

CLASSIC ENEMIES™

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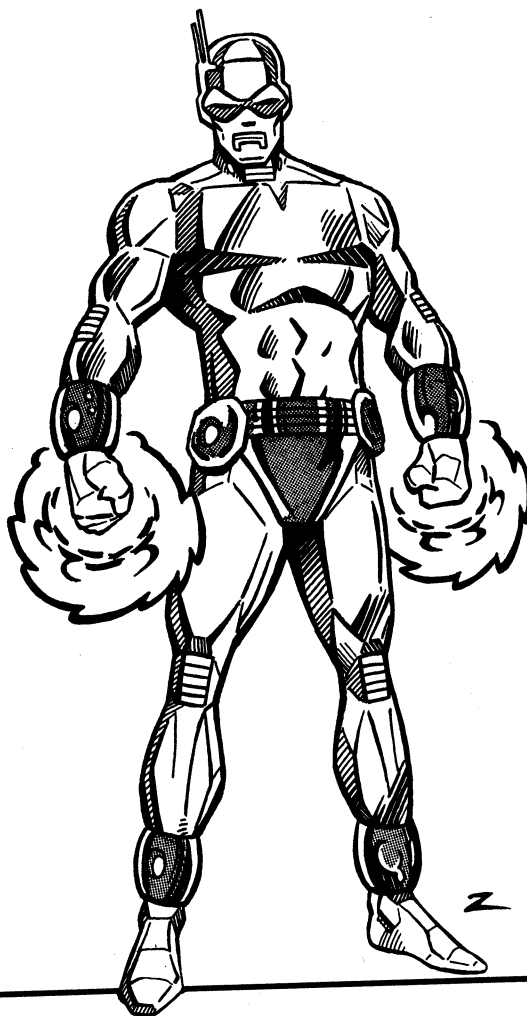
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Dedication — This edition is dedicated to the creators of the original Enemies characters for their support of the Champions system, and to Rob Bell and Aaron Allston, who have struggled against the odds to maintain that support.

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KEY TO THE CHARACTER DESCRIPTIONS

Powers, Skills, and Disadvantages are presented in a consistent format, alphabetized wherever possible. All advantages and limitations not listed in the Champions books are specified in the description.

Abbreviations

act.	Activates (on a 3d6)
AE	Area of Effect
AK	Area Knowledge
AP	Armor Piercing
CHAR	Characteristics
CK	City Knowledge
DEF	Defense
DNPC	Dependent Non-player Character
EB	Energy Blast
EC	Elemental Control
ECV	Ego Combat Value
ED	Energy Defense
FTL	Faster than light travel
HKA	Hand-to-hand Killing Attack
H-to-H	Hand-to-Hand
IAF	Inobvious Accessible Focus
ID	Identity (Secret or Public)
IIF	Inobvious Inaccessible Focus
IR	Infrared
Irr	Irrational
KB	Knockback
KS	Knowledge Skill
LS	Life Support
m	Variable Multipower slot (multi)
NND	No Normal Defense (the defense is given)
norm	Normal
OAF	Obvious Accessible Focus
OCV	Offensive Combat Value
OIF	Obvious Inaccessible Focus
PER	Perception
PS	Professional Skill
r	Radius
RKA	Ranged Killing Attack
SC	Science
TK	Telekinesis
u	Fixed Multipower Slot (ultra)
UV	Ultraviolet
VAL	Value
w/	with
[nc]	A # in brackets represents limited uses (c=charges)
(+n,+m)	Parenthesis enclosing a pair of # which enhance defenses
(n-)	Less than or equal to "n" (as per 3d6 roll)



INTRODUCTION

AUTHOR'S NOTES

It is a tradition in the role-gaming industry that when a new edition of a game comes out, revisions of previous supplements follow. Yes, this is part of the typical evil corporate conspiracy to make money out of things you probably already have. I must plead, however, an ulterior motive. I like these characters. I have spent many hours with them in my campaign, and they have given me a lot of interesting moments. When I was offered the chance to rework them for the new edition, I got excited.

But game companies don't give their free-lancers assignments just to get them excited. There is another reason for this package, and that is to provide the many Champions GMs common ground to work with. Within the pages of this book are more villains than ever, the sacrilegious and the profane, from Foxbat to Doctor Destroyer, from Ankylosaur to Wyvern, as well as a revision of the classic Escape From Stronghold. It's a diverse book; if there's no one in here that a Game Master can use in his campaign, please don't let me hear about it. This collection also provides players and game masters with a shared universe; while there is no "official" Champions universe, this book provides a common reference frame to judge differences in campaigns. That way, when someone talks about about "trouncing Neutron", players from campaigns across the country will know what is being talked about.

Scott Bennie

USING THIS BOOK

In this book, an effort has been made to coordinate with campaigns of varying power levels, with the large majority of villains fitting into what has been observed to be the "typical" power level: 50-60 active points in attacks, DEX 23-26, Defenses around 20-25, and 5 or 6 SPD. This book will be most useful to campaigns at that level, but minor adjustments will make the characters useful to a wider variety of campaigns. We've tried to keep the character descriptions fairly simple so the GM will be able to run them more effectively, even if it means the character will not be as efficient "point-wise". I've heard perfectly good characters come under extreme ridicule because a GM felt he could have designed that character with more powers to fit into a lower cost. My feeling on the matter can be summarized in two words — so what?

The object of the game isn't to throw in as many limitations into a design as possible and make sure nothing could possibly harm him. Designing characters is fun, and designing effective characters is satisfying, but being involved in an interesting story is a lot more fun and satisfying. Players must learn to trust the GM, and trust that the situations that he places their characters into may be dangerous, but will also be interesting, challenging, and entertaining. GMs have to reward that trust by allowing an intelligent plan to foil or even change their carefully planned scenarios, and defeat their favorite villains.

Time to get off the soapbox. We present to you some classic Enemies, updated for the hardcover Champions. We have tried to make their origins more interesting to read without contradicting what has gone before. However, if in

the course of developing these characters in your home campaign you've come up with a different approach, use the one you've established. You're the boss.

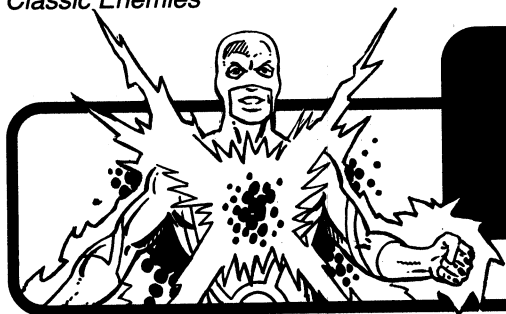
If you're a fan of the original Enemies books, and are distressed that Deathstroke or some of your other favorites didn't make it into this book, well, depending on the success of this book, there might be another Classic supplement which will include them. We apologize if your favorites aren't within these pages.

The original Enemies book was produced in 1981, and those certainly were different times in the comics industry. Comics have become more mature, and from the feedback that Hero has gotten about most campaigns, the average Champions campaign is more "mature" than many of the campaigns produced by other superhero role-games. The descriptions of many of the characters in Classic Enemies have been updated to reflect this. There is a risk in this; some mature themes are sensitive or touchy. This is especially true in a book of supervillains, since supervillainy is by its nature a study of the darker and more disquieting parts of human nature. It is easy to sugarcoat certain issues, or worse, ignore it. But it would also be wrong. Comics are no longer a medium that sanitizes or ignores serious treatments of themes, and there is no reason that Champions should be less mature. If maturity is a good thing for Champions, the option of dealing with sensitive material must be available to the GM, even at the risk of bothering people. It's great to have a game that is mindless fun and play in four color" campaigns without dark overtones, but I've found that campaigns with serious themes can also be extraordinarily involving. You will find characters appropriate to both styles of play in Classic Enemies.

With this book, and Hardcover Champions, we think you'll have an excellent base in which to start a Champions campaign.



ENEMIES



THE ULTIMATES

Membership: Binder (leader), Plasmoid, Black Star, Charger, Slick. The Ultimates occasionally recruit new villains; Binder likes to recruit "outsiders" who have been rejected or abused by society.

Origin The supervillain Binder wanted revenge, revenge against the country that rejected him. He wanted to bring American society to its knees. He wanted the government to tremble at the mention of his name.

Too late, Binder realized that a group is much stronger than an individual. He ended up in prison.

Binder got a second chance when an attack by Dr. Destroyer demolished the prison and set him free. Binder offered his services to the archvillain, but Destroyer only laughed. Binder was angry, but he also knew that Destroyer was right. He vowed that he would put together the ultimate supervillain team. When his group was fully assembled, no one would ever laugh at him again.

After months of searching, Binder heard of a disturbance at a radiotelescope facility in Southern California. He decided to investigate and found the alien explorer Plasmoid trying to repair a television screen in the control room. The place had been abandoned, as the astronomers had all fled in terror when Plasmoid started demolishing the equipment. But Binder was made of sterner stuff. He attempted to communicate with this strange being.

Binder found that the astronomers had set up crude translation program on the computer to communicate with Plasmoid. With a little work, he managed to talk to Plasmoid and asked the creature to join him. For reasons that remain his own, Plasmoid agreed to accompany Binder. Eventually, Binder was able to teach Plasmoid some English, and establish minor control over him.

Together, they were more powerful, but Binder wanted more. They ran across Black Star by coincidence while he was attempting to rob a gold shipment in Tennessee that they were also after. Binder watched Plasmoid and Black Star battle, until he decided that Black Star would make a valuable addition to the team. Binder stopped the fight and made his offer to Black Star, who agreed to join the group.

Now the team was getting really powerful. Binder started teamwork sessions and began construction on a secret base. He kept monitoring the news reports for potential new members. When he heard about Charger on the local police bands, he decided a little test was necessary.

While Charger was busy robbing a jewelry store, Binder had Plasmoid attack him from surprise. Charger laughed as the attack only made him stronger, and shot back. The exchange of vast energies might have continued indefinitely, but Black Star stepped forward and stunned Charger. Black Star would have finished him if Binder had not stepped in. Given a choice between joining a highly lucrative supervillain team and death, Charger made the "correct" decision. Sur-

prisingly, he didn't regret it; as Binder and Charger got to know each other, they became close friends. The Ultimates, as Binder now called his team, were now a foursome.

Things were going extremely well. Their secret base was now completed and stocked with stolen vehicles and scientific equipment. The team was a well coordinated unit in combat. Still, Binder kept his ears open for the right opportunity to recruit a new member. Then he heard about Slick.

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

Tactics: While the Ultimates are not the most powerful group in the world in terms of brute force, their effective use of tactics makes them very dangerous. Binder and Slick use their entangle attacks to snare opponents; those not caught in an entangle are blasted by Plasmoid and Charger. Black Star goes toe-to-toe against opponents. The Ultimates prefer to pick the time and place of their engagements, and use sniping and surprise tactics to throw the opposition off guard.

Group Relations: The Ultimates get along just fine. Each of the members enjoys being a member of one of the world's most feared villain teams, and Binder works to keep them motivated. They have a lot of "team spirit", and that has kept them together through difficult times. Plasmoid is not well-liked by his teammates, but since Plasmoid doesn't register people's emotions, it doesn't bother him. The best way to describe the Ultimates is a "collective ego". Individually, they have numerous insecurities, but being part of the big bad Ultimates compensates for it; as individuals, they were all losers, but as Ultimates, they are winners. Binder makes certain that each member feels wanted, useful, and wealthy.

Reputation: The Ultimates are considered to be one of the most dangerous supervillain groups ever assembled. They strike without warning at sensitive targets. The most recent United States Department of Defense Supervillain Survey rates them: "The premier threat to national security of all active American supervillain groups. Their choice of targets, teamwork, and power makes their capture one of the top priorities of all superhero teams."

Scenario Use: The Ultimates are interested in attacking military targets and undermining the military capability of the United States. Their targets include everything from breeder reactors to experimental aircraft to space shuttles carrying military satellites. They will use any means to achieve their goals, including murder and blackmail. They also like to perform "demonstrations" of their ability in highly public places (such as airshows). The Ultimates will ambush supers in direct service of the American military.

BINDER					
Val	Char	Cost	100+	Disadvantages	
15	STR	5	10	Extremely Sensitive	
23	DEX	39		About Looks	
23	CON	26	20	Inferiority Complex	
11	BODY	2	15	Extreme Reputation	
23	INT	13		(10 Most Wanted Villains) 11-	
14	EGO	8	15	Distinctive Features (scarring, conceal, causes horror)	
20	PRE	10		Hunted by UNTIL, 8-	
2	COM	-4	15	Hunted by Champions, 8-	
10	PD	7	15	Secret ID (Earl Whitacker)	
10	ED	5	15	Villain Bonus	
5	SPD	17	134		
8	REC	0			
46	END	0			
31	STUN	0			
Cost Powers				END	
50	Installations (250 points)				0
56	5d6 Entangle DEF 5, Sticky, Transparent to Attack [32c] OAF glue gun				
16	Comic Book Martial Arts Package				
	Manuever	OCV	DCV	Damage	
	Kick (Off Strike)	-2	+1	7d6	
	Throw (Throw)	+0	+1	3d6+V/5	
	Dodge	—	+5	Dodge	
	Block (Block)	+2	+2		
9	Armor +6 PD, +6 ED, act. 14-, OIF costume				
6	Extra non-resistant Defenses: +6 PD, +6 ED, act. 14-, OIF padded costume				
3	Flash Defense vs. sight (5 pts) OIF goggles				
40	20" Flight (0 END) OIF jetboots				
	Skills and Talents				
3	Computer Programming 14-				
3	Security Systems 14-				
3	Stealth 14-				
3	Tactics 14-				
3	Scientist				
2	SC: Chemical Engineering 12-				
2	SC: Computer Science 12-				
2	SC: Mathematics 12-				
2	SC: Physical Chemistry 12-				
8	+4 Levels w/Glue Gun				
OCV:8 DCV:8 ECV:5 Phases: 3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	128	+	211	=	339
				=	239
				+	100

Background: Earl Whitacker was a research chemist with a multinational conglomerate. For the most part, he enjoyed his work, but he did feel that the corporation was rather impersonal and unappreciative of his talents. Of course, Earl had always to fight for every scrap of respect he had ever gotten. He had grown up as the middle child between two geniuses, and everyone thought of him either as Russell Whitacker's younger brother, or Susan Whitacker's older one. He grew up neglected and angry. To compensate, he pursued a doctorate in chemistry, and got it. It was time to start making money.

Earl's biggest project was the development of a new superadhesive. Unfortunately, his research funds were cut; the money went to more lucrative projects needed by UNTIL. Earl proceeded ahead with his research, cutting corners where he had to, doing his best to keep his work afloat.

Then, there was the accident.

Ever heard of a worst case scenario? Earl was living in one. Earl's face was hideously scarred. The corporation fired him, cutting off his medical insurance when he needed them most. But in this cloud there was a silver lining. The super adhesive was a success.

What turns a man into a supervillain? Was it want of money? Earl needed money. Was it bitterness? Earl was very bitter. Was it a feeling of personal inadequacy — one that only being a symbol of fear and power could alleviate? Or was it revenge?

Once out of the hospital, Earl managed to manufacture small quantities of resin A and resin B, which combine to make his superadhesive. He bluffed his way into an UNTIL base, demanding his old laboratory notes that he said UNTIL had taken, and as the agents were falling over each other trying to find non-existent notes in order to prevent Whitacker's threatened lawsuits, he stole experimental jet boots, not to mention some armor and goggles. Hey, payback time! And it had only just begun!

The world is a cruel place, and to survive, you have to be crueler. To thrive, you have to be the ultimate in cruel, the ultimate in ruthlessness, and not allow emotions such as compassion, love, and mercy weigh you down. Binder would become the Ultimate. He, and his teammates, were destined to defeat their enemies, to grasp the world in their hands, and crush it like a rotten orange.

Quote: "Tie this one on for size!"

