larissa committed just to stay alive. Sylvia named her Megaera, after one of the Furies she resembles, and is attempting to train her psionic talents to aid the Maestros in their plans.



Megaera (Mind Master)

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	800 kg; 5d6 [2]
24	DEX	42	14-	OCV: 8/DCV: 8
33	CON	46	16-	
8	BODY	-4	11-	
9	INT	-1	11-	PER Roll 11-
24	EGO	28	14-	ECV: 8
8	PRE	-2	11-	PRE Attack 2d6
12	COM	1	11-	
15	PD	10		
17	ED	10		
6	SPD	26		Phases: 2,4,6,8,10,12
15	REC	6		
66	END	0		
40	STUN	2		

Total Characteristics Cost: 179

Movement: Running: 6"/12"
Swimming: 2"/4"
Flight: 15"/120"
Gliding: 50"/100"

Powers & Skills:

Combat Training:

Combat Levels: +2 Levels w/ Elemental Control (6)

Combat Levels: +4 Levels w/ Anything to do with her wings (20)

Wings: Multipower 50 point pool, OAF, Not out of atmosphere or in spaces less than 1 hex wide (20)

m - Flight 15", 8x NCM, 1/2 END (50/4) [1/10"]
m - Gliding 50" (50/4)

Regeneration: 2 BODY per Recovery (20)

Enhanced Vision: +3 w/ Sight PER Rolls (6)

Ego Defense: 12 points, Act. 14- (5)

Telepathic Powers Elemental Control (17)

a - Telepathy 5d6, 0 END (20) [0]

b - Ego Attack 3d6 AP, Act. 14- (19) [4]

6+2 with Telepathy EC

20+4 with any use of wings (includes DCV when in air)

Background Skills:

Aerobatics 14- (3)

Breakfall 19- (13)

Danger Sense 11- (10)

Lightsleep 11- (3)

Luck 1d6 (5)

Stealth 14- (3)

Streetwise 11- (3)

Total Powers & Skills Cost: 181

Total Character Cost: 360

Disadvantages: 100+

Distinctive Looks:

Wings (Concealable, Major Reaction) (15)

Hunted by:

Eurostar, more powerful, 8- (15)

Genocide more powerful, 8- (15)

PSI, more powerful, NCI, 8- (20)

UNTIL, more powerful, NCI, 8- (20)

Psychological Limitation:

Fears killing attacks (Uncommon, Strong) (10)

Paranoid of everything except teammates (Very Common, Strong) (20)

Vulnerability:

2x Effect from Flash Attacks (20)

2x Effect from Mind Control & Mental Illusions (20)

-5 ECV vs. Mind Control & Mental Illusions (10)

Villain Bonus (95)

Total Disadvantage Points: 360

Personality: Megaera is shy and secretive. She is never happier than when she is flying, and she loves flying in the big city at night, cutting corners, peeking into windows, and playing pranks on other street people. She is very much the youngest and newest member of the team and the only one who grew up in the United States, even though her origins are Greek, just as the others are. Her natural paranoia is not as great toward the other Maestros (mostly thanks to some judicious Mind Control commands from Matros) but she suspects everyone and some event could turn her against her teammates.



Quote: "Stay away from me or I'll hurt you!"

Powers/Tactics: Megaera grew up by avoiding conflict and sticking to the air as much as possible, and that is how she operates as part of the Maestros. She flies high and burns the brains of anyone she can see that Matros tells her to burn. If caught indoors, she will break for the open air first, then help her teammates.

Megaera will not do Move-Throughs or Move-Bys unless Matros, Aeolus, or Antaeus (the only members she really likes) is threatened by someone her Ego Attacks have not affected.

Appearance: Megaera is a small young woman, barely 5' tall and perhaps 70 lbs, dripping wet. Her most distinguishing feature are her dark, leathery wings, which have a three meter span when she is flying. As a street waif Larissa wore whatever she could steal from some third story clothesline; as Megaera she wears a brown leotard that leaves her arms and legs bare and matches the color of her bat wings. If she is hurt in a fight, she might adopt some body armor, but so far no one has hit her. Her hair is dark, as are her eyes.

Scenario Use: Megaera is a bit unpredictable in the Maestros game. Despite her background, she is not inherently criminal. If someone were to rescue her from her current circumstances and show her a true compassion and honest support, she might change her allegiance, despite the Mind Control Matros has on her.

The best use of her might be to assume that Larissa Theonikos is still a street waif. If she has not yet joined the Maestros, Megaera can be the cause of the first contact heroes have with the villains. The heroes can be investigating the stories about the mysterious flying street waif just as the Maestros are, and the entire storyline can be the two teams fighting for Megaera's soul.

In any case, Megaera is a potential soft spot in the Maestros organization, a soft spot that can be exploited by a truly compassionate and caring hero who doesn't mind Megaera reading his or her mind to learn the hero's true intentions.

Necros

Background: Nikolos Kazatann became a doctor because he was so fascinated with death. He wanted to be a researcher, but found that his areas of research were not appreciated by his colleagues. So he hung out his shingle and used old family connections to start a specialty in diseases of the rich. Becoming the Diamarchos family doctor was a true boon. It supported him in the lifestyle he wished to maintain and gave him plenty of time to follow his researches into death myths and necromantic magic.

Nikolos was the one who knew about the collection of strange artifacts and suggested it as a target to his compatriots. He was not with the group that actually went to get the stuff, but he had told them to be sure to look for the robes he wanted. They had been owned by several Middle Ages sorcerers and necromancers, and he was sure they had magic of their own. He was right.

Personality: When acting as a doctor, Nikolos Kazatann seems like a fussy little portly man with a grudging bedside manner. He can fawn on a patient when he has to, but the retainer must be high. Otherwise, he has no patience for someone who will not face the inevitable and die.

As Necros, he is abrupt and secretive. He does not respond to questions or demands, he just follows his own agenda.

Quote: "Relax. Death is inevitable, so just let it embrace you."

Powers/Tactics: Necros stays in hiding, using either desolid or invisibility or both, until he spots an unwary adversary, then he strikes. If he thinks he has a chance to create a zombie, he takes it. Dr. Kazatann is mostly a researcher. He will often not even be on the scene of a fight. If things look at all unfavorable, he runs.

However, given the chance to use his powers in a non-combat situation, perhaps by softening up a robbery target, he is delighted and shifts through walls and into victim's minds with great glee.

It is possible that Necros will already have some zombies, created from unwary normals. These are not traditional zombies, though bringing them out of the state is based on standard zombie lore. Zombies created by this power are essentially mind-controlled with no chance of breaking free. The affected person loses 1 point of Speed, 10 points of INT and 5 points of DEX, but otherwise is just the same as he was before.

Appearance: When he is not wearing his robes, Nikolos Kazatann is a middle-sized, balding middle-aged man with a short salt-and-pepper goatee and a genial bedside manner. Once he has put on the robes of Necros, he becomes a skeletal figure whose skull face can hardly be seen in the folds of his cowl. In this form he has no hair, and no visible eyes, though someone seeing in the ultraviolet spectrum would see his regular face and normal eyes.

Scenario Use: Necros is the brooding presence in the rear. He should always be at the outskirts of a fight or other confrontation, perhaps lurking in a wall until his chance should come. Dr. Kazatann can also act as an adventure generator, as he is always pursuing his researches into the occult.



Necros (Death Master)

Val	CHA	Cost	Roll	Notes
10/18	STR	5	13-	300 kg; 31/2d6
10/24	DEX	28	14-	OCV: 8/DCV: 8
10/28	CON	24	15-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
10/24	EGO	19	14-	ECV: 8
10/23	PRE	9	14-	PRE Attack 5d6
10	COM	0	11-	
2/5	PD	1		
2/6	ED	0		
3/5	SPD	11		Phases: 3,5,8,10,12
4/15	REC	7		
20/56	END	0		Values after slash are
20/40	STUN	5		OIF - Magic Robes

Total Characteristics Cost: 117

Movement: Running: 6"/12"
Swimming: 2"/4"
Flight: 17"/34"



Powers & Skills:

Combat Training:

Combat Levels: +2 Levels w/ Multipower (10)

Magic Robes, OIF:

Dark Powers Elemental Control (30/20)

- a - Desolidification [Affected by Magic & Mental Powers], 0 END (20) [0]
- b - Darkness 2"r to Normal & IR Vision, Radio, Spatial Awareness & N-Ray Vision, 0 END (20) [0]
- c - Invisibility to Normal & IR Vision, Radio, Spatial Awareness & N-Ray Vision, 0 END (20) [0]

Necrotic Powers Multipower 75 point pool (75/50)

- u - Paralysis: Mind Control 12d6, One Command: Freeze, ½ END (75/3) [3]
- u - Necrotic Blast: Ego Attack 6d6, ½ END (75/5) [3]
- u - Create Zombie: Transform 3d6, Major, Cumulative [Human to Zombie, reverts by putting salt in the zombie's mouth], ½ END (80/7) [4]

Mystic Sight: UV Vision (3)

Ghost Walk: Flight 17", only when desolid (17) [1/5"]

Protection: Armor +4 PD/+2 ED (6)

Doctor of the Rich Skills:

- Bureaucratics 11- (3), Conversation 11- (3)
- Deduction 13- (3)
- English: Fluent w/ Accent (3)
- Forensic Medicine 13- (3)
- Greek: Native (0), High Society 11- (3)
- KS: The Occult, 18- (6)
- Paramedic 13- (3), Passport (1)
- Perk: License to practice medicine (1)
- Persuasion 14- (3)
- PS: Physician, 16- (6)
- Scholar, Stealth 14- (3)

Total Powers & Skills Cost: 227

Total Character Cost: 344

Disadvantages: 100+

Distinctive Features:

Living Skeleton (Concealable, Causes Extreme Reactions) (20)

Hunted by:

- DEMON, more powerful, NCI, 8- (20)
- Eurostar, more powerful, 8- (15)
- Superhero Group, more powerful, 8- (15)
- UNTIL, more powerful, NCI, 8- (20)

Psychological Limitation:

Obsessed with death (Common, Strong) (15)
Physical Coward (Common, Total) (10)

Secret Identity: Nikolos Kazatann (15)

Vulnerability:

2x STUN from Light-Based Attacks (20)

Villain Bonus (84)

Total Disadvantage Points: 344

FACTOR 7

Membership: Aries, Domino, Oaf, Arsenal, Lumina, Psypher, Whysper

Origin: Aries began as an independent villain, striking against the government and big business. He was a dynamic speaker who organized many college rallies. Heroes captured him during one of his speeches, but Domino rescued him. She had been impressed by his ideas and offered her services as a ninja. Though they are now close friends, she still declares that she is merely his bodyguard.

Some time later, while speaking at another college, Aries heard of a mysterious giant roaming the nearby hills. He investigated and found Oaf, who had just escaped from slavery in another dimension and was glad to see a friendly face. He has stayed with Aries ever since.

At this point Aries named the group Factor 3, stating that each member would be a key factor in making the world a better place. He has renamed the group with a higher number as each new member has joined.

Tom Johnson, a research scientist for the Arsenal powered armor project, was the next to join. Forced to spy for both VIPER and the government, whose methods he found abhorrent, he considered suicide. Inspired by Aries' oratory, he stole the Arsenal suit and joined Factor 4.

A Colorado University professor tipped Aries off to a UFO landing in the Rockies. He found an alien princess in search of adventure. Lumina was on the run from responsibilities at home. She immediately took a liking to Aries' dashing manner; Factor 5 was born.

With the advanced technology of Lumina's spaceship, Aries located the artificial asteroid he named Star One. This was to be their new base. Tinkering with the ship's teleportation system, Aries discovered it could be tuned to pick up items containing specific isotopes. He formed a plan to steal the world's nuclear arsenal.

In order to determine the proper isotopic ratios, Factor 5 broke into a series of military computer installations. These burglaries caught the attention of the secret government security organization, Watchful Eagle. Psypher, their expert tracker, was set on the team's trail.

She located Aries at an MIT rally against the excesses of security agencies. As she listened to his inspiring address, she realized that Watchful Eagle was guilty of many of the crimes he denounced. Every person she had located had died violently. She had a change of heart and helped Aries escape from the agency assassins who followed close behind her. He offered her a place in Factor 6 and she accepted.

Soon afterwards, Aries absconded with the world's entire nuclear stockpile. Governments accused one another of aiding Aries and the world prepared for war. Super agents deployed over the globe. The part-human, part-construct Soviet assassin Whysper tracked Aries down. As he aimed his weapon, Psypher seized his artificial consciousness and reprogrammed it. Whysper's human will was freed from its prison. He gratefully accepted the offer to join Factor 7.

The group has been stable at seven members.

History: Factor 7's most dramatic operation took place at its formation. Using Lumina's ship, Aries stole most of the world's nuclear weapons. Though the ship was destroyed and the team captured, Aries managed to detonate the weapons on the moon. The blast scars still form the name 'Aries.'

Since then, Factor 7 has been present at many alien landings, Aries having appointed himself as Earth's representative. No one is sure how many invasions have been started or stopped by Aries' intervention.

The group has also released a number of biological creations. Usually geared to consume some form of pollution, they often grow out of control or choose to eat more desirable things such as steel or people.

Once their projects go bad, Factor 7 always attempts to remedy matters. One sludge-eating bacterium grew to 100 meters and advanced on New York City. Factor 7 joined forces with the local heroes and destroyed the monster.

Goals: Aries is the true visionary of the group. His goals are very idealistic: end poverty, hunger, pollution and war. He puts his faith in grand scientific projects. Publicity is essential in all his endeavors.



Tactics: The group will often break up into three smaller teams. Aries, Domino and Oaf will conduct the most publicized missions. Aries make it a point to tip off reporters whenever possible.

Arsenal and Lumina act as scouts and fire support. They will often conduct high speed smash and grab missions. They avoid combat on such missions, though Lumina is easily baited.

Psypher and Whysper specialize in covert operations. Both are expert spies and infiltrators. If forced into combat, both adopt hit and run tactics.

In combat, Oaf will guard the main objective. He only fights if someone tries to stop him, or one of his teammate's lives is in danger.

Aries uses his repulsion field to separate the enemy and send them through nearby walls. Domino will often enclose herself and Aries in her darkness field and use her martial arts on anyone who closes in. Arsenal and Lumina stay high in the air, using Flash and NND attacks against bricks. Arsenal will use his explosions against martial artists and Energy Blasts against others.

Psypher and Whysper will use their Ego Attacks against downed targets in an effort to keep them down. If any enemy is artificial, Psypher will use her Mind Control to neutralize him.

Relations: The group gets along very well together, with the exception of Whysper. Since he can only communicate with Psypher, he has not gotten very comfortable around the rest. Arsenal

is in love with Lumina and she enjoys the attention. Aries and Domino are very close, but he is always working on the next project, and she is worried about her clan. For the moment they are happy with the roles of leader and bodyguard.

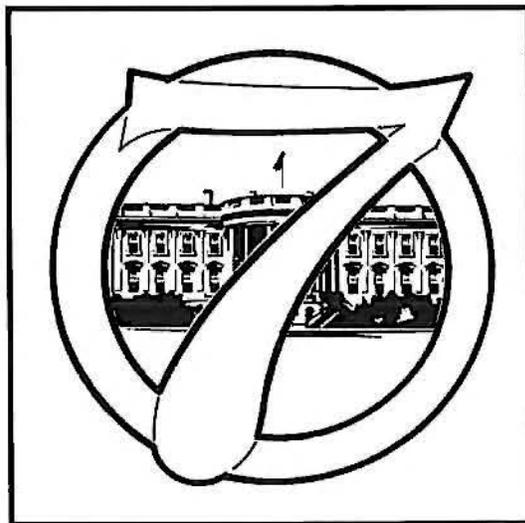
Psypher feels sorry for Whysper and puts up with his worship of her. Even though it is reprogrammed, Whysper's AI still talks to him and urges him to return to the Soviets. This unnerves him, so he clings to Psypher's mind very tightly.

Oaf is happy because the rest like to have him around and will put up with his singing. He spends a lot of time practicing with the instruments Arsenal and Aries built.

No one disputes Aries' leadership. It is his driving vision which unites the team. His eternal optimism is infectious. After one of his pep talks everyone is convinced that they can turn the world into a utopia.

Reputation: Among some activist and student groups, Factor 7 are viewed as folk heroes. Others consider the group reckless and publicity hungry. They fear the unexpected side effects that often occur with the group's projects.

Scenario Use: The following scenario reenacts the nuclear weapons theft carried out by the team. The scenario falls into three sections: first contact, science raids and the theft.



FIRST CONTACT

The events are triggered by the arrival of Lumina's spacecraft. Radar will spot the ship as it approaches for a landing. Supporters of Aries will relay the information to him and he will be on hand for the arrival.

Characters with contacts who have space scanning radar (government, military, METE, some science organizations) will also be informed of a UFO landing. Other characters may see the ship setting down.

Lumina lands in a clearing near a college. Aries and Domino will be on hand when the craft lands. Oaf and Arsenal are hidden in some trees about 100 meters away. The military will be scrambling equipment to the area, but they will be about ten minutes away.

At best, the characters will arrive a few minutes before Aries. If the two teams meet before the ship lands, Aries will try to keep the situation civil. He will refuse to leave or surrender, but won't try to force the characters away.



If a fight breaks out before Lumina arrives, she will fly out of her ship, eager to join in the fun. This is the kind of action that she fled her planet to find. Aries' persuasive abilities will bring Lumina in on Factor 7's side.

If possible, Factor 7 will try to leave aboard Lumina's craft. If defeated, the government will arrive, demanding the alien and the ship. The rest of Factor 7 will be hauled off to jail. In short order, they will escape and free Lumina and her craft.

Science Raids

Aries is quiet over the next few weeks as he analyzes the spaceship's abilities. Finally, he recognizes the potential of the isotopic teleporter. Given the right information, the device can teleport nuclear weapons. His goal is now set. He begins to raid military research facilities throughout the world. These lightning raids are designed to gather precise information on nuclear weapon composition.

Characters with government contacts and a scientific background are asked to evaluate the scene of an early raid. An appropriate science roll (Nuclear Engineering, Physics) will reveal to the character what Factor 7 is after and where they might strike next.

Other characters might pass by a facility as Factor 7 is breaking in. This can easily create a three way battle between the heroes, Factor 7 and the facility's guards. Aries will use any distraction available to collect the information and withdraw.

Between raids, Aries will take time off to speak at universities and to meet secretly with reporters. One of the themes of these meetings is the use of alien technology to improve life on Earth. Characters with student or reporter secret IDs may meet Aries at this point.

If the heroes learn of a college speech and decide to raid it, they will find the students strongly supporting Aries. The students will get in the way and try to disrupt the heroes. The raided meeting can also be the one where Psypher joins Factor 7.

Domino is always just off-stage at all rallies. Oaf will be near the spacecraft some distance away. At this time, Arsenal has placed stealth technology onto the craft so it no longer shows up on radar. Arsenal and Lumina are often along and will be with Domino. If the Preservers are involved, they will be at an ambush site within a few hundred meters of the rally.

Once again Factor 7 will slip away if they can. If caught, they will use their contacts and amazing abilities to escape and recover the spacecraft.

The Theft

Once Aries has the necessary information, he will begin teleporting nuclear warheads. The government will try to suppress any information about this. Aries will continue to attend meetings and talk with reporters. He try to tell the world about his universal disarmament plan.

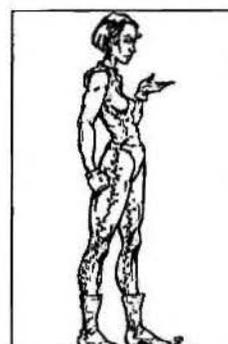
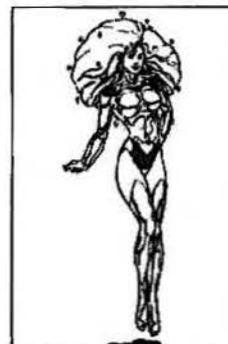
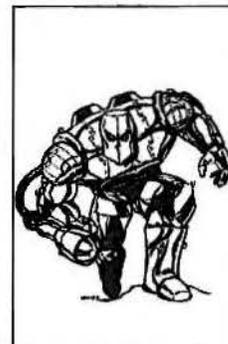
International tensions will rise as each country suspects the other of aiding Aries, or perhaps of being able to protect some of their weapons. Preparations are made for war.

Since the heroes have battled Factor 7 in earlier portions of the scenario, one agency or another will contact them for help. The heroes' goal will be to put the spacecraft out of action permanently. They can reach the ship in several ways. They can strap themselves to a warhead and get picked up by the teleporter. They can slip aboard the Sled that Aries uses when he visits Earth. They could create a device to trace or tap into the teleporter beam.

At this point, Factor 7 is now complete. Whysper has just been reprogrammed and joined the team. If the combined team is too strong for the heroes, divide the team into different sections of the spaceship. There will be a large teleporter bay where the warheads arrive and are then transhipped to the moon. Some of Factor 7 will be there, and others will be on the bridge.

The battle begins. If the heroes lose, they will be incarcerated for a short time before being teleported back to Earth. They can either escape or descend and try again. When the heroes eventually win, Aries will press a detonator and announce that the bombs are now destroyed. If asked, he will point to the moon. The heroes will see warhead after warhead explode. As the dust settles, the melted streaks spell out 'Aries.'

The teleporter and most of the rest of Lumina's ship will be destroyed in the battle. Everyone can return to Earth aboard the Sled. With the ship out of action, the threat of war fades. Each country claims that few, if any, of their warheads were lost. Aries claims to have destroyed over 90%. The public is more interested in looking at Aries' signature on the moon.



Aries

Origin: Alexander Williamson was the happy child of a well to do family in northern California. He spent his time in drama and debate clubs; he loved attention and the chance to argue. When his powers began to manifest themselves in his late teens, he exercised them infrequently. His repulsion field was of little value to his academic hobbies.

After graduation, he went on to college and continued his passion for debating. Here, however, were many people who wanted to do more than discuss right and wrong. They wanted to change the world through action and protest. By the end of his first year, he was picketing chemical companies and writing letters to congressmen.

By the end of his second year, he was frustrated by the lack of change. For all his effort, the world was still hurtling towards collapse. It was time for a new plan. He observed the popularity of costumed superheroes and their lack of sensitivity to the world's true problems. He decided to become the first politically aware superhero.

He created a gaudy costume and a flashy name and embarked on a series of raids on polluters and environmentally unsound companies. He made a point of tipping off the media and word of Aries spread. His first missions involved stealing or damaging equipment: lumber trucks, missile parts, and bulldozers.

Even with his early success, he realized he could not go it alone. He used his popularity to create an underground organization. He traveled from campus to campus, speaking in costume at clandestine meetings, urging an active resistance to the world's decay. As he spoke, he gathered other super powered beings. He talked with radical scientists and learned of the many inventions suppressed by greedy businesses and authoritarian governments.

He named his group Factor 7 and changed his plans again. Now he would use the suppressed science to make the world a better place. When his grandiose schemes prove to have unanticipated side effects, he is quick to scratch the project. This never deters him from trying a new plan.

Personality: Aries is a visionary. He sees the world on the brink of disaster and himself as the only possible savior. He does not claim to have all the answers, but he believes that he is the only one willing to try innovative schemes.

Since he is saving the world, he feels that laws are useless impediments. The laws are not necessarily wrong, they just don't apply to him. He doesn't trust governments or corporations, believing that they are more interested on the status quo than in people.

Aries is very outgoing and friendly. He loves publicity and can tailor his remarks to appeal to anyone. He has absolute confidence in himself and his plans. He thinks of heroes as nice guys who just don't see the big picture. He considers battles with superheroes to be good publicity. He would rather surrender than risk injury to innocents.

Quote: "While you are busy capturing muggers, I am ending world pollution."

Powers/Tactics: Aries' primary power is his repulsion field. He can cause anything he touches to shoot away at incredible velocity. He typically uses it to send his opponents into objects. He can also pick up objects and launch them at a target.

His helm conceals specialized circuitry which can protect him from gasses. It also contains a radar system, which he only activates when blinded or going into Domino's darkness fields.

He prefers to use his repulsion field by rushing a target and butting it with his head. He wants people to think his power is limited in this way. He will use less than full power until he is certain that his target will survive.

Aries treats battles with superheroes as roughhousing for the public. If his opponents use deadly force, he will try to defuse the situation. Failing that, he will stop them as forcefully as possible.

Appearance: Aries is a well-built man who stands about 6'3" tall. Despite his costume, he still manages to cut an imposing figure.

Scenario: Aries enjoys contacting public super teams. If the team doesn't have a reputation for lethality, he may drop by for a chat. The talk will be friendly and Aries will state that Factor 7 will avoid injuring people. Aries always walks in with an escape already planned. He won't fight if he can avoid it.

Aries is constantly working on new devices or creating new forms of life. He is scientifically capable, but not a supergenius. He often produces items or creatures with unexpected side effects. He may disguise himself and try to trick other scientists into helping him solve his difficulties. Alternatively, he may try to steal the research or equipment he needs.



Aries

Val	CHA	Cost	Roll	Notes
35	STR	25	16-	3200 kg; 7d6 [3]
23	DEX	39	14-	OCV: 8/DCV: 8
23	CON	26	14-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
35	PRE	25	16-	PRE Attack 7d6
26	COM	8	14-	
17	PD	10		
15	ED	10		
5	SPD	17		Phases: 3,5,8,10,12
15	REC	6		
46	END	0		
45	STUN	0		

Total Characteristics Cost: 200

Movement: Running: 17"/34"
Swimming: 2"/4"

Powers & Skills:

Combat Training:

Skill Levels: +3 Levels Overall (30)

Repulsion Field:

EB 10d6, Double Knockback, Only does knockback, No Range (35) [9]
Suppress 4d6 Knockback Resistance, 0 END, No Range, Linked to EB (15) [0]

Armored Costume: Armor +9 PD/+9 ED, OIF (18)

Helm. IAF:

Life Support: Self-contained breathing, (7)
Radar Sense (10)

Running +11" (22) [1/5"]

Background Skills:

Acrobatics 14- (3), Acting 16- (3)
Base: Star One (35)
Breakfall 14- (3), Bribery 16- (3)
Bureaucrats 16- (3)
Concealment 13- (3)
Contacts: Twenty assorted contacts at various research institutes, environmental organizations, college campuses and in the government, 11- (20)
Contortionist 14- (3), Conversation 16- (3)
Disguise 11- (3), Electronics 11- (3)
Favors: Twenty assorted favors, as per above (10)
High Society 16- (3), Inventor 13- (3)
KS: College Culture 13- (2)
KS: Environmental Groups 11- (1)
KS: Government Security Agencies 11- (1)
Luck 3d6 (15), Mechanics 11- (3)
Oratory 16- (3), Paramedic 13- (3)
Persuasion 16- (3), SC: Biology 11- (1)
SC: Chemistry 11- (1)
SC: Oceanography 12- (1)
SC: Physics 11- (1)
Scholar (3), Scientist (3)
Seduction 16- (3)
Slight of Hand 14- (3)
Stealth 14- (3)
Vehicle: The Sled (41)
Well-Connected (3)

Total Powers & Skills Cost: 329

Disadvantages: 150+

Hunted by:

UNTIL, more powerful, NCI, 8- (20)
the FBI, as powerful, NCI, 8- (15)
Local Police, as powerful, NCI, 8- (15)

Psychological Limitation:

Code against Killing (Common, Strong) (15)
Impulsive (Very Common, Strong) (20)
Visionary (Common, Total) (20)
Fascinated by Aliens ((Uncommon, Strong)

Secret Identity: Alexander Williamson (15)

Vulnerability:

2x STUN from Knockback damage (20)
1½x BODY from Knockback damage (10)

Villain Bonus (219)

Total Disadvantage Points: 529

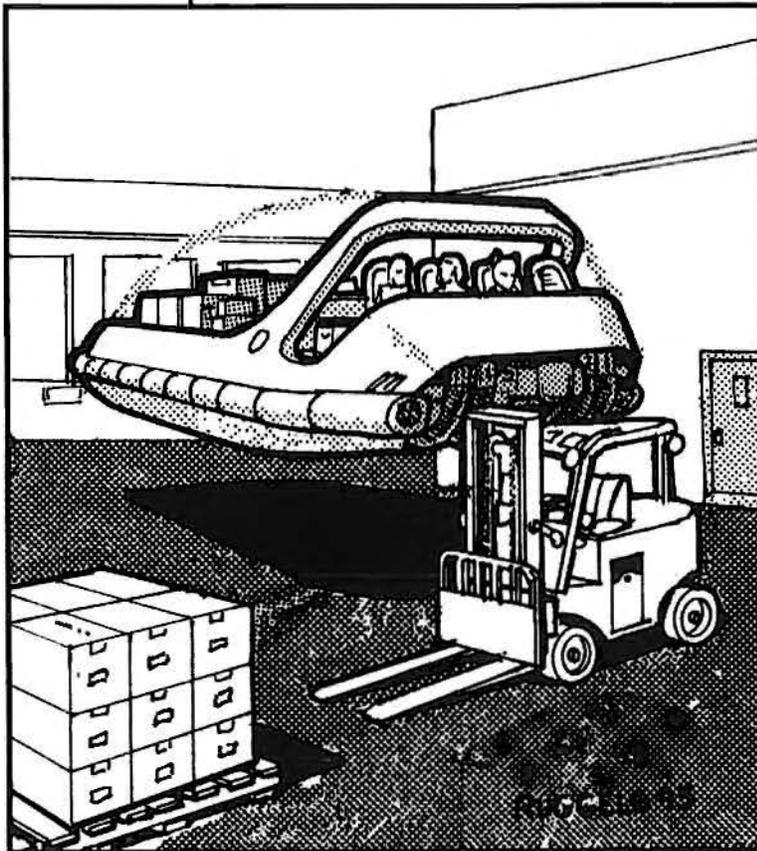


If his creation is actively dangerous, he will willingly call in any super powered help available. He has no problem working beside heroes. He will always admit that his latest project has problems, but next time he will get it right.

College-based heroes may find themselves invited to one of Aries talks. If they try to bring him in, they will have to contend with an angry mob of students. Alternatively, the hero could try to convince the crowd that Aries is wrong. Considering Aries' great Oratory skill and the prejudice of the audience, the hero is not likely to be successful.

The Sled

Description: The Sled is an opened topped platform, constructed from a space tug Aries found in Star One. A weak force field maintains atmosphere, pressure and temperature in the passenger section. The tug is slow and awkward, but can carry or tow an incredible amount.



The Sled

Val	CHA	Cost	Notes
100	STR	45	Carry 12,800 tons
19	BODY	0	
9	SIZE	45	
0/20	DEF	-6	
10	DEX	0	
2	SPD	0	

Total Characteristics Cost: 84

Movement: Ground: 0"
Flight: 20"/640"
Swimming: 10"/20"

Abilities & Equipment

Movement:

Flight: 20" Flight with x32 Non-Combat Multiple (60)

Marine Engines: 10" Swimming, has Turn Mode(6)

Defenses: DEF 20, Defense does not cover passengers (40)

Life Support: Life Support: Self-Contained Breathing, Safe Environments, High Pressure & Vacuum, Radiation, Extreme Heat/Cold, OIF, Bulky (9)

Stealth Gear: Invisibility to Radar, 0 END Persistent, OIF, Bulky (20)

Total Abilities & Equipment Cost: 123

Total Vehicle Cost: 207

Star One

Description: Star One is a huge artificial asteroid. Aries found it with the advanced sensors aboard Lumina's ship. It is unclear who built the asteroid, or what its purpose was. Aries found it abandoned and converted a portion of it to his base. Large sections remain unexplored.

Aries has renovated the area around the asteroid's main docks. He operates ten levels girdling the rock's equator. The levels continue inward beyond Aries' section. There are over a hundred other levels remaining to be explored. The planetoid seems deactivated, but no one is completely sure.

Aries depends on the remoteness of the base to discourage visitors. He has not bothered to establish a security system or activate any weapon systems.

Star One

Val	CHA	Cost	Notes
17	BODY	15	
20	DEF	54	
18	SIZE	36	32,000 hexes
18	GNDS	0	

Total Characteristics Cost: 105

Abilities & Equipment

Base Attributes:

Location: In low Earth orbit (35)

Concealment, 15-, OIF, Immobile (4)

Disguise, 17-, OIF, Immobile (4)

Life Support: Self-contained breathing, need not eat, excrete, or sleep, Safe Environments:

Radiation, High Pressure/Vacuum, Intense Heat/Cold, OIF, Immobile (10)

Stealth Mode: Invisibility to Radar, 0 END

Persistent, OIF, Immobile (16)

Total Abilities & Equipment Cost: 71

Total Base Cost: 176

Domino

Origin: Fujiko was born into the Akazi ninja clan and underwent intensive martial arts training in her youth. It was decided that the clan needed modern skills to remain competitive in the espionage business so Fujiko was sent to study at Tokyo University. There she enrolled in computer and science classes. Regrettably, her sheltered background ill prepared her for this. Threatened with failure, she branched out into other subjects, trying to stay in the school. She proved to have an aptitude for history, and so avoided expulsion.

She was still racked with guilt; history would be little help to the clan. As she contemplated suicide, a knock came at her door. A wounded servant came in, bearing a box and a message. The message told of a vicious attack on the Akazi stronghold, by the upstart Shinbashi ninja clan. Fujiko was now the clan leader and perhaps the sole ninja surviving. The note instructed her to flee to America and hide until the clan regained its strength. Only America might be far enough away to escape the reach of the Shinbashi.

The box contained papers for a new identity as an exchange student. It also held the family relics: an ancient sword and a pair of arm bands.

As soon as the servant had left, Fujiko quickly packed. Rather than being saddened by the loss of her family, she was secretly happy. She now had a mission in life; one that she could do quite well.



She settled into college life and kept a low profile. She kept the family relics hidden and never displayed any aptitude in martial arts. She quietly attended history classes and maintained good grades. After a few months she began to relax and make friends. She believed that she was safe, but had no idea how to reestablish the Akazi clan.

Friends invited her to come to a rally. The main speaker would be a radical firebrand wanted by the police. On a whim, she agreed and attended. The main speaker was Aries and his speech mesmerized her. Suddenly, a pair of superheroes descended onto the stage and captured Aries. Quickly, she slipped through the crowd and back to her dorm. There, she donned the arm bands and took up her family sword.

The heroes were still trying to extricate themselves from the angry crowd when she returned. She struck them down by surprise and freed Aries. They exchanged stories and Aries hit upon an idea. He would hire her as a bodyguard so that the Akazi clan would be back in operation. The money earned would be banked until the clan could expand.



Domino

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [0]
33	DEX	69	16-	OCV: 11/DCV: 11
18	CON	16	13-	
14	BODY	8	12-	
18	INT	8	13-	PER Roll 13—
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack 4d6
18	COM	4	13-	
14	PD	10		
14	ED	10		
7	SPD	27		Phases: 2,4,6,7,9,11,12
8	REC	0		
36	END	0		
33	STUN	0		

Total Characteristics Cost: 188

Movement: Running: 11"/22"
Swimming: 2"/4"
Superleap: 19"/38"

Powers & Skills:

Martial Arts—Ninjutsu (50)				
Maneuver	OCV	DCV	Notes	
Punch	+1	+3	9d6	
Kick	+0	+2	11d6	
Disarm	-1	+1	55 STR Disarm	
Throw	+0	+1	9d6+V/5	
Block	+2	+2	Block, Abort	
Dodge	—	+5	Abort	

+5 Damage Classes (Added in)

Use Art with Sword & Scabbard



Family Sword:

Scabbard: AP for Punch (9d6), OAF (11) [2]

Blade: HKA 3d6 (5d6 w/ Punch),
0 END, OAF (33) [0]

Mystic Bands:

Black Band, OIF:

Multipower 40 point pool, OIF (27)

u - Blinding: Flash 4d6 (40/3) [4]

u - Darkness 3"r vs. Sight Group (40/3) [4]

Sensing: Spatial Awareness (17)

Missile Deflection vs. all attacks (13)

White Band, OIF:

Mystic Shield: Force Field +5 PD/+5 ED,

Invisible to all senses, 0 END, Persistent (20) [0]

Flash Defense: 10 point Sight, Hardened (8)

Running: +6", 0 END (21) [0]

Superleap: +15", requires an Acrobatics roll at -2
(10) [1/5"]

Tiger Claws: Clinging (7)

Focused Ki: 0 END Cost for STR (10)

Ninja Skills:

Acrobatics 16- (3)

Breakfall 16- (3)

Climbing 16- (3)

Concealment 13- (3)

English: Fluent, No Accent (5)

KS: Akazi Clan 13- (2)

KS: Japanese Swords 13- (3)

KS: Ninjutsu 13- (2)

KS: Ninja Clans 13- (2)

KS: Yakuza 13- (2)

Paramedic 13- (3)

Perk: Leader of the Akazi Clan (5)

Scholar (3)

Shadowing 11- (3)

Stealth 16- (3)

Streetwise 13- (3)

WF: Martial Arts Weapons (2)

Total Powers & Skills Cost: 280

Total Character Cost: 468

Disadvantages: 150+

Hunted by:

UNTIL, more powerful, NCI, 8- (20)

the FBI, as powerful, NCI, 8- (15)

Local Police, as powerful, NCI, 8- (15)

Shinbashi Clan, more powerful, NCI, 8-

Psychological Limitation:

Honorable (Very Common, Strong) (20)

Fear of Failure (Common, Strong) (15)

Seeks Vengeance on the Shinbashi
(Uncommon, Total) (15)

Secret Identity: Akazi Fujiko (15)

Vulnerability:

2x STUN from Light-Based Attacks (20)

Villain Bonus (163)

Total Disadvantage Points: 468

Aries designed the costume and name of Domino, so as to hide her ninja origins. Since she has spent time with Factor 7, she has become more open. At the same time she is worried that she isn't acting as the leader of a clan should. As a result, she treats each Factor 7 mission more seriously than Aries. She hates failing any part or losing a battle. She believes it reflects badly on the clan.

Personality: When relaxing she is friendly, but quiet. On a mission, she becomes intense and almost silent. She never boasts or considers her abilities more than adequate. She will only kill if her life or one of the other members is threatened with lethal force.

She has become good friends with Aries, but takes his hiring of her as a bodyguard seriously. She will sacrifice herself to protect Aries.

While she is working for Aries, she is accumulating money for her clan in an honorable way. Though she keeps her origin secret, she still believes that her success and failures are reflected on the clan as a whole.

She also finds Aries and his goals to be admirable. If she wasn't leader of the Akazi clan, she would be happy as a member of Factor 7. As it is, she is always looking for word of her clansmen, or of the Shinbashi clan. Were the clan to resurface and call on her, she would go.

Quote: "Honor forbids me to fail."

Powers/Tactics: Domino is a skilled martial artist, well trained with hands, sword and scabbard. She also wears the arm bands of the Akazi clan. These bands are mystical in nature and have been passed to each succeeding leader of the clan for centuries.

The bands produce mystical lights and shadows. They also allow the wearer to navigate where others would be blinded. Her sword and scabbard are of similar antiquity, but are merely exquisitely made.

Unless assigned somewhere else, she will always be near Aries. She will use the Flash against single targets and the darkness against groups. She will then follow up with her martial arts. She will only draw the sword if a teammate's life is in danger. Once pulled, she will willingly kill any threat. Otherwise, she will only use sufficient force to knockout an opponent.

Appearance: Domino is about 5' tall, and has a muscular build. She is quite attractive, with long black hair and brown eyes. Her costume is black and white. When she is using her mystic arm bands, the white band glows brilliantly, while the black one emits tendrils of shadow.

Scenario Use: Domino is nearly always with Aries. However, other ninja activity will attract her attention. She is still seeking any other member of her clan. She also has a score to settle with the Shinbashi clan.

If a hero has a ninja background, he may find himself shadowed by Domino. She will be there to watch his style and determine his clan affiliation. If he has an Akazi style, she will approach and demand his loyalty to her as clan leader.

Someone with the Shinbashi style might be threatened or attacked. Her first goal would be to capture and interrogate him. She will not intentionally involve Factor 7, though the team will rescue her if she is in trouble.

A hero might also be approached by a member of the Shinbashi. He will try to trick the hero into capturing Domino and turning her over to the Shinbashi.

Oaf

Origin: The Kaltraskan slave pits are a harsh place to be born. One infant often survives long enough to go into gladiatorial training. Only a tenth of those survive to battle in the arena, and no one survives more than a few years there. Oaf was bred from a particularly tough pair of gladiators; he was given no name, so that no spells could be sent against him. From age five to fifteen, he trained for the arena. He never saw his parents after he was born.

At fifteen, he entered the arena and soared to the top ranks. At eighteen, he was world champion. No beast, giant or humanoid could challenge him. His owner became rich and powerful. Then, one of the opposing lords was able to acquire a bit of Oaf's hair and blood. With this he fashioned a wasting spell. Oaf fell ill and could not compete, yet his master was unwilling to sacrifice him.

Oaf was put into the care of his lord's bard. The lord went off on a campaign against his rival. The spell was broken and Oaf began to revive.

Having no other duties, the bard taught Oaf what he could of music, singing and poetry. Oaf found it fascinating, though poetry proved too subtle for him. Two years passed and Oaf regained his strength. His master returned from his successful campaign and was gratified. The lord's happiness, however, was to be short lived. Oaf had absorbed the bard's code of nonviolence and refused to compete in the arena. The master tried threats and bribes, but failed to budge him. So the lord ordered his execution.



Oaf

Val	CHA	Cost	Roll	Notes
10/70	STR	0	23-	400 ton; 14d6 [7]
18	DEX	24	13-	OCV: 6/DCV: 6
40	CON	60	17-	
20/26	BODY	20	14-	
5	INT	-5	10-	PER Roll 10—
18	EGO	16	13-	ECV: 6
30	PRE	20	15-	PRE Attack 6d6
10	COM	0	11-	
2/8	PD	0		
8/14	ED	0		
4	SPD	12		Phases: 3,6,9,12
20	REC	20		Values after slashes
80	END	0		include Growth & DI
69/75	STUN	24		bonuses

Total Characteristics Cost: 191

Movement: Running: 23"/46"
Swimming: 2"/4"

Powers & Skills:

Combat Training:

Skill Levels: +3 Levels w/ all Combat (24)
Combat Levels: +7 Levels w/ Missile Deflection,
OAF (Shield) (7)

Martial Arts—Gladiator School Training (15)

Maneuver	OCV	DCV	Notes
Grab	-1	-1	80 STR Grab
Escape	+0	+0	85 STR Escape
Disarm	-1	+1	80 STR Disarm
Block	+2	+2	Block, Abort

Kaltrasian Racial Abilities:

Growth 6 Levels, 8m tall, 128x mass, +2" Reach,
-6 Knockback, 0 END, Persistent,
Always On (40) [0]
Density Increase 6 Levels, 128x mass,
-6" Knockback (-12" total), 0 END, Persistent,
Always On (40) [0]
Natural Resistance: Armor +24 PD/+18 ED (63)
Lack of Weakness -8 (8)
Running +17", ½ END Cost (42) [1/10"]

Gladiator Weapons Multipower 50 point pool, OAF (50/25)

u - Net: Entangle 5d6, DEF 5 (50/2) [5]
u - Trident: HKA 3d6 (2x3d6), Reduced
Penetration (45/2) [4+]
u - Shield: Missile Deflection vs. all attacks,
deflect adjacent attacks (30/1)

Gladiator Skills:

Ambidexterity (3)
Animal Handler 11- (3)
Climbing 13- (3)
PS: Gladiator 14- (7)
Riding Tyranodons 13- (3)
Stealth 13- (3)

Bard Skills:

Perfect Pitch (3)
PS: Musician 15- (3)
PS: Singer 15- (3)

Total Powers & Skills Cost: 300

Total Character Cost: 491



Disadvantages: 150+

Distinctive Features:

26' tall gladiator (Not Concealable,
Causes Abject Fear) (25)

Hunted by:

Kaltrasia, more powerful, limited area, 11- (15)
UNTIL, more powerful, NCI, 8- (20)
the FBI, as powerful, NCI, 8- (15)
Local Police, as powerful, NCI, 8- (15)

Psychological Limitation:

Does not want to fight,
(Very Common, Moderate) (15)
Knows no Fear, (Common, Total) (20)
Naive (Common, Strong) (15)

Villain Bonus (181)

Total Disadvantage Points: 491

Oaf decided he wasn't willing to die for his new beliefs and fought his way out of the palace. The lord's guards were no more effective against Oaf than his gladiatorial opponents had been. Oaf wandered the nearby desert until he came upon a set of ruins. The ruins reminded him of a song he had learned from the bard. He investigated and found the Well of Winds. The song said that the well led to far off lands, so in he went.

Aries was at a campus when he heard that a giant had been sighted in the nearby hills. He rushed up there and found the giant being berated by an old farmer. The farmer was angry because Oaf had appeared atop his barn and demolished it. Aries defused the situation and led Oaf away. When asked his name, the giant thought of the one word that the farmer had called him repeatedly, "Oaf." Not wishing to offend him, Aries did not argue the point.

Oaf likes Aries' big ideas and friendly manner. He was used to being taken care of as a slave and now Aries provides for him. Though he now dislikes fighting, he considers Aries' goals to be important enough to help with. Aries has designed and built gigantic musical instruments and Oaf spends hours playing them and singing the songs he was taught by the bard. Star One often reverberates with his deep singing voice.

Personality: Oaf is slow witted, but very friendly. Simple jokes will make him roll with laughter. He enjoys basic and repetitive tasks. On the flip side, his battle reflexes are subconscious. Once he is in battle, he is difficult to fool and he becomes very serious. He doesn't enjoy fighting.

Oaf likes peace, but is willing to fight if forced. He never had friends or family in the slave pits. The bard was the only Kaltrasian who befriended him. Now that he has found a group of friends, he is absolutely loyal to them. He believes that Aries is trying to do something important, so will follow him even into combat.

Quote: "Move. You don't want to be hurt."

Powers/Tactics: Trained from birth to arena fighting, Oaf is an expert at disabling or killing quickly. Despite his low intelligence, he is a very canny fighter. He uses tricks and misdirection. He rarely falls for a distraction; he has seen them all before.

Normally, Oaf is sent to pick up or guard whatever Factor 7 is after. He tries to avoid combat, but will not let Aries down. He will not join in the combat unless one of his friends is in danger of dying, he is under attack, or someone is trying to take away the things he is protecting.

Aries has managed to convince Oaf that most people can be stopped with nonlethal force. He uses his nets to stop weak opponents. Against others he uses his martial arts and punch. If lethal force is used against a member of Factor 7, Oaf will use his trident against the offending party.

Appearance: Oaf is a towering figure, 26' tall. He weighs about 400 tons, and his footsteps make the earth shake. He has dark brown hair and eyes.

Oaf favors a black and silver costume, and generally carries a giant gladiator's net and trident.

Scenario: Oaf is on his own only when the rest of the team is distracted. At these times he looks for some place comfortable to sit and sing. His voice is very loud, but melodious. The average person will be intimidated by his size. Heroes could easily get reports of a huge monster terrorizing the area.

The Kaltradians may try to recapture Oaf, either to execute or to try to return him to the arena. The lords are ruthless and might try to force a group of heroes to capture Oaf. They would either use lies to fool the team, or blackmail them. Factor 7 would be certain to come to Oaf's aid.

If the Kaltradians managed to recapture Oaf with the help of the heroes, Aries would try to persuade the heroes to help Factor 7 rescue Oaf.

Arsenal

Origin: Tom was a brilliant engineering student and breezed through his Ph.D.. He was able to get postdoctoral work with a scientist doing work on the defense department's Man Amplification Program (MAP). His work allowed him access to the Arsenal prototype.

He worked happily on the project for two months. Then he received a visitor at home. The man offered to make Tom rich. All he had to do was make a few modifications to the Arsenal armor. When the project was completed, VIPER, and not the government, would collect the device.

Tom played along with the VIPER agent, then went straight to the project's security chief. The chief consulted with his superiors and then told Tom that the modifications suggested by VIPER were positive ones. Tom would have to continue to work with VIPER until all the improvements were in place.

After a long summer of stressful meetings with VIPER and government agents, he was fed up. It seemed both groups were identical and neither were worthy of his loyalty. He was depressed and unsure what to do. He took a long walk and stumbled upon a gathering in an abandoned quarry. A large group of students were listening to a dynamic speaker in black and gold.

Aries' speech was on the government's manipulation and suppression of science. Tom recognized his predicament immediately. After the speech, Tom came up and talked with Aries. Between them, they came up with a plan.



Arsenal

Val	CHA	Cost	Roll	Notes
20/60	STR	30	21-	100 ton; 12d6 [6]
18/23	DEX	31	14-	OCV: 8/DCV: 8
13/28	CON	21	15-	
14	BODY	8	12-	
18	INT	8	13-	PER Roll 13-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack 4d6
16	COM	3	12-	
6	PD	2		
6	ED	3		
4/5	SPD	19		Phases: 3,5,8,10,12
7/15	REC	11		Values after the slash are OIF (Battlesuit),
26	END	0		No Figured Char.
35	STUN	4		

Total Characteristics Cost: 158

Movement: Running: 6"/12"
Swimming: 2"/4"
Flight: 17"/544"

Powers & Skills

Combat Training:

Combat Levels: +3 Levels w/ Ranged Combat (15)

Battlesuit, OIF:

- Plasma Weapon: Multipower 62 point pool,
Draws END from END Reserve (62/41)
- u - Plasma Blast: EB 12d6 (60/4) [6*]
 - u - Plasma Bomb: EB 8d6, Explosion (60/4) [6*]
 - u - Cone of Plasma: EB 6d6, Area Effect 7"
Cone (60/4) [6*]
 - u - Penetrating Plasma Blast: EB 6d6 NND
[Force Field] (60/4) [6*]
 - u - Penetrating Plasma Burst: EB 4 1/2d6 NND
[Force Field], Explosion (55/4) [6*]
 - u - Light Blast: Flash 6d6 (60/4) [6*]
 - u - Concentrated Blast: RKA 4d6 (60/4) [6*]
 - u - Plasma Aura: RKA 2 1/2d6, Damage Shield
(60/4) [6*]
 - u - Auto Plasma Blast: RKA 2d6, Autofire.
Penetrating (60/4) [5x6*]

Armor Defenses:

Armor +15 PD/+15 ED (30)
Flash Defense: 6 Sight (4)
Life Support: Self-Contained Breathing, Safe
Environments: Radiation, High
Pressure/Vacuum, Intense Heat/Cold.
Immune to Disease (15)

Stealth Mode: Invisibility to Radar, 0 END,
Persistent (27)

Flight Pack: Flight 17", 32x NCM (36) [1/5**]

Sensor Suite:

Radar Sense (10)
Telescopic Vision: +8 v. Range Mods for
Sight Group (8)
High Range Radio Hearing (7)
IR Vision (3)
UV Vision (3)

Battlesuit Power Plant: END Reserve 300,
REC 30/Turn (40)

Background Skills:

Computer Programming 13- (3)
Electronics 11- (3)
Inventor 13- (3)
KS: Battle suit technology 13 (3)-
Mechanics 11- (3)
PS: Research Scientist 13- (3)
SS: Electrical Engineer 13- (3)
SS: Plasma Physicist 13- (3)
Stealth 14- (3)
Weaponsmith 11- (3)

Total Powers & Skills Cost: 304

Total Character Cost: 462

Disadvantage: 150+

Hunted by

VIPER, more powerful, NCI, 8- (20)
the FBI, as powerful, NCI, 8- (15)
Local Police, as powerful, NCI, 8- (15)

Psychological Limitation:

Distrustful of Organizations
(Uncommon, Strong) (10)
Code vs Killing (Common, Strong) (15)
In love with Lumina (Common, Strong) (15)

Secret Identity: Tom Jackson (15)

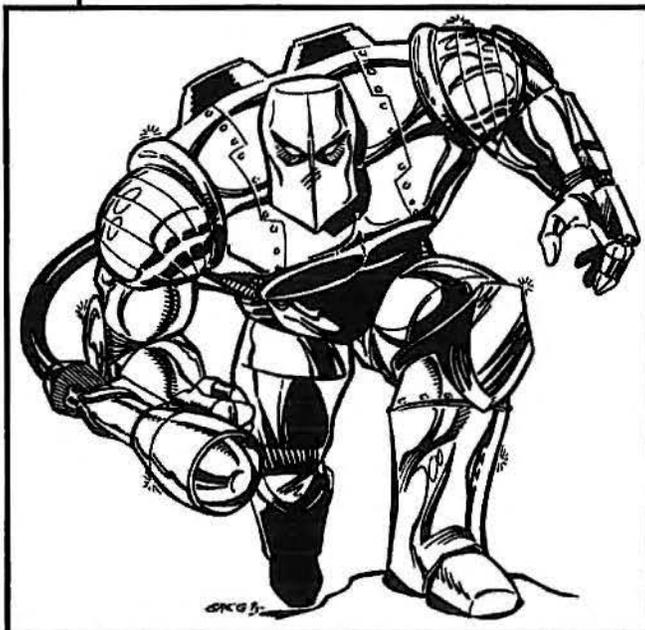
Vulnerability:

2x STUN from Electrical Attacks (20)
1 1/2x BODY from Electrical Attacks (10)

Villain Bonus (177)

Total Disadvantage Points: 462

Tom announced to VIPER and the government that the prototype was complete. Both sides massed their forces, preparing to seize the suit for themselves. Tom went in, supposedly for last minute calibrations. Instead he put on the suit and strode out. As both forces rushed up, he flipped on his loudspeaker and announced that Arsenal was going independent. He left the two squabbling groups in a roar of plasma jets.



He has since settled in with Factor 7. Now his researches go towards making the world a utopia. Aries encourages and helps, where the government had corrupted and controlled. Tom also enjoys using the Arsenal suit to help the team. He feels that the suit is now used for peace, while others had desired it for war.

When Lumina joined the team, he began to spend more time as Arsenal and less time in the lab. Her wild streak has rubbed off on him. The pair will often fly off together just to see the sights of Earth.

Personality: Tom has always enjoyed the solitude of scientific research. Until Lumina arrived, he talked of little else. Now he lets himself be dragged around the world and enjoys it.

Having been put through the ringer as a double agent for VIPER and the American government, Tom trusts no large organizations. He is very distrustful of anyone associated with the government or large agencies. He sees Factor 7 as the only way to save the Earth.

Quote: "The government made laws to bind its citizens, not help them."

Powers/Tactics: The suit uses magnetic fields to concentrate and fuse hydrogen. The attacks send hydrogen plasma down a magnetic tunnel. The NND attacks use the fields to vibrate the target.

Arsenal stays high above most battles. He acts as an observer and fire support. He agrees with Aries' view on killing and will avoid using lethal force. He typically teams with Lumina and will come to her aid over anyone else.

Appearance: Arsenal stands 6'5" tall, and cuts an impressive figure in his blue and silver suit. The air crackles around him whenever he uses his plasma weapon.

Outside of the suit, Tom is 5'9" tall, 175 lbs, has blond hair and blue eyes. He dresses conservatively, in collar shirts and slacks.

Scenario Use: Tom will occasionally attend scientific conferences. He also visits tourist spots with Lumina. During this time, he stashes the Arsenal suit at a safe house. Though reliable people usually run the houses, it is possible that the suit will get stolen. Tom has placed basic security precautions on the suit, but an electronics whiz could bypass them.

The heroes might then run into a completely new Arsenal, perhaps a psychopath or common thief. If Tom finds out, he would first call on the team. If they were unavailable, he would have to enlist the aid of the local heroes. He can reveal weaknesses of the suit.

He will want the suit back. If the heroes refuse, the rest of Factor 7 will come calling. Psypher and Whysper might simply slip into the heroes base, or the entire team might call out the heroes. In that case, there will be considerable media coverage.

Arsenal and Lumina also go out on scouting missions. They will avoid combat, firing at long range and retreating. If Lumina gets sucked into a close-up battle, he will come to the rescue.

Lumina

Background: Ssussurea is a beautiful planet in a binary star system, about 100 light years from Earth. Technologically, the Ssussureals surpassed Earth millennia ago. They created a computer to take care of all mundane tasks and discovered immortality. Since then, technological advance has come to a complete halt. People now spend their time pursuing the arts or philosophy. Food production and other maintenance is taken care of by the computer.

Because of the ease of life, society rigidly controls individuals. Conflict and irresponsibility are frowned upon. Claiming to be bored by existence is scandalous. To show the proper mode of behavior, a princess is appointed every thousand years. It is her duty to be the ultimate example of proper etiquette.

Lumina was a rogue. Painting, dancing, philosophizing all bored her. She yearned for excitement, physical danger. Her family was shocked and mortified by her antics. The time to appoint a new princess arrived. Her family put Lumina's name forward, believing that the duties of a paragon would force her to be a responsible citizen. After the appropriate debates were conducted, all Ssussureals agreed to the appointment—all except Lumina.

Lumina was crowned and locked in the palace to be tutored by the computer. She ignored the computer and explored the ancient castle. Deep below, she found the war room, a place maintained by the computer in case the planet was ever attacked. If such should occur, the room would convert members of the royalty into super-warriors.

Lumina also located the royal docks which contained a single spacecraft. With a laugh, she thanked the Ssussureals for her coronation, underwent the war room treatment, hopped into the ship and dialed a random destination. Two days later, she landed in the hills of Earth.



Lumina

Val	CHA	Cost	Roll	Notes
30	STR	20	15-	1600 kg; 6d6 [3]
26	DEX	48	14-	OCV: 9/DCV: 9
23	CON	26	14-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack 4d6
20	COM	5	13-	
10	PD	4		
10	ED	5		
6	SPD	24		Phases: 2,4,6,8,10,12
11	REC	0		
46	END	0		
42	STUN	0		

Total Characteristics Cost: 176

Movement: Running: 6"/12"
Swimming: 2"/4"
Flight: 17"/544"

Powers & Skills:

Combat Training:

Combat Levels: +3 Levels w/ Multipower (9)

War Room Treatment Powers:

Light Manipulation Multipower 60 point pool (60)

u - Light Blast: EB 12d6 (60/6) [6]

u - Intense Light Blast: RKA 4d6 (60/6) [6]

u - Bright Light: Flash 5d6 vs. Sight Group (60/6) [6]

u - Light Cone: EB 6d6, Area Effect 7" Cone, No Range (60/4) [6]

Protective Field: Force Field +15 PD/+15 ED (30) [3]

Life Support: Full (30)

Grace of the Royals: Life Support: Safe

Environment: Extreme Heat & Cold, Usable by Self & 64 Others at Range (10)

Protected Vision: Flash Defense 10 Sight (10)

Flight: 17", x32 NCM (54) [1/5"]

UV Vision (5)

Background Skills:

Combat Pilot 14- (3)

Perk: Princess of Ssussureal (5)

TF: Spacecraft (2)

Universal Translator 11- (20)

Total Powers & Skills Cost: 265

Total Character Cost: 441

Disadvantage: 150+

Dependency:

UV light, common, 2d6 per phase (25)

Distinctive Looks:

Slight glow to the skin
(Concealable, Minor Reaction) (10)

Physical Limitation:

Suffers from dependency if too much skin is covered (Infrequent, Slightly) (10)

Psychological Limitation:

She'll try anything once (Common, Strong) (15)

Naive (Very Common, Strong) (20)

Overconfidence (Common, Strong) (15)

Vulnerability:

2x STUN from Darkness-based attacks, uncommon (10)

1½x BODY from Darkness-based attacks, uncommon (5)

Villain Bonus (186)

Total Disadvantage Points: 441



Aries got wind of the landing UFO and was there before the authorities. He convinced Lumina to move the ship to his current base. For the next two weeks, Lumina was given a tour of the world; first by Aries, later by Arsenal. In many ways she had found the world of her dreams—wild, chaotic, with activity everywhere. On the other hand, the suffering and death were much worse than she imagined.

She has stayed with Factor 7 because they do not curtail her freedom. Though she would never admit it, she also stays because they are trying to better the Earth. The only responsibility she consciously feels is to her new found friends.

Personality: Outgoing and wild. She takes nothing very seriously, constantly looking for something new. She is also an eternal optimist.



She loves the rough and tumble of combat. Opponents find it easy to get her to close in, even against bad odds. If someone surrenders, she will stop fighting immediately, even if the enemy has a reputation for deceit.

Lumina is starved for activity. At the same time her upbringing prevents her from being completely irresponsible. With Factor 7, she is constantly globe trotting, seeing new things, yet Aries has a lofty goal.

Quote: "Sure! Let's try it!"

Powers/Tactics: Lumina converts solar energy into light and heat. She can focus this energy into a warm glow or down to a needle sharp point. She can control heat in the region near her, absorbing it if people are too warm, radiating it if they are too cold. Most of these powers are from the warrior process. The average Ssussureal can only regulate his own body temperature.

Lumina is the least team oriented fighter in Factor 7. She flies wildly above the battle, firing her Energy Blast at any available target. Aries has convinced her of human fragility, so she will use low power until she is sure it is safe to cut loose.

Note that she will always avoid Domino's darkness fields, caves, or the inside of large buildings, since she is dependent on UV radiation.

Appearance: Lumina is a tall, beautiful woman of exotic appearance. She has platinum blonde hair, golden eyes and a slight golden glow to her skin tone. She prefers to wear as little as possible, to maximize the amount of UV energy she can absorb. Her powers manifest as golden beams, which leave shimmering heat waves in their paths.

Scenario: Lumina spends most of her time on Earth in the company of Arsenal. She loves to travel to sunny climates, since her bikini outfit would be suspicious elsewhere. She could be spotted in many such locations. Since many of these areas are full of tourists, heroes will have to decide how to approach her.

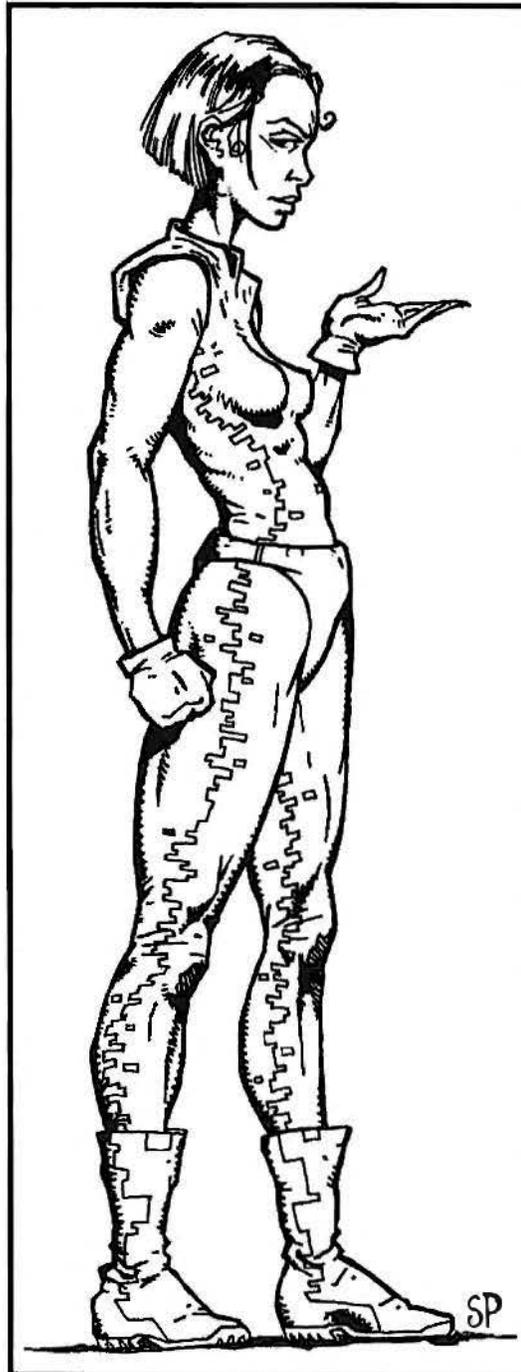
The heroes could approach her in a friendly manner. If Arsenal isn't around, she will tag along most places. She is very open and friendly; a wily person could get a lot of information from her.