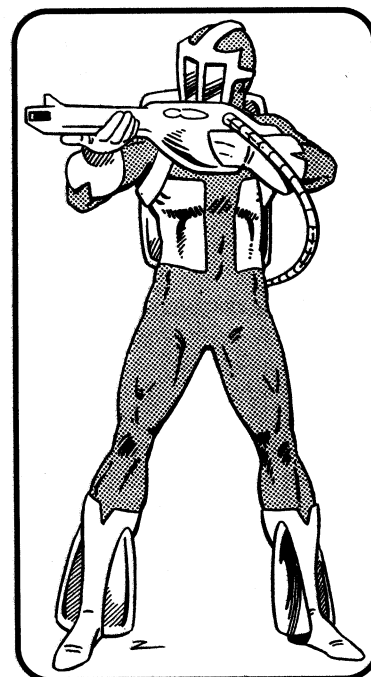
Personality: Binder is insecure, but not an introvert. He tries to cover up his own inferiority complex by beating people up, causing destruction, and hurting anyone who gets in his way. Binder's goal is for the world to acknowledge him as someone to be reckoned with.

Binder has absolutely no sense of humor, and lacks experience in "the real world" (getting together with people, having a good time, making friends, etc.). Instead, he thinks the world is out to get him, and he's merely performing a preemptive strike. Binder analyzes people in terms of what they are capable of doing in a fight; he's a tactical wizard, but socially retarded. The only people he calls "friends" are other members of the Ultimates.

Powers/Tactics: Binder's primary power is firing a spray of adhesive glue. The glue will stick to virtually anything, with the exception of the metal alloy from which Binder's gun is constructed.

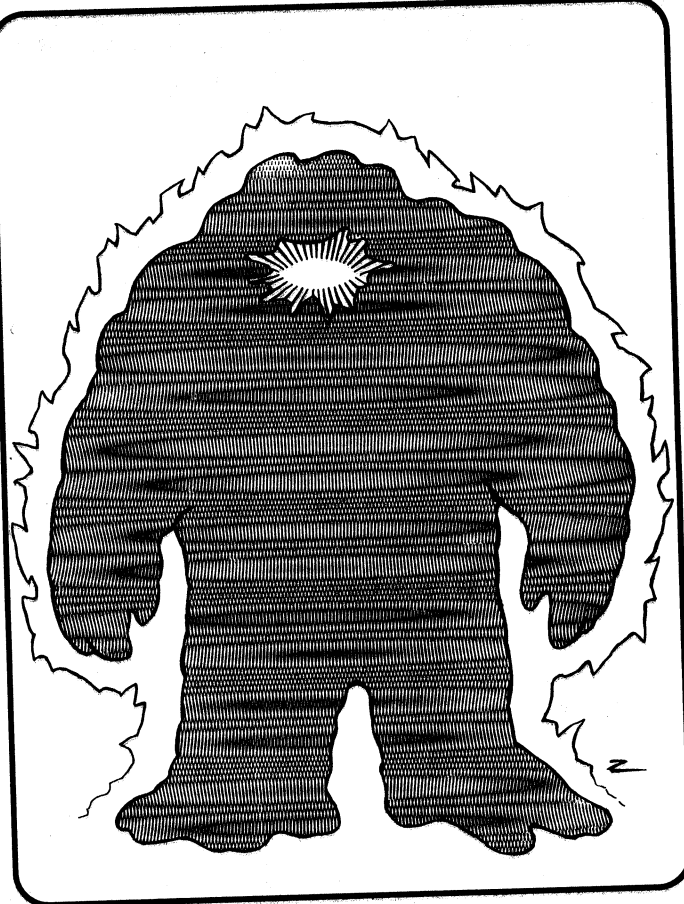
Binder is a team player in battle; his tactic is to immobilize an opponent, then one of the Ultimates will take the target out. He also coordinates the Ultimates.

Appearance: Binder is 29 years old, 6'2", 200 lbs, and in excellent physical condition. Binder's costume consists of a translucent plastic shield that hides his face, a gold gun, gold backpack and jet-boots, and the bodysuit is green with gold trim.



PLASMOID					
Val	Char	Cost	100+	Disadvantages	
0	STR	-10	10	2x Effect from Power Drains	
23	DEX	39	20	2x STUN and BODY from magnetic attacks	
48	CON	76		3d6 from being grounded	
13	BODY	6	20	Ignorant of Earth technology	
8	INT	-2	15	Random, Unpredictable actions	
18	EGO	16	5	No sense of smell or taste	
40	PRE	30	20	No Hearing	
12	COM	1	20	Distinctive Features (major, not concealable)	
20	PD	20	10	Extreme Reputation 11- (Unpredictable, dangerous)	
25	ED	15	15	Hunted by Dpt. of Defense, 11-	
5	SPD	17	20	Hunted by UNTIL, 11-	
10	REC	0	10	Public ID	
96	END	0	325	Villain Bonus	
49	STUN	12			
Cost Powers			END		
75	Multipower (75 pt. reserve)			7	
7u	15d6 EB			0	
3u	10d6 Explosion EB 3 charges			0	
3u	5d6 RKA, Plasmoid takes 1 BODY NND per 1d6 RKA used (-1), 8 charges			7	
5u	50 STR magnetic TK (-1/2) only 35 STR vs. non-metallic metals, 20 STR vs. non metals)			0	
75	3d6 NND Damage Shield Persistent 0 END (+1 1/2) (not vs. Force Fields) 0			0	
30	EC — Plasma Body Powers			0	
a-30	Force Field +15 PD, +15 ED, persistent 0 END			0	
6-20	Regeneration 6 BODY (-1/2) needs pure hydrogen to regenerate			0	
30	Flight 10" 0 END				
10	FTL (1 LY/year)				
30	Full Life Support				
6	+3 Levels w/sight perception				
6	+4 Telescopic Vision				
5	IR Vision				
5	UV Vision				
20	N-Ray Vision (X-Ray, can't see through lead, force fields)				
10	360 Degree Vision				
10	+2 Levels w/multipower				
OCV:8 DCV:8 ECV:6 Phases: 3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	220	+	380	=	600
				=	500
				+	100

Background: On a world where the machines replaced organics, the Overcomputers eventually developed one organic trait — curiosity. They wanted to know what the universe was like, and to explore the cultures on their neighboring worlds. Since the Overcomputers couldn't leave their world, they created intermediaries — intelligent beings constructed from magnetic force fields and ionized hydrogen (plasma). The creature now called Plasmoid was sent to Earth as a scout; unfortunately for him, travel through the vast galaxy warped his magnetic memories, and garbled his directions. Plasmoid seeks to conquer Earth, though he spends a lot of time trying to communicate with unintelligent items such as household appliances.



Plasmoid joined the Ultimates almost as soon as he landed on Earth. As an Ultimate, Plasmoid has made a number of serious enemies, including Firewing and UNTIL. This doesn't matter to him; his goal is to conquer the aggressive lifeforms and communicate with the more passive ones. The rest of the Ultimates fear him because of his bizarre appearance and unpredictable nature, and usually stay far away from him.

Quote: Sssss *crack* ssss (Plasmoid can't speak).

Personality: Plasmoid is a damaged machine who doesn't know its own function. As a result, it will either follow Binder's instructions (Binder has learned to communicate with it using a few gestures), or will start performing random acts, such as demolishing a vending machine or repairing an electric typewriter. To determine whether he will perform a random act under combat conditions, roll 3d6; if an 11- is rolled, sometime during the fight he will perform an action unrelated to the fight.

Plasmoid is particularly fond of television, as it is one of the few things on earth that often communicates back to him (depending on whether the plug is in and the set has been turned "on".)

Powers/Tactics: Plasmoid is living energy, and has a number of weaknesses in that form. Attacks that drain power are particularly effective against him, as are magnetic attacks which scramble his thought processes. He will always be flying, as being grounded drains his life force.

In combat, he will usually attack with his 15d6 blast. Only at Binder's directions will he use either of his other attacks.

Appearance: Plasmoid is a seven foot tall energy creature, roughly humanoid shaped. It is a living force field which is brilliant white in color, surrounded by crackling edges of many colors.

SLICK									
Val	Char	Cost	100+	Disadvantages					
20	STR	10	10	2x STUN from sonic attacks					
26	DEX	48	20	Overconfidence					
28	CON	36	15	Fear of Being Bound					
10	BODY	0	10	Reputation					
10	INT	0		(Showoff, Surfer), 11-					
10	EGO	0	15	Hunted by UNTIL 8-					
15	PRE	5	15	Hunted by Champions 8-					
20	COM	5	10	2d6 Unluck					
25	PD	21	10	Public ID (Rick Powell)					
25	ED	19	137	Villain Bonus					
6	SPD	24							
10	REC	0							
56	END	0							
35	STUN	1							
Cost				Powers					
30	Elemental Control — Friction Powers								
a-32	5d6 Entangle DEF 5 1/2 END			3					
b-37	3d6 Entangle DEF 3 AE 3" rad 1/2 END			3					
c-35	+25" Running (31" total) 0 END			0					
12	Damage Resistance (12rPD, 12rED)								
7	+3 DCV vs. grabs and entangles only (-1)								
	Skills and Talents								
2	Acrobatics 14-								
3	Breakfall 13-								
3	Stealth 13-								
2	KS: Narcotics 11-								
3	KS: Surfing 12-								
6	+2 Levels w/Entangles								
OCV:9 DCV:9 ECV:3 Phases: 2,4,6,8,10,12									
Costs:	Char	Powers	Total	Disadv	Base				
	169	+	183	=	352	=	252	+	100

Background: At Venice Beach, the most common sights are surfers, volleyball players, and frisbee throwers. Rick Powell did all three. He also engaged in less sociable habits, most notably pushing acid. Rick came to believe that among the newest and strangest recreational chemicals, he'd find something that would become bigger than crack, so Rick exclusively dealt in new and exotic drugs. He also tried everything that came in. This included a chemical that had been stolen from a private laboratory.

The results were astounding. The drug altered his molecular structure and gave him the ability to make himself, and other surfaces, virtually frictionless. With a little experimentation, he found uses for his newfound abilities that exceeded any of his wildest fantasies — he would be rich!

Rick started pulling bank robberies. Unfortunately, he was an amateur and was captured by the police. His secret identity was revealed to the world. But the Ultimates saw potential in this slippery surfer, and they rescued him and recruited him into their ensemble. Slick has not been captured since.

Quote: "Pretty slick move, huh?"

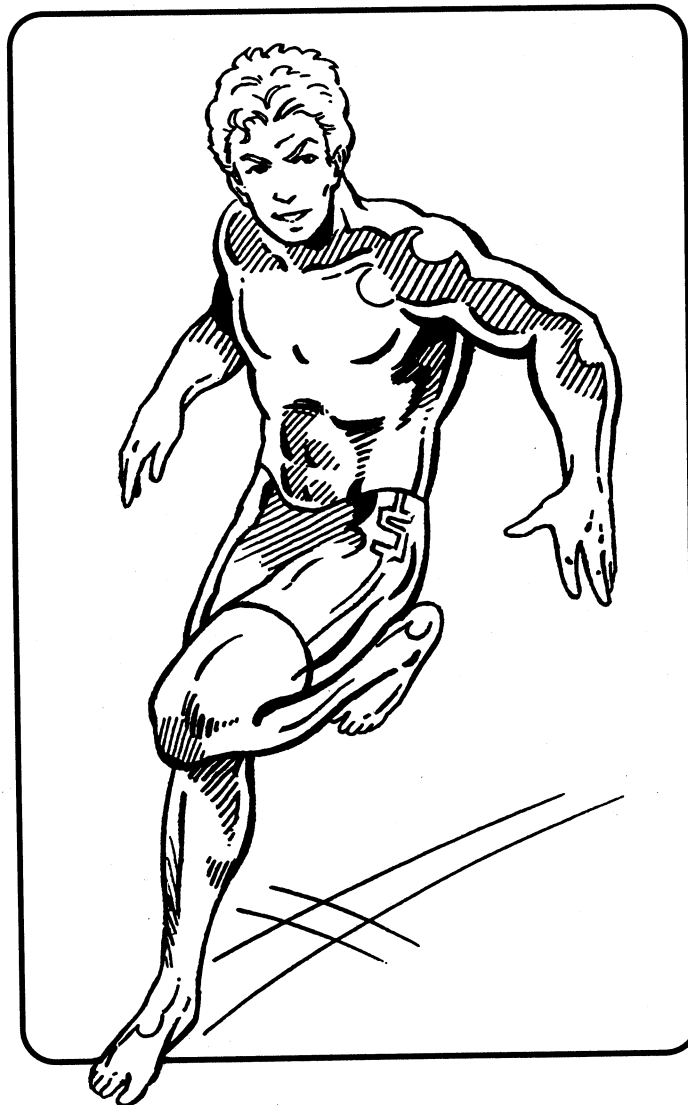
Personality: Slick is a show-off, someone who is extremely outgoing and manic and hyper. He is extremely impressed with his own abilities, to the point of feeling a bit constrained by Binder's battle tactics. He is still hooked on drugs; because of this, many of his decisions are impulsive.

Powers/Tactics: Slick is covered by a type of force field that reduces friction to near zero. Slick has good control over his ability (thus he can perform everyday feats like walking without tripping, stopping without hitting something, and digesting food). He uses this field to propel himself with astonishing speed, and unless his opponent gets a really good hold, most grabs and entangles just slip off.

While the drug was responsible for Slick's powers, no other outbreaks of "the Slick effect" have been reported. Perhaps with all of the alterations to Slick's body chemistry, the drug only affected him. Or perhaps it affected the other users, and someone is covering it up. This can be decided by the GM during the course of the campaign.

Slick usually follows Binder's instructions in combat: find cover, attack at range and by surprise if possible, and retreat when a retreat is called. If Binder is down, Slick will often break cover and attack at close range. He likes to grandstand and mouth off in combat.

Appearance: Slick is 20 years old. He wears a skintight suit, much like a bodysuit worn by surfers. The suit is blue with a silver "S" insignia on his chest. He is always barefoot. Slick is 6'2" tall, 190 lbs, has curly brown hair and green eyes.



BLACKSTAR					
Val	Char	Cost	100+	Disadvantages	
20	STR	10	10	2x STUN from find weakness or nerve attacks	
18	DEX	24			
38	CON	56	10	2x STUN from gravitic attacks	
15	BODY	10	15	Loves to Fight	
13	INT	3	15	Fear of Heights	
10	EGO	0	10	Extreme Reputation (Member of Notorious Villain Group) 8-	
20	PRE	10			
14	COM	2	15	Hunted by UNTIL 8-	
15	PD	11	15	Hunted by Defense Dept. 8-	
15	ED	7	5	1d6 Unluck	
5	SPD	22	15	Secret ID (James Carson)	
12	REC	0	50	Villain Bonus	
76	END	0			
44	STUN	0			
Cost			Powers		
			END		
60	Multipower (60 pt. reserve)				
6u	Density Increase (6 levels, +30 STR, +6 PD, +6 ED, -6" KB, 0 END and Armor (+5 PD, +5 ED)			0	
6u	Desolidification 0 END			0	
Skills and Talents					
5	Electronics 12-				
5	Mechanics 12-				
3	Physics 12-				
20	+4 Levels w/H-to-H Combat				
OCV:6 DCV:6 ECV:3 Phases: 3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	155	+	105	=	260
				=	160
				+	100

Background: Nerd!

James Carson hated that word. Dweeb, doofus, geek, weenie; you get the general idea. Okay, maybe James the Brain wasn't the most physical guy. Sure, he was a little overweight, and he looked like he could build a dam with his teeth, and he got into lots of fights he never won, and he was scared of heights and women, but he was smart. He would show them all!

James got his Bachelor's Degree, then his Masters, then he worked as a researcher for a multinational corporation. He didn't get along with anyone; no one really wanted him around. It was when the other scientists gave him an impromptu "nerd of the year" award at a party that he started plotting revenge.

The opportunity for revenge came when he was working on Project: Density, along with an elderly scientist. They were working on a project to study the effects of density on a gravitational field. The scientist accidentally discovered a method to alter the density of an object. It could vary the density of a living being from intangibility, to the density of a black hole! Seeing profit in this device, Carson murdered the old man.

Carson found that the device strengthened his muscles, transforming him from "Fat nerdo" to "Eat your heart out, Charles Atlas!" in a matter of days. Carson's physiognomy adjusted just fine; he couldn't believe the difference. He was now both rich and handsome. Who said crime didn't pay!

Best of all, he was attacked by superheroes. Instead of having his face punched in, James won! The big bad superheroes went down at his feet like a bunch of scrawny wimps. His fighting was so effective that a group of supervillains, the Ultimates, asked him to join! James accepted... and Blackstar was born.

Quote: "Hey geek! Free trip to the hospital, I'll even call the ambulance. Ha!"

Personality: James Carson is a sadistic thug. He likes to show off his strength and toughness, be it by juggling tanks, or tearing down high voltage fences, or walking through mine fields and laughing. He likes to fight, making nasty remarks every time he strikes an opponent. Carson's one psychological quirk, his fear of heights, comes from a childhood memory of three bullies holding him by the ankles upside down over a freeway overpass. He's sensitive to the way he was treated before he got superpowers; he'll make fun of people, and bully them just as bad as he was bullied.

Blackstar often goes on fighting long after the other Ultimates have left, losing himself in the joy of battle. One day, that could prove to be a fatal weakness.

Powers/Tactics: Blackstar's powers allow him to control his own density (not his own destiny, but he says they allow him to do that too). He is vulnerable to attacks that also have their own effect on density (gravitics) or affect the nervous system (which is rather tightly bundled). In combat, Blackstar loves to fight. He will only stop fighting after all of his opponents are down; he will not retreat and may have to be dragged out of combat by his teammates; he was never able to fight before he had superpowers, so he won't pass up the opportunity now.

Appearance: Blackstar is thirty years old. He wears a red costume with black trim, gloves, and boots, and a huge black star on his chest. He is 6'1" tall (6'0" when density is active), and 200 lbs (over 6 tons when density increase is active). He has black hair and blue eyes.



CHARGER				
Val	Char	Cost	100+	Disadvantages
10	STR	0	10	2x STUN from fire and heat attacks
20	DEX	30		
23	CON	26	20	Overconfidence
10	BODY	0	15	Fear of Fire
10	INT	0	15	Fear of Death
10	EGO	0	5	Low Body Temperature
15	PRE	5	5	Extreme Reputation 8-
14	COM	2	15	Hunted by UNTIL 8-
15	PD	13	15	Hunted by Defense Dept. 8-
50	ED	30*	15	Secret ID (Edward Ellis)
5	SPD	20	105	Villain Bonus
7	REC	0	320	Total Disadvantages
46	END	0		
27	STUN	0		

*-1/2, if any attack exceeds ED, ED is reduced to 20.

Cost	Powers	END
20	200 END Reserve (recharge by absorption)	8
80	16d6 EB (electrical)	
16	4d6 Character Points Absorption, feeds END Reserve, Can't absorb attacks that exceed ED, nor exceed battery maximum (-1/4)	
10	Damage Resistance 20ED	
10	Lack of Weakness (10 pts)	0
12	Hardened ED	
37	Flight 15" 1/2 END	
3	Disguise 11-	
6	+3 Levels w/EB	

OCV:7 DCV:7 ECV:3 Phases: 3,5,8,10,12

Costs:	Char	Powers	Total	Disadv	Base
	126	+ 194	= 320	= 220	+ 100

Background: "Death be not proud, though some have called thee..." Damn it!

Edward Ellis threw the book of poetry out of the window. Literally. After all, when you're dying of cancer, what's a little draft going to do to you? Catch your death of cold?

As Edward came closer and closer to his brush with the inevitable, he began to plot his escape. Not some huckster's con job, or a snake oil cure. Something really scientific. He decided on cryogenics. He volunteered for an experiment and went to sleep in a vat of liquid nitrogen.

It was a dark and stormy night. Suddenly lightning struck! The casket in which Ellis was sleeping was hit, and the systems overloaded. He awoke amid the wreckage to find that this bizarre coincidence had cured his cancer. He had cheated death! And he had such power!

Ellis examined his life carefully. While it was true that he had cheated death, life had always cheated him. Whatever he had made, the government had taken away, not to mention his alimony payments, and child support to a kid who didn't even visit him when he was dying. Now, he had the power to take what he wanted from life. Money, comfort, and power, especially power. Every cent the government had stolen from him would be returned. Every cent and more! Charger was born!

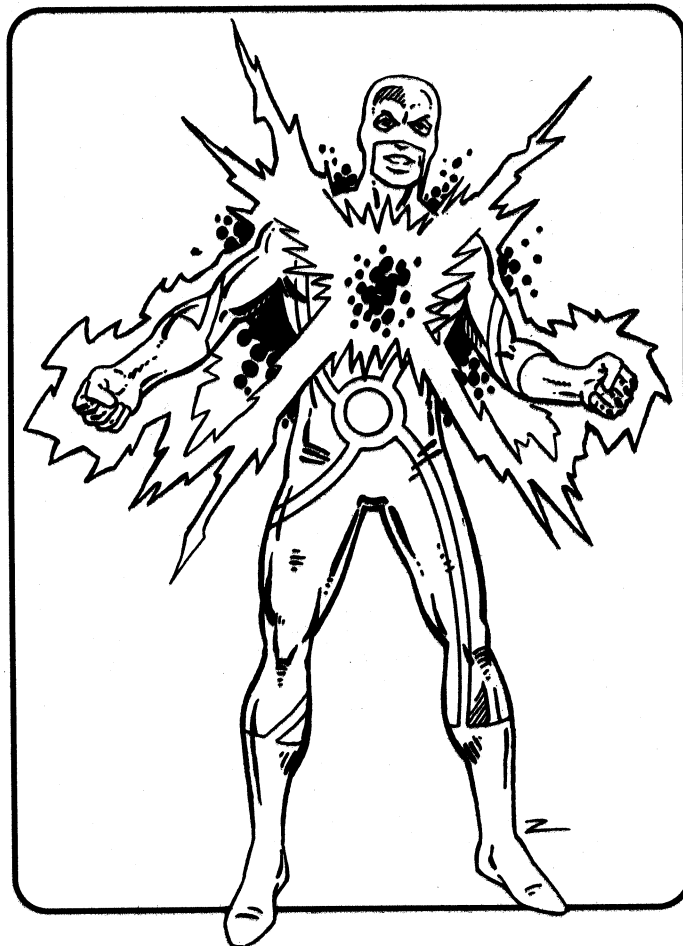
Quote: "I am an Ultimate! I control energy itself! You can show me nothing, except how to be humbled before my power!"

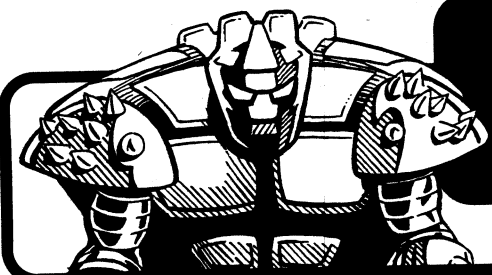
Personality: Charger portrays himself as a larger-than-life figure. He is absolutely confident in his abilities, and expects everyone to grovel before him and acknowledge that he is their master. Charger likes to laugh at people when their attacks fail, and hurls insults and petty remarks to anyone he puts down in battle. Charger does have several fears. He fears death; if he should meet someone with a gun, or (worse) someone known to have radiation powers, Charger will stay as far away from them as possible (or try to take them out from behind). Because of his vulnerability, he is cautious about going up against flame powered supers as well.

His major regret is his low body temperature. Though it rarely hinders him, Charger finds that it feels "unnatural" and he would like to find a way to bring it up to a more comfortable temperature without losing his powers.

Powers/Tactics: Charger is a living electrical battery. His body temperature is only 40 degrees Fahrenheit, though he can cope with normal temperatures without too much penalty (really hot weather does bother him more than others). In combat, Charger stays at range, tries to flank or blindside any opponent, then he attacks at range. He will allow himself to be struck by most energy attacks, except fire, to which his nearly frozen metabolism is particularly vulnerable.

Appearance: Ellis is 35 years old. As Charger, he wears a white bodysuit with a torus-shaped symbol on his chest. His hair is silver-white, and his eyes glow blue. He is usually surrounded by a crackling blue energy field.





THE CONQUERORS

Membership: Neutron (leader), Ankylosaur, Arc, and Wyvern. The Conquerors occasionally hire mercenary villains, and may recruit individuals that are devoted to Neutron's cause.

Origin: Originally, the Conquerors — like many supervillain groups — had a sharply political focus. For years, Neutron used his superpowers to commit robberies with his father, but eventually grew dissatisfied with a life of petty crimes. There must be more to life than easy money. Undoubtedly the modus operandus of the Akbar family would have changed if it had not been for the tragic death of Mr. Akbar, who was shot by a policeman.

Neutron went on a rampage of terror after his father was shot, and many police officers died before he was brought to justice. While on death row awaiting execution, Neutron did some long and hard thinking about the system of government that allowed "crazed killers in uniform" to go around killing people. Something had to be done. Neutron spent the last few weeks before the execution formulating a plan.

The day of his execution came. Neutron was led to the electric chair and the straps were fastened. When the switch was thrown, there was a blinding flash of light. When the bystanders could see again, the warden was slumped in the executioner's chair, dead, and Neutron had flown away. Laughing.

After a quick stop-off in Switzerland to retrieve the money he had stolen, Neutron returned to the United States to begin working on a device that he had thought up in prison — a device that would control people's thoughts through the electromagnetic pulses in their brains!

Unfortunately for Neutron things did not go as planned. There was an explosion in the laboratory, and his device was ruined. All was not lost, however, for in the explosion, his most faithful lackey, Arc, was created.

The disaster caused Neutron to rethink his plans. Upon analyzing the data from his device before it blew up, he found a critical design error. He abandoned the idea of controlling the government through mass mind control. Perhaps through carefully planned terrorist activities, he could bring the government of the United States toppling down, replacing it with his own system of government, rule by decree.

Once again, he spent considerable time planning his operation, this time in California. But, due to spectacular bad luck, both Neutron and Arc were captured. This time, they escaped immediately, not even pausing to take a rest. They made their way to Neutron's alternate hideout in Maryland. Once again Neutron spent his time planning, and came to the conclusion that he needed reinforcements. After a long search, he found Ankylosaur, who brought his friend Wyvern with him. Neutron christened the newly formed team "the Conquerors".

They terrorized Washington DC for several years, with limited success. After a long period of brainstorming, Neutron devised his greatest plan, replacing the President with a mutant shape-shifter. The plan was working perfectly, until Genocide Minutemen robots showed up at the wrong moment. The robots murdered the shape-shifter, and severely wounded Neutron.

Neutron recovered in a prison hospital, seething with anger. He did a bit of research on Genocide, coming to the conclusion (given shaky support by a report in a disreputable left wing magazine) that Genocide was really a CIA plot to destroy all mutants in order to deny them their rightful destiny as masters of the Earth. Neutron decided that the destruction of Genocide was to be his number one goal. Or anyone associated with Genocide. Or anyone who might possibly have a connection to Genocide, no matter how small. The rest of the team looked at the new direction of the Conquerors with alarm, but Neutron has always been very driven man. He is determined to destroy Genocide in any way that he can, and God help those who get in his way. And if he can conquer the United States in the bargain, so much the better.

Goals: The immediate goal of the Conquerors is destroy Genocide. Their long-term goal is to replace the United States government with one of their own devising. The Conquerors have also engaged in occasional terrorist actions in Saudi Arabia, as Neutron claims to be the rightful ruler of the entire Middle East. The Conquerors will occasionally engage in petty bank robberies for pocket money; Neutron does not usually go on these missions.

Tactics: The Conqueror's major weakness is their poor tactical coordination. Wyvern is too stupid and aggressive to be a good team member, Neutron is too egotistical and grandstanding, and Ankylosaur is too self-centered. Only Arc is really capable or willing to coordinate with others, but prefers to follow Neutron's orders.

Group Relations: Relations between the Conquerors have been strained of late, and the group may be on the verge of a break-up. Ankylosaur does not share Neutron's desire to protect mutants, and wants to change the direction of the Conquerors toward robbing banks and getting rich. Neutron is obsessed with his goal of bringing down Genocide and its alleged allies in the United States government, and isn't really listening to his comrade. It is possible they may reach a compromise where both members may get what they want, or they may split up. If a split occurs, it is probable that Arc will stay with Neutron, while Wyvern follows Ankylosaur.

Reputation: The Conquerors have a reputation as a dangerous but not very well coordinated villain group. They are considered to be more dangerous as individuals than they are as a team. The United States Department of Defense supervillain survey rates them as "a substantial threat to the nation's security, not to be underestimated."

Scenario Use: There are two possible uses for the Conquerors. One is as a comedy relief villain group, a parody of a stereotypical supervillain team. Neutron's flawed experiments, obsessions, and the team's monumental bad luck and lack of coordination can be used for laughs. The other is as a serious supervillain team dedicated to the destruction of Genocide by any means possible, as well as those who sympathize with their goals. (If anyone comes out with an anti-mutant statement, they automatically become a target). Thus the Conquerors will attempt to assassinate newspaper editors, mayors, and senators. They may also receive misinformation about prominent individuals in the campaign world, and launch unfounded attacks against PCs (in their secret ID), and friendly DNPCs.

NEUTRON					
Val	Char	Cost	100+	Disadvantages	
10	STR	0	20	Egomaniac	
23	DEX	39	15	Hatred of Being Touched	
28	CON	36	15	Must be leader	
15	BODY	10	20	Hunted by Genocide 11-	
18	INT	8	20	Hunted by UNTIL and	
14	EGO	8		associated heroes 8-	
25	PRE	15	10	2d6 Unluck	
10	COM	0	15	Secret ID (Hassan Akbar	
2	PD	0		Hammond)	
6	ED	0	340	Villain Bonus	
7	SPD	37			
10	REC	4			
76	END	10			
45	STUN	11			

Cost	Powers	END
30	Elemental Control — Magnetic Powers	
a-30	12d6 EB	6
b-41	50 STR TK 0 END, only vs. metal, (-1)	0
c-51	7d6 RKA 1/2 END, only vs. metal (-1)	6
d-32	Force Field (+25 PD, +25 ED) 1/2 END	3
e-30	20" Flight (0 END)	0
f-30	Change Environment (magnetic fields), 128" AE 0 END	0
11	Kung-fu Package	
	Maneuver	OCV
	* Block	+2
	* Dodge	—
	* Throw	+0
		DCV
		+2
		+5
		+1
		Damage
		Block
		Dodge
		2d6+V/5
15	Radar Sense	
9	LS: self-contained, vacuum/high pressure (-1/2 only when force field is active)	
	Skills and Talents	
4	Language: English (Arabic is native)	
3	Electronics 11-	
2	SC: Magnetism 11-	
2	SC: Physics 11-	
3	Security Systems 13-	
4	+2 Levels w/EB	
20	+4 Levels w/EC	
60	Base and Vehicles (300 pts)	

OCV:8 DCV:8 ECV:5 Phases: 2,4,6,7,9,11,12					
Costs:	Char	Powers	Total	Disadv	Base
	178	+ 377	= 555	= 455	+ 100

Background: Hassan Akbar cannot remember a time in which he did not have abilities beyond those of ordinary men. From the time he could walk, he could also make metal objects move upon unspoken commands. His father stressed that he should not show off his powers in public, and had him learning martial arts from an early age. Seeing opportunities to improve their lot in life, Mr. Akbar and his son moved from his native Egypt to America when Hassan was 9. Life was not as easy as Mr. Akbar thought it would be, so he decided to exploit his son's abilities. When Hassan was 13, he and his father robbed a bank. He had never done anything so profitable, or so easily.

Hassan had a talent for science, and pursued it. He also had one maintained his other talent; throughout his high school years, and even later when he attended graduate school at MIT, he and his father would take weekend excursions to rob banks and jewelry stores, and other places of wealth.

Then his father was shot.

Instantly, Hassan used his powers to extract the bullet, but it was too late. His father had died.

Hassan lost his sanity that day. He cursed "the murderers in blue." He cursed the government that allowed them to kill. He cursed the world, and Fate itself. They would pay. All of them!

Hassan began a long series of schemes in pursuit of vengeance, dressing himself in a supervillain costume and calling himself Neutron. He gathered the Conquerors together, as his personal instrument of revenge. When Genocide foiled one of his most brilliant schemes, he decided to destroy Genocide.