Psypher

Background: Richard Sondheim worked for the CIA for ten years. He volunteered for testing of a metahuman serum, but the project was a failure and Richard was one of the few to survive. He was crippled by the test and retired on permanent disability. He was not bitter and accepted the disaster philosophically. As a civilian, he married and started a hardware store in the midwest.

Erica was born the next year, healthy and normal. She had a happy childhood and was entering high school before anything strange occurred. Slowly, she discovered that when she looked at computers, she saw glowing strands; strands that were malleable and could be shaped by her thoughts.

Her father found out when she started programming the new VCR without the remote. He realized that this must be a manifestation of the metahuman serum. He contacted his old boss at the CIA and informed him. The CIA was interested and Erica was sent a plane ticket to Virginia.



She underwent extensive testing at the government's secret labs. Once they determined that she could tap in and read electronic devices, they began to train her. Within six months, she was sent into the field to assist in surveillance on espionage suspects. Her ability to listen to phones and read computer files was undetectable by bug detectors.

Between her father's encouragement and the CIA's desires, she settled into being a special agent. Her father was ecstatic; his daughter was living the life he had lost. She wasn't as happy, losing the last years of her childhood, but wanted to make the sacrifice for her father.

As her abilities increased, she began to be seconded to other agencies. The FBI used her in Mafia investigations. UNTIL used her to ferret out a VIPER nest. None of the other agents were near her age. Many were unsure about having a "mindreading freak" involved in their operations.

So she reached out into the computer networks. She just slid her mind out along the phone lines and connected with bulletin boards and nets. She soon gravitated to those who had some mastery of this electronic world; she joined the hacker community. She kept quiet about her agency ties, realizing that her new friends were highly suspicious of the government.

She found her life splitting into two halves. Part time she was the government's eyes and ears, part time she cracked government networks with her friends. It was during this period that she began to use the handle Psypher for her criminal pranks.

She was transferred to a new department, known only as Watchful Eagle. Led by General Jack Haggart, its goal was to track down super powered beings who attacked or broke into government installations. Erica was to be the tracker. She mentally wandered the vast flow of electronic information the government could generate or intercept. She followed up with a bit of legwork to locate the targets. Then the general's special forces were called in.

For nearly a year, she ignored certain disturbing information. Finally, she had to admit it to herself; the general's special forces were a super powered hit team. Every target she had tracked down had either disappeared or died under violent circumstances. She was unsure what to do.

Her next operation involved a break in by super beings at the Hanover Nuclear Facility. A number of computer records had been stolen. With a heavy heart, she began tracking down this new group. She soon discovered that Aries was the culprit. She spotted a hacker's announce-

ment of one of his speeches and went there and listened, preparing to call in the assassins. Aries talked of secret government agencies and their ability to suppress or kill their enemies. She saw herself reflected in the talk. She warned Aries and fled with him.

When she joined the group it became Factor 6. For the first time in years she was spending time with people her own age. Aries' passionate idealism was much more pleasant than the agency's realpolitik or General Haggart's grim necessity.

Once she had settled into the group, she linked into the computer networks and sent all the classified information on Watchful Eagle to the press and to Congress. The operation was suspended, but General Haggart used his influence to avoid any criminal proceedings.

Once she was through with her revenge, she helped Aries with his plans to steal the world's nuclear weapons. Shortly after the team succeeded, the Russians sent their cyber-assassin, Whysper, to kill Aries. She noticed the glow of his controlling AI and managed to seize control of it before Whysper could carry out the assassination. When she discovered Whysper's enslaved human half, she reprogrammed the AI to be the slave instead. The now human Whysper now worships her as a savior. Since he can't communicate except by her Mind Link, she keeps her mind constantly open to him.

Presently, she teams with Whysper to conduct break-ins for Factor 7. She still keeps in touch with her hacker friends. When she has time, she runs the computer networks carrying out pranks against American and Russian agencies.

Personality: Quiet and intense, except on the networks, where she has a tendency for flamboyance. Since she can mentally run the networks, she can often be found sitting and staring into space. She is the wall flower of the group.

Psypher's experiences with the government, especially with General Haggart and Watchful Eagle, have given her a hatred for large, impersonal organizations. Her contact with Whysper serves to reinforce this view. Aries and Factor 7 give her a chance to vent this anger.

She also fears being recognized. She knows that her defection from the agency must have caused her father great pain. She now tries to keep to the shadows to avoid any publicity. On the computer she is anonymous, and so is not afraid to mingle with people.

She also feels the great burden of taking care of Whysper. His years as a slave have crippled his personality. Since she is the only one who can communicate with him, progress is slow.



Psypher

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2½d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
14	BODY	8	12-	
23	INT	13	14-	PER Roll 14-
29	EGO	38	15-	ECV: 10
15	PRE	5	12-	PRE Attack 3d6
18	COM	4	13-	
8	PD	5		
8	ED	4		
5	SPD	22		Phases: 3,5,8,10,12
7	REC	0		
36	END	0		
30	STUN	0		

Total Characteristics Cost: 142

Movement: Running: 6"/12"
Swimming: 2"/4"

Powers & Skills

Mutant Powers:

Cybernetic Telepathy: Elemental Control, Only

Works Against Electronics (-1) (20/10)

a - **Clairsentience:** Sight & Hearing Groups (10) [4]

b - **Invisibility** to Sight & Hearing Groups (10) [4]

c - **Machine Illusions:** Images: -7 to PER Rolls vs. Sight & Hearing Groups (15) [5]

d - **Machine Telepathy:** 8d6 (10) [4]

c - **Control AI:** Mind Control 12d6, x3 END Cost (13) [18]

Pain Projection: Ego Attack 3d6, Fully Invisible, Act 14-, Concentrate (0 DCV) (26) [5]

Mind Shields: Mental Defense 15 points (11)

Area Mind Shields: Mental Defense 11 points, Usable by 16 Others at Range, Costs END (9) [1]

Computer Manipulation: Computer Programming 14-, Usable at Range (4)

Sensor Fooling: Security Systems 14-, Usable at Range (4)

Computer Skill: 6 Levels w/ Computer Programming & Security Systems, Usable at Range (27)

Mind Link: Any one mind, up to 8 minds at once (30)

Armored Costume: Armor +12 PD/+12 ED, OIF, Act 14- (18)

CIA Computer Spy Skills:

Skill Levels: +2 w/ INT-Based Skills (10)

Absolute Time Sense (3)

Bugging 14- (3)

Bump of Direction (3)

Climbing 13- (3)

Concealment 14- (3)

Contact: Stronghold computer systems manager, 12- (2)

Contacts: in Hacker Community (x2) 11- (2)

Cryptography 14- (3)

Eidetic Memory (10)

Electronics 11- (3)

Favors: in Hacking Community (x6) (3)

Forgery 11- (3)

Gambling 11- (3)

KS: Computer Encoding Techniques 14- (2)

KS: Computer System Architecture 14- (2)

KS: Credit Card Systems 14- (2)

KS: Electronic Transactions 14- (2)

KS: Hacker Community 14- (2)

KS: Military Networks 14- (2)

KS: Operating Systems 14- (2)

KS: Phone Systems 14- (2)

KS: Stronghold Security Systems 14- (4)

Lightning Calculator (3)

Lockpicking 13- (3)

Scholar

Speed Reading (3)

Stealth 13- (3)

Streetwise 12- (3)

Well-Connected

Total Powers & Skills Cost: 288

Total Character Cost: 430

Disadvantages: 150+

Hunted by

General Haggart & Watchful Eagle,

More Powerful, 8- (15)

the CIA, as powerful, NCI, 8- (15)

the FBI, as powerful, NCI, 8- (15)

Local Police, as powerful, NCI, 8- (15)

Psychological Limitation:

Code vs. Killing (Common, Total) (20)

Deals better with machines than people (Common, Moderate) (10)

Protective of Whysper (Common, Strong) (15)

Never refuses a computer related challenge (Common, Strong) (10)

Reputation

Ace Hacker, extreme, 8- (10)

Secret ID: Erica Sondheim (15)

Vulnerability:

2x STUN From Sonic Attacks, common (20)

Villain Bonus (115)

Total Disadvantage Points: 430



Quote: "Your system has been brought to its knees courtesy of Psypher." (message left on computer screens.)

Powers/Tactics: Psypher has the ability to mentally link with computers. Her mind can act as a computer with modem. She can connect with a computer over the phone lines, or directly if she is nearby. Her mind can hold vast amounts of information and process it quickly. This has made her famous as one of the best world's best hackers.

She has also slowly developed an affinity for the living mind as well. Now she can synchronize with cooperative minds or crudely short out the synapses of an opposing mind.

Her work for various government agencies has given her excellent espionage training. She puts this to good use when breaking into secure establishments.

In combat situations, Psypher is disguised and on the periphery of battle. She first uses her Mind Links and Mental Defense on each of the team. Then she stays back and uses her Ego Attack against vulnerable targets.

If one of the enemy is electronic in nature, she tries to take it over with Mind Control. If this fails, she uses Images to scramble the target's senses.

When breaking into an installation, she uses her Clairvoyance to connect to the base's monitoring system. She uses her ranged Security Systems and Computer Programming to open a gap. She slips in and uses either Invisibility or Images to fool electronic surveillance. She can quickly scan and remember written documentation and she can read computer's memory.

Appearance: Psypher is good-looking woman who is 5'4" tall and weighs 111 pounds. She had red hair and green eyes, which are nicely complimented by her green and gold costume.

Scenario: If any of the heroes are connected to research facilities, they might run into Psypher and Whysper on a raid. Psypher tries to avoid combat. Given a chance she triggers the base security system, identifying her opponent as the intruder. She then tries to escape in the confusion.

Hero groups with close connections to the government might find their computer systems shut down by one of Psypher's malicious pranks. If the group has a reputation as killers, they may find their computer files dumped to the media. They may also find their bank accounts lost; huge credit card, phone and electric bills; and warrants put out for their arrest.

A hero group might also be contacted by Richard Sondheim or General Haggart. Richard believes that his daughter must be brainwashed. He will ask the group to rescue her. General Haggart is interested in eliminating a constant thorn in his side. He tries to get heroes to locate her. If they are successful, he sends his assassins in to kill her.

Whysper

Background: Sergei was a poor farmer's son on a collective in the Ukraine. In his early teens, he discovered his ability for slipping out of sight. He was soon using it to shirk chores and spy on girls. He figured life would be much easier with this power.

At 18 he was drafted. In the close confines of the barracks, his powers did not serve him so well. He was caught exhibiting his power and sent to the commander. The commander was a friend of General Turnavitch, a man interested in metahumans. It only took a call to transfer Sergei to the general's command.

Turnavitch was trying to create the perfect spy and Sergei's powers fit in perfectly. However, Turnavitch was not interested in training a metahuman who might go rogue. So, he brought in Dr. Keringvar who was investigating cybernetics and artificial intelligence.

The doctor had just completed work on the SAGE project (Space Array for General Espionage) for the Space Department. This was composed of a large number of tiny spy satellites, tied together by an advanced expert system. The doctor believed that the system could be augmented by direct connection to a spy's brain. This way a spy could get real-time information on his target.

Keringvar and Turnavitch agreed that Sergei would be that spy. The doctor began a long series of operations, installing life support gear, surveillance equipment and the connections to SAGE. Finally, he added in his newest artificially intelligent computer. No longer would Turnavitch have to depend on a human's loyalty; the AI would control all higher functions.

A side effect of all this surgery was Sergei's inability to shut down his invisibility. He was permanently silent and unseen. The general had no problems with this. The AI could communicate via a wire connection and Sergei had ceased to exist as a free entity.



Whysper

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	800 kg; 5d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
23	CON	26	14-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 12-
8	EGO	-4	11-	ECV: 3
15	PRE	5	12-	PRE Attack 3d6
14	COM	2	12-	
8	PD	3		
8	ED	3		
4	SPD	7		Phases: 3,6,9,12
10	REC	0		
46	END	0		
38	STUN	0		

Total Characteristics Cost: 105

Movement: Running: 6"/12"
Swimming: 2"/4"
Flight: 5"/10"
Teleport: 10"/20"

Powers & Skills

Combat Training:

Skill Levels: +3 Levels Overall (30)

Enhanced Mutant Powers:

Psychic Claws: Ego Attack 5d6, No Range (33) [5]

Internal Armor: Armor +15 PD/+15 ED (45)

Life Support: Full (30)

Invisibility to Sight, Hearing, Radio & Smell/Taste Groups, Spatial Awareness & N-Ray, 0 END, Persistent, Always On (87) [0]

Flight: 5" (10) [1/5"]

Teleport: 10" (20) [1/5"]

SAGE System Access: Clairsentience for Sight Group & Radar, x32,000 Increased Range, Extra Time: +1 Turn to Start Power, Concentration (0 DCV Throughout), Target must be capable of being observed by a satellite (-1/2) (35) [3]

IR Vision (5)

UV Vision (5)

High Range Radio Hearing (10)

Mind Link with Psypher, 0 END, Persistent, Always On (7) [0]

Russian Assassin Skills:

Acrobatics 14- (3), Breakfall 14- (3)

Combat Driving 14- (3)

Computer Programming 12- (3)

Demolitions 11- (3)

English: Native Accent (4)

KS: Assassination Techniques 11- (1)

KS: Soviet Security Codes 11- (1)

KS: US Military Procedures 11- (1)

KS: US Military Bases 11- (1)

KS: US Security Codes 11- (1)

Mimicry 11- (3)

Russian: Native (0)

Scholar (3), Shadowing 11- (3)

Transport Familiarity, All Air, Ground & Water Vehicles (2)

WF: Small Arms (2)

Total Powers & Skills Cost: 386

Disadvantages: 150+

Berserk:

If capture seems imminent, uncommon, 11-, Recover 11- (15)

Enraged

If Psypher is in trouble, uncommon, 11-, Recover 11- (8)

Hunted by:

Russian Intelligence Agency, more powerful, NCI, 8- (20)

US Military Intelligence, as powerful, NCI, 8- (15)

the CIA, as powerful, NCI, 11- (20)

the FBI, as powerful, NCI, 8- (15)

20 Hunted by intelligence community 8-

Physical Limitation:

Cannot communicate except through Mental Powers (Greatly, All the Time) (25)

Psychological Limitation:

Will not use a gun (Uncommon, Total) (15)

Dependent on Psypher (Uncommon, Total) (15)

Reputation:

Russian Assassin, extreme reaction, 8- (10)

Villain Bonus (165)

Total Disadvantage Points: 473



Total Character Cost: 473

For the next two years, Whysper—as the new entity was code named—performed admirably. He conducted many successful espionage and assassination missions. Then Aries teleported away the Soviet's nuclear weapons. Turnavitch sent Whysper out to eliminate this threat. Whysper located Aries aboard Lumina's spacecraft. He hitched a ride on an emergency launch by a soviet Progress and flew from it to Lumina's ship.

Slipping inside, Whysper prepared to kill Aries, but Psypher sensed the AI's presence. She quickly entered the computer brain and paralyzed him. She was horrified by what had happened to Sergei and so reprogrammed the AI. Now Sergei was in control and the AI was subservient. Even worse for the soviet's, SAGE was now under his sole control.

Even free, Sergei could not communicate, except by writing or via Psypher's Mind Link. Permanently invisible, with much of his flesh replaced by ceramics and metal, he cannot live a normal life. He loathes the Soviets for what they did and worships Psypher for freeing him. Since he can't talk, Psypher leaves her mind open to him.

He now aids Factor 7, often conducting espionage missions with Psypher. His access to SAGE also helps the team keep track of world events.

Personality: Two years as an AI's slave have shriveled his personality. His recovery is retarded by his inability to communicate with anyone except Psypher. He treats her as a savior and tries very hard to please her.

Whysper has never had to depend on himself. First he had his parents, then the AI took complete control. He has now fixed on Psypher. He has no fear, as long as Psypher is nearby, or in mind contact.

The numerous assassinations the AI carried out has given Whysper a strong aversion to killing. He will no longer use a gun, depending instead on his psychic claws.

He knows that the AI is still there, waiting for a chance at taking control. He is terrified of capture, afraid his captors will reprogram the AI again.

Quote: "...” (Whysper is a mute.)

Powers/Tactics: Whysper originally had the power to obscure himself for short periods of time. When the AI was implanted, it modified his neural pathways. The power now took no effort to maintain, but the ability to shut it down was lost. The AI was also able to retune other synapses of the brain and produced the psychic claws. These are mental images of real claws. A target's nerves feel as if they had been raked by real claws. No physical damage is done, just pain.

Whysper can only be detected by his fringe effect, mentally and by touch. He can extend this ability to small objects. He used such untraceable guns to carry out assassinations so now will not carry one.

Whysper does not leap into battle unless Psypher is in trouble. He prefers to lurk around the periphery and use his psychic claws against those who are otherwise engaged.

If someone has spotted him, he will teleport or fly away. When they are distracted again, he will approach and use his claws.

Appearance: Whysper is about 6'5" tall and weighs 275 pounds. Of course, he's completely invisible, so no one can really tell this. When he uses his claws, the victim may notice a slight warping of the light. The victim will definitely be left with the mental picture of sharp glowing claws striking.

Scenario: Whysper typically operates with Psypher, always maintaining a Mind Link with her. If she is captured or in trouble, he will race there, probably without informing the rest of the team.

The soviets consider Whysper to be a piece of top secret property stolen by Aries. If he is captured, the Soviets are bound to demand his return. With Whysper's inability to communicate, it will be difficult for him to dispute the soviet claim. Other governments may also want a look at Whysper.

If Whysper's AI were to regain control, it would target enemies of the Soviet state. It is possible that its reprogramming to slave status has unbalanced it. Once in control it might consider all American superheroes as threats. Heroes may find themselves shot at by unseen gunmen.

If Factor 7 cannot locate him quickly, Psypher will enlist the help of anyone else. Since she is one of the few who can stop him without killing him, the heroes may be forced to cooperate with her.



FOXBAT

Membership: Foxbat, Exo-Skeleton Man, Harmonious Fist, and Alex Hampton. Foxbat also has vast legions of loyal agents, ready to throw down their lives at his bidding. Well, to be honest, Foxbat doesn't have all that many agents. He's got four, to be precise. Four. Four lousy agents! You'd think a villain of Foxbat's stature would have dozens, but no, he's only got—

Sorry about that. As I was saying, Foxbat has four agents: Agent One, Agent X, Agent Orange, and Charly.

Origin: Foxbat's organization wasn't planned; it just grew through a series of events. Foxbat knew he was a master villain; he had the moves, the vision, the plans...the plans. He had so many plans that they changed almost daily. Hourly. By the minute. He *was* the master planner, and that made *him* a master villain.

But plans weren't enough. A master villain needed something more. He needed agents. Foxbat mulled this over; he studied the problem. He made plans. Then fortune intervened.

Foxbat's master plan had gone astray, again, and he was in his secret hideout, depressed. In walked Leroy McGowan, former VIPER agent. Foxbat's plans had been answered; he had his agent. Now, he could step up to the highest level of master villainhood, now he could rule the wor—He stopped. That wasn't his plan. No matter; with the loyal Leroy by his side, it didn't matter what his plan was. It would succeed.

History: Leroy did prove to be a loyal agent, and grew into his role as Foxbat's main henchman. When Foxbat accidentally procured the prototype exo-skeleton, he gave it to Leroy. Foxbat's sidekick, the awesome Exo-Skeleton Man, was born. That was the turning point.

Shortly thereafter, Foxbat encountered John Genaro in the local McDonalds. The baseball player-turned-roboticist joined Foxbat as Agent One. When Foxbat needed a new driver, he found "Fast Eddy" Cooper being tortured in a VIPER base. He rescued Eddy, who became Foxbat's chauffeur and Agent Orange. A quick mission to the hospital brought him "Big Vic" Dumbrowski and Charlotte Dunbar. They also joined the master villain as Agent X and Charly, Foxbat's best friend.

Foxbat didn't have to look very far for someone to run his secret base. Alex Hampton had been looking after Foxbat since the villain was a young boy. And since the "secret hideout" was nothing more than Foxbat's family estate, it was already Alex's job to supervise things and keep everything quiet. He hired discreet servants, and made sure that the local police were well paid off.

When Foxbat stumbled across Harmonious Fist, he knew his group was complete. With his loyal super-powered henchmen, his legion of Foxbat agents, and his secret hideout, he was ready. Soon, the world would learn of Foxbat's master plan!

Things didn't work out that way. The secret hideout was too far off the beaten path. Foxbat set up a new headquarters, in the heart of the city. It was a penthouse base, and had everything a villain could want. It was even listed in the phone book, under "Foxbat." He couldn't get a Yellow Pages ad; there was no category listing for "Headquarters, Supervillains."

Foxbat and his organization now operate out of a major metropolis, retreating to his country estate only to lick their wounds and for major holidays. The Master Plan progresses. Nothing can stop them...

Goals: The only thing holding Foxbat back from being a real villain is his lack of a goal. He has a *very* short attention span, and his "Master Plan" changes quite frequently. Sometimes it changes during a mission! Whereas Foxbat is always sure of what he is doing, his people are quite often confused. Still, that doesn't deter them from *their* goals, which are to make money and have fun.

Tactics: Foxbat's tactics will depend upon the job at hand. He will come up with an elaborate plan for a mission, a plan that utilizes each of his people most effectively. The problem is that such a plan will be complex, and require split second timing. It is easily upset by outside factors, and then things fall apart. When that happens, Foxbat will bark out contingency codes; codes so secret that only he knows what they mean. His people will fight as best they can and continue with the mission or, if it looks hopeless, withdraw in good order.



Lethal damage is never a part of Foxbat's plans. He's a "kinder, gentler" supervillain, and doesn't want to hurt anyone. Even if his foes resort to such tactics, Foxbat won't. His people will try to take the offending party down or, if they can't, run away.

Relations: For the most part, the group gets along well. They are tied together by their mutual like of Foxbat. He is their leader; there is no doubt about that. Foxbat gets along well with all of his people.

Leroy and Harmonious Fist do not get along real well. They are both street punks, but from very different cultures. The Fist also has trouble with Fast Eddy and Charly. He's too crude and rough for their tastes. On the other hand, the Fist admires Big Vic for his football career, and tolerates John because he used to play ball. That makes them almost fellow academics.

John and Vic are easy going, and get along with everyone. Eddy is hyperactive, and gets on people's nerves. He can't stay still and is distracting. Alex is very much everyone's grandfather, holding the group together, and mediating disputes. The group rarely troubles Foxbat with their problems. Charly mothers everyone, whether they want it or not. She considers herself the only sane person around (with the exception of Alex) and tried to act as a reality anchor so that things don't get too far out of hand.

Reputation: Foxbat's got a reputation as a real flake. Even though he can be effective and dangerous, it is hard to take him seriously. His organization isn't well known; Exo-Skeleton Man is the only member of Foxbat's posse who has any kind of reputation, and he's regarded as a wimp. VIPER hates Foxbat, and is constantly trying to capture him, kill him, or foil his plans. For some reason, they haven't had much success. The odds are good that Foxbat will continue to attract more refugees from VIPER to his organization, quite by accident.

Scenario Use: Foxbat is a chance for the characters to have a nice, light-hearted encounter. Or they might encounter Foxbat and parts of his group during the course of another adventure. Foxbat's plans almost always run into another organization's plans.

Foxbat

Background: Freddy Foswell was born into a life that Robin Leach would envy. His parents weren't just rich, they were really rich; old money and all of that. Freddy was an only child who came late in his parent's lives. Consequently, he was their little darling, spoiled and indulged in every way.

Craig Foswell, Freddy's father, didn't work, of course, but kept himself busy yachting, drinking, and playing polo. Freddy's mother, Cynthia, was the perfect wife with a passion for tennis and bridge. So even though Freddy was the apple of their eye, he was often left alone in the care of his tutors and the servants.

Freddy was a nice child, considerate of the servants and all, but he was a bit odd, some said. He developed a few strange passions early in life. Most of these were quite typical, like Freddy's obsession with comic books, but others were more unusual, and certainly not worthy of a Foswell's attention. Young Master Freddy exhibited a fascination with gymnastics and acrobatics at the age of eight. Normally, such interests would have been discouraged. After all, it wouldn't do for a Foswell to leap and tumble like some common...some common...some common gardener or something. But the senior Foswells were often away. And one of the servants, a gardener of all things, was a former Olympic gymnast. The gardener, Alex Hampton, saw Freddy's great potential and encouraged his passion as he taught and trained him.

Like all of Freddy's interests, acrobatics became an obsession, a way of life for him. It was the same when Freddy became involved in Kung-Fu, when he became interested in electronics, in computers, in robotics, when he became fascinated with *Gilligan's Island*. Alex was there with Freddy for all of his passions, teaching him, helping him, and making sure that none of his teachers took advantage of him. Freddy's parents were concerned that their darling boy might do something that would embarrass them, like enter trade. But they saw what a good job Alex was doing with Freddy, and promoted the gardener to the position of Companion to their dear boy.

For all of his esoteric interests, Freddy led a very sheltered life, seeing only his parents, his tutors, the servants, and, of course, Alex. There was the occasional party or social function but they were infrequent, and Master Freddy was often too caught up with his latest passion to attend.

When Freddy was seventeen his parents were killed in a freak boating accident. Freddy was the sole heir but since he was underage one of his father's old chums, Jonathan Quarter, was appointed as Freddy's trustee. Freddy went on with his life, much as before, until further tragedy struck. Quarter was caught systematically looting the Foswell trusts, and arrested. The jury found Quarter guilty, but he never made it to jail. He was found dead the next morning, his old service pistol having provided him with the final escape.



In his suicide note, he begged young Freddy to forgive him. Power beyond his control, he wrote, had led him to his evil deeds. *"There are things that no man can escape, young Freddy, things which have ultimate control over a man and his destiny. I did not start down this path of crime on my own accord. Find it in your heart to forgive me, and pray for the damnation of those who led me to betray you..."* the note read. A devastated Freddy was turned out into the cruel world, destitute, his fortune spent and ruined by the man his father had called "friend".

Freddy seized upon the wording of Quarter's note, and became convinced that there had been some conspiracy aimed at the poor man. Later, Freddy became convinced that the same conspirators were after him. Freddy turned his efforts to unraveling the conspiracy, but to no avail. Only through the antics of Gilligan and the crew and passengers of the Minnow were things made clear. One day, during a commercial break, Freddy Foswell resolved further steps were necessary.

Freddy sunk his paltry resources (the three million dollar trust that had been left untouched) into his next venture. This was the catalyst that his latent genius needed. Never had a Foswell trained so hard, worked so diligently, or invented with such inspiration. For two years Freddy worked, swearing to uncover that vile conspiracy and to clear an innocent man's name!

By this point Freddy was far gone into the lands of delusion and paranoia. Even Alex couldn't keep Freddy on track and stable. An exhausted Freddy was working late one night, perfecting the last of the devices that he would need in his quest. At last he was finished! He lacked only one thing... a name. Something caught his eye then and he looked up, out the window. A foxbat quickly fluttered by the moon, and then vanished, gone into the night. Yes! That was it! He'd be Foxbatman, and strike fear into the hearts of those who would doom innocent man. Freddy yelled for his faithful companion to come and witness his baptism.

By the time Alex made it upstairs, Freddy had dropped the final "man", and named himself Foxbat. The time had come to strike! Foxbat donned his costume, armed himself with his inventions, and went to seek justice.

Things didn't quite work out. The judge who Foxbat was convinced was a key part of the conspiracy wouldn't talk. Worse yet, the judge had the gall to call the police, who shot at the masked defender of truth and justice! The ultimate blow came the next day, when the local papers labeled him a criminal.

And so it went. There was no conspiracy to unmask, and Foxbat made a bigger and bigger mess for himself. Freddy soon became so caught up in the role the media had created for him that he lost sight of his original goal, and became the master villain he was thought. Freddy played the role to the hilt, creating and executing the most insane master plans the world had ever seen. Soon, he vowed, soon the world would know the awesome power of the man called... Foxbat!

Personality: Foxbat is one of the most harmless villains the heroes will ever encounter. He's not mean or vicious, and he doesn't seek to rule the world. He'll go out of his way to avoid hurting people, or to save innocents if they're in danger. He's annoying that way.

The key to Foxbat is to remember he is obsessive with an attention span of a three-year old. He'll come up with the most ludicrous master plans, generally multi-staged ones, and, in the midst of the most important job, forget what's he's doing and start hitting on one of the heroines. Or he'll embark on his second master plan, completely forgetting to complete his first one. It is vital to remember Foxbat is an utter loon.

For all that he's totally crazed, Foxbat has an aura of charisma around him that coaxes devotion and loyalty from his followers. He's very pleasant, and the heroes may well feel sorry about beating him and locking him away in an asylum.

Foxbat will often fixate on some superhero, and want to be their sidekick. He'll give interviews, describing himself as "<Hero's Name>'s Pal, Foxbat" and generally make a nuisance of himself. If attacked, he'll lose the fixation and trash (or try to trash) the hero.

It's even more annoying when he falls in love, which he does at the drop of a hat. If he does fall for one of the heroines, it will be love of the most romantickind. The heroines can count on battles being interrupted by Foxbat inviting her to dinner, on having huge bouquets of flowers delivered to her at the most inconvenient times, the works. If she attacks the lovesick Foxbat, he'll be convinced it's a sign of her feelings for him, and things will get worse.

Quotes: "Now, face the wrath of my incredible Ping Pong Ball Gun!"

"Hahahahahahahahaha!"

"That's a nice suit. Where'd you g—(oof!)"

"Now stand in awe of the awesome Centipedmobile! (Pause) Why are you laughing?!?"

"Excuse me, Ma'am, can I carry those groceries to your car for you?"



Foxbat

Sidebar: The True Origin of Foxbat

Foxbat has a strange creation story. Set your mind back to the last days of 1981. Hero Games is a very young company, and I'm busy working on ENEMIES II. The book is coming together, and I've collected a nice group of villains from our various gamemasters. (Of course, many of the submissions didn't have origins, or costumes, or anything, but that's besides the point.)

We're getting ready to lay-up the book. I'm going crazy the closer we get to the deadline. In those days our house artist was the famous hack, Mark Williams. One day shortly before the book was supposed to go off the printer, I happen to wander by Mark's table, where he was working on the cover for ENEMIES II.

Me: "Nice Cover, Mark. Uh, who's the guy with the gun?"

Mark: "I don't know. He looks cool, though"

Me (Thought): "Oh, no! I have to write this guy up, quick!"

Me: "Mark, what's the thing on his chest?"

Mark: "I don't know, a rat or a bat or a fox or something."

Steve Peterson: "Maybe it's a foxbat."

Me: "Foxbat...that's not a bad name, let me see..."

Steve: "What's that thing in his hand? A ping pong ball gun?"

Me (writing as fast as I can): "OAF - Ping Pong Ball Gun"

Such is inspiration. Foxbat made it into the book (he had too; he was on the cover) and quickly became one of our most popular villains, the spokesman for Hero Games. He also became one of my favorite characters. I've used him as villain and played him as a character in more campaigns than I'd care to count.

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
20	CON	20	13-	
15	BODY	10	12-	
23	INT	13	14-	PER Roll 14-
11	EGO	2	11-	ECV: 4
20	PRE	10	13-	PRE Attack 4d6
20	COM	5	13-	
8	PD	4		
8	ED	4		
6	SPD	27		Phases: 2,4,6,8,10,12
10	REC	4		
40	END	0		
50	STUN	15		

Total Characteristics Cost: 163

Movement: Running: 6"/12"
Swimming: 2"/4"

Powers & Skills

Combat Training:

Skill Levels: +4 Levels Overall (40)

Martial Arts—Kung Fu (38)

Maneuver	OCV	DCV	Damage
Block	+2	+2	Block, Abort
Dodge	—	+5	Abort
Punch	+0	+2	8d6
Kick	-2	+1	10d6
Legsweep	+2	-1	7d6, Target falls
Escape	+0	+0	45 STR vs. Grabs

Use Art with Clubs, Pole Arms, Whips, Chain and Rope Weapons, Staffs, Three-section Staffs, and Wind and Fire Wheels

+2 DC for all Attacks (already added in)

Gadget Pool: Power Pool 150 point pool, Only change between adventures, All Powers must be on Charges, END Reserve, or at 0 END (-¼), All powers must have a focus of some sort (-¼), Only for powers that are technologically feasible (-0) (187)



Master Villain Skills:

Acrobatics 14- (3), Breakfall 14- (3)
Computer Programming 14- (3)
Criminology 14- (3), Electronics 11- (3)
Inventor 17- (9)
KS: Comic Books 14- (3), KS: Kung Fu 11- (2)
Mechanics 11- (3)
SC: Automotive Engineering 14- (2)
SC: Robotics 14- (2), Scientist (3)
Security Systems 14- (3), Stealth 14- (3)

Total Powers & Skills Cost: 310

Total Character Cost: 473

Disadvantages: 100+

Hunted by

Hero Group, more powerful, 8- (15)
VIPER, as powerful, NCI, 11- (20)

Psychological Limitation:

Code vs. killing (Common, Total) (20)
Mad as a hatter (Very Common, Total) (25)
Obsessive (Very Common, Strong) (20)
Quick to fall in love (Very Common, Strong) (20)

Secret Identity: Freddy Foswell (15)

Vulnerability:

2x STUN from Fire Attacks (20)
2x STUN from Energy Killing Attacks (30)

Villain Bonus (88)

Donated Experience (See CHAMPIONS II) (100)

Total Disadvantage Points: 473

Classic Foxbat Gadgets

Gadgets

The Dread Ping-Pong Ball Gun: Multipower 60 point pool, OAF (30)
u - Web Shell: Entangle 6d6 DEF 6, 16 chrgs. (60/3) [16c]
u - Ping-Pong Ball: EB 12d6, 16 charges (60/3) [16c]
u - Gas Shell: EB 6d6 NND [Self-Cont. Breathing], Area Effect 6" Radius, 4 charges (90/11) [4c]
u - Flare Shell: Flash 3d6, Area Effect 3" Radius, 16 charges (60/3) [16c]

The Amazing Armored Costume of Foxbat, OIF:
Armor +8 PD/+8 ED (16)
Padding: +10 PD/+10 ED (14)

Jet-Glider Wings, OIF: Gliding 20" (13)

Rocket Boosters: Flight 30", only for gaining altitude (-1 ½), 4 charges, Act 14- (13) [4c]

The Amazing Foxbat Visor, OIF:
Radar Sense, 360 degree sense (17)
Telescopic Vision: +6 Range Mod for Sight PER Rolls (6)

High Range Radio Hearing (7)
IR Vision (3), Ultrasonic Hearing (2)

The Noogie-o-Matic™: Drain 4d6 vs. PRE, Only works on targets with exposed hair (-½), 4 charges, Act 14- (10) [4c]

Powers/Tactics: Foxbat is a very talented normal who depends upon his gadgets for his firepower and defense. He's really quite unpredictable, and will often custom tailor his entire array of gadgets for a specific job. When pressed, he'll defend himself with his command of the martial arts.

Foxbat is crazy, and his tactics represent this. He'll often stop fighting to do something strange, like help an old lady across the street. Or, if he spots an episode of *Gilligan's Island* on a nearby TV, he'll sit down and watch. He also very impressed with the fact he can fly (even though he can't; he can only glide.) If the battle is going well, and he's gliding around, shooting people, he'll often start to glide as fast as he can, in the tightest circles he can, cackling and laughing to himself.

Appearance: Foxbat is about 6' tall, and weighs 175 pounds. He is trim and fit; he's in perfect shape, as a matter of fact. He's got blond hair, which he wears short but stylish, and blue eyes. He's a handsome man who cuts a dashing figure in his costume.

Campaign Use: Foxbat is perfect for encounters that need a light touch, or as comic relief. He also is a nice subplot to spring on the poor heroes. If he gets fixated in his pal mode, or if he falls in love with one of the heroines, he'll show up a lot. He may even be helpful. Deep down, there's a good person in Foxbat, and some heroes might see him as salvageable. He's especially fun to spring on those redeemer types.

Foxbat is also good to use as a dupe. Nothing muddies the waters better than having Foxy appear, boasting about one of his hairball master plans. It works as a wonderful red herring, distracting the heroes from the plans of the real master villain. Of course if Foxbat finds out that he's being used as a dupe, he'll want revenge and may even team up with the heroes to get it.

Exo-Skeleton Man

Background: Leroy McGowan grew up on the back streets of Ocean City with only the best of intentions. He was involved early in several youth groups (the Warhawks, and later on the Raiders), an affiliation that led to an association with Ocean City's Juvenile Court System. This association lasted until Leroy's eighteenth birthday.

One year later (after getting out of the State Penitentiary, where he was doing time for armed robbery), Leroy came into contact with yet another fraternal organization: VIPER. Leroy joined VIPER and in four years reached the rank of agent — not exactly a stratospheric rise through the ranks, but at least they gave him a cool uniform and nifty equipment.

On Leroy's twenty-third birthday, he was captured by UNTIL. Happy birthday, Leroy! In the van ride to the UNTIL base, Leroy reflected on his criminal career. It hadn't gone as he planned. Sure, he had made some quick money, and had had some laughs, but it seemed he was always getting beat up. What kind of life was that? Now, he was headed for the big fall. If only he had linked up with someone who had a plan, or vision. If only—

Enroute to the UNTIL base, the van was attacked by none other than the amazing Foxbat! (Foxbat was under the assumption that the van was carrying secret UNTIL weapons. He was so absorbed in being a safe driver, he didn't notice he had followed the wrong van.) Leroy escaped during the battle, and followed Foxbat back to his secret hideout.

Leroy found Foxbat as our poor hero (or villain—take your pick) was going over the ruins of his master plan. Obviously, none of the screw ups would have happened if Foxbat had only had a driver. He resolved to hire one, immediately. Foxbat looked up and saw Leroy standing in the doorway of his most secret hideout. He had only one question: "Can you drive?" "Yes," Leroy replied and became Foxbat's first agent.

Leroy proved to be a valuable assistant to Foxbat, always there to drive the Foxbatmobile, to hold Foxbat's cape, and to go out for pizza. Thus it was only logical that when Foxbat procured the prototype powered exo-skeleton that he give it to Leroy. After much practice, the awesome Exo-Skeleton Man was born!

Personality: Leroy is a street tough who's made the big time. A supervillain. He's very impressed with that, and very impressed with his equipment. He sees himself as a "Maximum cool cat, totally equipped and ready to rock." Loosely translated, that means Leroy is overly impressed with his exo-skeleton. He believes that there is nothing it can't do.

Exo-Skeleton Man is also devoted to his main man, Foxbat. It was Foxbat who turned his life around, and who made him what he is. He worships the ground the man walks on. Of all of Foxbat's minions, Leroy is the most enthusiastic.

Quote: "You in trouble now, chump. Ain't nothin' that can stand the power of Exo-Skeleton Man!"

Powers/Tactics: Leroy loves to mix it up physically with his opponents. He'll jump up close to his target, and let loose some punishing punches or kicks. If he can't reach his foe, he'll open up with his wrist blaster. Leroy still has enough of the VIPER agent in him to use his Find Weakness first.



Exo-Skeleton Man

Val	CHA	Cost	Roll	Notes
15/35	STR	18	16-	3200 kg; 7d6 [1/0]
14/20	DEX	24	13-	OCV: 7/DCV: 7
13/23	CON	19	14-	
10	BODY	0	11-	
11	INT	1	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	16-	PRE Attack 7d6
10	COM	0	11-	
3/19	PD	8		
3/19	ED	9		
3/4	SPD	9		Phases: 3,6,9,12
6/12	REC	0		
26/46	END	0		Value after slashes are
25/40	STUN	0		OIF—Exo-Skeleton

Total Characteristics Cost: 93

Movement: Running: 9"/18"
Swimming: 2"/4"
Leaping: 30"/120"

Powers & Skills:

Combat Training:

Find Weakness with Wrist Blaster, 11- (10)
Combat Level: +1 OCV w/ Wrist Blaster (2)

Martial Arts—Classic Comic Book (28)

Maneuver	OCV	DCV	Damage
Block	+2	+2	Block, Abort
Dodge	—	+5	Abort
Punch	+0	+2	9d6
Kick	-2	+1	11d6
Throw	+0	+1	9d6+V/5

+2 DC for all Attacks (already added in)

The Awesome Exo-Skeleton, OIF:

Powerful Batteries: 0 END Cost for STR 35 (11)
Suction Feet and Palms: Clinging, STR 35 (7)

Awesome Defenses:

Armor +12 PD/ +12 ED, Act 14- (18)
Power Defense 10 points (7)
Flash Defense 5 Sight (3)
Life Support: Self-Contained Breathing (7)

Motor-Powered Legs:

Running +3" (4) [1/5"]
Superleap +16", x4 NCM (19) [1/5"]

Incredible Sensor Suite:

IR Vision (3), High Range Radio Hearing (7)
Security Jammer: Security Systems 13-,

Usable at Range (7)

Wrist Blaster: EB 8d6, Autofire, 60 charges,
Jam 14- (32) [60c]

Mechanical Self-Confidence: PRE +20,
Only for Defense (-1) (8)

Background Skill:

Streetwise, 12- (3)

Total Powers & Skills Cost: 176

Total Character Cost: 269

Disadvantages: 100+

Hunted by

VIPER, more powerful, NCI, 11- (25)

Psychological Limitation:

Worships Foxbat (Common, Total) (20)

Impressed with own equipment
(Common, Strong) (15)

Secret Identity: Leroy McGowan (15)

Unluck: 2d6 (10)

Vulnerability:

2x STUN from Electricity (20)

1 ½x BODY from Electricity (10)

Villain Bonus (54)

Total Disadvantage Points: 269



Appearance: Leroy is a tall man; he stands about 6'4" tall, and is solidly built. In his exo-skeleton, he tops 6'7" tall. He has black hair, which he wears in an afro, and brown eyes. Outside of the exo-skeleton, Leroy dresses sloppily; his clothes often need washing, buttons replaced, etc. In contrast to this, his exo-skeleton shines.

Campaign Use: Exo-Skeleton Man is Foxbat's right hand. He exists only to help his boss with the master plan of the moment, and has no real desire to do anything on his own.

Harmonious Fist

Background: Harmon Finster was a product of his times. He didn't feel that he was cut out for the life of a student but had no choice in the matter. When Harmon turned fifteen, he showed up at the eval station. He never even thought about avoiding his fate. Turn fifteen, get evalled. It was the way things worked. The evalcomp looked at Harmon's record and achievements, and changed his classification from criminal to student — in 2316, you didn't argue with the computer.



Harmon bid farewell to his fellow gang members and showed up the next morning at the University. There, he was subjected to a whole battery of tests to determine what area of academics he would devote his life to. You keep in shape when you run with the Flaming Skulls, and the examination board took careful note of Harmon's physique. After some discussion, they had him assigned to the Athletics Department. There, Harmon would become a football player, basketball player, or some other kind of jock.

When Harmon reported to the Athletics Department, he was subjected to even more tests. His reflexes and strength were tested; endurance and determination probed. Most importantly, his mind was tested for intelligence and flexibility. That was where they discovered the problem.

Harmon had a fine body, but his mind wasn't flexible enough. He wasn't equipped to handle the stresses and demands of team athletics. There was some hope though. If his mind could be trained, he might make a basketball player. But the Department had to find some way to train him and not cross the departmental line. It was an untenured instructor who proposed a solution.

Harmon was assigned to the Martial Arts program of the University Athletics Department. There, he would be taught various martial arts and Eastern philosophies. The Department hoped that the philosophy would help his mind adapt; to make him into a basketball player. (The Department was always short of basketball players.)

Harmon took to the martial training like a duck to water. He breezed through his two years of prep school, and his four years of undergrad work. The Department looked on in wonder. Harmon was born to be a martial artist. The basketball plans were junked, and Harmon proceeded on to grad school.

Harmon loved grad school. He learned advanced techniques, and taught a few sections of undergrads. But Harmon was becoming concerned. The more he learned about martial arts, the more he realized that they were stagnant. Somewhere along the line, the drive had gone out of the arts; no new progress was being made. People were taught the same things that people a hundred years ago were taught.

It came time for Harmon to start working on his thesis. He wanted to make an original contribution to his field of study, and went to his advisor with a plan. His advisor was against the plan. There were other things that needed to be

studied, important things—things like the proper elbow angle for the Sublime Strike of Master Han Chou, or the lofting ability of rubber soled sandals. Harmon's plan was simple foolishness!

Harmon appealed to the Thesis Committee, and they were intrigued. After some discussion, they approved Harmon's topic. He would be allowed to pursue it for his degree, and it would count as an original contribution to his field of study. "A Trip to the 20th Century to Observe and Learn Native Martial Arts Styles" became Athletic Department Thesis number 25968437328294585-X.

Harmon worked hard to prepare for his research trip. He studied English, and as much history as he could find, and was allowed. Harmon was not in the History Department, so his access to the Library was limited. Still, he studied the best he could. Finally, the big day came. Harmon was ushered into the Time Chamber, dials were set, he was bathed in strange lights, and subjected to funny noises. He began to fade out...

And faded in to some very interesting events. There were some guys in blue shooting at a guy dressed in a costume. The costumed figure was leaping around, avoiding the shots, firing back with a very strange looking weapon. One of the men in blue rushed the costumed man, and executed a perfect *Aikido* throw. This was something Harmon could understand. The men in blue were martial artists. Time for some research!

Foxbat watched in amazement as this weird-looking dude leapt into the cops, and began to trash them. Thirteen seconds later, Foxbat and the man were the only ones left standing. Only one man could have done that. And he came to help Foxbat! This was the sign of things to come, of future glory! Foxbat turned to the man.

"Thanks for the help, Marksman, but we'd better get out of here before their friends come along. Here, hold this."

Harmon caught the bag of money, and followed Foxbat to the Foxbatmobile™. Soon, they were in the secret Foxbat Headquarters™ (Accept No Substitutes.) There was some confusion, but things were soon sorted out. Harmon convinced Foxbat that he wasn't the Marksman. Things might have gotten ugly, but Harmon let the Masked Menace know that he would like to help him out. After all, where better to study the premiere martial artists of the age, superheroes all, than in the company of a master supervillain? Foxbat accepted Harmon, who he dubbed "Harmonious Fist," into his little band of adventurers. Harmon has been happy ever since.



Harmonious Fist

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [2]
27	DEX	51	14-	OCV: 9/DCV: 9
23	CON	26	14-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
23	PRE	13	14-	PRE Attack 5d6
10	COM	0	11-	
14	PD	10		
14	ED	9		
7	SPD	33		Phases: 2,4,6,7,9,11,12
10	REC	2		
46	END	0		
45	STUN	8		

Total Characteristics Cost: 177

Movement: Running: 9"/18"
Swimming: 2"/4"
Leap: 34"/68"

Powers & Skills:

Combat Training:

Combat Levels: +6 Levels w/ Combat (48)

Mastery of the Martial Arts: Multipower 90 point pool (90)

u - Martial Strike: HA +8d6, 0 END (36/4) [0+]

u - The Blinding Strike of Chak-Do: EB 9d6, Autofire, 1/2 END, No Range (90/6) [3]

u - The Punishing Blow of Nor-Ris: EB 9d6, Penetrating, No Range (67/5) [7]

u - Passage of Pain: EB 9d6, Area Affect 18" Line, Non-Selective, No Range (79/5) [8]

u - The Sublime Strike of Master Han Chau: EB 9d6, Invisible to Sight Group, No Range (67/5) [7]

u - Hardy's Warding Hands: Missile Deflection vs. All Attacks (20/2)

u - Skin of Stone: Force Field: +10 PD/+10 ED, Invisible to Sight Group, 0 END (40/4) [0]

u - Riding the Wind: Superleap +30" (30/3) [1/5"]

Running: +3" (6) [1/5"]

Armored Jacket: Armor +6 PD/+6 ED, IIF, Act. 14- (10)

Future Visions: Clairsentience for Normal Sight and Hearing, See into the future, No Conscious Control, Only to see things that will become historical fact (-0), Only to see things that are immutable (-1/4) (14) [4]

Background Skills:

Acrobatics 14- (3)

Acting 14- (3)

Breakfall 14- (3)

Climbing 14- (3)

Contortionist 14- (3)

KS: Martial Arts 15- (6)

Sleight of Hand 14- (3)

Stealth 14- (3)

Total Powers & Skills Cost: 229

Disadvantages: 100+

Hunted by

VIPER, more powerful, NCI, 8- (20)

Hunted by Hero Group, more powerful, 8- (15)

Psychological Limitation:

Only wants to fight other Martial Artists (Very Common, Strong) (20)

Doesn't understand 20th century culture (Common, Strong) (15)

Overconfident (Common, Strong) (15)

Secret Identity: Harmon Finster (15)

Watched by

the Time Police, more powerful, NCI, 8- (10)

Villain Bonus (191)

Total Disadvantage Points: 406

Personality: Harmon's driving force is martial arts. He wants to meet other martial artists, fight them, and beat them. That's how you learn. Although he is here to learn, the Fist holds other martial artists in contempt. They don't have anything that the 24th century doesn't have. They just have drive and creativity, and that's what he is here to learn.



Harmon is fascinated by the 20th century. It is so different from what the books said. He managed to hang on to enough real knowledge about this time period to occasionally get a feeling that he knows what will happen. This makes exploring the world a little surreal, and the Fist has become a little unhinged because of it. Part of him knows that he is just a grad student. The other part, though, knows that he is Harmonious Fist, Martial Artist, and that he exists only to defeat other martial artists.

Quote: "Ha! You think you know the martial arts! Come, face The Punishing Blow of Nor-Ris and learn your error. Hi-ya!"

Powers/Tactics: The Fist prefers to only fight other Martial Artists. He'll use his vast array of different strikes and defenses to defeat his opponent. He has no set strategy as he varies his style to meet his needs. The Fist cares not about Foxbat's plans; he'll ignore the plan and everything else just to mix it up with a martial artist.

Harmonious Fist doesn't have, and should never have, real martial arts. Instead he's got a big multipower to simulate various martial abilities. If he defeats another martial artist, in single combat, he should have another slot added to his multipower. The slot should represent a martial secret possessed by the defeated martial artist, and have a really tacky name. The Fist should always announce the name of the blow or power he's about to use in a loud, booming voice.

Appearance: The Fist towers over most people. He's 6'10" tall and has the build of a basketball player. He keeps his head shaved, to better show off his gang tattoos. He generally wears a pair of sunglasses, so most people can't see that his eyes are brown, the same color as his skin. He dresses in an armored, three-quarter length coat, and fatigue pants. He prefers combat boots over all other types of footwear.

Campaign Use: Harmonious Fist is there to provide Foxbat a little extra muscle. He may well develop a rivalry with any martial artist-type hero that might be in the campaign. If the PC beats the Fist in a fight, the Fist will seek a rematch, to prove his superiority.

Agent One

Background: John Genaro always felt his life was lacking something. All through his childhood, through high school and college, where he was a baseball star, he felt like he was just going through the motions, putting the minimum in, and getting the minimum out.

John felt he had a chance to change that when the San Francisco Giants drafted him after graduation. This was a ticket to something people only dreamed about, to fame and fortune, to excitement. To the Show. John almost felt alive.

The dream lasted two years. John just didn't have what it takes to become a shortstop in the big leagues. What's worse is that he didn't have the love for the game that he needed. Once the initial thrill of signing wore off, baseball was just like college. Work, but get nothing back.

After John was released from the organization, he returned to college. Graduate school, this time. John was going to be an engineer, he supposed. After all, he had to do *something* with his life. The damndest thing happened, though. John began to fall in love with what he was learning. It became a passion with him. His field of study was robotics.

John got his doctorate, and started work for the Ford Motor Company. If anything could have killed his love for robotics, that job would have done it. And it came close. It was boring, repetitive stuff. John took a leave of absence and moved back to Boston, looking for a challenge.

Challenges were few and far between, and so were grants. John was down to his last few dollars when fate dealt him a joker. A joker with the face of Foxbat. John had stopped in McDonalds for a burger. He was sitting there, resigning himself to going back to work for Ford when something strange and wonderful happened.

A little robot wandered into the restaurant and zipped back behind the counter. It ran up and down the grill, stealing all of the McPatties. No matter what the McEmployees did, they couldn't keep the burgers cooking. The robot would steal them all.

The robot was cooking along, giving the McPatties to the patrons of the McDonalds when it went haywire. The robot climbed up on the service counter, reached out, and began to dump chocolate milkshakes on the floor. This gave John the opening he needed to study the queer little machine, and deactivate it.

John's timing was excellent. He had become lost in the inner workings of the robot just as Foxbat came striding into the store. The mighty villain's keen eye swept around and noticed John tearing apart his latest invention.

"What's the problem?" Foxbat asked.

"Looks like the main logic board overheated," John replied. "Nothing to worry about; I can have it fixed in an hour or so. Hand me that straw."



Agent One

	Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [2]	
18	DEX	24	13-	OCV: 6/DCV: 6	
18	CON	16	13-		
12	BODY	4	11-		
18	INT	8	13-	PER Roll 13-	
13	EGO	6	12-	ECV: 4	
15	PRE	5	12-	PRE Attack 3d6	
18	COM	4	13-		
6	PD	2			
6	ED	2			
4	SPD	12	Phases: 3,6,9,12		
8	REC	0			
36	END	0			
31	STUN	0			

Total Characteristics Cost: 93

Movement: Running: 6"/12"
Swimming: 2"/4"

Powers & Skills:

Combat Training:

Combat Levels: +1 Level w/ Combat (8)
Combat Levels: +2 Levels w/ Rifles (6)

Martial Arts—Classic Comic Book (20)

Maneuver OCV DCV Damage

Martial Arts—Classic Comic Book (28)

Maneuver OCV DCV Damage
Block +2 +2 Block, Abort
Dodge — +5 Abort
Punch +0 +2 6d6
Kick -2 +1 8d6
Throw +0 +1 4d6+V/5

Foxbat Agent Equipment:

Blaster Rifle w/ Laser Computing Sight, OAF:
Blaster Rifle: EB 7d6, Penetrating, Act. 14-, 8
Charges (17) [8c]

The Sight:

Levels: +2 OCV w/ Blaster (3)
Range Levels: +4 Levels w/ Blaster Range Mod (3)
Armored Suit: Armor +8 PD/+8 ED, IIF, Act.

14- (14)

Cool Sunglasses, IIF:

High Range Radio Hearing (8)
IR Vision (4), Flash Defense 5 Sight (4)

Background Skills:

Inventor 13- (3), PS: Baseball Player 11- (2)
SC: Electrical Engineering 13- (2)
SC: Mechanical Engineering 13- (2)
SC: Robotics 17- (6), Scientist (3), Stealth 13- (3)

Total Powers & Skills Cost: 108

Total Character Cost: 201

Disadvantages: 100+

Hunted by

VIPER, more powerful, NCI, 8- (20)

Normal Characteristic Maxima (20)

Psychological Limitation:

Loyal to Foxbat (Common, Strong) (15)
Fascinated by robots (Common, Strong) (15)

Secret Identity: John Genaro (15)

Unluck: 1d6 (5)

Villain Bonus (11)

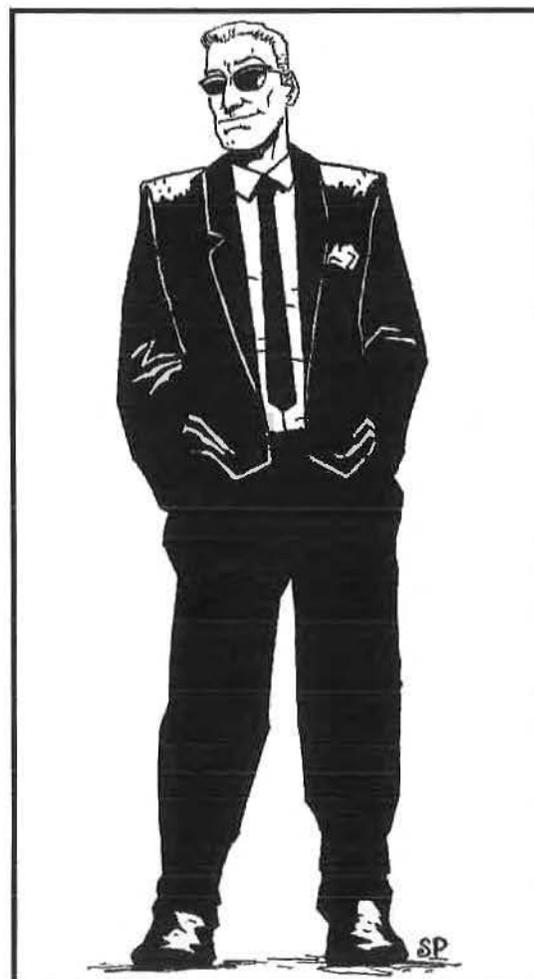
Total Disadvantage Points: 201

Foxbat watched in amazement as John used McDonalds condiments to fix his little machine. Soon enough, it was as good as new, and back to stealing the McPatties. Foxbat liked the cut of John's jib, and offered him a job with his organization. John didn't even have to think twice. Here was someone who knew what robots were about, and what they were for. He accepted Foxbat's offer, and so started down the path of crime.

Personality: John is one hell of a smart cookie. He's a graduate of MIT, and holds a doctorate in robotics. While he's caught up in Foxbat's world and schemes, he's not crazy. Not very crazy, anyway.

His driving passions are robotics and having fun. He'll mix the two as much as possible. John is responsible for implementing many of Foxbat's vehicle and gadget ideas. It's work he adores.

John is grateful to Foxbat for getting him out of his humdrum life. He is very loyal, and doesn't even mind getting captured while in Foxbat's service. He knows the boss will take care of him, and if he can't get him off, Foxbat will at least make sure John has plenty amusements in prison.



John's best friend is Big Vic. Of all Foxbat's people, he's the closest in temperament to John. Must be something to do with being an athlete. John's got a crush on Charly, but is too shy to admit it. When it comes down to it, John's more comfortable with machines than he is with people.

Quote: "Awesome! That's truly cool! Can I take it apart? No? Please? Aw, you're no fun!"

Powers/Tactics: John will often engage inventor-type and focused-based heroes in conversation. He's drawn to those with things that hint of advanced robotics. He'll compliment them on their equipment, and beg them for a chance to examine it more closely. If the hero cooperates, John won't attack them. If the hero gets nasty, John (if he's still awake) will retaliate.

John prefers to attack from surprise. He'll set up in a long range sniping position if he can, and let the heroes have it with his blaster rifle. If that's not possible, he'll use whatever cover he's got around him.

Appearance: John is a white male, approximately 6' tall with a medium build. His blond hair is cut in a preppy razor cut and he wears horn-rimmed glasses over his gray eyes. He likes to dress in Italian suits; very trendy and very expensive. John greets life with a smile on his face.

Agent Orange

Background: They told him, time and again, that he was throwing it all away, wasting his life, but "Fast Eddy" Cooper just didn't care. His family, his friends, they didn't matter. Nothing mattered. Nothing except speed.

Fast Eddy couldn't remember a time where he didn't want to go fast, to push his reflexes, his skill, and his machines to their ultimate limit. And beyond. Fast Eddy didn't push the envelop; he punched it.

Eddy's need for speed led him to hot rods, and racing. Eddy was a good stock car racer, and soon was acknowledged as one of the best young racers on the circuit. That was cool by Eddy, but didn't matter that much. It gave him a chance to drive the fast cars though, and that *was* what mattered.

Eddy drifted from team to team, going with the one that had the fastest ride. This eventually led him into the hands of Team Viper. There was no obvious connection between the racing team and the super-secret villain organization. The connection was, however, there. The Nest Leader thought the race track was a good place to find recruits for his FastTank Squad. He wasn't wrong; the team had provided a number of fine candidates in the past. Eddy Cooper seemed to be another.

Unfortunately for Eddy, he let the Nest Leader know that he wasn't interested; that he just wanted to race. Left to his own devices, Eddy would have wandered to another team and kept his mouth shut. But VIPER never takes chances, at least not stupid ones, and the Nest Leader ordered his agents to grab Fast Eddy.

Eddy became aware that he might have made a mistake when he woke up strapped down to a lab table. The Nest Leader grinned evilly at him. "Speed is all you care about, eh? Well, VIPER will show you speed! If this works, you'll be the fastest man in the world. If not, you'll die. My scientists tell me that the process has a thirty percent chance of success. But don't count on living. If it does work, they'll have to vivisect you to find out why!" With an evil laugh, the Nest Leader left.

Fast Eddy had time to think; to consider his life. Yeah, his parents were right; he had thrown away his life. Still, it had been worth it. Just then, VIPER's machines activated and Eddy was bathed in a green light.

As Eddy screamed and struggled under the green light, Foxbat came into the room. He was after the Green Light, the one thing he needed to make the ultimate driving machine. If he had the Green Light, he'd never have to stop at a red one! No sirree, not him!



Agent Orange

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
15	CON	10	12-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack 3d6
16	COM	3	12-	
6	PD	3		
6	ED	3		
6	SPD	27		Phases: 2,4,6,8,10,12
6	REC	0		
30	END	0		
30	STUN	2		

Total Characteristics Cost: 109

Movement: Running: 26"/52"
Swimming: 2"/4"

Powers & Skills:

The Green Light:

Running +20" at ½ END (50) [1/10"]
Damage Reduction: 50% Resistant Physical & Energy (40)

Foxbat Agent Equipment:

Blaster Rifle w/ Laser Computing Sight, OAF:
Blaster Rifle: EB 7d6, Penetrating, Act. 14-,
8 Charges (17) [8c]

The Sight:

Levels: +2 OCV w/ Blaster (3)
Range Levels: +4 Levels w/ Blaster Range
Mod (3)

Armored Suit: Armor +8 PD/+8 ED, IIF,
Act. 14- (14)

Cool Sunglasses, IIF:

High Range Radio Hearing (8)
IR Vision (4)
Flash Defense 5 Sight (4)

Background Skills:

AK: Campaign City 13- (4)
Combat Driving 17- (9), Mechanics 13- (7)
PS: Race Car Driver 14- (3)

Total Powers & Skills Cost: 186

Total Character Cost: 295

Disadvantages: 100+

Distinctive Features:

Hyperactive (Concealable) (10)

Hunted by

VIPER, more powerful, NCI, 8- (20)

Psychological Limitation:

Need for Speed (Common, Total) (20)
Love of Fast Cars (Uncommon, Total) (15)
Hates VIPER (Common, Total) (20)

Secret Identity: Edward Cooper (15)

Unluck: 1d6 (5)

Vulnerability:

2x STUN from Green Special Effects (20)
1½x BODY from Green Special Effects (10)

VIPER Contribution (60)

Total Disadvantage Points: 295

But those VIPER fiends, they were trying to stop him. They were hiding the Green Light inside of someone. But that wouldn't stop him, not the mighty Foxbat! Acting quickly, with purpose, as only the supreme villain could do, he ordered Exo-Skeleton Man—No! He ordered the Amazing—No! He was the Amazing Foxbat. Leroy must be the Awesome—He ordered the Awesome Exoskeleton Man to grab Eddy and make tracks.

By this time the treatment had run its course, and Eddy had survived. He awoke to the sounds of destruction; Foxbat was trashing the lab as Exo-Skeleton Man carried him off. Soon Fast Eddy was safe inside of Foxbat's secret hideout.

A couple of hours later, the great man looked in on Fast Eddy. Eddy thanked Foxbat for rescuing him, and let him know that he was in the Cowled Crusader's debt. Foxbat considered this.

"There is a way you can repay me" The Master of Villainy told Fast Eddy.

"Sure. Name it, and it's yours," he replied.

"You are the Green Light. You have been foretold! You coming has been prepared for, we merely await—"

"Yo, uh, what was it you wanted?"

"Can you make my car go real fast?"

Fast Eddy smiled. "Yeah, pal. I can make it go faster than anyone."

Personality: Fast Eddy lives his life at 78 rpm. He moves fast, he talks fast, and he never stands still. His need for speed extends to almost everything in his life. He makes snap judgments, and quick friends. He makes quick enemies, too.

Eddy is really an endearing young man. While he can be quite tiring to be around—all of that energy has to come from somewhere, and it sure doesn't seem to come from him—he can also be a lot of fun. Eddy always wants to *do* something. Anything, really. He can't stand being idle.