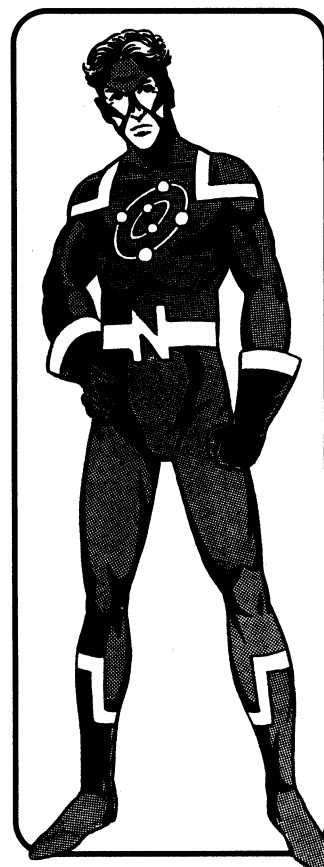
Quote: "One cannot conquer true genius. One can only be conquered by it."

Personality: Hassan is an extremely egotistical flake. While there is no doubt he is has very bright scientific mind, he is hardly one of the most brilliant minds in history, as he considers himself to be. He has a tendency to believe outlandish stories if they reinforce his own views, and is often less than rational in his plans. Neutron feels that his destiny is to become the Conqueror of the World, Ruler of the Middle East, Messiah of Mutants, and Bane of Banal Governments everywhere. He hates being touched ("physical handling is for lesser beings"). While it is possible to portray Neutron as a comic villain, he is also capable of ruthlessness and horrific effectiveness in his planning; while he is extremely egotistical and tends to overreach himself, he is not incompetent.

Powers/Tactics: Neutron has the mutant ability to manipulate the electromagnetic spectrum. He can fire bolts of electrical energy, and manipulate even non-ferrous metals with magnetic powers.

In combat, Neutron likes to sit back at a distance and fire bolts at long range, or throw cars and other heavy metallic objects at heroes. He'll also grab heroes who wear metal battle armor, and use them as projectiles against their comrades. While he knows martial arts, he'll only use that knowledge in emergencies.

Appearance: Hassan is 5'10" tall, weighs 165 lbs. He has brown hair and black eyes, and dark skin. His costume is yellow with a representation of an atom in white, and his gloves, boots, and mask are black.



Classic Mechanics

ARC				
Val	Char	Cost	100+	Disadvantages
40	STR	30	10	2x STUN from cold attacks
20	DEX	30	5	1 1/2x BODY from cold attacks
28	CON	36	20	Loves to fight
15	BODY	10	10	Fears Neutron
13	INT	3	20	Feels All Verbal Abuse he takes is true
9	EGO	-2		
20	PRE	10	15	Hunted by UNTIL 8-
8	COM	-1	15	Hunted by Genocide 8-
18	PD	10	15	3d6 Unluck
18	ED	12	15	Secret ID (Achmed Stinwartz)
5	SPD	20	71	Villain Bonus
19	REC	10		
60	END	2		
49	STUN	0		

Cost	Powers	END
31	10d6 EB, act. 14-, no range, 1/2 END	3
13	+6d6 EB, act. 8-, no range, 0 END	0
9	Damage Resistance (9 PD, 9 ED)	
11	Hardened Defenses (PD and ED)	
22	Superleap +10", 4x non-combat, (18" total), 0 END	0
10	1/2 END Cost on STR (2 END)	
	Skills and Talents	
4	Language: English (Turkish is native)	
3	Electronics 11-	
3	Mechanics 11-	
3	SC: Physics 12-	
12	+4 Levels w/EB and grab	

OCV:7 DCV:7 ECV:3 Phases: 3,5,8,10,12

Costs:	Char	Powers	Total	Disadv	Base
	170	+ 121	= 291	= 191	+ 100

Background: Born and raised in the heart of Maryland, USA, Achmed Stinwartz was hired by a Dr. Hassan Akbar to work as a technician on a new research project. Achmed was thrilled to get a job, especially since no one was hiring him because the last project he did turned out to be a death ray secretly financed by VIPER. Hmm, this machine doesn't look much like an electron microscope. Hassan scribbled a few notes and did what he was told, like a good technician.

Unfortunately, there was a little accident.

Okay, maybe Achmed could have been a little less clumsy. Yes, it was unfortunate that the machine was totally ruined when he knocked it off the shelf; but it should never have been put up so sloppily. Who was the technician in charge of setting it up? Oops! Never mind...

Achmed reached over to pick up the pieces, when the damn thing exploded. He awoke to find Dr. Akbar yelling at him. Achmed decided not to put up with this, grabbed him, and somehow lashed out with a flash of blue light. Dr. Akbar was knocked to the lab floor. Achmed had superpowers! Now he was going to teach that overbearing Dr. Akbar a lesson he'd never forget, unless he killed him, of course.

But Dr. Akbar smiled, and his eyes began to glow. What the...?! Achmed didn't realize that the man he had been working for was really the notorious supervillain Neutron. Not again! When Achmed awoke, Neutron gave him an ultimatum — join him or else. Achmed wasn't very partial to "or else", and he figured that he could go places with Neutron, so he chose the "join" option. Neutron smiled sinisterly and named his new minion Arc. A perfect lackey in the road to world conquest.

Since then, Arc has found that he enjoys playing the part of Neutron's most faithful servant and one of the most effective combatants in the Conquerors.

Quote: "Right boss, I'll teach him a lesson for you. How bad do you want me to trash him?"

Personality: Arc is the perfect lapdog for Neutron. Strong, and clueless, Arc will follow orders blindly, do whatever Neutron wants, accept anything that Neutron says in his verbal tirades.

Despite his scientific training, Arc tends to solve his problems through the use of physical force. He is easily offended and loves to fight, though he tends to shy away from those who have beaten him badly in the past. Arc is easily manipulated; Neutron is the one who best knows how to push the right buttons.

Arc is not an evil person. He tries, in his own small way, to keep the Conquerors together, to cooperate with the other members. If he had any self-esteem at all, he might be the leader, but he has a very low opinion of himself, which (to him) justifies Neutron's treatment.

Powers/Tactics: Arc stores a great deal of electrical energy in his body and emits it by touch, much like an electric eel. He can barely keep the energy under control; cold attacks tend to increase the efficiency of the energy surge, which backfires and hurts Arc.

Arc has no grasp of tactics. He'll target anyone Neutron tells him to attack. If Neutron is too busy to instruct him, he'll go after the person whom he finds most annoying. He occasionally tries to coordinate with Ankylosaur, but stays away from Wyvern, whose vicious nature intimidates him.

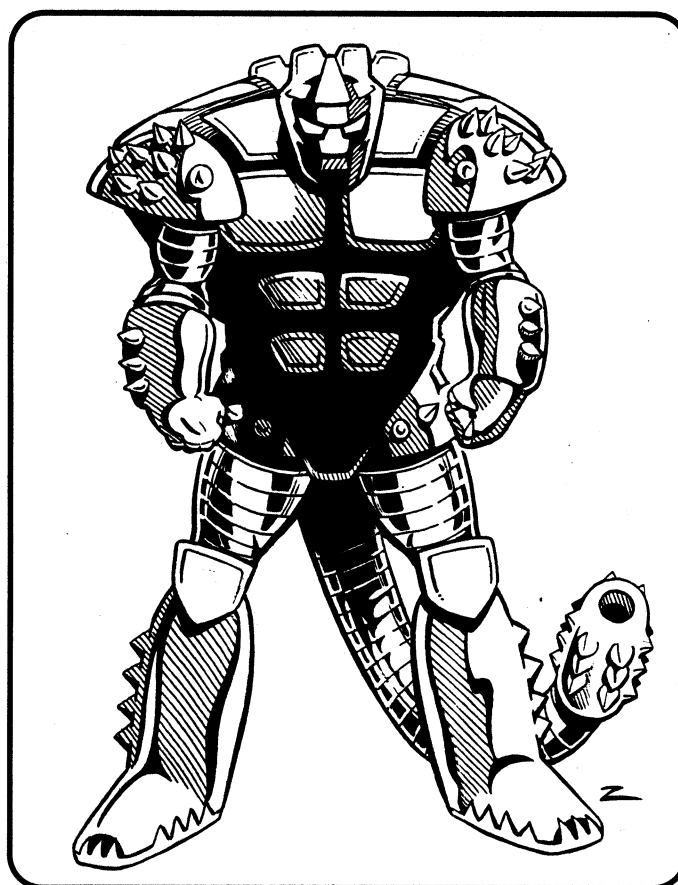
Appearance: Arc is 5'9" tall and weighs 155 pounds. He has dark hair, a dark complexion, and brown eyes. Arc wears a blue T-shirt with a yellow lightning bolt on his chest and a black mask; his boots are yellow.



ANKYLOSAUR					
Val	Char	Cost	100+	Disadvantages	
40	STR	15#	10	2x STUN from sonic attacks	
21	DEX	16#	5	1 1/2x BODY from sonic attacks	
25	CON	15#	15	Vengeful	
15	BODY	5#	10	Hatred of Police	
10	INT	0	10	Distinctive Looks: costume	
10	EGO	0		(easily concealable, major	
20	PRE	7*		reaction), causes fear	
10	COM	0	10	Reputation (violent criminal) 11-	
2	PD	0	15	Hunted by Police 11-	
2	ED	0	15	Hunted by UNTIL 8-	
4	SPD	20	15	3d6 Unluck	
10	REC	12	15	Secret ID (Paul Bressler)	
40	END	10	94	Villain Bonus	
40	STUN	20			
Cost			Powers		END
60*	Multipower (90 pts)				
4*u	+40 STR (tail) 0 END				0
3*u	16d6 EB fire [3c]				0
3*u	10d6 EB and 4d6 Entangle DEF 4 cold [3c]				0
3*u	12d6 Explosion EB Fire [3c]				0
3*u	4d6 RKA (vs. PD) Explosion Concussion [3c]				0
3*u	4d6 Flash vs. visual senses (4" AE Radius) [3c]				0
3*u	8d6 NND (not vs. non-breathers) [3c]				0
3*u	12d6 AP (physical) EB concussion [3c]				0
3*u	Darkness vs. all visual senses (6" radius)				
	[4 cont charges, lasts 1 turn]				0
39*	Armor (+23 PD, +16 ED)				
15*	+11" Running (17" total)				3
7*	Radar (act. 14-)				
7*	Life Support: Self-contained				
3*	Extra Limb: tail				
	Skills and Talents				
3	Combat Driving 13-				
3	Streetwise 13-				
15	+3 Levels w/Multipower				
9	+3 Levels w/punch, grab, and haymaker				
*OIF battlesuit					
#OIF battlesuit, and -1/2, doesn't affect figured characteristics					
OCV:7+ DCV:7 ECV:3 Phases: 3,5,8,10,12					
Costs:	Char	Powers	Total	Disad	Base
	120	+ 189	= 309	= 209	+ 100

Background: Small time crook makes big! For Paul Bressler, it wasn't easy. He could remember the time that he was glad when he just got a decent's days work and a meal and a warm bed. Then came the day that VIPER hired him and his friend John McDougal to do a simple job: stage a diversion outside of a UNTIL research lab, while VIPER infiltrated and stole some secret plans. Paul and John got a little carried away and entered the lab; then the fighting started. They became separated. Paul took refuge in a shipping room and amused himself by substituting his address for the address that was listed on some of the crates.

Piece by piece, a courier service delivered the prototype Ankylosaur armor to his doorstep. He had enough mechanical skills to assemble it, and figured out how it worked. He changed his address so the authorities couldn't track him down — now, he was really going to make his mark on the world!



Paul staged several successful robberies, and then encountered his old friend John again. John had also been given special powers during that fateful raid; they had just cost him a little more. John had become the monstrous supervillain Wyvern. But Paul didn't mind. He and Wyvern terrorized many of the richest financial institutions on the Eastern seaboard before they were contacted by the supervillain Neutron. Paul saw advantages to being a member of a supervillain group, so Ankylosaur became a member of the Conquerors.

Quote: "What's the matter chump? You got a headache or something? Let me help you get to sleep, ha!"

Personality: Paul Bressler is a simple thug. He is a bully who thinks only of himself. He likes to beat people up (not necessarily fight them, just beat them up). Initially, he was very impressed by Neutron's arrogance, his aura of self-importance, and his big vocabulary, but now is beginning to think that underneath all of Neutron's big speeches and schemes is just another nutcase.

Powers/Tactics: The Ankylosaur armor is an advanced battlesuit prototype. Attempts by UNTIL to recreate the armor have so far been unsuccessful (much to Paul's relief). The armor does have a susceptibility to sonic sources which is a major reason why the armor has not been mass produced. Paul doesn't care.

In combat, Paul likes to mix his attacks, using strength at close range, and alternating energy attacks at a distance. If the Conquerors are losing badly, Paul does not hesitate. He runs away as fast as his suit can carry him, as far as he can get away from the heroes.

Appearance: Paul is 5'9", weighs 170 lbs, and has red hair and green eyes. The Ankylosaur armor (top and underbelly) is 6'7" tall, green with rusty red patches. Its claws, mask, and tail are gold colored.

WYVERN					
Val	Char	Cost	100+	Disadvantages	
40	STR	30	10	2x STUN from fire attacks	
18	DEX	24	5	1 1/2x BODY from fire attacks	
30	CON	40	10	Berserk when confronted by fire 8-,11-	
14	BODY	8			
6	INT	-4	15	Ruthless Killer	
10	EGO	0	15	Bad-tempered, anti-social	
25	PRE	15	15	Single-minded, concentrates on one thing at a time	
6	COM	-2			
20	PD	12	25	Distinctive Features: not conceal, causes terror	
16	ED	10			
5	SPD	22	20	Reputation (monstrous killer) 14-	
14	REC	0	15	Hunted by UNTIL, 8-	
60	END	0	10	Public ID	
50	STUN	1	10	Villain Bonus	
			42		
Cost			Powers		
31	1 1/2d6 HKA (3d6+1 w/STR) 1/2 END				1
40	6d6 NND (venom blast) act. 14- vs. force field or no nervous system				6
5	Damage Resistance (10rPD)				
5	Lack of Weakness (5 pts)				
10	Flight 10" OAF wings				
5	IR Vision				
5	Extra Limb — tail				
10	1/2 END Cost on STR (2 END)				
10	+5 Levels w/NND				
OCV:6 DCV:6 ECV:3 Phases: 3,5,8,10,12					
Cost	Char	Powers	Total	Disadv	Base
156	+	121	= 277	= 177	+ 100

Background: "You sure this gonna be an easy job, Paul?" Those were the last words that John MacDougal said to his partner before the change. Paul Bressler had been hired to create a diversion at an UNTIL lab so a VIPER strike team could loot its secret scientific advances. John had never been much for words. He was purely a follower, a flunkie, not a leader. He let Paul handle the brainwork.

That was a mistake.

Things went wrong. Perhaps Paul was too curious, wanted to be too close to the action. They entered the warehouse, and became they became separated in the confusion.

John was an avowed coward. Alone, he had only one thought — hide! UNTIL agents gave chase, and John ran into an unlocked laboratory. The agents burst in, and John hid behind a control bank. Someone spotted him, and tossed a grenade in his general direction. The control bank exploded, spilling chemicals onto him. John was knocked unconscious, and when he awoke, he wasn't John anymore. He was a leathery winged monster. He broke free of the prison cell they had put him in, shredded a few guards, and found Paul Bressler, who had found fame and fortune as Ankylosaur. Paul was quickly able to recruit John as his partner, and became known as the monstrous Wyvern. When Ankylosaur received an invitation to join Neutron's team, the Conquerors, Wyvern followed.

Quote: "Nrryghl!" (Wyvern doesn't talk very much).

Personality: The chemicals that transformed McDougal into Wyvern also destroyed much of his brain, including the part that governs morality. Wyvern is a vicious monster that likes to kill. It is absolutely without mercy. Once unleashed, it will not stop until its

prey is defeated... or dead. Only Ankylosaur or (to a lesser extent) Neutron can stop it once it wants to kill. Wyvern is incredibly single-minded, fixating on one target alone, ignoring all else. It is extremely loyal to Ankylosaur, but will obey Neutron's orders if Ankylosaur doesn't contradict them. Wyvern acts like a vicious beast and cannot be communicated with on a human level (again, with the exceptions of Ankylosaur and Neutron). It is an elemental force of destruction, with wings.