Eddy's two favorite people are Foxbat and Charly. Foxbat's a kindred soul. He's always got to be doing something, too. Some of what he does is kinda strange, but hey! At least he's doing *something*. Charly is one righteous babe who likes to have fun. And Eddy is always up for fun. He and Charly can often be found out at night, hitting all the dance clubs. Eddy doesn't really like Leroy, but feels that he's in his debt. The man did carry him away from certain death. Eddy feels that Leroy is a loud, bullying street thug. Still, when it comes down to it, Fast Eddy will be there, backing him up.

Quote: "Give it up, hero. You ain't never gonna catch me. Right now, I feel a need for speed!"



Powers/Tactics: Fast Eddy is not a student of combat. He's got little to no grasp of tactics, and isn't all that interested in fighting anyway. He'll move around in a fight, never staying in the same place. He's incapable of holding a static position. He's a lousy getaway driver, for all that's he's Foxbat's chauffeur. He can't seem to keep the car in one place while waiting for the boss to come back.

Appearance: Fast Eddy is about 5'8" tall, and weighs about 150 lbs. He's got brown hair, hazel eyes, and isn't a bad looking man. It's hard to tell, though, because he is in constant motion.

Agent X

Background: Victor "Big Vic" Dumbrowski never got much beyond his name. When you stand 6'5" tall, weigh 335 pounds, and have a name like "Dumbrowski", people expect you to be a moron. And it always seemed easier to Big Vic to live down to people's expectations.

Big Vic studied stupid in high school, and majored in dumb in college. The only reason he got into college at all was because of football. Big Vic crammed in what education he could between games, but was always careful to keep his grades low. He managed to learn a whole lot about machine shop, and some other useful stuff as well.

Big Vic was drafted by Green Bay in the first round and had it made. He lasted until almost the regular season. It was one of those pointless exhibition games. Big Vic was playing cornerback when he got hit and heard his knee go "pop." He had to be carried off the field.

Big Vic was lying in the hospital, looking at being a cripple for the rest of his life, when hope walked in the room. Hope in the form of a doctor who had an experimental procedure that might give Big Vic his leg back. The problem was, the process hadn't yet been approved. But if Big Vic was willing, the doctor would do it on the sly.

Big Vic was more than willing, and the doctor went ahead with the treatment. It was a long and involved process, dealing with strengthening the muscle network, and regrowing the torn ligaments and cartilage. To Big Vic's great surprise, the treatment was a resounding success.

The Doc was getting ready to write up the results when the roof caved in. VIPER had heard about the treatment, and were hitting the hospital to get the doctor, the treatment, and Big Vic.

The doctor was knocked unconscious in the initial assault, but Big Vic was left standing. He grabbed the Doc, and made it out the door. The VIPER agents followed in close pursuit. Just when things looked bad, Big Vic ran smack into Foxbat!

Foxbat was in the hospital to steal its supply of left-handed gauze. But the hospital staff was too clever for him, and had hidden it all away. Worse, they'd hired VIPER to guard the place!

Foxbat wiped out the VIPER agents, and gave shelter to the two fugitives. Realizing that he'd never be safe on his own, Big Vic chose to stay with Foxbat. Foxbat, who was looking for muscle, liked what he saw in Big Vic and made him part of the team. Soon Big Vic's other talents came to light and Foxbat had reason to thank the gods who'd thrown the big man in his path.

Personality: For all that he is big and strong, Victor is a gentle guy. He doesn't want to hurt anyone, he just wants to have fun. Fun is working in the machine shop, or having a beer with John. Fun is hanging out with the boss, and seeing what he'll come up with next. Fun is playing basketball with Leroy. Fun is being able to walk.

Big Vic's got a passion for building things. Devices, mostly. He can't design them, but he can read circuit diagrams and blueprints, and whip up the stuff really quickly. He spends a lot of time working with John, and their enthusiasm often overlap. Big Vic gets no real joy out of using the stuff; he just likes to build it.

Quote: "Jeez pal, give me a break! You think I'm a moron or something?"

Powers/Tactics: Big Vic's not all that into combat. He doesn't want to hurt anyone. If he's got to hurt someone, he'll do it with his body. He's a little uncomfortable with the idea of shooting someone with a rifle, even if it's a non-lethal blaster. He'd rather get in close and get dirty.

Big Vic knows that the doctor's process changed his body. He knows he's much stronger than before, and a whole hell of a lot more resistant to damage. He'll use that to help protect the other members of the "team." He won't think twice about putting his body in the way of an attack, if it will help save one of his friends.

Appearance: Victor looks like he was born to be a football player. His weight is solid muscle. His head sits directly on his shoulders — little or no neck in between. He has short black hair and brown eyes. His nose has been broken and almost straightened at least once. He likes to dress in Italian suits (he goes to the same tailor as John) and almost always wears Gargoyle-type sunglasses. His favorite expression is a scowl.



Agent X

Val	CHA	Cost	Roll	Notes
35	STR	25	16-	3200 kg; 7d6 [5]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
18	BODY	16	13-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack 3d6
14	COM	2	12-	
10	PD	3		
10	ED	6		
3	SPD	5		Phases: 4,8,12
11	REC	0		
40	END	0		
46	STUN	0		

Total Characteristics Cost: 100

Movement: Running: 6"/12"
Swimming: 2"/4"

Powers & Skills:

Combat Training:

Combat Levels: +2 Levels w/ HtH Combat (10)
Skill Levels: +2 Levels w/ Gunsmith, Electronics & Mechanics (9)

Amazing Medical Treatment:

Punishing Punch: AP for 35 STR (17) [2]
Rugged Constitution: Damage Resistance
10 PD/10 ED, Hardened (16)
Amazing Recovery: Regeneration 1 BODY per
Turn (10)

Foxbat Agent Equipment:

Blaster Rifle w/ Laser Computing Sight, OAF:
Blaster Rifle: EB 7d6, Penetrating, Act. 14-,
8 Charges (17) [8c]

The Sight:

Levels: +2 OCV w/ Blaster (3)
Range Levels: +4 Levels w/ Blaster Range Mod (3)
Armored Suit: Armor +8 PD/+8 ED, IIF,
Act. 14- (14)
Cool Sunglasses, IIF:
High Range Radio Hearing (8)
IR Vision (4), Flash Defense 5 Sight (4)

Background Skills:

Electronics 11- (3)
Gunsmith 11- (3), Mechanics 11- (3)

Total Powers & Skills Cost: 121

Total Character Cost: 221

Disadvantages: 100+

Hunted by

VIPER, more powerful, NCI, 8- (20)
UNTIL, more powerful, NCI, 8- (20)

Psychological Limitations:

Protective of Friends (Very Common, Strong) (15)
Doesn't want to hurt anyone
(Common, Strong) (15)

Secret Identity: Victor Dumbrowski (15)

Unluck: 1d6 (5)

Villain Bonus (26)

Total Disadvantage Points: 221



Charly

Background: Charlotte Dunbar was born into old money, but always felt out of place. Charlotte was a smart kid. Worse than that. She was a child prodigy. Not that it was too surprising that she was bright. Her father was a Nobel Laureate in chemistry, and her mother had made her first million before she was eighteen. Charlotte showed her own genius at a very early age.

While the other kids were playing tag and hide and go seek, Charlotte was teaching herself calculus. By the time she was fourteen, Charlotte had finished college. She wanted to go to medical school, but was told she was too young. She couldn't possibly get admitted until she was sixteen. Charlotte was heartbroken.

She tried her best to distract herself, and spent a lot of time with her father's family. She went to all of the parties, and all of the social events. But that soon paled. To fill her time, Charlotte worked on her Ph.D. in Psychology. By the time she was sixteen, she was finished. It was time to go off to medical school.



Med school was all she thought it would be, and more! Charlotte couldn't remember a time when she'd been happier. It was difficult for her to work on live patients. Not because of her skill, but because of her age. So the school had her take many classes in medical research subjects, until she was legally old enough to work on patients.

Charlotte finished the school's regular curriculum in her first year. She spent her next year assisting some of the professors with their research. By the time she was old enough to work on real people, she wasn't too interested.

Charlotte finished her degree and her internship and residency. She found a very nice position with a university hospital, one where she could combine a medical practice with some good, solid research. Charlotte worked there for several years, becoming very interested in sports injuries and their repair.

One thing that really annoyed her were the restrictions on testing her research. Not that she was cold-blooded, without regard for human life. Quite the contrary. But Charlotte *knew* that her processes were safe. Unfortunately, the FDA didn't see it that way. So she had to wait.

The most irritating thing was that she was right. Charlotte developed several new processes and procedures that helped athletes come back from certain career-ending injuries. She became a minor celebrity, and a semi-regular guest on the David Letterman show. Hollywood was after her to come and make movies, but she wouldn't give up her medical career.

All of this changed when Big Vic Dumbrowski came into her life. She had that treatment that would repair Big Vic's destroyed knee. But it hadn't been approved for human use. She discussed things with Big Vic and went ahead with the treatment. She got result well beyond her wildest projections! Unfortunately, one of the nurses was a stringer for VIPER, and told that organization about this new process.

Charlotte was save from VIPER by Big Vic, who in turned was saved by Foxbat. Charly woke up in Foxbat's secret headquarters, slightly confused. When she met Foxbat, she became *really* confused! Here was Freddy Foswell, who she knew from her childhood. But Freddy was wearing a mask and acting like he was Foxbat. Obviously, he had flipped out.

When she found out VIPER was still after her, she asked Freddy for protection. The Mighty Foxbat agreed. But if she was going to be one of his top agents, she'd need a new, more manly name. A name like Charly. The newly dubbed Charly was pleased. This was better than research!

Personality: Charly is a brilliant woman who believes in the basic goodness of mankind, both as a race, and as individuals. This tends to cloud her judgments. Since she's been in "hiding", she's been having the time of her life. She's found time to do all of the social things she thought were unimportant.

Charly's current goal is to keep Freddy and his people as sane as possible. This is a tough job, but Charly likes to think she's on top of it. The scary thing is, she's right. Charly can turn Foxbat's efforts towards a more harmless path, and does so at every opportunity.

When not at the base, Charly can be found dancing, shopping, seeing the sights, or out on the town. She often makes the societypages, and is thought to be one of the most eligible young ladies in town.

Charly has become very close to Foxbat. The Cowled Crusader has come to the conclusion that she's his old buddy, Charlie, his best friend from his youth. Nobody's bothered to point out to Foxbat that she's a woman.

Charly, by nature and training, gets along well with everyone in the group. She really tries to mother them, to keep them out of danger, and to take care of them. She sees them all as little boys, who need a mature, guiding influence in their lives.

Charly is still looking for that special man in her life. She gets to hear all of Foxbat's romantic delusions, and provides a shoulder for him to cry on. All of that has awakened a desire in Charly for a nice, romantic relationship. She's just waiting for the right superhero to come and sweep her off her feet.

Quote: "Children! Children! Can't we discuss this like rational human beings? Freddy! Be nice."

Powers/Tactics: Charly's got none, really. She'll go out of her way to avoid a fight. Often, she'll try to resolving things in a nice, non-violent way. This rarely works. But that doesn't stop her from trying. If she must fight, she'd prefer to run. And she avoids doing anything illegal.

As you might guess from her write-up, Charly isn't quite a normal. She's a mutant, with superior intelligence. It remains to be seen if she has any other powers.

Appearance: Charly is a beautiful woman. She stands about 5'7" tall and has a lovely slender build. Her black hair is generally cut in a pageboy, and her blue eyes shine with humor and intelligence. Charly likes to dress very well, in fine dresses.



Charly

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	100 kg; 2d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
13	CON	6	12-	
13	BODY	6	12-	
33	INT	23	16-	PER Roll 16-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack 4d6
28	COM	9	15-	
4	PD	2		
6	ED	3		
3	SPD	2		Phases: 4,8,12
5	REC	0		
26	END	0		
25	STUN	0		

Total Characteristics Cost: 101

Movement: Running: 6"/12"
Swimming: 2"/4"

Powers & Skills:

Foxbat Agent Equipment:

Blaster Rifle w/ Laser Computing Sight, OAF:

Blaster Rifle: EB 7d6, Penetrating, Act. 14-, 8

Charges (17) [8c]

The Sight:

Levels: +2 OCV w/ Blaster (3)

Range Levels: +4 Levels w/ Blaster Range

Mod (3)

Armored Suit: Armor +8 PD/+8 ED, IIF,

Act. 14- (14)

Cool Sunglasses, IIF:

High Range Radio Hearing (8)

IR Vision (4)

Flash Defense 5 Sight (4)

Background Skills:

Cramming (5)

Eidetic Memory (10)

Paramedic 18- (7)

Perk: Medical Doctor (1)

PS: Doctor 16- (3)

SC: Bacteriology 16- (2)

SC: Biology 16- (2)

SC: Biophysics 16- (2)

SC: Chemistry 16- (2)

SC: Genetics 16- (2)

SC: Inorganic Chemistry 16- (2)

SC: Medicine 16- (2)

SC: Molecular Biology 16- (2)

SC: Psychology 16- (2)

Scholar (3)

Scientist (3)

Speed Reading (5)

Total Powers & Skills Cost: 105

Total Character Cost: 206

Disadvantages: 100+

Distinctive Features:

Famous & Beautiful, concealable, minor (10)

Hunted by

VIPER, more powerful, NCI 11- (25)

Psychological Limitation:

Believes in the basic goodness of mankind

(Very Common, Strong) (20)

Knows she's right (Common, Strong) (15)

Protective of Foxbat & his crew

(Common, Strong) (15)

Secret Identity: Charlotte Dunbar (15)

Villain Bonus (6)

Total Disadvantage Points: 206

Campaign Use (for all the agents): It should be apparent that the Foxbat agents do not play the same role more traditional agents do. Actually, they are more Sidekicks than agents. Such was my intention when I wrote them up.

Foxbat by himself, or with Exo-Skeleton Man, is your basic loon villain. He's got madcap plans, and carries them out, often with very amusing results. His agents add another dimension.

Here you have four reasonably normal people, some of whom are quite intelligent, who are hanging around with this crazy villain. Why? What does this say about Foxbat? Is there more there than meets the surface?

Those are questions that the heroes should be asking after a few run-ins with Foxbat. It is easy to use the agents to draw the heroes into Foxbat's life and plans. Perhaps one of the heroes followed Big Vic during his college football career. Or John



during his minor league baseball career. Or Fast Eddy during his racing career. If the timing works out, they could have known some of these guys in college —the age scale was designed to make them contemporaries of the heroes.

Perhaps one of the heroes is into robotics or medical research. If so, it is only natural that he's heard of John or Charly. Maybe the hero has a reason to track on of them down. Or maybe one of them will get caught, causing a hero to wonder why such bright people are involved with Foxbat. Either way, it helps to draw the heroes in.

Or, if something like Genocide is functioning in your campaign, they could be after Fast Eddy and Charly for being Mutants. If the heroes see a couple of Minutemen cruising the city, and go to investigate, they could make a connection with the Foxbat Organization. A positive one, for once.

I've left the most obvious for last, of course. If there is a hero who needs a romantic interest in your campaign, Charly is a natural choice. Talk about a classic DNPC; she's got more problems than the hero. It would be a good method to give that deserving hero tons of grief, and liven up a campaign.

Alex Hampton

Background: Young men have dreams. They have aspirations and goals; things that *they* will do, things that will make their lives different from their fathers' lives. Occasionally, very occasionally, these young men succeed, and achieve their goals. All too often, though, they fail and knowingly, or unknowingly, live out the same kind of lives that their fathers lived. Alex Hampton was one such young man.

Alex's parents were in service. Alex's grandparents had been in service. Alex's great-grandparents had been in service. And so on, and so forth, back to the time of William the Conqueror. It was expected that young Alex would follow the family tradition and enter service. After all, the Hamptons had forever been in service to the Foswells. It was the way things were.

Alex had other ideas. He dreamed of another life, of loftier goals than forty years of service and then retirement. Alex worked to achieve these goals. The good Lord knows, he worked *hard*. While the other children were out playing rugby or football, Alex was studying. When he wasn't studying he was working to eliminate his lower class accent. Such activities weren't normal, and the Hamptons just didn't understand their young-

est son. Alex's contemporaries didn't try to understand him; they just let him know they didn't appreciate his "uppity manner." They expressed this appreciation in a wholly physical manner, and even though Alex was trying to rise above his beginnings, he learned how to fight.

Alex's hard work and diligence paid off. The Foswells noticed this intelligent, well-spoken son of their domestics, and arranged to have him attend Eton. The British branch of the Foswells, some said, received all of the brains while their American cousins got all of the money. In any case, the Foswells recognized talent, and did their best to foster it.

Alex did well at Eton. He was never accepted as a peer, but he was recognized as an outstanding student. Since Alex was tired of beatings, he opted not to participate in any team sports. Instead he took up gymnastics, and proved to have a true flair for it. After Eton came Sandhurst, for Alex was determined to become an officer in His Majesty's Army and live a life of adventure.

1936 was an exciting year. War was in the air, and young Alex turned twenty just in time for the Berlin Olympics. Alex was chosen to represent England in the gymnastics competition. He did quite well, helping his team to a silver medal, and winning a gold medal for his individual achievements in the floor exercise.

Alex graduated the next year, and found his country engaged in a desperate war. Upon graduation, Alex was posted to a Commando unit. Several high ranking military officers had witnessed young Alex's performances at the Berlin Olympics, and thought that his talents were uniquely suited for the Commandos.

Alex served in Burma, North Africa, and the European Theatre of Operations. Wherever Alex served, he served with distinction. He was living the life he dreamed of —action and adventure every day. It was a much decorated and very tired Alex who returned home to England in 1946. He might have been thirty, but he felt about ninety.

Alex was now convinced that his parents had been right. It does no good to wish for things that you don't have. The good Lord gives you your lot in life, and you should be satisfied with it. Alex went home, to see if the Foswells would take him into service.

The war had not treated the Foswell family well. The elder Foswells had been killed in London during a V-2 attack, and none of the Foswell sons came back from Europe. Alex found his parents packing, preparing to move to America, to enter service with the Boston branch of the family. Alex made the move with his parents.



The American Foswells didn't need any more inside servants. They thoughtfully arranged for a nice pension for Alex's parents. For Alex, they offered a job as a gardener. Alex, who just wanted a nice, quiet position, couldn't have been happier. He accepted the job, and proved to be an excellent gardener.

The years passed, and Alex settled in to his new life. Occasionally, very occasionally, he would regret his decision, and wonder why he threw it all away when he had the world at his feet. But mostly he was happy. Alex married, and had a son. More time passed; Alex's son grew up, got married at a young age, and entered service with the Foswells. Tragedy struck when Alex's parents and son were killed in an automobile accident. They had been on their way to the hospital, where Alex's daughter-in-law had just given birth to his grand-daughter, Alice. A semi truck lost control in the pouring rain, and veered over into their lane. The three were killed instantly.

Alex was devastated by these events, but carried on. It was the one lesson from World War II that he kept in his heart. People die, but life goes on. He comforted his daughter-in-law, and sent her off to live with her mother. Life goes on. This time, though, that lesson didn't seem to work.

Alex became very quiet and withdrawn after the death of his son. Only his grand-daughter's infrequent visits kept him from totally isolating himself from the world. It was after one of these visits that Alex first really noticed young Master Freddy.

Perhaps it was because Master Freddy was almost exactly the same age as his young Alice. Or maybe it was because the lad was also isolated from society; alienated from his friends and family. Whatever the reason, a curious friendship sprung up between the two. This friendship was cemented when Freddy discovered Alex's Olympic medals. Soon, Alex was teaching Master Freddy gymnastics. The rest, as they say, is history.

Personality: Alex is the archtypical Britisher. He is calm and reserved. Displays of power and such may rate a quiet "Good show" or "I say!", or no comment at all. Alex just does not display gross emotion. Everything he does is underplayed.

Alex is very civilized, and expects his charge, and everyone else, to be civilized as well. Or to act civilized, at the very least. Appearances must be maintained, at all costs.

Alex has slowly been rediscovering the sense of adventure that filled him during the early days of the war. While he will never volunteer to be part of Master Freddy's mad schemes, as he thinks of them, he only raises a token protest when Foxbat includes him in a master plan. As always, Alex will play his part with a minimum of fuss.

Alex is very fond of Foxbat; he sees him as a surrogate grandson. He'll go to great lengths to keep Foxbat out of trouble. Quite often, Alex will have a sophisticated escape route lined up for Foxbat, for when things go wrong. Alex is also fond of Charly, John and Big Vic. He is still undecided on Fast Eddy, and considers both Leroy and Harmonious Fist to be crude thugs. He's doing his best to educate them, with some success in the case of the Fist. Leroy, he is beginning to feel, is beyond help.

Quote: "Very well, Firewing, I shall announce you. And please stand on the tile; you are scorching the carpet!"

Powers/Tactics: Alex will not normally be involved in Foxbat's plans. Although he was issued the standard agent's kit, he rarely carries any of the equipment besides the radio. If he must take action, Alex looks for unusual tactics. He loves the advantage of surprise and that of a well-planned booby trap or ambush. Alex is a former Commando officer, with years of active experience. He won't make any amateurish mistakes.

Appearance: Alex appears to be a man of average height in weight who is in his fifties. He is really over eighty, but very well preserved. He has classic English features and skin tone. His hair is a sandy brown, and his eyes are hazel. He must have been a devastatingly handsome man in his youth; he shows signs of that even now. Alex prefers to dress in work slacks and button-up sweater; he still works quite a bit in the garden. He looks at the world through eyes that have tolerance, for they have seen it all before.

Campaign Use: Alex really won't come into play unless the heroes get involved with Foxbat on more than an adversarial basis. Alex is the one who bails Foxbat out of jail, and sees to his mundane needs. Alex is another way to sucker the heroes into the mad world of Foxbat. His is very fond of his granddaughter, and if Alice, a lawyer, were to get involved with one of the heroes, she may very well bring him home to meet her grandfather. Imagine the hero's surprise when he discovers just *whose* house he is in...



Alex Hampton

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
13	BODY	6	12-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
18	PRE	8	13-	PRE Attack 4d6
18	COM	4	13-	
6	PD	3		
6	ED	3		
3	SPD	2		Phases: 4,8,12
6	REC	0		
30	END	0		
30	STUN	1		

Total Characteristics Cost: 90

Movement: Running: 6"/12"
Swimming: 2"/4"

Powers & Skills:

Combat Training:

Skill Levels: +2 Levels Overall (20)

Martial Arts—Commando Training (20)

Maneuver OCV DCV Damage

Martial Arts—Classic Comic Book (28)

Maneuver OCV DCV Damage

Kung Fu Block +2 +2 Block, Abort

Boxing Cross +0 +2 6d6

Judo Disarm -1 +1 STR 25

Disarm

Aikido Throw +0 +1 4d6+V/5

Choke -2 +0 2d6 NND(2),
15 STR Grab

Foxbat Agent Equipment:

Blaster Rifle w/ Laser Computing Sight, OAF:

Blaster Rifle: EB 7d6, Penetrating, Act. 14-,
8 Charges (17) [8c]

The Sight:

Levels: +2 OCV w/ Blaster (3)

Range Levels: +4 Levels w/ Blaster Range
Mod (3)

Armored Suit: Armor +8 PD/+8 ED, IIF,
Act. 14- (14)

Cool Sunglasses, IIF:

High Range Radio Hearing (8)

IR Vision (4)

Flash Defense 5 Sight (4)

Background Skills:

Acrobatics 13- (3), Animal Handler (Dogs) 11- (3)

Breakfall 13- (3), Climbing 13- (3)

Demolitions 12- (5), Fastdraw 13- (3)

French: Fluent w/ Accent (3)

German: Fluent w/ Accent (3)

Gunsmith 11- (3), Jack of All Trades (3)

KS: Commando Tactics 14- (3)

KS: Foswell Family History 13- (2)

KS: Gardening 17- (6), KS: Gymnastics 13- (2)

Lightsleep 13- (3)

PS: Commando 13- (2), PS: Companion 15- (4)

PS: Gardener 17- (6), PS: Tutor 13- (2)

Scholar (3), Stealth 13- (3)

WF: Small Arms, Swords (2)

Total Powers & Skills Cost: 164

Disadvantages: 100+

Age 40+ (5)

DNPC:

Alice, his grand-daughter, Normal, 8- (10)
Someone from his past, slightly less powerful,
8- (5)

Hunted by

the 4th Reich, more powerful, NCI, 8- (20)
VIPER, more powerful, NCI, 8- (20)

Normal Characteristic Maxima (20)

Psychological Limitation:

Protective of "Master Freddy"
(Common, Total) (20)

Very British (Common, Strong) (15)

Calm and Collected (Common, Strong) (15)

Villain Bonus (24)

Total Disadvantage Points: 254



Total Character Cost: 254

THE ULTIMATES



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Introduction: The Ultimates are a powerful group of supervillains headed by a world-class megavillain known as The Ultimate Master Mind. The Ultimates should be one of the most powerful supergroups in your campaign, and The Ultimate Master Mind should be one of the greatest supervillains. Of course, you may have to adjust the Ultimates to fit that description. Or, if you like, you can portray the Ultimates as “wannabees”; they aspire to position of supremely powerful villains, but for one reason or another never seem to attain that status.

The Ultimates can serve as recurring villains in your campaign. It's best if they develop into their powers over time, as the heroes are becoming more powerful. The Ultimates have been presented here with a timeline showing a number of important events in the history of their group. These events can be role-played as scenarios; or they can take place “off-screen” and the heroes can read about them in the newspapers; or they can be part of the “history” of the campaign if you want the Ultimates' to appear in the campaign at a later point in the group's development.

Of course, each GM should feel free to modify individual Ultimates or to add or subtract members. The Ultimates would certainly be open to new members, as long as they are powerful enough to be useful to them (and not so powerful as to be a threat, of course). In fact, if you believe that some of your players have access to this book (and we hope they all buy it!), you should consider altering the powers of the Ultimates so that the players won't know everything about them. Suggestions for alternative powers are included with each Ultimate write-up.

The scenarios and the timeline are merely suggestions. The Ultimates will be even more dramatic if their backgrounds and scenarios are closely tied to the player characters. Any player character who is a scientific genius (and there always seems to be one or two of those) is bound to attract the attention of the Ultimate Master Mind. Any technological device of great power, or any unusual power or ability, can attract the attention of the Ultimates. Weaving the Ultimates directly into the lives of the heroes will make the Ultimates more interesting as villains.

One more thing to remember: The Ultimates will certainly be interested in anyone who has great power. This includes villains! There are some interesting roleplaying possibilities when the heroes get involved as The Ultimates attack Dr. Destroyer. Or when a battered master villain pleads with the heroes to help him against The Ultimates. Which side do the heroes support? The answers should lead to a lot of fun.

And now, here are the villains themselves, entering stage right...

Membership: The Ultimate Master Mind, Plasmoid, Slick, Blackstar, Charger

Origin: The Ultimates were formed by Dr. Wolf Andrews, as a tool in his plans to gain ultimate power. Dr. Andrews, better known as the supervillain Binder, gradually drew together a team of some of the most powerful supervillains on the planet. Binder's transformation into The Ultimate Master Mind solidified the team and established them as one of the most powerful forces on Earth.

The development of each individual Ultimate (and of the team) is covered in the specific origins and backgrounds for each character. The group's evolution is covered in these stories, as well as in the Timeline section.

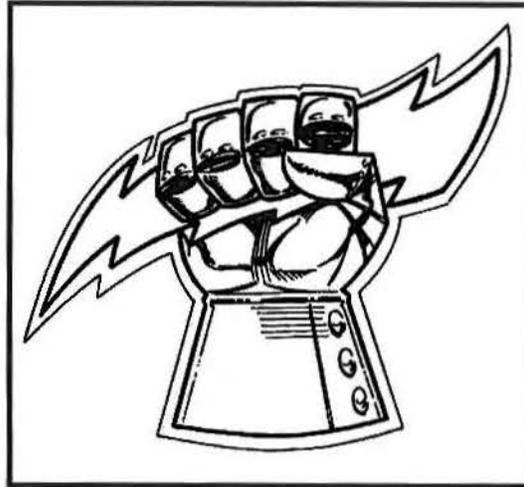
History: This timeline can be placed almost anywhere in the GM's campaign history. The GM should just pick a point at which the Ultimates begin to become involved with the heroes; anything in the timeline prior to that becomes part of the campaign history. In other words, the heroes can find out about earlier events through their own research, if they're interested.

The GM should feel free to alter these events, introduce new ones, or eliminate events. This should be considered as an example framework that can be used in your campaign, not as a rigid set of unalterable events. If these events are used as scenarios, obviously they might have different outcomes than are indicated here. The GM must adapt to these changes. Perhaps the timeline will veer off in an unexpected direction because of the intervention of the heroes. Or perhaps the heroes may foil one event, but the Ultimates will try again when the heroes aren't around and thus succeed. The possibilities are up to the GM.

The amount of time taken between events varies depending on the needs of the story and the GM's campaign world. The GM should feel free to set his own time values on each interval.

- Dr. Andrews discovers glue formula; after lab explosion, Andrews assumes Binder identity.
- Plasmoid arrives on Earth; Binder discovers Plasmoid and succeeds in communicating with him. Plasmoid becomes attached to Binder.
- Binder secretly funds the researches of Dr. James Carson into gravity and mass.
- Binder and Plasmoid break Slick out of jail; Slick joins the team.
- Carson's experiments go awry; Binder and Plasmoid rescue him. Carson becomes BlackStar and joins the Ultimates.
- Binder seeks out Charger, adds him to team.
- Binder begins work on secret mountain base for the Ultimates.
- Binder steals technology for communication with Plasmoid.
- Ultimate base completed.
- Group acquires space plane from UNTIL.
- Binder alters space plane for VTOL, adds other enhancements.
- Binder becomes The Ultimate Master Mind through knowledge gained from Plasmoid; Binder identity abandoned.
- Stealth dirigible constructed for large-scale crimes.
- Creation of Minion robots.
- Charger dies in a confrontation with a hero; The Ultimate Master Mind saves him and turns him into SuperCharger.
- BlackStar's density gets out of control; The Ultimate Master Mind develops harness to control BlackStar's mass increase.
- Raid on Mechanon.
- Raid on UNTIL labs.
- Stealing fusion reactor from Lawrence Livermore.
- Computer technology theft from Silicon Valley company.
- Plasmoid research breakthrough; total communication.
- Foxbat causes Plasmoid to begin repairing itself; Plasmoid becomes Emissary.
- Emissary attempts to destroy Earth, is stopped by Ultimates and heroes.
- The Ultimates escape to space.
- The future of the Ultimates (space-based?).
- The destruction of the Ultimates base (or its capture).

- Describe strikes against characters with potentially useful technology.
- Defender kidnapped, armor stolen.
- The Quantum experiments.
- Rescue of captured Ultimates.



Goals: Overall, the motivation of the Ultimates can be summed up in one word: Power. The Ultimate Master Mind's driving force behind all he does is the acquisition of knowledge that leads to greater power, and this in turn drives the entire group. Individual members of the team all have this drive to varying degrees, with the possible exception of Slick.

For the Ultimates, the search for power lies in the realm of knowledge. The Ultimates seek to discover those scientific secrets that will give them control over the laws of nature. Once that is achieved, then control of the Earth and all those living upon it is a mere afterthought. The Ultimates are driven by this vision to look for science and technology wherever they can.

Much of what the Ultimates seek is held by others who have no intention of revealing their valuable knowledge. So, of course, the Ultimates use any means at their disposal to gather this information. The Ultimates' targets include research laboratories, universities, corporate and government research facilities, and, of course, superpowered beings who apparently have high technology at their command.

The Ultimate Master Mind (and the other Ultimates, by and large) doesn't believe in magic or psychic powers or anything of that nature. Thus any display of such abilities clearly either is due to concealed machinery, or perhaps some hidden property of nature that has yet to be discovered.



A Note About Earlier Ultimates

The Ultimates have appeared previously in Hero publications: in the original Enemies book (1981) and in Classic Enemies (1989), both long out of print. The versions presented here are changed substantially from previous versions. The backgrounds, origins and names have been altered in most cases, and the powers have been changed, too. The timeline of the group is new, and is based on occurrences in the author's campaign. Almost all of the material is new: The scenario and the vehicles, as well as Emissary and Supercharger.

If you've been using the Ultimates previously in your campaign, how do you deal with these new versions? Well, here's a suggestion for you.

Introduce the new versions into your campaign via the experimental accident that transforms Binder into The Ultimate Master Mind. That same accident could have affected all of the Ultimates if you assume they were all present at that time; the group was completely formed before Binder's research into Plasmoid caused this accident. The unusual fields created in the accident transform all of the Ultimates into their new writeups (use SuperCharger instead of Charger). After that event, you can use the timeline presented here, with minor alterations (the group then builds their base in the mountains, steals the spaceplane, and the rest of it).

The Ultimates are quite willing to kidnap supers (heroes or villains) and subject them to rigorous analysis or interrogation to discover the principles behind their abilities. The more powerful the character, the more interested the Ultimates are in obtaining their secrets. Of course, even the Ultimates hesitate to openly attack someone like Dr. Destroyer or Mechanon, but they won't just ignore the matter, either.

Powerful heroes are also targets for the Ultimates, for both the search for knowledge and the elimination of potential threats. Some scenario ideas for dealing with hero-napping are presented later in this article.

The Ultimates seek to obtain knowledge of superior or unknown scientific value, by stealing prototypes, raiding data banks, or kidnapping those who might have such knowledge. The Ultimates are also capable of conducting large-scale public experiments to determine if a theory is correct. The GM can use this as a large-scale threat; for instance, testing that experimental seismic wave generator could cause damage in a wide area. Or that dimensional portal projector could be a real hazard to the community.

Money isn't important to the Ultimates, except as a means of funding the necessary research and development efforts. Revenge is not part of their general plan, though if they are sufficiently enraged by the actions of a particular hero or group the Ultimates wouldn't hesitate to respond as needed. In particular, the Ultimates have a lengthy history of crimes against UNTIL, and they are sought after diligently by that organization.

Team Tactics: The Ultimates are an unusually powerful group, both individually and together. The Ultimate Master Mind uses this fact to full advantage. For the most part, the Ultimate Master Mind trusts to the individual powers of each member to take care of any problems they may encounter. Thus, until events show him otherwise, The Ultimate Master Mind often sends only one or two Ultimates out on any given job. Note that Plasmoid is never sent out without Binder (or, after the transformation, the Ultimate Master Mind) accompanying him. Emissary, of course, goes wherever he wants.

The two-man Ultimate teams can be any two that the GM thinks would be an interesting match for the heroes. Slick and SuperCharger, SuperCharger and BlackStar all make good teams. The Ultimate Master Mind doesn't usually venture forth by himself; he's almost always accompanied by Plasmoid, and usually Slick is acting as the pilot for whatever vehicle they're using.

In any case, the Ultimates can be exceedingly tough villains to defeat, especially if played with full teamwork. It's difficult for a GM to do this alone, especially when facing a group of players all determined to get the most from each hero. So, if you really want to challenge the players, get some other players to help you manage the Ultimates during a combat sequence. For the most intense combat possible, have a group of players handle the Ultimates and another group play the heroes. Be sure that the people playing the Ultimates have the right attitude, though. They shouldn't be obsessed with killing the heroes, or even defeating them. The Ultimates (with the exception of Slick) are driven by the attainment of power, and if running away from a battle means that they have a better chance next time, they'll do it.

Scenario Use: This scenario should be modified by the GM to respond to the needs of the campaign.

Apotheosis

This is the apocalyptic scenario where Plasmoid assumes his true identity as Emissary and attempts to destroy the Earth, and the heroes had darn well better stop him or find a new universe to move to.

As is explained elsewhere, the Ultimate Master Mind takes Plasmoid (and the rest of the Ultimates) to an experimental fusion reactor at Lawrence Livermore Labs (or elsewhere in your campaign, wherever is appropriate). There Plasmoid is put into the reactor, and the Ultimate Master Mind uses the subtle instrumentation and computers to attempt a new means of communicating with Plasmoid. They are interrupted in this experiment by the arrival of the heroes, and a massive battle ensues outside that lab.

The heroes can get involved in a number of ways. Scientist heroes might have been on site in their secret identities, working there or just visiting a friend. Reporters could have been covering a story on the new reactor. A DNPC could work at the facility, or have been there on a tour. If none of those things work, then the heroes are called in by the police or the government at the first sign of the villains. Of course, they'll arrive before communication has been established with Plasmoid.

Whenever the heroes arrive, the villains will go outside to deal with them. The Ultimate Master Mind has been very specific on this point; he doesn't want any fighting where the fusion reactor might be damaged. So he'll go outside with the rest of his team, leaving Plasmoid still in the fusion reactor, waiting for communications.

It's at this point that Foxbat makes his entrance. Not wanting to get involved in the major rumble going on outside, he goes into the building to see just what they're fighting over. And there's a computer system all set up and running, just waiting for someone to type... who could resist? Certainly not Foxbat.

Somehow, Foxbat manages to do in a few minutes what The Ultimate Master Mind has failed to do in years of research: He makes contact with Plasmoid's programming. Seeing a problem, Foxbat fixes it. Well, that was neat! Look at all the pretty lights coming on over here at these control panels!

Plasmoid's self-repair modules have been fixed by Foxbat, and they finally achieve their purpose of long centuries of inaction. In a remarkably brief time, Plasmoid has repaired his damage and is no longer a hapless alien, but instead he is the mighty Emissary of a supreme alien race!

This transformation causes a tremor to pass through the ground, tremendous waves of unusual forces, titanic sounds, and an explosion that tears off the top of the fusion reactor. Of course, the GM should have this happen at a suitably dramatic moment in the battle. This could stop the Ultimates just as they're about to pound the heroes into the pavement.

With this unusual occurrence, the Ultimates drop everything and rush inside. The heroes probably do the same (the GM should dissuade them from attacking the villains from behind, by a PRE Attack if necessary). Once inside, Foxbat would be in a lot of trouble if it weren't for the fact that Emissary is emerging from the fusion reactor and drawing the attention of everyone.

At this point the scenario diverges sharply depending on what the heroes decide to do. It's unclear just what has happened; it will take some time for The Ultimate Master Mind to figure this out after an examination of the computers and perhaps a little discussion with Foxbat. A very savvy scientist hero could figure this out, too, with some work. The being that has emerged is what Plasmoid really is when he's not damaged.

Emissary's Strategy

Emissary will head for the nearest large body of water he can find, whereupon he will sink to the bottom and begin growing. Unless interfered with or attacked himself, he will not attack anyone or anything. Emissary's focus is to get to a large body of water. Only if he thinks he is in danger of being destroyed or knocked out will Emissary stop trying to get to water and use his full powers to destroy his attackers.

Once in water, Emissary will use his Aid to grow to a size and power level where nothing on the planet can harm him, while increasing his sensory abilities to scan the entire planet for useful or interesting data. Once he feels that all relevant data has been gathered, Emissary will gather enough power to set off an explosion that will destroy all life on Earth.

Unless, of course, the heroes manage to stop him.

What Happens Next?

Now the heroes are faced with a genuine threat to the entire planet, one that grows stronger each passing minute. Of course, they may not realize this right away. Only if they take time for analysis and questioning will they uncover this fact.

The Ultimate Master Mind would seek a truce at this point, before the heroes leap to attack him again. He would explain his fears; that he thinks this being may pose a threat to the entire world, and that he'd like to examine the computer to determine what has happened.

If the heroes agree, they can assist The Ultimate Master Mind in this investigation. Studying the computer and questioning Foxbat (if he hasn't managed to escape, which would be high on his list of priorities at this point) would reveal that Emissary's mission is to take all the data he can from the Earth and then destroy all human life to prevent any possible threat to his alien masters.

If the heroes choose to fight, then all bets are off. The Ultimate Master Mind will direct the Ultimates to attack them while he studies the computer and learns about Emissary's plans. Once he knows what they are, he will stop the fighting and tell the heroes, and ask for their help. If they continue fighting, he will leave them and seek help elsewhere.

If the heroes attack Emissary before he leaves, the Ultimate Master Mind will tell the Ultimates to help them while he studies the computer. If Emissary is still around when he's learned about Emissary's plans, The Ultimate Master Mind will join the fight, too!

Saving The Earth

There are a number of ways to stop Emissary at this point. The GM should let the heroes come up with some plans, and help them pick something that will succeed.

Teknosis

This is a corporation set up by Binder to act as a holding company for various legal operations, and to launder money taken from illegal operations. Incorporated in the Bahamas to avoid close scrutiny, also Teknosis engages in legitimate technology licensing activities, acquiring patents and licensing them out or litigating over them as the case may be. Teknosis also conducts some research and funds other research projects at various institutions around the world. Binder also uses Teknosis to buy needed supplies and equipment for the Ultimates.

Teknosis is highly profitable, which is not surprising at all when you consider the amount of illegal money laundered through it via international licensing "deals." An example: Teknosis licenses a patent to a company in Bolivia for \$10 million dollars. The Bolivian company is merely a facade erected by one of Binder's agents through bribes to government officials. The \$10 million is, of course, stolen money. But once it's paid to Teknosis, it becomes legitimate income and is no longer illegal.

Heroes would find the company difficult to investigate due to its secretive nature, many international offices, and byzantine corporate ownership structures. The GM should feel free to make up additional information about Teknosis; consult the Corporations sourcebook from Hero Games for more information.



The brute force method will work if the heroes attack Emissary right away, and if they get the cooperation of the Ultimates. If Emissary is knocked out, he can be maintained in that state using the experimental fusion reactor (assuming it's in one piece or can be repaired), and the Ultimate Master Mind can use the reactor controls to drain all his reaction mass and disassemble his energy fields, thus disintegrating him. It's best if a hero scientist participates in this, or even does it all if possible.

However, if left alone Emissary will quickly grow in power to a point where direct physical action (even with nuclear weapons, assuming that could be authorized for a populated area) won't stop him. At that point, the heroes must do some hard thinking. The GM can control the amount of time they have left; it's probably only a matter of hours, at most a day or so before Emissary completes his mission and destroys the Earth.

Emissary grows gigantically, towering out of the ocean, glowing and creating a massive continuing PRE attack that sends the area into a full scale panic. (Other heroes might get involved just saving the lives of fleeing citizens.) But he still has an Achilles' Heel: the computer connection.

The computer back at the fusion research facility is still connected to Emissary via a subtle manipulation of magnetic fields. This offers several possible ways to defeat Emissary. The heroes could introduce a computer virus tailored to destroy Emissary's programming. Or they could try to introduce a logical contradiction into Emissary ("I'm lying to you now!") in the hopes that would cause him to lock up. Or they could talk to him and plead with him to abandon his mission.

No doubt the players can come up with other methods, too. The GM should let them be creative, and try to be helpful. A useful technique is to let the *seconds* solution the players come up with be the correct one. This lets you build tension by having the first answer fail, and Emissary get closer to destroying the Earth, and then have the right answer in the nick of time. The fact that Emissary's Aid is flexible gives the GM great leeway in building tension and adjusting to the attempts by the heroes to defeat Emissary. The GM can let Emissary become more powerful as fast or as slow as necessary to make the plot advance.

Aftermath

Once Emissary is dissuaded or destroyed, he leaves the planet (either by disintegration or by Flight). Life returns to normal, though there is a massive and expensive cleanup after the destruc-

tion caused by Emissary's apotheosis. The heroes may be given the red-carpet treatment for saving the Earth; this might be a good time to give them a few neat Perks or a free base to reward them.

As for the Ultimates, they will leave when it's clear that they can do no more to stop Emissary. They may even leave on good terms with the heroes, though that is not too likely. The heroes may track the Ultimates back to their base, if they haven't found the base previously. The Ultimates will probably be defeated this time, and be forced to flee. Ideally, the GM could arrange it so that the Ultimates can take the Starbird and head into space, where (hopefully) the heroes can't follow them. The Ultimates might then set up a new base, perhaps in orbit or on the moon. In any case, the Ultimates should perhaps lose this round, but have a chance to become a threat again in the future.

The End?

By whatever method the heroes chose, Emissary has been defeated and no longer exists on Earth. The threat is done. And Plasmoid is gone now, too. Right? Well, maybe. You see, The Ultimate Master Mind did use portions of Plasmoid to power his fusion reactor at the Ultimates base, and in fact used a small piece of Plasmoid to power his battle suit. And something that The Ultimate Master Mind never realized is that Plasmoid's memory storage was primarily holographic in nature. Which means that even a little piece of Plasmoid contains, in somewhat fuzzy form, all of the data that the entire being possessed.

Yes, that's right. The GM can bring back Plasmoid, and eventually Emissary, whenever he wants to. Heh heh heh...

Binder

Background: The Ultimates began in a laboratory beaker, quite by accident. A brilliant research chemist named Wilfred Andrews found an extraordinarily sticky substance as a byproduct of research into optical coatings. Quick to realize the potential of his discovery, Andrews unscrupulously sought to hide it from his company. But he was discovered in his attempts to conduct clandestine research after hours, and in the ensuing struggle his laboratory exploded and burned to the ground. The brilliant and erratic scientist's body was never recovered, and the secret of his adhesive died with him in the fire. Madison Chemicals closed the books on the incident and rebuilt their facility, trying to forget the events.



Andrews had not died in the fire, though in the pain-filled months that followed he often wished he had. He recovered fully, but his features were never the same. Neither was his psyche. Andrews was left with a determination to take control of his life, and to seize the knowledge and the power that he knew belonged to him. The adhesive would be but his first tool, a way for him to acquire the resources he would need for his grand design. Andrews would seek to uncover the secrets of science that were just waiting for him. And he would utilize that knowledge to make himself the most powerful being on the planet...or perhaps the universe. Why think small?

So Andrews adopted a costume and a new identity: Binder. He spent some months in small-time heists, using his abilities to knock over easy targets and gain practice in his new profession. But all the time Binder was looking for the next step, the discovery that would move him along the path he desired. When he heard the reports of the mysterious occurrences at Westek Laboratories, he suspected his discovery was at hand.

Binder had not restricted his scientific accomplishments to chemistry. He had studied physics, computer science, and mathematics at the university and afterwards. It was this unusually broad background that prepared him to understand the phenomenon he observed.

Westek Laboratories was where an alien entity had chosen to make its first appearance on Earth. However, this entity was so bizarre that the researchers at Westek didn't know what they were observing. They thought that all they had was an instrument malfunction in their test reactor. When rumors of the problem filtered out via the Internet, Binder's instincts told him more was at hand than instrument malfunction.

Binder broke into Westek and found Plasmoid in the test reactor. Through a stroke of sheer luck, Binder learned how to send messages to Plasmoid via magnetic fields, and a partnership was born. Though communication was minimal at first, Plasmoid went with Binder and stayed with him.

Over time, Binder learned to communicate with Plasmoid. This was hampered by Plasmoid's damaged intelligence, but Binder persevered. The efforts paid off for Binder; searching through Plasmoid's shattered data banks, Binder managed to find scraps of alien technology that provided him with some interesting capabilities. The most important was one of the first: A design for a neural enhancer, which Binder concluded would boost his intelligence significantly. After much research, Binder completed the device. Tests on guinea pigs showed positive results, so Binder tried the device on himself.

Something went terribly wrong, and there was a terrific explosion when the machine blew itself apart. Binder lay in a coma for days, though he finally recovered. The result was stunning: his intelligence had reached tremendous heights. With the power of his new mind, Binder re-evaluated his goals and his methods. Months in the laboratory followed, and in the end Dr. Andrew's old identity as Binder had been discarded. In its place strode The Ultimate Master Mind, future ruler of the Earth!

Personality: Binder is quite cold and tightly controlled in his emotions. He takes a savage glee in successfully executing his plans, though he keeps this hidden for the most part. He is driven toward his goal of power through knowledge at all costs. He is quite willing to cut his losses and retreat when necessary, though he is not by any means a coward. He is ruthless and definitely a sociopath, in that he has no empathy whatsoever for anyone else. He has no friends, nor does he need any.

While he treats the Ultimates with cold courtesy and feigns a degree of respect for them, in reality he considers them just tools to achieve his goals. Certainly Binder would do his best to rescue any captured Ultimate, but this is for logical reasons rather than emotional ones: Each Ultimate is useful to him, and if he abandoned one of them the rest of the team might be less loyal to him.

Binder also has a very solid appreciation of his own worth, and manipulates battle situations to protect himself. He rarely takes the lead, preferring to let other Ultimates (who are mostly more effective in combat anyway) take all the heat. Besides, Binder sees his role as that of general, and therefore he must always escape to lead his troops again, no matter what else occurs.

Quotes: "I have no time for this —Plasmoid, eliminate him!"

"I won't allow you to get in the way of my plans, hero!"

Powers/Tactics: Binder's main concern is accomplishing the particular goals of his missions; he only fights as necessary to accomplish those goals. Of course, his main attack is his glue gun; he will use this to delay attackers. His martial arts are a last resort, when forced to engage in hand-to-hand combat. Binder will attempt to stay at range and out of conflict as much as possible, or use diversions to keep enemies away from him.

When he has Ultimates available to him, he'll use them as front-line troops, holding his abilities in reserve. Binder will generally try to keep at a safe distance from any threats, using the Ultimates to handle any fighting necessary.

How Do You Destroy The Earth?

Well, a major explosion should do the job. This doesn't have to be big enough to destroy the planet; putting enough heat energy into the atmosphere will do the trick quite nicely. How many dice is that? As many as the GM thinks is appropriate, and an amount that gives the heroes enough time to think of a solution while Emisary reaches that level of power. How about 1000 dice with an increased area of explosion that falls off at 10 kilometer hexes? That ought to do it. How many points does that cost? A lot, but remember that Emisary has infinite points available.



Binder

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
11	BODY	2	11-	
23	INT	13	14-	PER Roll 14-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack 4d6
2	COM	-4	9-	
10	PD	7		
10	ED	6		
5	SPD	20		Phases: 3,5,8,10,12
7	REC	0		
40	END	0		
40	STUN	11		

Total Characteristics Cost: 128

Movement: Running: 6"/12"
Swimming: 2"/4"

Powers & Skills:

Combat Training:

Combat Levels: +4 Levels w/ Glue Gun (12)

Martial Arts—Self-Defense Training (12)

Maneuver	OCV	DCV	Damage
Kick	-2	+1	7d6
Throw	+0	+1	3d6+v/5
Dodge	—	+5	Abort



Glue Gun: Multipower 90 point pool, OAF, 30 charges (56)

u - Narrow Beam: Entangle 6d6 DEF 6, Entangle and target both take damage (4) [30c]

u - Wide Beam: Entangle 4 Hd6 DEF 4, Area Effect 18" line, Entangle and target both take damage (5) [as above]

Padded Costume, OIF, Act 14-

Armor +6 PD/+6 ED (9)

Padding: +6 PD/+6 ED (6)

Goggles: Flash Defense 5 Sight, OIF (3)

Helmet Equipment:

High Range Radio Hearing, IIF (8)

Coded Radio: Radio Transmit and Receive, IIF (4)

IR Vision, IIF (4)

Life Support: Self-Contained Breathing, OIF (7)

Jet-Boots:

Flight 20", uses END from Reserve, OIF (27) [1/5*]

END Reserve: 60 END, IIF (5)

Background Skills:

Bureaucratics 13- (3)

Combat Pilot 13- (3)

Computer Programming 14- (3)

Cryptography 14- (3)

Demolitions 11- (3)

Inventor 14- (3)

SC: Chemical Engineering 14- (2)

SC: Computer Science 14- (2)

SC: Mathematics 14- (2)

SC: Nuclear Physics 14- (2)

SC: Physics 14- (2)

Scientist (3)

Security Systems 14- (3)

Stealth 14- (3)

Systems Operation 14- (3)

Tactics 14- (3)

Transportation Familiarity: Air Vehicles (2)

Total Powers & Skills Cost: 212

Total Character Cost: 340

Disadvantages: 100+

Distinctive Features:

Scarring, concealable, major reaction (15)

Hunted by

UNTIL, more powerful, NCI, 8- (20)

the Champions, more powerful, 8- (15)

Psychological Limitation:

Sensitive about looks (Common, Moderate) (10)

Inferiority Complex (Very Common, Strong) (20)

Reputation:

One of the Top Ten Most Wanted Villains, extreme, 11- (15)

Secret Identity: Wilfred Andrews (15)

Villain Bonus (130)

Total Disadvantage Points: 340

Increasing Powers: This is the version of Binder as he began his career. Until his transformation by the events detailed in the background story, Binder will improve along fairly predictable paths. He'll add Skill Levels with his glue gun, or possibly with his martial arts (depending on which gets more use). He can improve his adhesive formula to provide a 7d6 Entangle, if necessary for the power of the campaign.

Binder could add more slots to the Multipower to represent other variations on the use of the adhesive, such as different Area Effects or a Force Wall. He could also turn some of his 3 point levels in 5 point combat levels.

Appearance: Binder is in his late thirties, about six feet tall, and in excellent shape. His costume is predominantly green with a purple vest, and a gold faceplate and gold trim on his silver equipment.

Plasmoid

Background: Where exactly in the galaxy Plasmoid was created is still a mystery. Some race of creatures reached a stage of technological advancement far in excess of our own. They used this incredible ability to construct an artificial being composed completely of energy fields. This being, perhaps one of many similar beings, had a simple mission: Seek out intelligent life, and evaluate the threat it represents to the Great Race. Make sure you obtain any scientific knowledge that the Great Race might use. Then destroy the intelligent life forms so that they cannot ever pose a threat to the Great Race.

So this being was sent forth into the galaxy. While the complete records of its journeys have been lost, one incident is undeniable. Somehow the being was caught in the explosion of a star. The titanic forces unleashed crippled the being severely, but it was not destroyed. The carefully preserved memories of the being were lost, and the being was reduced to a few elemental drives: Seek out intelligent life and learn all you can from them. It was in this confused, amnesiac state that Plasmoid first encountered Binder, as recounted in Binder's origin story.

How Plasmoid arrived on Earth is unknown. Possibly Plasmoid was drawn here by our radio emissions, crossing the light years barely faster than light itself. Plasmoid was drawn to the frequencies emitted by Westek, and there is where Binder first encountered him.

Since that time Plasmoid has dwelt on Earth, trying to learn what it can. Plasmoid's self-repair systems were also damaged in the blast, so that Plasmoid hasn't been able to repair the damage to its mind or memory. But bits and pieces do float to the surface now and then; flashes of what Plasmoid used to be. And Binder continues to probe and to study Plasmoid, hoping to unlock the secrets still hidden within its energy fields. But even Binder, probing the fragments of Plasmoid's mind and seeing the immense power therein, sometimes knows a trace of fear at what might be unlocked...

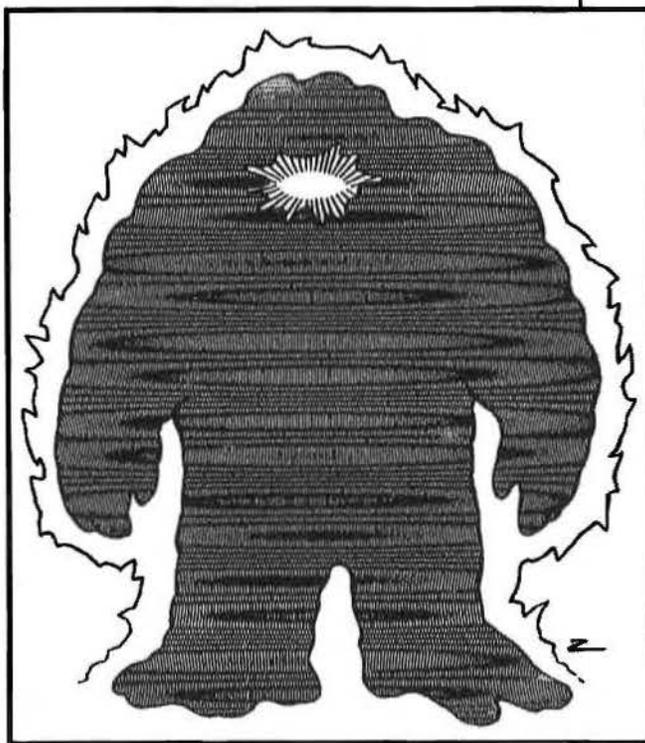
Personality: Plasmoid's programming was heavily damaged in his encounter with the nova. While his self-repair mechanisms attempted to correct the problems with some success, they too were damaged. The final result is an incomplete entity. Plasmoid has self-awareness, but has great difficulty thinking and remembering his past. What's left is a drive to gather information, and of course to defend himself against attacks. Since The Ultimate Master Mind was able to discover how to communicate with Plasmoid, Plasmoid assumes that The Ultimate Master Mind is one of his creators. Thus Plasmoid will follow instructions from The Ultimate Master Mind, but often times he'll waste a phase or two considering the orders. Or sometimes just do something else entirely for some twisted reason that no one can figure out. This inconsistency means that The Ultimate Master Mind rarely depends heavily on Plasmoid.

Design Notes

Binder is designed to be a leader, not a combat specialist. He has the skills necessary for his scientific endeavours, plus the ability to plan operations and carry them out with precision and accuracy.

You'll notice that the Flight is on an END Reserve with no Recovery; this represents the limited fuel supply available. The Multipower indicates Binder's ability to alter the stream of the glue gun to produce coverage over an area, although at reduced strength.

Binder's High Range Radio Hearing and Transmission use coded frequencies for transmission of battlefield information to other Ultimates. Plasmoid, of course, needs no instruments to do this.



Plasmoid

Design Notes

Plasmoid is an attempt to design a truly alien creature composed completely of force fields. His control over the continuous fusion reaction at his core gives him the various attacks contained in his Multipower. The force fields are represented by his Change Environment, which creates high intensity magnetic fields around him, his Damage Shield, his Force Field and his Life Support. The high Mental Defense is due to the very alien structure of his mind, which makes his mind almost impossible to deal with for most mentalists.

Plasmoid's senses show that this being was designed for data collection; he can gather information through a variety of sensory channels. The Suppress power in his Multipower allows Plasmoid to jam all radio frequencies and interfere with any such powers in a directed beam.

Despite his very strange form, Plasmoid was left with STUN and BODY and CON, representing the subtle feedback mechanisms engineered into him. Thus he can be Stunned or even knocked out, though this is unlikely.



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Val	CHA	Cost	Roll	Notes
35	STR	25	16-	3200 kg; 7d6 [3]
23	DEX	39	14-	OCV: 8/DCV: 8
20	CON	20	13-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
18	EGO	16	13-	ECV: 6
40	PRE	30	17-	PRE Attack 8d6
16	COM	3	12-	
10	PD	3		
10	ED	6		
5	SPD	17		Phases: 3,5,8,10,12
11	REC	0		
40	END	0		
50	STUN	12		

Total Characteristics Cost: 169

Movement: Running: 6"/12"
Swimming: 2"/4"
Flight: 10"/20"

Powers & Skills:

Plasma Form Powers:

END Reserve: 200 END, 100 REC, REC only works when 1 point of BODY is "spent" (-2) (40)

Plasma Projection Multipower 90 point pool, x2 END Cost (60)

m - Radiation Blast: EB 18d6 (90/12) [18]

m - Radiation Explosion: EB 12d6 Explosion (90/12) [18]

m - Plasma Stream: RKA 6d6 (90/12) [18]

m - EMP: Suppress 6d6 vs. Radio Group Senses & Powers (90/12) [18]

m - Magnetic Manipulation: TK 60 STR, Limited Power: 60 STR vs magnetic metals, 45 STR vs other metals, 30 STR vs all others (-1/2) (90/9) [18]

m - Static Burst: Flash 8d6 vs. Radio Group (90/12) [18]

m - Intense Light Burst: Flash 8d6 vs. Sight Group (90/12) [18]

m - Protective Magnetic Field: Force Field +45 PD/+45 ED (90/12) [18]

Plasma Containment Field:

Force Field +5 PD/+5 ED, 0 END, Persistent, Always On (13) [0]

Change Environment to High Magnetic Field in 8" radius, No Range, 0 END, Persistent, Always On (20) [0]

EB 4d6 NND [Resistant ED of more than 6], Damage Shield, 0 END, Persistent, Always On (47) [0]

Field Bypassing: Desolidification [affected by Force Fields], Can't pass through solids, Only for getting through barriers (-1) (16) [4]

Recharging the Fusion Reaction: Regeneration 2 BODY, Limited Power: Requires a large amount of water (-1/2) (13)

Alien Mind: Mental Defense 30 points (26)

Plasma Form: Life Support: Full (30)

Magnetic Levitation: Flight 10", x2 END Cost (13) [2/5"]

FTL Travel: 1 Light Year per Year (10)

Sensor Suite:

High Range Radio Hearing (10)

Radio Transmit & Receive (5)

Radar Sense, 360 degree Sense (25)

Telescopic Sense: +10 Levels w/ Range Mod for Radio Group PER Rolls (15)

Enhanced Perception: +3 Levels w/ Radar PER Rolls (6)

N-Ray Vision [Stopped by Force Fields] (20)

Ambidexterity (3)

Lightning Calculator (3)

Computer Programming (3)

Total Powers & Skills Cost: 471

Total Character Cost: 640

Disadvantages: 100+

Distinctive Features:

Humanoid Plasma Monster, not concealable, major reactions (20)

Hunted by:

the Department of Defense, as powerful, NCI, 11- (20)

UNTIL, more powerful, NCI, 8- (20)

Physical Limitation:

Random, Unpredictable Actions (All the time, Slightly) (15)

No Sense of Smell/Taste (Infrequently, Slightly) (5)

No Hearing (All the time, Greatly) (20)

Psychological Limitation:

Ignorant of Earth Technology (Very Common, Moderate) (20)

Public Identity (10)

Reputation:

Unpredictable & Dangerous, extreme, 11- (15)

Vulnerability:

2x Effect from Power Drains (10)

2x STUN from Magical Attacks (20)

Villain Bonus (345)

Total Disadvantage Points: 640

On some occasions, Plasmoid has been known to wander off to investigate some interesting but essentially useless item, such as a microwave oven or a television. It's possible that heroes could even use such items as decoys to keep Plasmoid busy.

Plasmoid is unable to speak, and can only communicate through properly coded magnetic impulses. Thus, Binder (and later, The Ultimate Master Mind) is the only one with whom he can speak.

Powers/Tactics: Plasmoid's energy powers are all derived from the self-contained and continuous fusion reaction that constitutes his being. Plasmoid is essentially self-aware energy fields that contain a fusion reaction. Aside from a need

to replenish his supplies of reaction mass (hydrogen), depending on energy usage, Plasmoid is completely self-contained. All of his powers work from his END Reserve, which represents his ongoing fusion reaction. His normal functions take so little energy that they cause no drain on his END Reserve; that is, his senses, permanent force field, and life support cost no END to use.

However, Plasmoid's Multipower consists of very high energy powers, and they represent a huge drain on his END Reserves. When in combat with the Multipower running at full power, Plasmoid expends 20 END per phase (he almost always uses 5" of Flight, even if only to hover). Thus he will run out of END in two full turns. His Recovery for the END Reserve costs him 1 BODY to use whenever he chooses to use it; this represents the use of his reaction mass.

Plasmoid can Regenerate his lost BODY, but only when he has access to a significant amount of water (at least a few dozen gallons) or (less likely) a source of pure hydrogen or (best of all, but unlikely) deuterium or tritium. He extends a telekinetic probe into the water and siphons water into his central reaction area, where it is processed for the hydrogen necessary for the fusion reaction.

Plasmoid's response to attacks is somewhat more precise, since this is fairly low-level programming to Plasmoid. He'll maintain his Multipower in combat situations, preferring to keep it at low power unless circumstances warrant greater power expenditures. Usually Plasmoid puts the Multipower into Force Field and Telekinesis, running at about half into each. Plasmoid's Energy Blast of radiation (charged particles from his fusion reaction) is immensely powerful, but is rarely used at that level because of the need to keep the Force Field running. Self-preservation is a deeply coded value to Plasmoid.

Appearance: Vaguely humanoid in shape, but the outlines are fuzzy. Transparent energy with bright lines of force at junctures, joints, and surrounding it. In the center of the chest region is a dimly seen ongoing fusion reaction, or a star-like pattern of energy. A similar pattern is seen in the place of eyes (two glowing energy bursts). The field is transparent yellow/white, while the reaction is pure white (though dimmed and colored by the intervening energy fields). The highlight lines (force field edges) are bright yellow.