Powers/Tactics: Wyvern is the result of an accidental chemical mutation. The effects of this mutation are permanent. Wyvern fires blasts of a "venom" electricity at range; these venom blasts affect the nervous system (hence the NND).

Wyvern has no grasp of tactics, being incredibly single-minded. He will attack one opponent until he is dead, and will then move on to the next victim. If an opponent is knocked unconscious and Neutron or Ankylosaur directs him to another opponent, Wyvern may make change targets with a successful Ego Roll.

Appearance: Wyvern is a monster, 6'3" tall and 300 pounds. He is naked, though large growths of black fur cover his groin, calves, neck, and forearms. He has long black hair, and a monstrous face. His two large leathery wings are brown, and his tail is also brown. Instead of hands and feet, Wyvern has animal claws. His eyes are red, and his skin is tan.



EUROSTAR



Membership: Fiacho (leader), Bora, Durak, Le Sone, and Pantera are the mainstays of Eurostar. Mentalla, the Whip and White Fire are provisional members.

Origin: Eurostar grew out of Danar Nicole's desire to unite Europe. After scandals destroyed Danar's political career, he decided that only force could bring Europe together. As Fiacho, he set out to create a new European power.

Through his old contacts in Interpol, Danar learned of a human juggernaut that was pounding his way through East Germany. Fiacho immediately travelled across the Iron Curtain and found Igor Starankov (Durak) demolishing a Soviet armored platoon. Though victorious, Igor realized that the army would eventually crush him under weight of numbers. When Fiacho offered him a way out of Germany, he took it. Eurostar had its first recruit.

Fiacho and Durak fled and settled in Italy to search for other members. While they were in Rome they heard that a young woman had literally blown over a small town. They drove north and found Gina Landucci in battle with two Italian fighters. After watching Bora destroy the two planes, Fiacho knew this beauty had to be on his team. Durak called to Bora in his loudest voice. She turned, ready to fight. Luckily, Fiacho was able to convince Bora that she could extract her revenge as part of a team. Eurostar was now a trio.

Bora told the group about a series of slasher murders that had been happening near Rome. The killer had been seen only as a fleeting black shadow. Fiacho decided that another cold-blooded killer could be an asset to his team. The group split up and began searching the area around Rome. That very night Fiacho was attacked while sneaking across the rooftops. He dodged the attacker's claws and threw her across the roof. The cat-like female landed on her feet and snarled. Slowly Fiacho calmed the cat creature. Soon, she trusted Fiacho totally. He introduced her to the other members of the team as Pantera. Eurostar was nearly complete.

The four villains retreated to Fiacho's Swiss chalet to plan their first major crime. During the planning session, Fiacho contacted some old contacts, who did not know that Danar Nicole had turned evil. They told him about a terrible accident that had maimed a French scientist, Jean Dubois — he had turned into a raving paranoid. Fiacho figured that a technical genius would help round out Eurostar and departed for France. He was disappointed to find a blind madman in a padded room. Dubois quickly convinced Fiacho that his mind was still sharp, and that he could circumvent his blindness. Fiacho decided to take a chance and broke Dubois from prison. Once at the chalet, Dubois quickly went to work building numerous gadgets for himself and Fiacho. With the addition of Le Sone, Eurostar was ready for action.

Their first acts were to raid a Russian gold depository, which netted them billions of dollars in bullion, and an assault against an UNTIL base, which rewarded them with valuable

computer codes. They built their secret headquarters in Switzerland, and began a long, very bloody criminal career. Eurostar is one of the most feared supervillain groups ever assembled. Since its conception, the group has attracted three other members: White Fire, the Whip, and Mentalla. Eurostar sees Europe as the center of civilization and wish to conquer it. They also enjoy humiliating all non-European supers, especially Americans. Eurostar sees themselves as the most powerful villain group in the world; an encounter with them can never be taken lightly.

Goals: The goal of Eurostar can be summarized in one word — fear. Eurostar's actions are those associated with a terrorist group, not a supervillain team. As Fiacho says: "Eurostar does not rob banks. We wreck economies."

Tactics: Each member has a different function. Fiacho typically battles enemy martial artists. Le Sone provides air support and ranged attacks, as do White Fire and Mentalla. Durak typically counters opposition bricks. Pantera goes up against heavily armored opponents. Bora remains in reserve; if things go badly, she will use her area of effect telekinesis to gather up fallen comrades and retreat. The members of Eurostar are all killers; they rarely show mercy.

Relations: The members of Eurostar are an effective team. Once, Bora tried to take over the team from Fiacho, but failed; she now serves Fiacho with minimal tension — Bora realizes that it's in her best interest to stay with Eurostar. The provisional members are extremely eager to please, which sometimes grates on the veteran members. Oddly enough, the group doesn't often socialize together; Eurostar is more like a business than a family. They remain a team because they realize that the best way to achieve their goals (terror, havoc, and destruction) is to stay together.

Reputation: Few supervillain teams on the planet are as feared or as hated as Eurostar. The members of Eurostar are merciless killers who have no hesitation about slaughtering innocents. Some people believe that they will destroy Europe — they may be right. Eurostar does not distinguish between heroes and villains in pursuit of their goal; what's one more corpse after so many? Eurostar is so vicious that even VIPER or DEMON hesitates to join with them. The United States Supervillain Survey says of Eurostar: "Perhaps the most ruthless and deadly team of paranormals ever assembled. They are very powerful and cunning. Handle with extreme caution, if at all."

Scenario Use: Eurostar is a brotherhood of terrorist supervillains. Their plans typically deal on a large scale and almost always threaten large numbers of innocents. (Eurostar threatens to explode an H-Bomb in Paris or creates a deadly virus and tests it on a group of friendly heroes and then threatens to release it worldwide.)

FIACHO

Val	Char	Cost	100+	Disadvantages
30	STR	20	10	Enraged when insulted about looks, 8-,11-
33	DEX	69		
30	CON	40	10	Enraged when leadership is questioned, 14-,11-
15	BODY	10		
20	INT	10	10	Distinctive Features: Ugliness (concealable, recognizable)
11	EGO	2		
25	PRE	15	20	Psych Lim: Must Be Leader (very common, strong)
4	COM	-3		
20	PD	14	20	Psych Lim: Extremely Vengeful (very common, strong)
20	ED	14		
6	SPD	17	20	Extreme Reputation (violent terrorist arch-criminal), 14-
14	REC	4		
60	END	0	20	Hunted by UNTIL 11-
55	STUN	10	15	Hunted by KGB 11-
			15	Hunted by Interpol 11-
			10	2d6 Unluck
			10	Public ID
			250	Villain Bonus

Cost	Powers	END
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80	Headquarters and Vehicles (400 points)	
14	Savate Package	
	Maneuver	OCV DCV Damage
	Side Kick (Off Strike)	-2 +1 14d6
	Jab (Defensive Strike)	+1 +3 10d6
	Block (Block)	+2 +2
16	+4DC w/all maneuvers (already added in)	
15	Find Weakness w/Jab 12-	
10	Damage Resistance (10 PD, 10 ED)	
23	+8" Running (14" total) 1/2 END	1
9*	4" Tunneling DEF 9 [1c]	
10#	Darkness vs. normal sight, 3" radius, lasts 1 turn [2c, continuing]	
	Skills and Talents	
3	Acrobatics 16-	
3	Breakfall 16-	
3	Bureaucratics 14-	
3	Computer Programming 13-	
3	Conversation 14-	
3	Criminology 13-	
3	Cryptography 13-	
3	Deduction 13-	
3	High Society 14-	
3	Interrogation 14-	
3	Oratory 14-	
3	Persuasion 14-	
3	Security Systems 13-	
3	Shadowing 11-	
3	Stealth 14-	
3	Tactics 13-	
3	Linguist	
24	Languages: Danish (native), English, Spanish, German, French, Polish Portugese, Esperanto, Russian (all idiomatic)	
16	+2 Combat Levels	
20	+2 Overall Levels	

*OAF leg band
#OAF arm band

OCV:11 DCV:11 ECV:4 Phases: 2,4,6,8,10,12

Costs:	Char	Powers	Total	Disadv	Base
	222	+	288	=	510
				=	410
				+	100

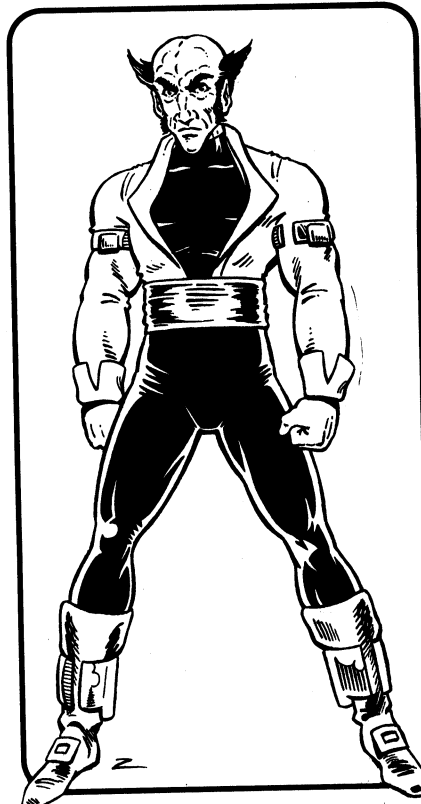
Background: Look back at your past, Danar Nicole, and what do you see? A young Danish politician, handsome, idealistic, and eloquent? A man dedicated to world peace, eager to learn new cultures, mediate disputes, unite warring peoples, turn swords into plowshares. What do you see, Danar Nicole? The biggest fool who ever lived. Once, Danar had been one of the bright lights in the European congress. He dreamed of the day that all of Europe's great cultures would be united into a new world power, a power that was strong enough to bring peace and progress to all humanity. His impassioned plea for that unity, the gateway to a brighter tomorrow, was one of the bright spots in the Eurocongressional debates. But Danar's dreams were shattered when his reelection campaign became embroiled in slander, scandal, and dirty tricks. Subsequent investigation showed that a rogue KGB Political Action Unit was responsible for the scandal, but Danar's reputation was destroyed.

What happens to the dreamer when the dream dies a hard death? One of two things. He can pick himself off the ground and struggle to make his dream come true. Or he can become bitter. Danar Nicole became a very bitter man. He realized that his dream had been a stupid thing. European unity? It was like putting together colonies of red ants and black ants. In Ireland, there had been killing for centuries between two tribal factions that had turned their part of the Green Isle red with blood. Red ants. Black ants. In Germany, Greece, and Italy, terrorists took pride in the deaths of women and children. Red ants. Black ants. Across Europe, wasted youth divided themselves into football tribes, injured dozens annually because teams of skinny men punted a ball around a small field. Black ants. Red ants. Europe didn't want unity. They wanted to be divided into their factions. The people found comfort in their smallness and savagery.

Danar had tasted chocolate ants once. He didn't know if they were red ants or black ants, but he was sure they tasted the same.

When next Danar appeared, he had changed dramatically. His handsome face had become twisted and scarred. Rumors of a self-inflicted injury surfaced; Danar did not answer these reports. They were of no consequence. He had trained himself in the arts of destruction. If Europe would not accept unity from the voice of reason, he would crush it under the fist of the destroyer. If madness was the only thing that red ants and black ants understood, he would show them such terror that Europe would become his own private asylum. He, and a group of other anti-socials, which he named Eurostar. They would crush red ants and black ants alike under their feet. The world would come to fear FIACHO (Esperanto for "very bad").

Quote: "Does it upset you that I ignore the rules of this stupid costumed game — that I play to win?"



Personality: Danar is a bitter, determined man. He craves the power that was denied him, and will do anything to get it. He has become something of a megalomaniac; any challenge to his authority is enough to send him into a rage. He will do anything, kill anyone, to satisfy his slightest desire.

Powers/Tactics: Fiacho plays to win, and winning includes killing. He prefers to fight defensively until he can find enough weakness to bring his opponent's defenses to one-quarter or less, then he goes on the offensive. If his attempts to find weakness fail, he will use his side kick.

Appearance: Fiacho is a short bald man with a hideously twisted face; he looks like he is in constant pain. Fiacho's costume is red, and his arm and legbands are a bright brass color.

BORA					
Val	Char	Cost	100+	Disadvantages	
13	STR	3	15	Berserk when attacked from behind or surprised,	
30	DEX	60		11-,11-	
23	CON	26			
10	BODY	0	15	Vain about looks	
13	INT	3	15	Loves to backstab and surprise attack	
8	EGO	-4			
15	PRE	5	10	Distinctive Features: beauty (concealable, major reaction)	
24	COM	7			
15	PD	12	20	Extreme Reputation (known to enjoy killing normals) 14-	
24	ED	19		Hunted by UNTIL 8-	
7	SPD	30	15	Hunted by KGB 11-	
8	REC	0	20	Hunted by CIA 8-	
46	END	0	15	Secret ID (Gina Landucci)	
35	STUN	6	15	Villainess Bonus	
			340		
Cost			Powers		END
60	EC — Wind powers				
a-75	12d6 EB, double KB, 0 END				0
b-90	40 STR TK, 6" radius, 0 END				0
c-60	40" Flight (x2 non-combat) 0 END				0
d-90	Desolidification, Fully Invisible, immune to psionics, 0 END				0
6	Languages: Esperanto, English (accented); native is Italian				
32	+4 Levels w/combat				
OCV:10 DCV:10 ECV:3 Phases: 2,4,6,7,9,11,12					
Costs:	Char	Powers	Total	Disadv	Base
	167	+	413	=	580
				=	480
				+	100

Background: In a war-ravaged town in Italy, there was a little orphan girl named Gina Landucci. She grew up alone, and she grew up to become very cold and harsh. Though she was very beautiful, everyone who met with her with so disconcerted by her coldness that no one adopted her.

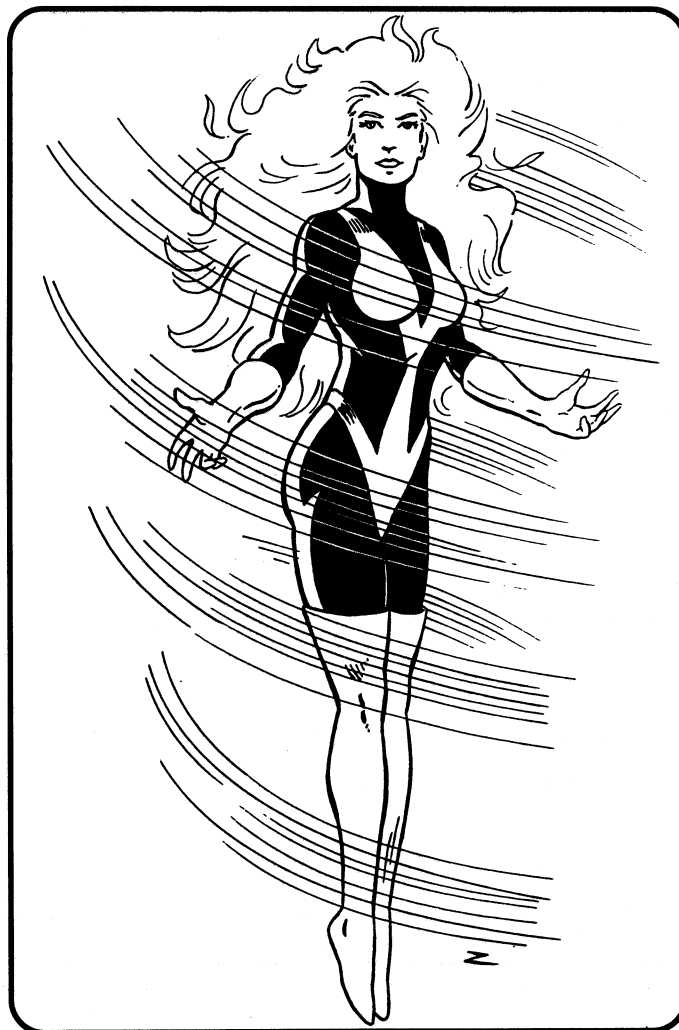
At the age of 15, she discovered that she had special feelings, an affinity, for winds and weather. No one else discovered this; after all, no one liked this cold child. One day, the child grew up. At the age of 18, she was released from the orphanage. When she looked at the building that had been the center of her loneliness for so long, a strange emotion came upon Gina. Cold rage. She raised her arms above her head in a gesture of defiance, and a massive bolt of wind struck the building, a small tornado that soon demolished it to splinters. Gina smiled as she heard the screams of the trapped children inside, the same little brats who had kept her awake at night with their idiotic prattling. The wind carried her away from the holocaust, into the sky, as she began her career as Bora (swift wind). Soon, Bora, the living hurricane, would belong to Eurostar.