Plasmoid is a remarkably scary being, with its energy fields crackling and humming with barely restrained power, high intensity magnetic fields swirling around it, and an ongoing fusion reaction burning at its heart. Though Plasmoid doesn't

consciously create Presence Attacks (and thus doesn't get too many modifiers), his PRE of 40 often causes normal folks to flee in utter panic. On the other side, there is very little that impresses Plasmoid or even causes him to pause.

BlackStar

Background: Dr. James Carson was an undernourished physicist working at a university research institute when his career took an unexpected turn. His experimental studies into gravity and matter were being funded by an industry grant from a mysterious company known as Teknosis. Dr. Carson was grateful, since other sources of funding had sneered at his theories, calling them wild and ridiculous, among the milder comments. The funding from Teknosis was eagerly received by Dr. Carson without too many awkward questions.

Strangely, while Dr. Carson began his research mysterious e-mail would appear on his computer every so often. The e-mail offered tantalizing hints and suggestions for further research; equations and notes that guided Dr. Carson in his researches. But Carson was impatient; he probed too far, too fast. He built his experimental machinery before his theories were completely formulated, and therein lay the seeds of disaster.

The equipment he built ran wild in its experimental test, creating surging gravity waves and remarkable fields of force that transformed James Carson into something no longer quite human. Fortunately for Carson, his mysterious benefactor was none other than Binder, hiding behind a forged corporate identity. Closely monitoring Carson's experiments, Binder and Plasmoid arrived in time to shut down the equipment (by blasting it into atoms) and rescue Carson from the field. However, it was too late to stop Carson's molecular structure from undergoing an awesome transformation.

Carson's body began to change. His molecular structure became capable of voluntary transformation, becoming dense or insubstantial at will. Eventually Carson found that he could induce mass increase at a distance, causing ordinary objects to become incredibly heavy. Carson's thin, undernourished frame filled out and grew, so that in a matter of months he became an enormous physical specimen.

With his new powers, Carson realized he could finally strike back at the scientific establishment that had ostracized him. No more would he struggle for grant money for his researches, or endure the taunts of lesser minds. Carson would



Design Notes

BlackStar is designed as a tough brick with an unusual ability thrown in to make him unpredictable. He is fairly slow, as villains go, and has trouble hitting a high DCV character. For those circumstances, he can use large objects as Area Effect attacks in hand-to-hand or at range. Because BlackStar derives his STR primarily from Density Increase, he is somewhat more fragile than his STR score would indicate. His REC, END and STUN aren't all that high, so he can be relatively fragile against the right attackers. His 30/30 defenses are high enough to let him ignore an average attacker, but his lack of unusual defenses leaves him vulnerable to attackers with Ego Powers, Find Weakness, Armor Piercing, or NND attacks.

Unless he uses his Mass Increase power, BlackStar doesn't need to worry too much about END use for a turn or two. Note, though, that his STR costs him 7 END to use at full output, which means he can burn half his END in a turn without even using any movement. And since his REC is only 10, BlackStar can get tired out in a few turns of heavy combat.



use his powers in the pursuit of his life's goal: the ultimate power of knowledge. Carson assumed the name BlackStar, and he became a member of the Ultimates.

Personality: BlackStar is overcompensating for his previous feelings of inadequacy and inferiority. He likes to show off his strength and his toughness, and enjoys imposing his will on those weaker than him. He also sneers at highly intelligent characters and especially at scientists. While BlackStar isn't all that smart, he knows that his theories are (at least somewhat) correct, and brilliant scientists thought they were worthless. Hah! So much for them, BlackStar thinks.

BlackStar is still haunted by a fear of heights, which dates back to a terrifying episode in his childhood. He revels in battle, and often has to be persuaded to leave a combat even though it's clearly time to leave. He particularly enjoys beating up scientist characters and flying characters. BlackStar is given to taunting his foes and urging them to get up and fight some more. One day, perhaps, his love of fighting will be his downfall.

Quotes: "Get up, wimp, and take another shot! I want to put you down again!"

"You think you're tough? Let me show you what hurts!"

Powers/Tactics: BlackStar almost always makes as much use of his Density Increase as he can, since it costs him no END. However, he can't use it at full power on most surfaces, since he'll sink into the ground. Only on rock or densely packed ground or similar surfaces can he use his full power. At full power, BlackStar masses 100 tons; as a rule of thumb, he needs to stand on a substance with a combined DEF and BODY of at least 14, or else he'll break it or sink into it. Thus, BlackStar is cautious about choosing his surfaces. Note that he can go Desolid and use his Density Increase at the same time; this is sometimes useful for breaking through unusual Affects Desolid defenses or for beating up a Desolid character.

When his Strength can't be used, BlackStar will use his Mass Increase power to make his opponent unable to move. Effectively, you can treat this as a Strength versus Strength contest, or just use the STR Table to find out how much weight BlackStar imposes on his target. Then the target must exert at least that much force to be able to move. BlackStar's Mass Increase power burns energy at a prodigious rate, though, so he doesn't use it for long. Note that this power could also be used to break fragile objects at a distance.

When the battlefield is strong enough, BlackStar puts his Density Increase to maximum and looks for the toughest opponent to batter. BlackStar takes great delight in throwing large objects at flying characters to knock them out of the air.

Increasing Powers: BlackStar could develop the ability to affect mass in the opposite direction, making objects much lighter. This would be an extension of his TK ability, and could be purchased by reducing the Limitation of "Only for Increasing Mass" to -I and allowing him to raise or lower mass. For a more difficult power to handle, BlackStar could learn to cause Desolidification Usable Against Others, at first with no range and then eventually with range. However, this would be an enormously frustrating power to use on a hero—most heroes would be completely helpless!

Beyond this, BlackStar's mass affecting ability (his TK) could become Area Effect. This makes him much more powerful, though, and he could easily take out several characters at once with this ability.

Of course, to increase BlackStar's raw fighting ability you can add more points to his Elemental Control. He probably shouldn't get a higher SPD or DEX, though; more Combat Skill Levels are much more likely. His defenses probably wouldn't increase, but you could raise his STUN to compensate. He might also be able to learn Lack of Weakness when he is using his Density Increase power (a Linked Limitation).

BlackStar needs to buy Reduced END on his STR in order to last more than a few turns in combat; but the GM may want to leave him with this weakness.

Scenario Use: Eventually, The Ultimate Master Mind discovers that Carson's transformation is progressive. Gradually, BlackStar is becoming denser. The Ultimate Master Mind constructs a device that BlackStar can wear to negate these effects and return to near-normal mass. However, the device can only be made so powerful, and over time BlackStar's mass becomes greater than the device can negate. BlackStar can then undergo a complete change into a completely new character. Or the GM could have him disappear into a self-induced black hole. Of course, such a catastrophic fate doesn't mean that BlackStar is gone forever. The GM can use this as the basis for an epic scenario, and create an entirely new character from out of the ashes of this one. Since natural laws are suspended in a black hole, the character can become virtually anything.

BlackStar

Val	CHA	Cost	Roll	Notes
20/70	STR	10	23-	400 ton; 14d6 [2/7]
18	DEX	24	13-	OCV: 6/DCV: 6
28	CON	36	15-	
13/14	BODY	6	12-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
20	PRE	10	13-	PRE Attack 4d6
16	COM	3	12-	
15/24	PD	11		
15/24	ED	9		
4	SPD	12		Phases: 3,6,9,12
10	REC	0		
56	END	0		Values after slashes
39/40	STUN	2		include DI bonuses

Total Characteristics Cost: 128

Movement: Running: 6"/12"
Swimming: 2"/4"

Powers & Skills:

Combat Training:

Combat Levels: +3 Levels w/ HtH Combat (15)

Density Control Powers:

Density Powers Elemental Control (30)

- a - Density Increase -8 Knockback, 256x Mass, 0 END (30) [0]
- b - Desolidification [still affected by Force Fields], 0 END (30) [0]
- c - Mass Increase Field: TK 50 STR, affects all parts, only for increasing Mass (-1/4) (18) [7]

Damage Resistance 24 PD/24 ED (24)

Armor +6 PD/+6 ED (18)

Massive Size & Build:

Growth 1 Level, -1 knockback, 0 END, Persistent, Always On (7) [0]

Density Increase: 1 Level, -1 knockback (-10 total), 0 END, Persistent, Always On (7) [0]

Ultimates Communicator, IIF:

High Range Radio Hearing (8)

Coded Radio: Radio Transmit & Receive (4)

Background Skills:

- Electronic 12- (5)
- Mechanics 12- (5)
- SC: Physics 12- (3)

Total Powers & Skills Cost: 204

Total Character Cost: 332

Disadvantages: 100+

Hunted by:

- UNTIL, more powerful, NCI, 8- (20)
- the Department of Defense, as powerful, NCI, 8- (15)

Psychological Limitation:

- Loves to fight (Very Common, Moderate) (15)
- Fear of Heights (Common, Strong) (15)

Reputation:

Notorious Villain, extreme, 8- (10)

Secret Identity: James Carson (15)

Unluck: 1d6 (5)

Vulnerability:

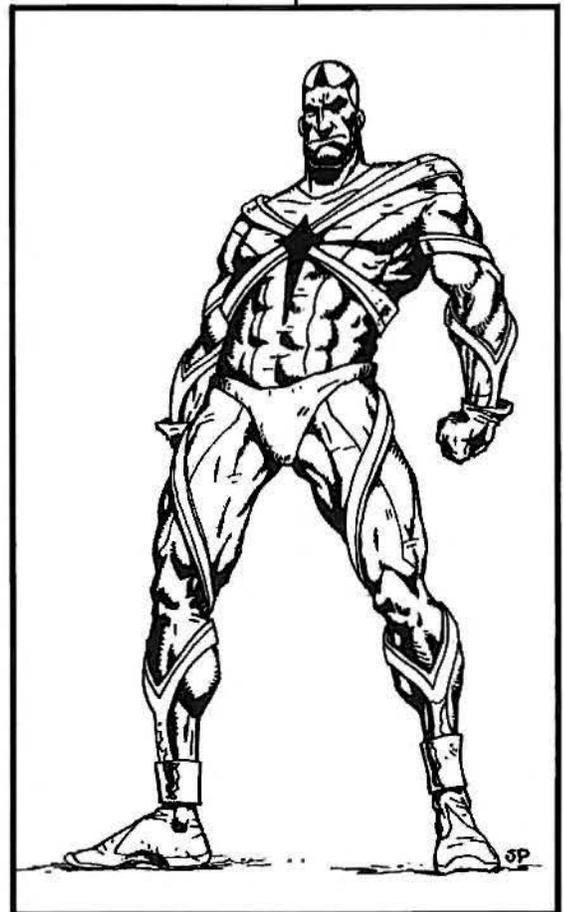
- 2x STUN from attacks with Find Weakness or from Nerve Strike-type attacks (10)
- 2x STUN from Gravitic Attacks (10)

Villain Bonus (117)

Total Disadvantage Points: 332

For game purposes, treat the density suppression device as a 2d6 Suppress, IAF Bands, No Range, Self Only, OEND Persistent; the total cost is 5 points (20 points active). This should be treated as 6 points of constant effect, suppressing most of BlackStar's 1 level of Density Increase that's Always On. Of course, in combat situations BlackStar will turn off this device. BlackStar's increasing transformation can be handled by converting more of his voluntary Density Increase to Always On status. The Ultimate Master Mind can up the device to handle 4d6 of Suppression, but no further than that in a portable device. Thus, over time BlackStar's mass will become increasingly difficult to handle.

Appearance: James Carson has changed greatly since his transformation. He's become nearly seven feet tall and very broad, and his skin has become dark gray and rough in texture. This condition progresses if his permanent Density Increase gets worse, until eventually his skin becomes a dark non-reflective black. His costume is light gray with blue trim. His hair and eyes are black.



Slick

Background: Rick Powell was always a rebel. He dropped out of school in his early teens, even though he was bright enough to handle it. He just didn't want to waste his time being bored, when he could be out having fun. He left home shortly thereafter, and made his living on the street, selling drugs. He spent most of his time surfing or driving fast cars, boats or planes. It was a wild time, and Rick lived it to the fullest. Along the way, he picked up the nickname Slick, which fit his manner with people (and especially with women).

But Slick's passion for experimentation and living life on the edge led him to a strange turning point. When he tried out an experimental designer drug one day, it interacted with Slick's previously unknown mutant physiology. The results were nothing less than astounding. Slick gained the ability to create a field that could eliminate friction! The possibilities were obvious. After some months of secret experimentation and practice, Slick burst upon the world in his new identity.



Hanging out, dealing drugs, and surfing was cool, but being a supervillain was *way* cool. Slick pulled many jobs just for the sheer fun of it. Of course, the money didn't hurt, either. And it was certainly satisfying to really stick it to the establishment. But as a solo operator, Slick was too careless, and he was eventually rounded up by some heroes. Ordinary prisons couldn't hold him, but a special facility was constructed that kept him penned in. It was here that Binder and Plasmoid came to him.

Binder had been following Slick's adventures, and thought that his talents might prove very useful. And worthy of further study, too. Binder offered Slick a deal: Binder would get him out of prison if Slick would join the team. Hey, no problemo, thought Slick. It could be fun; this Binder dude has big plans, and Slick would get some heavy protection while still being able to have fun. Cool. And so the deal was forged, and that evening Slick's cells was found empty, with a gaping hole melted in the side of the tough alloy walls. Once again, Slick had slipped away.

Personality: Slick is very laid back, and generally unconcerned by the tensions that grip his team mates. He's a smooth talker and a real hit with women, when he takes the time to try. He does lapse into SoCal slang, especially in combat; that's the way he reveals stress. When he wants to, though he can be very ingratiating and almost irresistibly friendly.

In many ways, Slick is the team rebel. He's much younger than the other Ultimates, he's not a scientist, and he really doesn't care about the quest for knowledge or power. He just wants to have money and a good time, and he enjoys using his powers. His gig with the team is an easy way to get what he wants. With the Ultimates behind him, he doesn't have to worry about the cops or anyone else cramping his style.

Admittedly, the Ultimates base is (as Slick would say) way far from any of the night life that Slick enjoys. That's cool; Slick slides into town frequently to enjoy himself. He's got a very active social life, and easily makes plenty of friends with the way he throws money around. This is in stark contrast to the rest of the Ultimates, who almost always stay at the base conducting research, brooding, or thinking deep thoughts. Hey, that's fine for them, but that's not Slick's style at all.

He's really not into hurting people, and it does bother him when some of the other Ultimates go over the top in combat. But that's their problem, Slick figures. He doesn't take any responsibility for what they do. Slick takes care of himself and his job.

Slick

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	400 kg; 4d6 [2]
28	DEX	54	15-	OCV: 9/DCV: 9
28	CON	36	15-	
11	BODY	2	11-	
11	INT	1	11-	PER Roll 11-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack 3d6
20	COM	5	13-	
26	PD	22		
20	ED	14		
6	SPD	22		Phases: 2,4,6,8,10,12
10	REC	0		
56	END	0		
36	STUN	1		

Total Characteristics Cost: 180

Movement: Running: 31"/62"
Swimming: 2"/4"

Powers & Skills:

Combat Training:

Combat Levels: +1 Levels w/ HtH Combat (15)
Combat Levels: +2 Levels w/ EC (6)

Friction Control Powers:

Friction Control Elemental Control (40)

- a - Slickness Field: TK STR 45, ½ END, Affects all parts, Only for Slickness (-¾) (22) [4]
- b - Friction Control: Entangle 6d6 DEF 6, ½ END (40) [3]
- c - Friction Control Field: Entangle 4d6 DEF 4, Area Effect 4" Radius, ½ END (50) [4]
- d - Controlled Personal Friction: Running +26", 0 END (41) [0]

Slipping Damage: Damage Resistance 12 PD/ 8 ED (10)

Ultimates Communicator, IIF:

High Range Radio Hearing (8)

Coded Radio: Radio Transmit & Receive (4)

Background Skills:

- Acrobatics 15- (3)
- Breakfall 15- (3)
- Combat Driving 15- (3)
- Combat Pilot 15- (3)
- KS: Narcotics 11- (2)
- PS: Surfer 15- (3)
- Seduction 12- (3)
- Stealth 15- (3)
- Streetwise 12- (3)
- Transport Familiarity: All Ground, Air, Space & Water Vehicles

Total Powers & Skills Cost: 260

Total Character Cost: 440

Disadvantages: 100+

Hunted by

UNTIL, more powerful, NCI, 8- (20)
the Champions, more powerful, 8- (15)

Public Identity (10)

Psychological Limitation:

Fear of being bound (Common, Strong) (15)
Overconfidence (Very Common, Strong) (20)

Reputation:

Show-off surfer, 11- (10)

Unluck: 2d6 (10)

Vulnerability:

2x STUN from Sonic Attacks (10)

Villain Bonus (230)

Total Disadvantage Points: 440

Slick might very well get involved with some hero's DNPC; he'd be terrific at stealing away some neglected girlfriend, for example. He also might be persuaded to turn against the Ultimates, especially if he was beginning to get worried about his personal safety. Slick's no worrier, but he does have a keen instinct for self-preservation.

Quotes: "Hey, hero, check this out —I call it 'anti-grabbity'!"

"Man, don't you know when you are seriously outclassed?"

"Get a grip, dude! You're gonna need one!"

Powers/Tactics: Slick's powers are centered around his ability to make things frictionless. The first slot in his Elemental Control represents his ability to make something frictionless through a continuous act of will. He uses this power to make guns or other objects slip out of people's hands (check STR vs. STR against the 45 STR TK), or to hold someone helpless (they can't get any traction unless they can exert more than a 45 STR on the ground, or have a mass equivalent to that). He can also use this power to make many mechanical devices inoperable or worse; friction is relied upon by many devices (for instance, cars won't go anywhere when their wheels can't get a grip on the roadway).

The second slot in Slick's Elemental Control uses the frictionless field to alter a layer of molecules in the target. This functions like an Entangle; Slick doesn't need to continue spending END to hold it up, unlike the first slot in his Elemental Control. The Entangle takes damage before the target does. The special effect is that the

Design Notes

Slick is another illustration of an interesting way to use Telekinesis to simulate a special effect. You'll note that Slick's powers all flow from that one special effect; aside from that, he has a number of Skills, mostly connected to his past.

Slick's friction powers, aside from his Running, all cost a fair amount of END. He can run out of END in a couple of turns by using his powers every phase. Usually, Slick saves those powers for when they're needed, and instead uses his great Running speed to do Move-Bys on his opponents. This only burns 2 END per phase for the STR he uses in attacking. Properly handled, Slick can stay in combat a long time.



target is frictionless, and cannot stand up nor aim effectively while on the ground. Because of the special effects, some flying characters might be able to function almost normally as long as they are in the air. However, they wouldn't be able to hold anything in their hands due to their frictionless coating. Usually, Slick won't target people he thinks wouldn't be affected by his Slickness field.

The third slot in Slick's Elemental Control is an Area Effect version of the second slot. While less powerful, it's sufficient to keep a group of agents or normals out of action for some time.

Slick's frictionless state enables him to slip the full effect of most blows; even killing attacks will slip off of him (thus the Damage Resistance). He uses his frictionless power to travel on the ground at enormous speed, in a surfing sort of style. This is his main form of attack; he usually strikes his opponents with Move-Bys. For a really tough opponent, he might use a Move-Through on occasion, though he could knock himself out if he fails to do Knockback to the target.

Slick usually puts his Skill Levels with his Elemental Control towards his Running, to improve his turn mode when needed for poor conditions. With his OCV, he usually doesn't need to put his levels on offense, though he will if he finds himself failing to hit his targets.

Increasing Powers: Slick can be made more powerful by giving him additional Skill Levels with his EC. Adding power to his EC could be very dangerous; if you do, it's probably best to use the extra points to increase the Area Effect or add the Sticky Advantage to slot 3, add Area Effect to slot 1, and non-combat multiples to slot 4. With slot 2, just add more dice and DEF, though this becomes a very difficult thing to get out of for most heroes.

If the campaign has a number of SPD 7 or higher heroes in it, Slick should probably go to SPD 7 to compete. His other stats shouldn't change, though. If you need to make him tougher, increase his STUN, or give him Lack of Weakness.

Appearance: Slick's costume is silver with red trunks, boots and gloves. Slick momentarily leaves a sparkly silver trail wherever he goes. He is surrounded by a sparkly silver field when using his powers, indicating his frictionless state. Slick is unusually handsome, tanned and well-built, a couple of inches over six feet and about 220 pounds. He is in his early twenties, with blond hair and green eyes and a movie-star smile.



Charger

Background: Dr. Shay Fitzpatrick was a research scientist with a multinational corporation that specialized in applied sciences. The company produced technologies for governments or industry, taking science out of the laboratory and into commerce. Unfortunately for Fitzpatrick, he wasn't getting his fair share of the corporate profits, or so he saw it. Sure, maybe his experiments into biological storage of electricity hadn't been all that successful yet, but certainly they would be soon enough. Couldn't the fools see the profit potential in high density energy storage taking place in light, cheap, easily grown organic modules?

Yes, they were fools, all of them. It must be a conspiracy; it's the only explanation for why his research was being thwarted, why the results wouldn't turn out the way they should. Now that he had stumbled on the concept of the conspiracy, it was easy to see the evidence. How blind he had been to overlook it all these years! The knowing glances, the whispered conversations, the memos that he wasn't shown. The strange humming in his phone lines, the certainty that his computer files had been disturbed... yes, the evidence was there if you only looked for it.

It was about this time that Teknois entered the picture. They offered Fitzpatrick a new position, new hope for his career. But he couldn't leave his current employer without taking his knowledge with him... and that's how disaster struck. Fitzpatrick knew that smuggling out the DNA patterns he had created would be difficult, but he hadn't anticipated the level of security that would be used on him when he announced he was leaving. His carefully laid plans for smuggling out data and samples were foiled by sharp-eyed security guards who watched his every move as he cleaned out his lab and prepared to leave.

Fitzpatrick was frantic. His life's work was in the lab, and he had to have it! So he took a desperate chance, and managed to inject himself with the latest batch of recombinant DNA he had formulated in his research on organic electricity. Fitzpatrick figured that he could quickly get to a Teknois lab, extract a blood sample, fractionate the DNA fragments and use polymerase chain reaction to build a useful quantity. But his mad genius miscalculated, and before he could reach a Teknois lab, the DNA was integrated into his own cellular structures.

Fitzpatrick lay in a coma for a month as his DNA mutated and changed his body and his life. When he awoke, he had gained the power to absorb and emit electricity, and by manipulating the magnetic field of the Earth, he could even fly! But he had become a freak; his body temperature had chilled to that of your average refrigerator. And his mind, not the most well-balanced psyche around, had become twisted and chilled, too.

At this point, Binder stepped in and offered him a home, and a family of sorts: The Ultimates. Fitzpatrick accepted, and assumed the identity of Charger.

Personality: Charger is paranoid and sometimes delusional. He is also devoted to the Ultimates, who are in his view the only ones he can trust. Charger is also committed to the vision of power through knowledge, and conducts brilliant (if erratic) research efforts in the well-equipped Ultimate laboratories. Charger is not at all bothered by experimentation on humans, and in fact he takes a sadistic delight in such things, especially upon superpowered individuals. BlackStar and Slick treat Charger very carefully, as he's prone to volcanic explosions of temper. And when that's backed up with an electrical blast capable of penetrating tank armor, that's something to be worried about.

Charger feels persecuted by heroes, and attacks them with great vigor. He enjoys watching someone writhe in pain from sheets of electricity coursing through their body. Charger is very likely to use full power electrical blasts (unless he's running low on END) even on normals, as he enjoys watching the effects of his attacks. As you might imagine, this doesn't make him a popular fellow.

Charger is very frightened of fire and heat, which isn't surprising considering how his chilly metabolism reacts to high temperatures. He also has a morbid fascination and fear of death, which has almost reached the status of an obsession since his near-death experience during his transformation into Charger. Which sets the stage for his even more bizarre transformation into SuperCharger... but that's another story.

Quotes: "You're going to pay for that! No one threatens Charger!"

"Feel the power of the Ultimates!"

"Hah! Your energy attack only makes me stronger!"

Powers/Tactics: Charger is built to absorb energy blasts and deliver electrical power. His powers are grouped in an Elemental Control, which contains his Energy Blast, his Absorption, his Armor, and his Flight. These are all manifestations of his electrical storage and emission abilities. The Armor represents his immunity to electrical or energy attacks of most kinds; though if this defense is overwhelmed, Charger can take a large amount of damage at once.

Charger starts combats with his END Reserve fully charged in most cases, usually by Plasmoid. Charger's END Reserve can only be recharged by a very powerful electrical source. He can trickle-charge off of something as weak as house current, but that would take days to build up a full END Reserve. Normally Plasmoid can easily fill up Charger's END Reserve, but Charger can also recharge fairly swiftly from an very large electrical substation or generation facility.

Charger's Absorption can take his Energy Blast up to as much as 18d6, if he Absorbs his maximum (which usually takes about 8 or 9 powerful attacks). This is a truly frightening amount of damage, especially since Charger tends to use the full amount of power available to him.

Charger usually stays at long range and uses his electrical blast, most of the time at full intensity. Charger only moves in against an opponent with an energy attack Charger can absorb, in order to make sure he doesn't miss getting that energy. This gives him a rather limited combat role; Charger tends to be the artillery for the Ultimates, picking off long range targets, and especially other flying energy projectors.

Increasing Powers: See SuperCharger for the full transformation of Charger into a more powerful being. Until that transformation occurs, you can give Charger more Skill Levels with his Energy Blast, and perhaps give him an Area Effect slot in his Elemental Control. This would represent learning how to control his powers better.

Appearance: Shay is quite tall, almost six and a half feet, and solidly built. He has sandy brown hair and blue eyes, and handsome features. Charger's costume is a blue body suit with white trim and a white torus on the chest. Charger's energy effects crackle around him in shades of white and blue, with blue sparks crawling over his body most of the time. He exudes a frigid chill from his lowered body temperature of about 50 degrees.

Design Notes

Charger is essentially a fairly fragile energy projector. He has a powerful attack, but he folds up fast when attacked physically. Tactically, it's best to keep Charger at range and in the air, which makes it more difficult for physical attacks to reach him. He usually doesn't have to worry much about his END use if he's been fully charged before a combat, which he usually is.

Charger will attempt to draw the attacks of any energy projectors he can, in order to maximize his own abilities. Of course, once heroes are aware of this, they will no doubt seek other means of attack against Charger.

Charger has one very marked weakness: his absolute lack of protection against a physical killing attack. His only real defense is distance and his DCV. This problem becomes significant later in his career, as you shall see.



Charger

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2½d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
23	CON	26	14-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
14	PRE	4	12-	PRE Attack 3d6
12	COM	1	11-	
16	PD	13		
20	ED	15		
5	SPD	20		Phases: 3,5,8,10,12
8	REC	0		
46	END	0		
29	STUN	0		

Total Characteristics Cost: 115

Movement: Running: 6"/12"
Swimming: 2"/4"
Flight: 20"/160"

Powers & Skills:

Combat Training:

Combat Levels: +4 Levels w/ Electric Zap (12)

Electrical Powers Elemental Control, all powers use END from END Reserve (25)

a - Electric Zap: EB 12d6, Beam Attack (28) [6]

b - Energy Absorption: Absorption 8d6, ½ to END Reserve, ½ to Electric Zap, +12 Max, Limited Power: Not over END Reserve Max (-¼) (20) [0]

c - Energy Resistance: Armor +30 ED, Hardened, Limited Power: Armor will not work on attacks that do over 50 STUN (-½) (21)

d - Electro-Magnetic Flight: Flight 20", x8 NCM (25) [1/5"]

Energy Reserves: END Reserve 250 END (25)

Lack of Weakness -10 (10)

Ultimates Communicator, IIF:

High Range Radio Hearing (8)

Coded Radio: Radio Transmit & Receive (4)

Background Skills:

Bureaucratics 14- (7)

SC: Biophysics 13-(4)

Total Powers & Skills Cost: 185

Total Character Cost: 300

Disadvantages: 100+

Hunted by:

UNTIL, more powerful, NCI, 8- (20)

a large corporation, more powerful, 8- (15)

Psychological Limitation:

Fear of fire (Common, Strong) (15)

Fear of death (Common, Strong) (15)

Reputation:

Vicious and lethal, extreme, 8- (10)

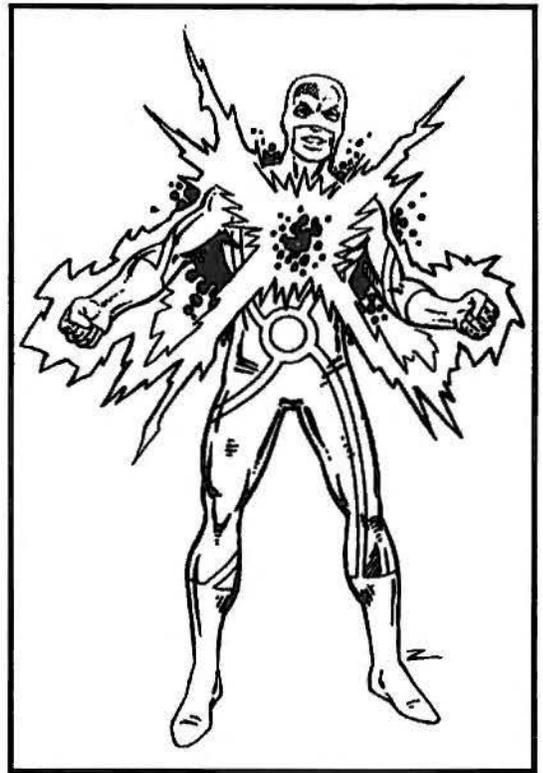
Secret Identity: Shay Fitzpatrick (15)

Vulnerability:

1½x STUN from Fire & Heat Attacks (15)

Villain Bonus (95)

Total Disadvantage Points: 300



The Ultimate Master Mind

Background: The Ultimate Master Mind is a product of advanced alien technology imposed on a human who dabbled with things beyond his knowledge. Of course, through a quirk of fate it has all worked out for the best, or so The Ultimate Master Mind believes. But it's true that there were times when he was unsure of whether he would live or die through the process that transformed him from an ordinary human into a being of incredible intellectual power.

Really, the experiment was supposed to improve communications between Binder and Plasmoid. Instead, it ended up forcibly expanding and enhancing the neural pathways in Binder's brain, leading to a huge increase in thinking capacity. This was not without a price; Binder hovered near death for weeks, and only gradually returned to full health.

When he recovered, he realized that no longer could he go by the identity of Binder. That person that he once was seemed so childish now, and his once cherished weapon seemed like a toy. Binder cast off his old identity, and indeed his whole former life, like a butterfly emerging from its chrysalis. With his new mental powers, he needed a new identity: the Ultimate Master Mind.



Personality: The Ultimate Master Mind is now quite far from what one would consider a normal human psyche. He wants to be known as the most powerful being on Earth, and his group to be the most powerful, too. He seeks to increase his powers and knowledge wherever possible. Power through knowledge is his slogan, and it controls his existence almost completely. The Ultimate Master Mind has no semblance of a life other than his search for ultimate knowledge and ultimate power.

The Ultimate Master Mind is jealous of other villain groups that display powers he does not understand or control. Which means that he regards almost all superpowered beings as targets for his research and acquisition efforts. The Ultimate Master Mind will go after items of power or useful technology, or even unusual innate abilities. Vivisection of heroes or villains is certainly justified in his mind when the goal is knowledge. Even experiments on the members of his own team can be justified in his mind, when he can get away with it.

The Ultimate Master Mind projects a cold, controlled personality. He treats most people with utter disdain for their low intellect. He does try to avoid this with the Ultimates, but at times his true nature crawls through, even with them. Even with his vast intellect and ego, though, he still has a weak spot: His appearance still causes him shame and rage whenever it is mentioned.

Quotes: "Opposing my wishes is a serious mistake."

"Perhaps you are worthy of further study; I shall let you live, for now. You'll find my experimental techniques... interesting."

"One way or another, I will find out what I wish to know."

Powers/Tactics: The Ultimate Master Mind's battlesuit has some carefully designed powers. The Force Wall is a bubble of electromagnetic energy; it was designed after a careful study of Plasmoid's energy containment fields, though of course it's far less flexible and sophisticated than Plasmoid's capabilities. The Ultimate Master Mind can project this force bubble at range and englobe opponents. The special tractor/pressor units built into the suit (bought as Telekinesis) operate upon the peculiar composition of the force bubble and its contents. So The Ultimate Master Mind can englobe someone and then carry them off back to his headquarters for further inspection.

The Ultimate Master Mind also has a powerful tunable laser cannon built into the armor, which can be adjusted to emit energy blasts at any frequency. Thus, the projector could emit anything from radio waves to microwaves to visible light to gamma rays. This capability can come in handy for targeting specific vulnerabilities. Additionally, The Ultimate Master Mind can program the force bubble to be transparent to a particular part of the electromagnetic spectrum; this can be used (of course) in conjunction with the laser cannon for a truly devastating tactical effect. The Ultimate Master Mind englobes the target, then blasts them with the laser cannon until well done, while the target cannot strike back until they break out of the force bubble.

Of course, other characters might be able to attack through the force bubble using the same frequencies. The frequencies are not very precise, so the GM can give heroes a lot of leeway in coming up with attacks that get through. Of course, if the heroes have some capability to construct or alter devices to access specific frequencies, then perhaps the GM may make the challenge of getting through the force bubble more interesting by requiring a Gadgeteering Roll or some such to find the right frequency.

The Force Bubble and the Laser Cannon are merely a couple of The Ultimate Master Mind's tricks. The battle armor can also become invisible to normal and radio spectra, thus eluding both visual and radar detection. Alternately, the projectors can be tuned to emit a powerful force field similar to Plasmoid's, which will add to the armor's already tough physical composition to create a virtually unbreakable defense.

The battle armor is loaded with sensors of all types, and long-range communications gear as well. If something's moving on the battlefield, The Ultimate Master Mind will spot it. This is an important capability, as The Ultimate Master Mind uses his sensors to guide the rest of the Ultimates in combat.

Finally, The Ultimate Master Mind has a full range of Skills at very high levels, which he uses in his continuing research and development efforts. These Skills are also employed in mission planning, to identify likely targets for the Ultimates and to create the most effective plans.

Increasing Power: You really want to make The Ultimate Master Mind more powerful? OK, if you're sure about that, here's some ways to go about it. But the heroes in your campaign better have a good health care plan; weeks in intensive care is expensive.

Design Notes

There are many paths to a master villain, and this is a rather unusual one. The Ultimate Master Mind does not have a high DCV, DEX, or SPD, as master villains go, but he does have rather high defenses. He doesn't have a lot of raw striking power; rather, The Ultimate Master Mind concentrates more on communication, sensing, and defense. His laser cannon may be tuned to different special effects; The Ultimate Master Mind tries to determine a hero's vulnerability and shoot him with that special effect.



Ultimate Master Mind

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	200 kg; 3d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
20	CON	20	13-	
11	BODY	2	11-	
45	INT	35	18-	PER Roll 18-
21	EGO	22	13-	ECV: 7
35	PRE	25	16-	PRE Attack 7d6
2	COM	-4	9-	
10	PD	7		
10	ED	6		
6	SPD	27		Phases: 2,4,6,8,10,12
7	REC	0		
40	END	0		
49	STUN	20		

Total Characteristics Cost: 204

Movement: Running: 6"/12"
Swimming: 2"/4"
Flight: 25"/100"

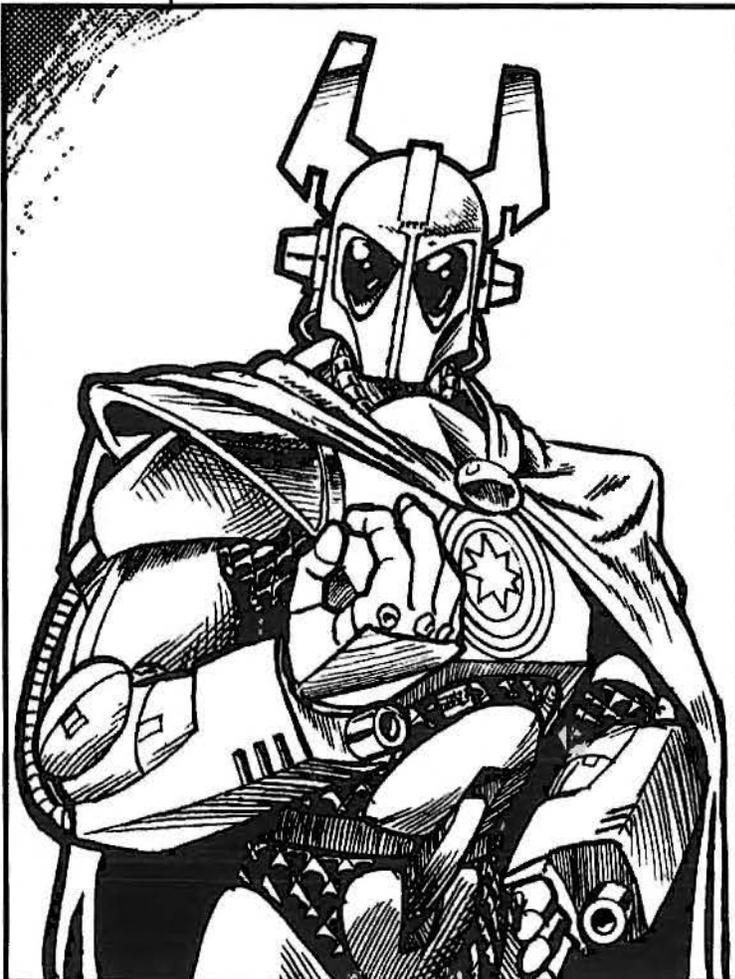
Powers & Skills:

Combat Training:

Combat Levels: +4 Levels w/ Ranged Combat (20)

Battlesuit Powers, OIF, All powers use END from END Reserve:

Electromagnetic Force Bubble: Force Wall 14 PD/8 ED over 12", Only to make a bubble (-1/2) (27) [3]



Electromagnetic Manipulation Multipower 60
pnt. pool (40)

- u - Electromagnetic Blast: 12d6 EB, Variable Special Effects (Electromagnetic spectrum, +1/4), Indirect, can originate anywhere but still points away from character (+1/2), Indirect only for shooting through
- Electromagnetic Force Bubble (-1) (105/34) [10]
- u - Stealth Mode: Invisibility to Sight & Radio Groups, 0 END (60/4) [0]
- u - Electromagnetic Shield: Force Field +20 PD/+20 ED, Hardened, 1/2 END (60/4) [3]
- u - Electromagnetic Manipulation: TK STR 35, affects all parts, only for moving Force Bubble & contents (-1/2), 1/2 END (52/3) [3]

Sensor Suite:

Radar: Radar Sense, 360 degree sense, Discriminatory, +20 Range Mod (40)

High Range Radio Hearing

Coded Radio: Radio Transmit & Receive (3)

IR Vision (3)

UV Vision (3)

Armor: +14 PD/+14 ED (28)

Propulsion System: Flight 24" x4 NCM (37) [1/5"]

Flash Defense 5 Sight, 10 Radio (10)

Knockback Resistance: -10" (13)

Power Battery: END Reserve 300 END/20 REC (33)

Bases & Vehicles:

Ultimates Base: 183 point base (33)

The Starbird: 3280 point vehicle (56)

The Stealth Lifter: 202 point vehicle (40)

Background Skills:

Bureaucratics 16- (3), Combat Pilot 14- (3)

Computer Programming 18- (3)

Cryptography 18- (3), Demolitions 11- (3)

Electronics 11- (3), Inventor 18- (3)

SC: Chemical Engineering 19- (3)

SC: Computer Science 19- (3)

SC: Mathematics 19- (3), SC: Nuclear Physics 18- (2)

SC: Physical Chemistry 19- (3), SC: Physics 18- (2)

Scientist (3), Security Systems 18- (3)

Stealth 14- (3), Systems Operation 18- (3)

Tactics 18- (3)

Transportation Familiarity: Air Vehicles (2)

Total Powers & Skills Cost: 510

Total Character Cost: 714

Disadvantages: 100+

Distinctive Features:

Scarring, concealable, major reaction (15)

Hunted by

UNTIL, more powerful, NCI, 14- (25)

the Champions, more powerful, 11- (20)

Psychological Limitation:

Sensitive about looks (Common, Moderate) (10)

Lust for knowledge (Very Common, Strong) (20)

Reputation:

One of the Top Ten Most Wanted Villains, extreme, 11- (15)

Villain Bonus (509)

Total Disadvantage Points: 714

If the GM chooses to upgrade the battlesuit's capabilities, the force bubble can be (selectively) made opaque to any electromagnetic frequency, and to smell. Of course, this does increase the cost of the force bubble. In such a case, The Ultimate Master Mind also uses the frequency windows in the force bubble for his sensors. Normally the force bubble registers as opaque to most electromagnetic frequencies.

The Multipower could be boosted by another 10 or 20 points, which would put its capabilities in a truly terrifying range of power. This is not recommended except for the most cosmic-powered campaigns.

Appearance: In combat, the armor usually turns to stealth mode and becomes black and dark grays. Failing that, The Ultimate Master Mind wants the armor to be impressive as hell, so it features a dark cape that sets off the scarlet armor with black and silver highlights.

The Starbird

This experimental ground-to-orbit aircraft was stolen from UNTIL by the Ultimates, and subsequently perfected and modified by the Ultimate Master Mind. The Starbird is now a vertical take off and landing vehicle that can accelerate to orbital velocity. It is fueled by liquid hydrogen, and uses a fusion reaction (from a Plasmoid fraction) to generate thrust.

The Starbird easily carries the team plus some cargo space or room for passengers. The Starbird is space capable and even long journeys are possible if adequate supplies are taken. The fusion reaction means that the fuel use is quite efficient.

The Starbird carries a full complement of radar and radio gear. Usually, Slick pilots the craft, while the Ultimate Master Mind handles the sensors. The Starbird carries no weapons, however. The Ultimates themselves provide the necessary firepower.

Starbird

Val	CHA	Cost	Notes
50	STR	10	Carry 25 tons
16	BODY	0	
6	SIZE	30	
12	DEF	30	
20	DEX	30	OCV: 7/DCV: 7
5	SPD	20	Phases: 3,5,8,10,12

Total Characteristics Cost: 120

Movement: Ground: 6"/12"
Flight: 40"/20,000"

Abilities & Equipment:

Movement: Flight 40", x500 NCM (120)

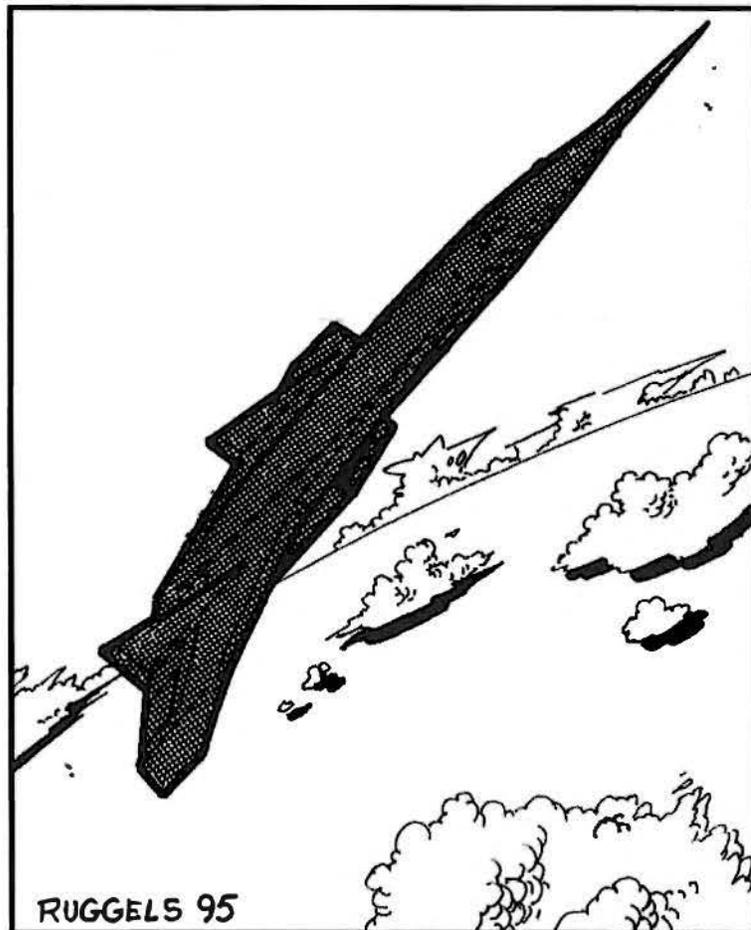
Life Support: Life Support: Self-Contained
Breathing, Safe Environments, High Pressure & Vacuum, Radiation, Extreme Heat/Cold, OIF, Bulky (9)

Communications Gear & Sensors, OIF, Bulky:
High Range Radio Hearing (5)

Coded Radio: Radio Transmit and Receive (2)
Radar Sense, 360 degree sense,
+16 Telescopic sense (24)

Total Abilities & Equipment Cost: 160

Total Vehicle Cost: 280



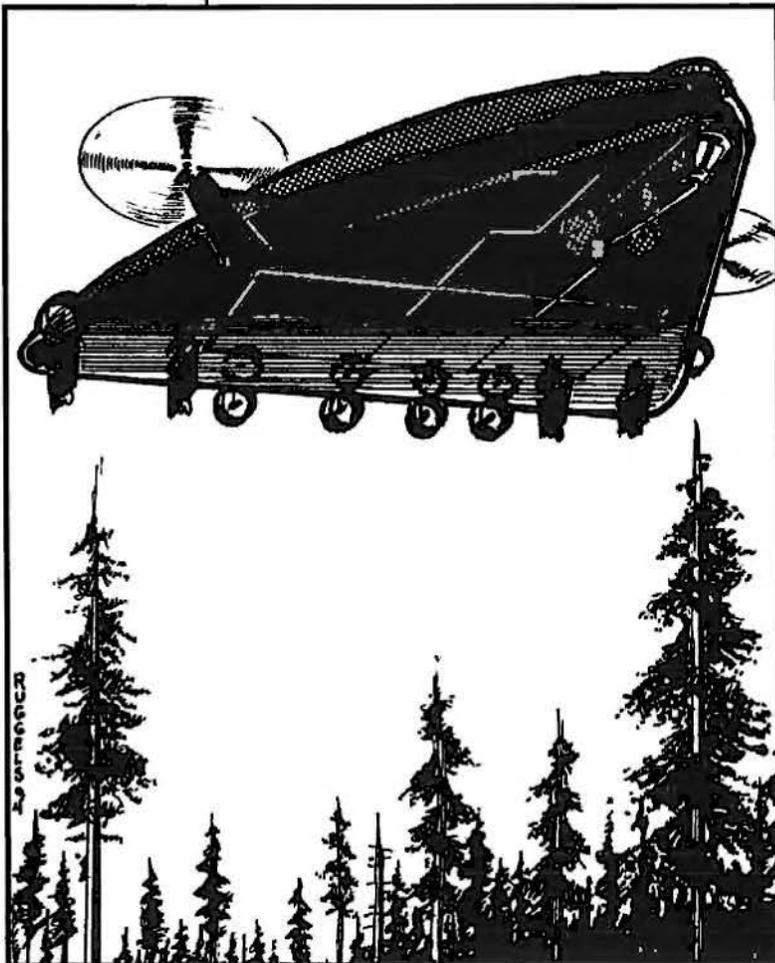
The Stealth Lifter

This high-powered dirigible is designed to carry huge loads very silently and invisibly during the night. The Ultimate Master Mind developed it when figuring out how to transport entire laboratories to his base. The Stealth Lifter is slow, but capable of lifting huge amounts of weight and very large objects. It's invisible to radar and very hard to spot with other senses, especially at night.

Once again, it's usually piloted by Slick. The Stealth Lifter is usually used at night, and the Ultimates are careful to avoid fighter aircraft and other dangerous things. The Stealth Lifter isn't designed for combat use.

The Stealth Lifter uses huge shrouded, rotatable props for thrust in any direction. The craft is made lighter than air by hydrogen in over a dozen cells contained within the rigid composite fuselage. The fire danger is minimized through intelligent design and safety features, but even with that Charger refuses to fly in or even near the Stealth Lifter. He'll trust to his own flight, thank you.

The Stealth Lifter is kept at the bottom of a nearby lake; it's too large to fit into the hangar area inside the mountain.



Stealth Lifter

Val	CHA	Cost	Notes
70	STR	0	Carry 400 ton;
12	BODY	-10	
12	SIZE	60	
8	DEF	18	
10	DEX	0	OCV: 3/DCV: 3
3	SPD	10	Phases: 4,8,12

Total Characteristics Cost: 78

Movement: Flight: 25"/200"

Abilities & Equipment

Movement:

Flight: 25" Flight, x8 NCM (60)

Communications Gear & Sensors, OIF, Bulky:

High Range Radio Hearing (5)

Coded Radio: Radio Transmit and Receive (2)

Radar Sense, 360 degree sense, +4 Telescopic sense (15)

Stealth Gear: Invisibility to Sight, Hearing & Radio

Group, 0 END, Persistent, Always On, Only at Night for Sight (-1/4), OIF, Bulky (36)

Total Abilities & Equipment Cost: 124

Total Vehicle Cost: 202

SuperCharger

Background: The incident that ended Charger's life was the second major turning point in his career. In the midst of a brutal fight with several heroes, Charger was caught at close range. A hero with a gun assumed that Charger had some defenses against bullets, and he shot Charger in the chest. The heavy-caliber bullet struck Charger in the heart, and killed him instantly. Or so everyone thought; in the aftermath of the incident, the Ultimates escaped swiftly into the night.

Later that same evening, an entire section of the UCSF medical center mysteriously vanished, along with a prominent thoracic surgeon and a prototype mechanical heart. Long hours of painstaking work followed, and Charger's life was saved. It was the combination of his unusual physiology, the surgeon's skill and The Ultimate Master Mind's ability to work technological miracles.

The end result is SuperCharger: no longer human, perhaps, but alive. He must remain for the rest of his life in a cryogenic suit that maintains his body at the temperature of liquid nitrogen, and he now has a mechanical heart that pumps cryogenic fluid throughout his body.

His brain now runs on electrical current solely, and chilled thoughts flow through his brain like Helium II. If he was insane before, he's not even remotely human in his psyche now.

SuperCharger

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2½d6 [1]
26	DEX	48	14-	OCV: 9/DCV: 9
23	CON	26	14-	
8	BODY	-4	11-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
20	PRE	10	13-	PRE Attack 4d6
6	COM	-2	10-	
16	PD	13		
20	ED	15		
6	SPD	24		Phases: 2,4,6,8,10,12
8	REC	0		
46	END	0		
30	STUN	3		

Total Characteristics Cost: 141

Movement: Running: 6"/12"
Swimming: 2"/4"
Flight: 25"/200"

Powers & Skills:

Combat Training:

Combat Levels: +5 OCV w/ Electric Zap (10)

Electrical Powers Elemental Control, Powers are reduced in high temperatures, All powers use END from END Reserve (-½) [30/20]

a - Electric Zap: EB 14d6 (27) [7]

b - Electric Aura: EB 8d6, Damage Shield (20) [6]

c - Current Attack: EB 8d6, Area Effect Any 8 Hexes, Only to conductive objects (-½), No Range (20) [8]

d - Energy Absorption: Absorption 10d6, ½ to END Reserve, ½ to Electric Zap, +20 Max, Limited Power: Not over END Reserve Max (-¼), Not vs. Heat attacks (-¼) (15) [0]

e - Energy Resistance: Armor +40 ED, Hardened, Limited Power: Armor will not work on attacks that do over 60 STUN (-½) (22)

d - Electro-Magnetic Flight: Flight 25", x8 NCM (20) [1/5"]

Energy Reserves: END Reserve 350 END, Loses END in high temperatures (-¼) (28)

Armored Body: Armor +6 PD, +6 ED, OIF, Act 14-(9)

Lack of Weakness -10 (10)

Life Support: Need not breathe, eat, sleep, or excrete, Safe Environments: Radiation, Vacuum/High Pressure, Extreme Cold, Immune to disease & aging, OIF (20)

Power Defense: 10 points (10)

Mental Defense: 7 points (5)

Ultimates Communicator, IIF:

High Range Radio Hearing (8)

Coded Radio: Radio Transmit & Receive (4)

Background Skills:

Bureaucratics 15- (7)

SC: Biophysics 14-(5)

Total Powers & Skills Cost: 260

Total Character Cost: 401

Disadvantages: 100+

Hunted by:

UNTIL, more powerful, NCI, 8- (20)
a large corporation, more powerful, 8- (15)

Psychological Limitation:

Fear of fire (Common, Total) (20)
Fear of death (Common, Total) (20)

Reputation:

Vicious and lethal, extreme, 8- (10)

Secret Identity: Shay Fitzpatrick (15)

Vulnerability:

2x STUN from Fire & Heat Attacks (30)

Villain Bonus (166)

Total Disadvantage Points: 401

Personality: SuperCharger is now even more violent and ruthless than before. He reacts badly to the slightest insult. His teammates avoid him for the most part, which doesn't improve his mood any. He is the quintessential loose cannon; only Plasmoid and The Ultimate Master Mind feel comfortable in dealing with him.

Quotes: "Nothing can withstand my power!"

"Fry! Fry! Fry!" "You can't escape my wrath!"

Design Notes

SuperCharger isn't changed that much from his previous version, except to become even more dangerous. He has increased his offensive power to a very high level, especially if hit with some energy attacks. He has added as a precaution some armor to his suit to guard against bullets, though it's not very much (it's the same material Binder used in his suit). The Damage Shield also serves to keep physical attackers at a distance, and can destroy some objects that may be used to strike at him.



Powers/Tactics: SuperCharger operates pretty much as before, though his attacks are even more deadly now. He can blast at range even better now with his extra Skill Levels, which can generate a total of 14 OCV. You'll also notice that his Energy Blast is no longer a beam attack; he can now spread it to take in several attackers at once. His new physiology gives him complete Life Support (except in heat, of course), and defenses against Power Drains and Mental Powers as well.

SuperCharger takes even more care not to get trapped at close ranges; he tries to stay out of buildings whenever he thinks there might be a threat inside. He often hangs back and guards the Ultimates' exit from battle.

Appearance: He's changed quite a bit from his Charger appearance. His chest area is now cyborg; essentially, he has a mechanical heart and associated area. He is also completely enclosed in his suit, which features a clear faceplate. His headpiece is gold, as are all the mechanical parts; the rest of the costume is green. He has the circular area (which is now on his chest instead of his stomach), but now the circle and the lines radiating out from it are gold cables that snake around his body and lead to his hands and feet. The cables are attached to the surface of the suit, not swinging free. SuperCharger is green with gold metal cables, with white trim colors and electrical/cold SFX around him.

Emissary

Background: The Ultimate Master Mind spent many long hours trying to improve his communications with Plasmoid. Locked somewhere inside those damaged memory banks, he felt, were the secrets of a highly advanced alien technology. If only he could find his way past the damage... or even repair the damage... think of the power that might be his!

So the Ultimate Master Mind worked at this project for many years. Some of his criminal efforts were directed to this end: The theft of high powered computers to decipher signals, obtaining neural technology from a research laboratory, and similar exploits were all aimed at breaking the communications barrier with Plasmoid. The Ultimate Master Mind felt sure one day he would break through, but despite Hero Software Inc. best efforts success always eluded him.

Until Fate took a hand.

Fate, that whimsical master of destiny, this time took the rather unusual form of Freddy Foswell — known to the world as Foxbat.

Foxbat just happened to be in the vicinity when the Ultimate Master Mind and the Ultimates were trying the latest experiment in reaching Plasmoid. This time, TUMM had chosen to bring Plasmoid to an experimental fusion reactor at Lawrence Livermore Labs. Yes, this was a bit irregular, but TUMM was sure that he could deal with the minor details of security and such without too much problem. His plan was simple: Swoop down at night, enter the facility, neutralize the guards, and place Plasmoid in the fusion containment core, where the sophisticated magnetic controls might allow a greater degree of communication than had previously been possible.

A fairly straightforward plan, and one that might have worked save for the intervention of some local heroes. After the Ultimates descended on the fusion research facility, the heroes showed up and a battle royal began. Plasmoid was content to remain in the fusion containment area; after all, he was quite cozy in there, especially with the magnets in full operation and the computers connected. Strange feelings were trickling along Plasmoid's energy pathways... something was going on.

It was at this time that Foxbat happened along. Was it coincidence? Or was Foxbat planning something else for that evening? No one knows for sure but him, and he isn't talking. In any case, while the heroes and the Ultimates were having a grand old time outside the fusion containment building, Foxbat calmly strolled into the building, unnoticed by everyone.

The active computer terminal attracted Foxbat's roving eye, and he sat down to see what was going on. Foxbat's not half bad with computers, you know. And there must be something interesting here to have attracted all the attention outside... The battle outside was interrupted by an incredible tremor and an unbelievable sound from inside the building. Rushing inside, the heroes and the villains saw Foxbat moving away from the computer, muttering, "Geez, all I did was look around a little..." As an eerie glow spread from the hole in the top of the fusion containment dome.

Foxbat's meddling had done what all of TUMM's scientific genius had been unable to achieve: Foxbat had managed to activate the self-repair circuitry inside Plasmoid, and the result was: Emissary.

And the world might never be the same...



Emissary

Val	CHA	Cost	Roll	Notes
35	STR	25	16-	3200 kg; 7d6 [3]
23	DEX	39	14-	OCV: 8/DCV: 8
30	CON	40	15-	
12	BODY	4	11-	
40	INT	30	17-	PER Roll 17-
30	EGO	40	15-	ECV: 10
50	PRE	40	19-	PRE Attack 10d6
28	COM	9	15-	
10	PD	3		
15	ED	9		
7	SPD	37		Phases: 2,4,6,7,9,11,12
13	REC	0		
60	END	0		
70	STUN	25		

Total Characteristics Cost: 301

Movement: Running: 6"/12"
Swimming: 2"/4"
Flight: 10"/20"

Powers & Skills: (Plasma Form Powers)

END Reserve: 200 END, 100 REC, REC only works when 1 point of BODY is "spent" (-2) (40)

Huge Size: Growth 1 Level (+5 STR, +1 BODY, +1 STUN, -1 knockback, 2x Mass), 0 END (7) [0]

Increase Reaction: Aid 6d6, Fades at 5 pts. per 5 minutes, affects all powers (+2), ½ END, Needs lots of water (-½), Act 15- (69) [6]

Plasma Projection Multipower 90 point pool (90)

m - Radiation Blast: EB 18d6 (90/18) [9]

m - Radiation Explosion: EB 12d6 Explosion (90/18) [9]

m - Plasma Stream: RKA 6d6 (90/18) [9]

m - EMP: Suppress 6d6 vs. Radio Group Senses & Powers (90/18) [9]

m - Magnetic Manipulation: TK 60 STR, Limited Power: 60 STR vs magnetic metals, 45 STR vs other metals, 30 STR vs all others (-½) (90/12) [9]

m - Static Burst: Flash 8d6 vs. Radio Group (90/18) [9]

m - Intense Light Burst: Flash 8d6 vs. Sight Group (90/18) [9]

m - Protective Magnetic Field: Force Field +45 PD/+45 ED (90/18) [9]

Plasma Containment Field:

Force Field +5 PD/+5 ED, 0 END, Persistent, Always On (13) [0]

Change Environment to High Magnetic Field in 8" radius, No Range, 0 END, Persistent, Always On (20) [0]

EB 4d6 NND [Resistant ED of more than 6], Damage Shield, 0 END, Persistent, Always On (47) [0]

Field Bypassing: Desolidification [affected by Force Fields], Can't pass through solids, Only for getting through barriers (-1) (16) [4]

Recharging the Fusion Reaction: Regeneration 4 BODY, Limited Power: Requires a large amount of water (-½) (27)

Alien Mind: Mental Defense 35 points (29)

Plasma Form: Life Support: Full (30)

Magnetic Levitation: Flight 10" (20) [1/5"]

FTL Travel: 1 Light Year per Year (10)

Sensor Suite:

High Range Radio Hearing (10)

Radio Transmit & Receive (5)

Radar Sense, 360 degree Sense (25)

Telescopic Sense: +10 Levels w/ Range Mod for Radio Group PER Rolls (15)

Enhanced Perception: +3 Levels w/ Radar PER Rolls (6)

N-Ray Vision [Stopped by Force Fields] (20)

Ambidexterity (3)

Lightning Calculator (3)

Computer Programming (3)

Eidetic Memory (10)

Universal Translator 15- (28)

Speed Reading (3)

Jack of all Trades (3)

Linguist (3)

Scholar (3)

Scientist (3)

Total Powers & Skills Cost: 699

Total Character Cost: 1000

Disadvantages: 100+

Distinctive Features:

Humanoid Plasma Monster, not concealable, major reactions (20)

Hunted by:

the Department of Defense, less powerful, NCI, 11- (15)

UNTIL, less powerful, NCI, 14- (20)

Physical Limitation:

No Sight (All the time, Fully) (25)

No Sense of Smell/Taste (Infrequently, Slightly) (5)

No Hearing (All the time, Greatly) (20)

Public Identity (10)

Reputation:

Unpredictable & Dangerous, extreme, 11- (15)

Vulnerability:

2x Effect from Power Drains (10)

2x STUN from Magical Attacks (20)

Villain Bonus (740)

Total Disadvantage Points: 1000

Personality: Emissary quite logically doesn't care at all about the people of the Earth. What matters to him is ascertaining whether any Earthly technology has any value to his masters, and then destroying the Earth. It's really quite simple. The only interaction Emissary will have with people is if the somehow manage to annoy him or interfere with his plans in some way. Unlikely, but stranger things have happened.

Quotes: "I am Emissary. Your world is being removed as a threat to my masters."



"Your efforts are in vain; no force on Earth can stop me."

Powers/Tactics: Emissary has all the powers of Plasmoid, and more. His powers have increased, and so has his ability to assimilate and react to combat data. Emissary is now SPD 7, and thus is one of the fastest creatures in the campaign. Now that Emissary's full intelligence is guiding the use of his powers, they have become much more efficient: The 2x END Cost Limitation has been removed on the Multipower and Flight.

Emissary is not interested in attacking anyone, especially not after he begins growing. He will attack only if necessary to do so. But he'll do this rather absent-mindedly, since he's focused on other things. But if he does attack, you'd better hope you have high defenses: Emissary's attacks, even at the base value, are deadly. And with each passing moment, they become more lethal.

He is already larger than Plasmoid, and his immediate goal is to find a large body of water (the ocean or a bay will do nicely) and enter it. He'll sink to the bottom and begin to absorb water, which he'll use to pump energy into his Aid. Initially he'll put his Aid into Growth and into his Aid maximum; at some point, he'll begin to project above the water. Whenever he is attacked, he'll begin to put his Aid more towards his

Multipower, and perhaps towards his END Reserve. Emissary's goal is to build up his power until he can destroy all life on Earth. Towards that end, he'll take whatever action is necessary to eliminate forces that try to stop him. But he won't do more than respond to immediate threats, lashing out in a reactive way. This is because all his powers and senses are focused on rifling the data banks of the world for knowledge (using his Aid to improve his Enhanced senses to the point where he can scan anywhere on Earth).

Emissary will be quite casual in the use of his powers once he's become sufficiently strong. Annoying heroes or armed forces will likely be hit with an explosion or a radiation blast, spread if necessary to improve the chance to hit (he'll have dice to burn on increasing OCV). Emissary won't follow up on attacks to see if the target is dead or not; it's enough that the attack has ceased.

Appearance: Emissary looks like Plasmoid in high-resolution. He's now a tightly defined humanoid form with glowing yellow lines defining the shape, a glowing energy pattern at the core and in the head. He's also terrifically impressive, especially when he starts growing. The overall effect is both incredibly impressive and startlingly beautiful.

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ISBN 1-55806-230-0 ICE1500



Produced and Distributed by ICE, Inc.
P.O. Box 1605, Charlottesville, VA 22902 USA