Quote: "Am I more beautiful than I am terrifying, or more terrifying than I am beautiful?"

Personality: Bora is extremely cold and cruel. Those who have talked with her have speculated that her favorite pastime is snapping the wings off flies. Bora is extremely vain and always insists on looking beautiful. A bona fide member of the "Mirror Mirror" club, she hates superheroines who are extremely beautiful (have a higher COM than hers). She also believes that she is the fastest flier around, and has an extremely strong dislike of anyone who may be faster. Bora is consumed by vanity, jealousy, and pure ego. She has been intimately involved with every male member of Eurostar at one time or another; currently she and White Flame are an "item". Bora is smug, manipulative and sneaky; these are qualities which make her the most hated member of Eurostar, at least to many of her opponents.

Powers/Tactics: Bora has the power of wind control. She can manipulate natural airflow with devastating effects. Her powers allow her to manipulate airflows even in enclosed spaces (such as a room or a vault), but not in a vacuum. Because Bora avoids vacuums, she does not get a limitation. In battle, she loves to humiliate her opponents with sneak attacks, but cannot stand it if they use her favorite tactics against her. Fiacho prefers to leave Bora in reserve and use her as a sniper, or to use her telekinesis to pick up her fallen teammates if it is necessary to retreat.

Appearance: Bora appears to be a woman in her early twenties. Bora is 5'6" tall, weighs 110 lbs., has long golden hair and blue eyes. Her costume is red with shining gold trim.



DURAK					
Val	Char	Cost	100+	Disadvantages	
70	STR	60	30	Berserk when fighting Russians	
23	DEX	39		14-,8-	
40	CON	60	10	Enraged when taunted by	
20	BODY	20		normals 11-,8-	
13	INT	3	20	Utter contempt for all normals	
8	EGO	-4	15	Despises Soviet Union	
30	PRE	20	20	Distinctive Features (not	
4	COM	-3		concealable, major reaction)	
35	PD	21	20	Extreme Reputation 14-	
30	ED	22	20	Hunted by UNTIL 11-	
5	SPD	17	20	Hunted by KGB 11-	
22	REC	0	15	Hunted by VIPER 8-	
80	END	0	10	Public ID	
80	STUN	5	156	Villain Bonus	
Cost			Powers		END
30	Damage Resistance (30 rPD, 30 rED)				1 1
16	Hardened Defenses (35 PD, 30 ED)				
10	Lack of Weakness (10 pts)				
3*	Flash Defense vs. sight (5 pts) OIF mask				
20	Superleap (24" forward, 12" upward,				
	x4 non-combat)				
2	+1" Running (7" total)				
30	Full Life Support				
14	-7" KB Resistance				
17	1/2 END Cost on STR (3 END)				
	Skills and Talents				
6	Language: English, Esperanto (accented); Russian is native				
3	Climbing 14-				
3	Interrogation 15-				
3	KS: KGB 12-				
32	+4 Levels w/all Combat				
OCV:8+ DCV:8+ ECV:3 Phases: 3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	250	+ 186	= 436	= 336	+ 100

Background: Igor Sterankov's parents were in the Party. It was a good thing, too — the only way that he made it to university after he had been thrown out of the army. The university was the Moscow Central Scientific Institute. Igor was not interested in science, and it showed; his favorite activities consisted of terrorizing the faculty and other students.

After he sent the wrong professor to the hospital with a broken collarbone and a dislocated shoulder, the KGB intervened. Instead of sending him back to his parents, who would only send him away to terrorize someone else, they decided to use him for experiments in sensory deprivation. During his "collection", one of the KGB agents, who was as big as Igor and had superpowers, shattered his jaw with a punch and ruined Igor's face forever.

Igor didn't get even — he got mad. During the experiment, his rage grew to a killing frenzy. Somehow, he tapped into the hidden power of his mind. His body surged with power, until he was strong enough to escape. That's when the fun started. After killing the scientists controlling the experiment, he got to kill the KGB super-agent who had ruined his face, then he went on a spree of destruction at the university. But his rage didn't cool. He kept smashing, and smashing, across Western Russia, and into Poland, and into East Germany, where he met Fiacho. He decided to join Fiacho; he didn't care much for politics, but there was plenty of people to smash along the way, and that was good enough for him. Fiacho renamed him Durak ("bully" or "foolish man").



Quote: "I think I break your neck first."

Personality: Durak is a bully of the first order. He enjoys hurting people, especially normals. He has been known to leap into crowds of normals and start killing people, simply for the joy of watching them panic and scream. His sole joy in life is causing fear, chaos, and destruction.

Powers/Tactics: Durak is not a tactician; he is has been referred to as "the fist of Fiacho", a living weapon that Fiacho unleashes to create terror. In combat, he will usually go after the enemy's strongest brick and start slugging it out; he likes to resist knockback and wind up for a haymaker (levels in OCV of course), though he won't repeat this tactic if the opponent successfully blocks.

Appearance: Durak is 6'8" tall, and weighs 310 lbs. His costume is white and red; he has silver protective gauze over his eyeslits. His hair is black and he has brown eyes.

WHITE FLAME					
Val	Char	Cost	100+	Disadvantages	
30	STR	20	10	2x BODY from water attacks	
27	DEX	51	15	Enraged when someone tries to arrest him, 14-, 11-	
30	CON	40		Arrogance	
15	BODY	10	20	Vengeful	
13	INT	3	20	Reputation (scandal-plagued British Lord or supervillain) 8-	
14	EGO	8	5	Hunted by the New Knights of the Round Table 8-	
20	PRE	10	15	Secret ID (Lord John Aleister)	
14	COM	2		Villain Bonus	
20	PD	14			
30	ED	24	15		
5	SPD	13	400		
12	REC	0			
60	END	0			
55	STUN	10			
Cost Powers				END	
50	EC — Fire Powers				
a-50	8d6 EB Penetrating Damage Shield 0 END				0
b-50	5d6 Absorption (energy); 80 pts. max, 1/2 to PD, 1/2 to ED; lose 5 pts. per 5 minutes, 0 END				0
105	Multipower (105 pt. reserve)				
10u	14d6 EB 0 END				0
10u	7d6 NND vs. LS: vacuum, fire powers, 0 END				0
10u	3d6+1 RKA (+1 STUN Mult) 0 END				0
10u	4d6 Flash (4" Radius) 0 END				0
4u	Desolidification (not through solid objects, -1/2), 0 END				0
10	+10 PD, +10 ED vs. cold attacks only				
24	Flight 12"				2
5	Damage Resistance (5rPD, 5rED)				
10	Flash Defense (10 pts)				
5	IR Vision				
	Skills and Perks				
3	Language: Esperanto				
5	Perk: British Aristocracy				
4	Contact: British Government 13-				
10	Multi-millionaire				
20	+4 Levels w/all fire powers (EC and MP)				
OCV:9+ DCV:9 ECV:5 Phases: 3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	205	+	395	=	600
				=	500
				+	100

Background: When the gavel came down in the English court room, there was a sick feeling in the stomach of Sir John. He would have to serve ten years in prison. Even though the court had been sympathetic and given him a light sentence by British standards, it was still ten years. He would have to sequester himself in a hellhole for a good portion of his life. He would have to pay the price for society's incompetence. Was it worth it?

Lady Aleister had been murdered. When the law could do nothing, Sir John had taken the law into his own hands. He had tracked her killers down, and killed them. Again, the question haunted him: was it worth it?

Bloody damn right it was worth it.

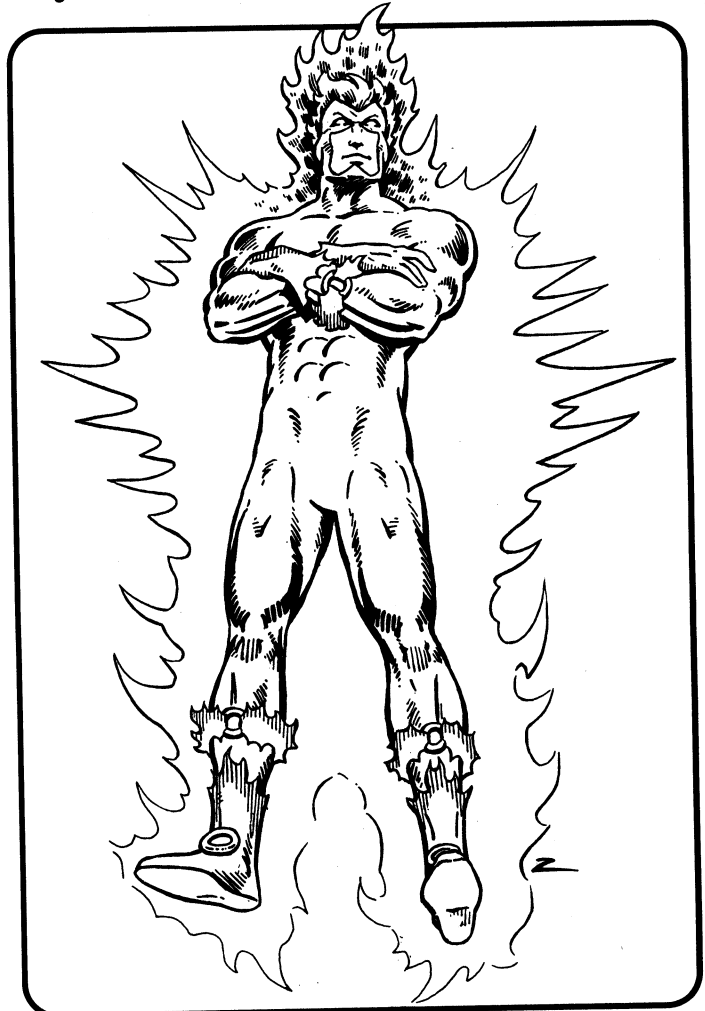
The entire nation sympathized with Sir John for a few weeks, then forgot about him the moment he was in prison. People found Sir John handsome and colorful, with his bright red hair and his upper crust accent, and the fact that he took on the tabloids and ridiculed them. Not to mention his superpowers. But out of sight, out of mind. Within a few months, no one cared about him anymore.

In prison, he had time to look back at what happened. Everything was wrong, unjust. He should have succeeded in his revenge. He would have too, if it hadn't been for those damned superheroes, who stuck their superpowered noses where they didn't belong. It was something his ancestors would never have tolerated!

Sir John stayed in various British prisons, then Stronghold, for eight years before he was released. Imprisonment changed him, and not for the better. He realized that the law wasn't important; justice wasn't just blind, it was deaf and dumb. He realized that people weren't important; he had cared for his wife, true, but she hadn't been worth a prison term. The only thing that mattered was control. Being in such control of your life that no one would ever have the power to hurt you. Sir John practised with his powers while he was imprisoned; they had been very weak when he had first been captured, but now they were extremely powerful. When Sir John was released into the world, he heard about a group of supervillains who were threatening Europe — a group everyone feared and despised. And, in spite of that fear, a group that few people would cross. Sir John knew he had to be a part of that group. He put together a disguise and applied to become a member of Eurostar. Fiacho, intrigued by Sir John's life story, agreed to accept him as one of three provisional members. John would have to prove himself. Now, with his parole officer accepting bribes to overlook his absence, and hoping that some smart detective doesn't eventually uncover his secret ID, Sir John engages in the most important enterprise of his life. It will be interesting.

Quote: "You look a little cold. How about a bit of a warming up?"

Personality: Sir John is an extrovert; he likes to talk, insult, and rail at his adversaries. He has opinions on every topic imaginable, even the ones he knows nothing about. Some people think that he likes to argue for the sake of arguing.



Classic Enemies

White Flame projects an image of himself as an extremely important member of Eurostar; anyone who doesn't treat him with the respect he deserves gets fried. He has an extremely quick temper, and is very nasty to anyone who has humiliated him. He has an extremely exaggerated sense of self-importance that perfectly complements his inability to laugh at himself).

Powers/Tactics: Sir John is a mutant whose abilities include transforming himself into a solid sheet of flame (he is vulnerable to wind and water powers in this form). Tactically, he'll always keep his damage shield raised; usually he'll try a full strength EB against an opponent; if that fails, he'll use his heatstroke power (his NND). Heavily armored opponents get his RKA. On Fiacho's command, he'll use his flash attack.

Appearance: White Flame appears as a human surrounded by blinding white flame. His asbestos costume is white with red trim, gloves and boots; his head is capped by a nimbus of red flame. Sir John is 39 years old and in excellent physical condition, 6'1" tall, and 210 lbs. He has red hair and green eyes in his normal ID.

LE SONE					
Val	Char	Cost	100+	Disadvantages	
15	STR	5	20	Disdain for normals	
26	DEX	48		(common, total)	
23	CON	26	20	Paranoid that all but	
10	BODY	0		Eurostar is out to get him	
30	INT	20		(very common, strong)	
14	EGO	8	15	Blind	
15	PRE	5	15	Distinctive Features	
12	COM	1		(burned eyes, concealable,	
3/20	PD	11*		causes horror)	
5/25	ED	13*	15	Hunted by French Secret	
6	SPD	24		Service 11-	
8	REC	0	15	Hunted by UNTIL 8-	
46	END	0	20	Hunted by KGB 11-	
40	STUN	10	15	Secret ID (Jean Dubois)	
			170	Villain Bonus	
Cost Powers				END	
12*	Endurance Reserve (100 END, 8 REC)				
47*	Multipower (70 pt reserve)				7
5*u	14d6 EB				0
5*u	9d6 EB 0 END				7
5*u	9d6 EB Explosion				7
5*u	9d6 EB Invisible to sight				7
5*u	7d6 Flash vs. Hearing				7
40*	Flight 20" 0 END				0
7*	Swimming +10" (12" total)				2
17*	360 Degree Sonar				
5*	LS: Vacuum/High Pressure, Water Breathing				
24	Gadget Pool (20 pts)				
	Skills				
3	Computer Programming 15-				
9	Languages: English, Esperanto,				
	French (native), Braille				
2	PS: Diving 11-				
3	Scientist				
8	Computer Science, Electrical Engineering,				
	Physics, Sonics 15- each (based on INT)				
7	Gadgeteering 17-				
10	+5 Levels w/sonar				
15	+3 Levels w/MP				
*OIF sonic battlesuit					
OCV:9 DCV:9 ECV:5 Phases: 2,4,6,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	171	+	234	=	401
				=	305
				+	100

Background: Jean Dubois was a diver and a brilliant scientist who worked with the French navy on an underwater sensor system. One day, the nuclear power plant on the sensor complex overloaded during underwater testing. Jean, watching nearby in SCUBA gear, was caught in the release of highly radioactive elements. His mask came loose and his eyes were destroyed.

In the hospital, Dubois had time to think about the malfunction. He realized that only his coworkers could have caused it. He remembered the look in their eyes the last time he saw them, and figured out that there must have been a conspiracy. He could hear the doctors whispering, they must be talking about him! They were out to get him too! There were the French secret service agents who visited DuBois, demanding that he keep quiet about the incident, or else. He knew what they meant!

Dubois had become totally paranoid.

Fortunately for Dubois, someone cared. Danar Nicole, an esteemed politician that Dubois had always liked, came to visit him and told him about an important project to unite Europe and bring it back to its traditional status as the most important power on Earth. Dubois knew that he could trust Nicole. Nicole would deal with the weaklings who had caused

Europe's decline in the only sensible way — total annihilation. Dubois joined Eurostar, building a special battlesuit that allowed him to circumvent his blindness and participate in Eurostar's operations. He called himself Le Sone (the sound).

Quote: "Listen to the sound of our victory!"

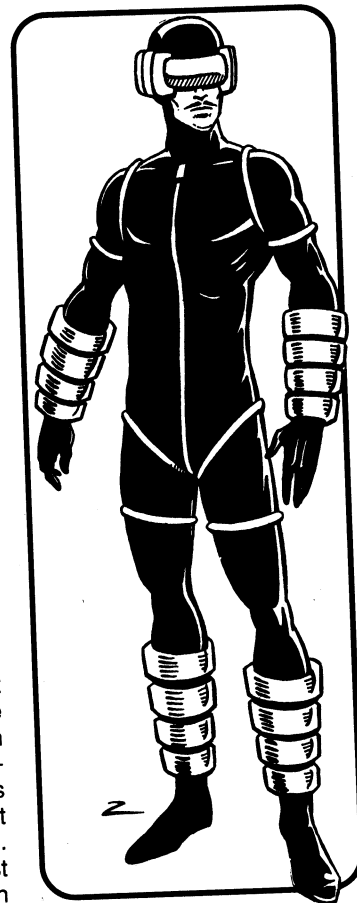
Personality: Le Sone is a fiercely patriotic Frenchman who shares Fiacho's goals of a United Europe. He believes the French government is allowing the French spirit to become diluted by non-European influences, most notably through immigration from North Africa, and by distribution of American culture. He wants to see a "pure" France as the leader of a unified European state.

Le Sone is extremely arrogant, viewing himself as superior to all others. He is embittered, because he knows that as a supervillain, his genius will never get the recognition it deserves. He tries to forget about his problems by working on very complicated scientific projects.

Powers/Tactics: Le Sone's powers are based on a battlesuit that taps into his biological reserves. He has received minor mutations by scientists with connections to Fiacho; they give him superhuman speed, agility, and endurance.

Even so, Le Sone realizes that he is probably the weakest member of Eurostar (even if his ego won't let him admit it). In battle he follows what directions Fiacho gives him, but tries to stay back and attack at range. He avoids killing attacks wherever possible.

Appearance: Le Sone is 5'10" tall and weighs 155 lbs. He has silver colored hair and grey eyes. His costume is red with gold trim, his backpack is gold, and his goggles are jet blue.



MENTALLA					
Val	Char	Cost	100+	Disadvantages	
15	STR	5	10	2x STUN from sonic attacks	
20	DEX	30	10	Enraged 11-, 8- when someone resists mind control	
23	CON	26		Arrogance	
11	BODY	2	20	Considers People's Psyches as Toys	
18	INT	8	15	Hatred of Dr. Destroyer	
23	EGO	26		Hunted by Interpol 8-	
15	PRE	5	15	Hunted by PSI 8-	
20	COM	5	15	Secret ID (Isabella Medina)	
10	PD	7	15	Villain Bonus	
10	ED	5	15		
5	SPD	20	238		
8	REC	0			
50	END	2			
40	STUN	9			
Cost				Powers	
				END	
100	Multipower (100 pt. reserve)				
10u	8d6 Ego Attack 1/2 END				5
10u	16d6 Mental Illusions 1/2 END				5
10u	16d6 Mind Control 1/2 END				5
10u	16d6 Telepathy 1/2 END				5
10u	4d6 Character Points Drain, Ego, At Range, regain 5 pts/hour, 1/2 END				5
20	EC — Spirit Powers				
a-20	Desolidification				4
b-20	Force Field +16 PD, +16 ED 1/2 END				2
c-20	Missile Deflection vs. all attacks, +10 levels				
d-20	16" Flight 1/2 END				1
10	Mental Defense (15 pts)				
5	Power Defense (5 pts)				
4	KS: Spanish history 13-				
2	KS: Philosophy 11-				
3	Disguise 13-				
9	Languages: Spanish (native), Esperanto, English, Italian (accented)				
20	+4 Levels w/ego powers				
OCV:7 DCV:7 ECV:8+ Phases: 3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	150	+	303	=	453
				=	353
				+	100

Background: The Medina family were wealthy cattlemen who owned vast tracts of land in Spain. They were also servants of one of the most evil men who ever lived — Dr. Destroyer.

The Medinas served Destroyer faithfully, and even agreed to submit their twin children, Alexandro and Isabella, to Destroyer's experimental psionics program. Through this program, the twins received vast psionic powers. Destroyer gave Isabella the code name "Mentalla", and Alexandro received the code name "Menton".

The twins were indoctrinated to serve Destroyer from birth. He was their father, and their god. Menton served him without question, saw him as a man who was destined to rule the world. For many years, Mentalla saw him in the same light, but as time wore on, doubts began to surface. Mentalla studied history, especially Spanish history, and became a very proud patriot. There was no respect for Spain in Dr. Destroyer, no sense of history. To him, any time before the coming of Destroyer was irrelevant; when Destroyer was not yet born, there were but Dark Ages.

Mentalla began to see that the relationship between the Medina twins and Dr. Destroyer was not familial, but a form of slavery. Still she did not rebel against her master; she was too well indoctrinated. Eventually Destroyer gave her a special assignment. She was to infiltrate a group of European supervillains, so she could deal with them from within if they ever threatened his designs. That group was Eurostar.

When she met Fiacho, Fiacho checked out her background very carefully. In his arrogance, Destroyer underestimated Eurostar. Fiacho learned that the Medinas' parents had been imprisoned for their association with Destroyer, and their lands had been confiscated by the Spanish government. When Mentalla learned this, she was devastated. She approached Destroyer, and told him what she had discovered. Destroyer dismissed this as inconsequential, and when she demanded that they recover their lands and free their parents, Destroyer became enraged. No one demanded anything of him! He ordered Menton, who was considerably more powerful than Mentalla, to teach her a lesson. The lesson was a brutal one; Menton nearly killed her.

But Eurostar had been monitoring the situation and launched a sneak attack on Destroyer's installation. They rescued Mentalla, and destroyed Destroyer's psionics research project. Menton and Destroyer vowed revenge.

Mentalla became a provisional member of Eurostar. She was far more compatible with the eloquent and visionary Fiacho than she had ever been with the egomaniacal Destroyer. Mentalla is well-liked within Eurostar, with the exception of Bora, who is slightly jealous.

Quote: "Don't mind if I do."

Personality: Isabella is a proud woman, someone who will refuse to do anything she feels is demeaning. She has been taken advantage of many times in her life, and she tends to treat other people badly before they can hurt her. She always thinks the worst of people, and if anyone gives her any reason to dislike them, she can be extraordinarily vicious. She doesn't like to kill people, but is quite content to leave her opponents in a mental state in which the other members of Eurostar can easily dispatch them.

Her mistrust does not include the other members of Eurostar, with whom she is friendly. Mentalla does not think highly of her own beauty, since she was brought up by Destroyer to believe that reliance on one's physical attractiveness is a weakness. When Bora gets jealous, Mentalla flatters her, since she honestly believes that Bora is far more beautiful than she is. Her favorite pastime is talking with Fiacho, trading ideas and arguing philosophy.

Powers/Tactics: Mentalla is one of the world's most powerful psionics, but not nearly as powerful as her brother. Mentalla is able to separate part of her psyche into a "spirit" form, which protects her from harm. She uses her "spirit" to create a protective field, fly or become intangible. Her desolid form is vulnerable to magic attacks. In combat, she uses her Drain first, and then with her offensive powers. Mentalla often appears out of costume, mixing with the crowd, using her psionic powers covertly. Like many psionics, she is vulnerable to sonic attacks that affect her concentration.

Appearance: Isabella is a beautiful young woman in her late teens. She is 5'9" tall, 130 lbs, and has long brown hair and brown eyes. She wears a green costume with red boots, gloves, and trim. She does not wear a mask.



PANTERA

Val	Char	Cost	100+	Disadvantages
30	STR	20	10	2x STUN from gas attacks
35	DEX	75	20	Berserk when she takes BODY
30	CON	40	11-, 11-	
15	BODY	10	25	Berserk when stolen from or denied an object 14-, 8-
5	INT	-5		
14	EGO	8	20	Distinctive Features: Feral Expression and Beauty (Noticed, extreme)
20	PRE	10		
20	COM	5	20	Psych Lim: Loves to Kill
17	PD	11	25	Psych Lim: Extremely Greedy
16	ED	10	20	Reputation (Killer!, extreme), 14-
7	SPD	25		
14	REC	4	15	Hunted by UNTIL 8-
60	END	0	15	Hunted by KGB 8-
45	STUN	0	10	Public ID
			55	Villain Bonus

Cost	Powers	END
25*	2d6 HKA (4d6 w/STR) (1/2 END)	2
25	Find Weakness w/HKA 14-	
12	+6" Running (12" total)	2
12	+8 Telescopic Vision	
6	+3 Enhanced vision	
5	UV Vision	
20	Regeneration (2 BODY/turn)	
	Skills and Talents	
3	Acrobatics 16-	
3	Breakfall 16-	
3	Shadowing 11-	
3	Stealth 16-	
3	Tracking 10-	
2	+1 Level w/HKA	

*OIF claws (natural but removable)

OCV:12+ DCV:12 ECV:5 Phases: 2,4,6,7,9,11,12

Costs:	Char	Powers	Total	Disadv	Base
	213	+	122	=	335
				=	235
				+	100

Background: What a beautiful child, Dr. Sanchietti thought, as he watched his baby daughter eat a mouse. Raw. So beautiful, such a clever little child, daddy's little girl.

Dr. Aldo Sanchietti had been one of Italy's most notorious geneticists during World War II; he had narrowly escaped prison during the fall of Mussolini's regime. He believed that civilized man was inherently weak. He believed that in humanity found its greatest strength in the savagery of nature. Man's greatest achievement was becoming the ultimate predator, climbing to the height of the food chain...

What is little Rosa doing now? My dear, you mustn't play with your... food. Heh. Heh.

By puberty Rosa had become everything her father wanted her to become, what he felt humanity should be; strong, fast, and feral, equipped with the killer instinct of a wild beast. Rosa was her father's crowning achievement. The fact that she had little of the intelligence that separates humanity from animals — and less compassion — was of no consequence. The only moment that Aldo felt less than absolutely proud of his daughter was at the last moment of his life. When Rosa was 16, she killed her father in a fit of pique and escaped from his fortress laboratory.

Daddy's little girl had grown up.



Rosa was confused by the outside world. She was discovered by a circus, and was displayed as "the Beast Woman" in a sideshow, but escaped one night, after compiling a body count that included three clowns, a bearded lady, a liontamer, and a bengal tiger.

She continued her killing spree in Rome when she was discovered by Fiacho. Somehow, Fiacho was able to control her, and she became a member of Fiacho's league of killers, Eurostar, as the vicious Pantera. Through Eurostar she found friends, of a sort, though Fiacho and Bora are the only ones able to control her. Through Eurostar, Rosa's killer instincts are nurtured.

Quote: "Kill! (snarl)" (Pantera mostly uses animalistic noises and growls to communicate. Her knowledge of Italian is good enough for Fiacho and Bora to be able to communicate with her. She knows only a few words of English, mostly "kill", "rip", etc.

Personality: Rosa is very primitive and animalistic. Her one human trait is her attraction to shiny things, such as jewelry and gold, especially if they appear to have value to other people. Daddy didn't let Rosa have trinkets, so they are especially precious to her now. If denied something she wants, she will almost always go into a killing frenzy. She has very few human characteristics, so her everyday habits (cleaning herself, eating) are animalistic.

Powers/Tactics: Pantera's claws are natural; if de-clawed, they will regenerate within forty-eight hours (they can be removed, but they are quickly replaced). While Pantera likes to stalk and track her "prey", once she enters battle her tactics become extremely aggressive, though if she is not berserk she will try to Find Weakness, then leap at any revealed weak spot (usually the throat).

Appearance: Pantera is 6'2" tall, and weighs 220 pounds; she is well muscled. Although her features are strikingly beautiful, she has the facial expression and body posture of an animal (typically, she is compared to a great cat). She has long black hair and green eyes. Her costume is a black body suit.



THE RAIDERS

Membership: Bullet (leader), Big John, and Starseer. In addition to the three core members, the Raiders will employ professional mercenary friends of Bullet's as back-up, scouts, and snipers.

Origin: When Randolph Bullet learned that he could make more money going after supervillains than he could as a merc in the dusty deserts and steaming jungles of the Third World, he decided to make a career change. After a few trial runs, Bullet came to the realization that he needed some superpowered compatriots to go after the big game and turn a real profit.

The first newcomer came in the form of John MacDougall. Bullet was being attacked by a dozen vengeful thugs hired by a local crime boss that he had annoyed. MacDougall saw the attack, and decided that twelve against one weren't acceptable odds for a fight, then transformed into his giant form and trashed them. Bullet liked the idea of having a giant under his command, so he offered Big John, as he called him, a job with the Raiders, his new alliance of independent supers (neither heroes nor villains).

The final member, Starseer, also met Bullet during a melee. Bullet and Big John were being ambushed by supervillains belonging to the criminal organization VOICE; when Starseer appeared, VOICE attacked him too. Starseer and the Raiders defeated the VOICE villains, and Bullet offered to show him the Earth if he joined his band. Starseer agreed.

Tactics: The Raiders have a set of code words for their maneuvers; Bullet will shout a codeword as an order (Examples: "Wild Goose" means pick a target and hit him as hard as you can, "Bridge Back" means retreat, "Bully" means that Big John grabs someone, and either Bullet or Starseer will hit him with a powerful attack). The Raiders will rarely go up against a group that is larger than theirs without some insurance (a third force is present who also opposes their

target); they like to team up against a single individual and put them out one at a time. If they are pursuing an artifact, Starseer will usually grab it at the most opportune moment and fly off with it. **Relations:** The Raiders get along very well. Bullet is an extremely charismatic leader, and the other Raiders like him and find his guidance useful. Starseer stays with the Raiders because combat gives him a chance to assuage his loneliness and inner torment, while Big John does it because it pays his bar tab and lets him have some fair scraps.

Reputation: The Raiders are known as a group of mercenaries and a focus of controversy. Many heroes and liberals say that the Raiders should be in jail, while some conservatives praise them as "real men who don't just dance with the villains who are destroying society." The Champions file on the Raiders: "These self-confessed non-heroes frequently interfere in the operations of true superheroes, and these altercations have produced dead superheroes. While the ground on which they stand is shaky at best, they are not technically criminals, but a dangerous force of mercenaries often protected by government officials who prefer them to legitimate heroes."

Scenario Use: The Raiders are useful as a quasi-villain team that will oppose the heroes — for the right price, and legal protection should they be caught. They may salvage artifacts for hire (being careful that the artifacts are not stolen) or go after escaped villains (or framed heroes) for bounty money. The Raiders may serve as a "third force" in battles between the heroes and the villains. If this is too ambiguous, the GM might choose to make the Raiders total mercenaries, performing blatantly illegal acts for the right price. Bullet is an excellent foil for law abiding, "use force only when necessary" heroes.



BULLET					
Val	Char	Cost	100+	Disadvantages	
15	STR	5	10	Military Mindset	
21	DEX	33	20	Irrational Love of Danger, Action, and Excitement	
25	CON	30			
13	BODY	6	10	Will Never Abandon	
13	INT	3		Sub-ordinates	
11	EGO	2	15	Reputation (a mercenary's mercenary) 14-	
15	PRE	5			
14	COM	2	15	DNPC admiring kid brother (incomp) 8-	
15	PD	12			
15	ED	10	10	Hunted by African	
5	SPD	19		Hero Group 8-	
8	REC	0	10	Hunted by several European, Communist Countries 8-	
50	END	0			
35	STUN	1	15	Secret ID (Randolph Ball)	
			191	Mercenary Bonus	
Cost	Powers				END
17	Dirty Infighting Package				
	Maneuver	OCV	DCV	Damage	
	Roundhouse	-2	+1	9d6	
	Punch	+0	+2	7d6	
	Low Blow	-1	+1	3d6 NND	
	Kidney Blow	-2	-2	1d6+1 HKA	
8	+2 DC w/ all attacks				
40*	Multipower (100 pt. reserve)				
	OAF mini-grenades, act. 14-				
3*u	3d6 NND (3" rad) vs. gas-breathers, and 2d6 Flash (2" rad) [8c]				0
3*u	3d6+1 RKA Explosion [8c]				0
30*	Multipower (60 pt. reserve) OAF plug gun				
3*u	12d6 Stun Only EB (2 clips of [12c])				0
3*u	8d6 Autofire (2 clips of [12c])				0
21	Armor +12 PD, +12 ED (act. 14-)				
	IIF kevlar clothing				
5	Hi-Range Radio Hearing OAF radio				
15	Running +5" (11" total) 1/2 END				1
13	Superleap +10", (13" total) (x8 non-combat)				
	OIF boots				2
3	IR Vision OIF visor				
3	UV Vision OIF visor				
5	Flash Defense vs. visual senses (8 pts)				
	OIF visor				
	Skills and Perks				
3	Breakfall 14-				
5	Demolitions 12-				
3	Paramedics 12-				
5	Shadowing 12-				
5	Stealth 13-				
5	Survival 12-				
3	Tactics 12-				
3	Tracking 12-				
15	3d6 Luck				
5	Contacts: World Class Mercenaries 14-				
4	Familiarity: small arms, portable rockets, missiles				
6	+2 Levels w/plug pistol				
24	+3 Levels w/Combat				
10	+1 Overall Level				
*Gun!					
OCV:7 DCV:7 ECV:4 Phases:3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	128	+	268	=	396
				=	296
				+	100

Background: Randolph Ball served in Vietnam when he was only 14 (he was a very good liar). He came back from the war, got married, and ended up with two divorces in six months. Eventually, Randolph came to an important realization: he was one of those rare individuals who was meant to be a soldier and nothing else, until someone blew him away. He became a mercenary. Eventually, he established himself as the best mercenary in the Third World, through a combination of personal training, judicious research about his target, the best hardware, and a go-for-broke strategy that worked.

One day on vacation in the States, he stumbled onto a pair of second-rate supervillains. Attacking from ambush he proceeded to take them apart and left them face-first on the pavement. The reward was sizable, enough to make him think that a career in the States hunting down rogue supers could be profitable and challenging. Eventually he put together the Raiders, and they have been a success ever since. His problem is keeping his kid brother, Ted, out of trouble.

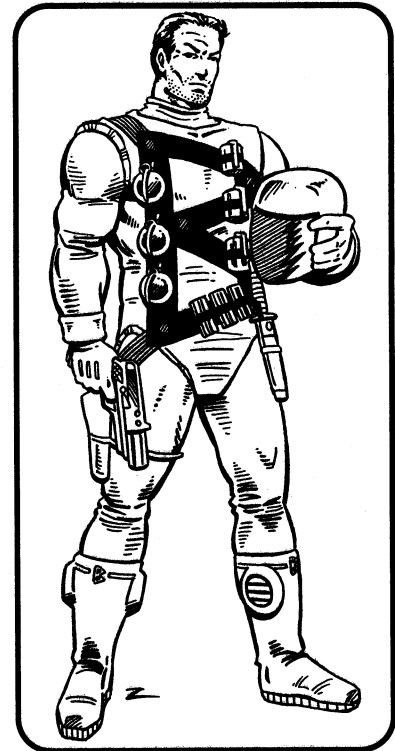
Quote: "You think big muscles, a cape, and a mask makes you special? Get lost or get nailed, pajama boy."

Personality: Tough. Very tough. Bullet is a hardened veteran, who has survived nearly every possible type of death that humanity has to offer, and deaths for which the word "human" does not cover. Bullet has a military mindset; this doesn't mean that he's a dumb soldier who will fight in any circumstances and doesn't know how to think, but he tends to think of all other people as adversaries, and gauges them by their combat ability. Bullet hates most superheroes and villains, considering them to be flashy morons with questionable masculinity; he enjoys beating them up. He also enjoys going to "military action movies" and laughing at their lack of realism.

Powers/Tactics: Bullet's physical abilities are legendary among his fellow soldiers. He always gives credit to a rigid physical training schedule, eight hours of sleep each night, and a fifth of bourbon a day, but his comrades have spun legends about strange temples in the depths of Cambodia, or bizarre potions concocted by witch doctors in Darkest Africa.

Bullet prefers action, but he is not a stupid combatant. He prefers to research a target in laborious detail, looking for weaknesses, established patterns of behavior, and reaction to surprise attacks. He prefers to begin a combat from ambush. His plans sometimes appear reckless; they usually work because he's found some tactical weakness and chosen to exploit it. "Luck is never a satisfactory substitute for an intelligent plan."

Appearance: Bullet appears to be in his early to mid 30s, 5'10" and weighs 160 lbs. He wears a dove grey leather battlesuit, with grey cloth-covered armor and helmet. His battle harness and weapons belt is in black leather.



BIG JOHN					
Val	Char	Cost	100+	Disadvantages	
20/60	STR	10*	20	2x BODY and STUN from	
21	DEX	33		poisons, toxins, chemicals	
30	CON	40	10	Enraged 11-,	
10/16	BODY	0		8- if own blood is shed	
13	INT	13	15	Overconfident	
14	EGO	8	15	Likes to fight	
25	PRE	15	10	Overly fond of drink	
12	COM	1	10	Likes to fiddle with mechanisms	
15/30	PD	11*	5	Distinctive Features	
15/25	ED	9*		(concealable, recognizable)	
5	SPD	19	10	Reputation (giant hero) 11-	
16	REC	12	15	Hunted by GENOCIDE 8-	
60	END	0	10	Public ID	
45/51	STUN	10	96	Villain Bonus	
Cost			Powers		END
45	Growth (30 pts) -6" KB, -6 CV, 0 END				0
10	Find Weakness w/punch 11-				
5	+2 with Find Weakness				
	(-1, only vs. structures and mechanism)				
5	+10 STR (based on Growth,				0
	doesn't add to figured characteristics				
10	+15 PD, based on Growth				
7	+10 ED, based on Growth				
15	Damage Resistance (20 rPD, 10 rED)				
15	1/2 END Cost on 60 STR (3 END)				
5	Instant Change				
	Skills				
11	Mechanics 15-				
5	Mechanical Engineering 14-				
10	+2 Levels w/H-to-H Combat				
*stats include adjustment for Growth					
OCV:7+ DCV:7/3 ECV:5 Phases: 3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	181	+	143	=	324
				=	224
				+	100

Background: Since childhood, John MacDougall had the power to grow to enormous size, but he was quick to realize that the people of rural Scotland didn't like the idea of a giant walking in their midst. He concealed his size-changing powers for many years, moved to America, and became a highly paid mechanical engineer.

His first use of his size-change powers occurred when Bullet was under attack from a number of villains belonging to the evil organization VOICE. John finally decided to take a stand, and since then has never hid his powers. Big John is well known as Bullet's muscle man and engineer.

Quote: "I can take you apart real easy, pal. You don't face a one man demolition crew and walk away in one piece."

Personality: If you aren't on John's bad side, you'll actually find that he is a decent guy. He loves children, and at one time dressed up as the giant from "Jack in the Beanstalk" and entertained thousands of children during the Thanksgiving Macy's Parade. He likes to fight, but doesn't like hurting people who have high moral standards (like superheroes). On the other hand, he has a temper, and insults, or rude remarks about his name and costume, are liable to set him off. He has a particular dislike of GENOCIDE; mutant hating superheroes will not receive mercy from him. With John's thick Scottish brogue, one is tempted to think that he is slow and stupid, but this is not the case.

Powers/Tactics: Big John has the usual superstrength and resistance to harm of a giant, and more. John has always had a special affinity for mechanical devices. Big John can take em apart and put them back together so they work better than before, or do something the manufacturer wouldn't believe. His knowledge of mechanical structures gives him intuitive knowledge of weak points in any structure, including human beings.

John's favorite tactic is to punch using his reach as an advantage. If a target closes, he'll grab them, and then the other Raiders will concentrate their fire on the unfortunate person.

Appearance: Big John wears a special suit of coveralls that he designed himself. The suit has plenty of extra fabric, covering him in several well-ventilated layers when he is normal sized, and fitting just right when he is big. The outfit comes with rugged gloves and boots and has several large sized pockets for his tool kits. The costume is denim blue, with gray front and gray boots. Big John has been in the habit of shaving his head since his college days, and this gives him a slightly sinister look.



STARSEER					
Val	Char	Cost	100+	DISADVANTAGES	
40	STR	30	10	1 1/2x STUN and BODY	
30	DEX	60		from Darkness attacks	
33	CON	46	10	1d6 STUN and BODY	
23	BODY	26		per minute if circlet is removed	
18	INT	8	15	Irrational feelings	
11	EGO	2		of loneliness and despair	
23	PRE	13	15	Aggressive, vicious in combat	
18	COM	4	10	Unfamiliar with most earth	
10	PD	2		technology and customs	
10	ED	3	15	Distinctive Features: alien aura	
6	SPD	20		(unconcealable,	
15	REC	0		easily recognizable)	
66	END	0	15	Hunted by METE 8-	
60	STUN	0	10	Public ID	
			244	Villain Bonus	
Cost	Powers			END	
40*	6d6 NND (defense is Force Field)			6	
15*	+3d6 to NND, 3d6 BODY and STUN			3	
12	side effect (automatic)			1	
7*	+6d6 HA				
20*	Damage Resistance (10 PD, 10 ED)				
20*	Damage Reduction				
	(50% vs. physical attacks, resistant)				
20*	Damage Reduction				
	(50% vs. energy attacks, resistant)				
20*	Flight 15"			3	
20*	FTL (2 LY/day)				
7*	Mental Defense (12 pts)				
20*	Full Life Support				
20*	Danger Sense vs. all attacks, 16-				
26*	Radar Sense				
	(360 Degree sensing, +7 to				
	Perception rolls)				
	Skills and Perks				
3	Language: English (Cuivoy-Mi'Lee is native)				
*OIF cosmic crown					
OCV:10 DCV:10 ECV:4 Phases:2,4,6,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	214	+ 230	= 444	= 344	+ 100

Background: Space, the final...

One Galactic unit, siLok Bee Cu'nok, a Mi'Lee Experienter attached to the Twelfth High Band, investigated a barren planetoid drifting in intergalactic space. He was drawn to a small golden ring of metal buried in rubble. Once he took it up, he was compelled to place it around his head. Cu'nok's consciousness reeled under the sudden impact of a thunderous torrent of Awareness as the accumulated wisdom of aeons was given to him, and his mind shattered beneath the pressure.

When the entity who had been Cu'nok awoke, he found that he possessed nothing save what he knew to be the Cosmic Crown upon his head. This, and the knowledge that he was Starseer, charged with an ages-old quest. Gone was his knowledge of the goal of the quest, a fact that caused Starseer much anguish. After a period of searching through the cosmos, Starseer came to realize that the goal of the quest was as likely to come to him as he to it. So he gave up his search, and travelled to the nearest inhabited planet to see what he could accomplish.

On Earth, Starseer answers to his own code of honor, which is a higher call than local tribal (or is that national?) law. After wandering for a time, he came upon a battle between the Raiders, led by Bullet, and several other villains. The villains attacked Starseer and injured him badly; Starseer, in accordance with his personal code, returned fire, but was in no shape for combat. Bullet saved his life, and then offered to be his guide on earth if he would agree to join the Raiders. Starseer, indebted to Bullet for his act of lifesaving, agreed.

Quote: "Do you think you're the only lifeform in the universe that knows how to hurt people?"

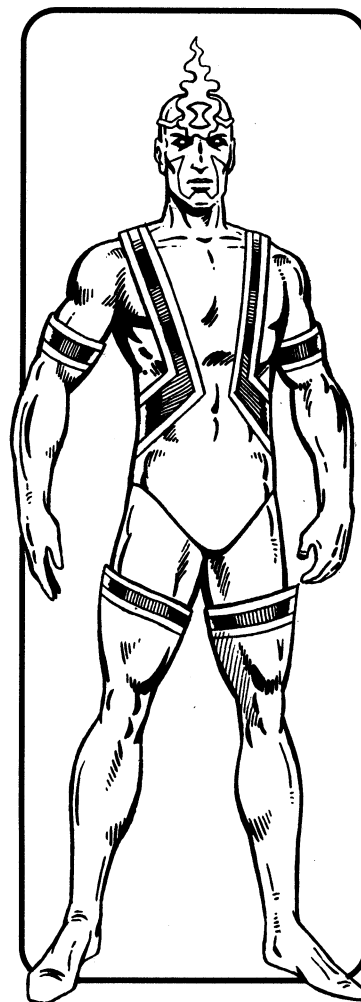
Personality: Starseer is a lonely, bitter individual, whose loneliness is increased by a sense of purposeless. Starseer is a cosmic wanderer who is aware that he has a purpose in life, but is unaware of that purpose. Rather than sit around in a melancholy stupor, Starseer prefers to engage in deadly battles against Bullet's enemies, which helps remove many of the frustrations that Starseer is experiencing.

Powers/Tactics: Cu'Nok was permanently transformed by contact with the Crown, and can perform many impossible feats, including survival in naked space without protection and interstellar travel. Starseer's main attack, his NND, can be boosted to 9d6, but he automatically takes a side effect. The Crown can only be removed when Starseer is unconscious.

Starseer is a ferocious combatant. He attacks with his NND at range (targeting those who don't obviously have a force field). He is also a capable hand-to-hand fighter, but dislikes close combat; he would rather strike at range.

The nature of Starseer's quest is a mystery. Perhaps the circlet is a stardrive he must deliver to a stranded noble of an elder star race; perhaps it is a crown and Starseer is destined to lead a religious crusade to purge evil from the galaxy. The true nature of the Cosmic Crown is a mystery for the GM to decide.

Appearance: Starseer is 6'3" tall and weighs 270 lbs. His body is hairless and slightly blue in color; it is concealed by a two-toned orange costume, with darker orange overlaying the lighter tone. Upon his head is the golden Cosmic Crown, its enormous energies in constant play.





TERROR INCORPORATED

Membership: Professor Muerte (leader), Giganto, Scorpia, Feur, and a small army of agents. Professor Muerte is rather paranoid, and will only allow new members into Terror Incorporated if they have earned his trust over many years.

Origin: Terror Incorporated grew out of the ambitions of the evil Hernan Cortez, also known as Professor Muerte. Muerte realized that his goal of world conquest would be all but impossible without help; his great ego also demanded that he acquire super-powered underlings. His search began, ironically enough, as he lay recovering from a near death experience. He found his first recruit in his simple trusting nurse, Carlos Herrera. Using experimental techniques stolen from Doctor Destroyer, Muerte turned Carlos into the monstrous Giganto. At first Carlos was somewhat piqued by his transformation; a battle royale ensued between the two, with Muerte emerging as victor. Thus began a program of subtle psychological manipulation, while keeping the enraged Giganto firmly bound. Eventually Cortez managed to convince Carlos that his transformation was really for the better. Letting Giganto work out his frustrations on some of the local townspeople was effective therapy for Carlos, though it was rough on the townspeople.

Although Giganto was quite powerful, his lack of subtlety bothered Professor Muerte. The budding terrorist organization needed another member, someone who would complement the capabilities that Terror, Inc. already possessed. Professor Muerte decided to go looking in the Middle East.

Professor Muerte found Fiona O'Brady teaching terrorists tactics to extremist elements of the PLO. Professor Muerte found the idea of a lovely Irish girl teaching terrorist tactics in the Middle East to be... charming. Thus, when the Israelis came after Fiona in response to one of her more bloody successes, Professor Muerte helped her escape. Professor Muerte took Fiona under his wing and trained her extensively. She took some rather exotic Amazon plants and created a highly potent toxin that induces unconsciousness almost immediately. Fiona was given a costume of Muerte's own design and named herself Scorpia. She was Professor Muerte's mistress for a time, but even her lust for power could not make her stay with the hideous Professor for long. She stays as close as she has to be to ensure herself a share of power when Terror Incorporated's day of triumph arrives, and no closer.

Muerte stayed with this combination for several successful years, but a close fight against an Argentinian superteam made him think again about recruiting another member. When Muerte got word of an unusual incident in France, he decided to investigate immediately. It was there that he discovered Hans Zeldte flaming furiously while destroying a French battalion. Muerte is not one to miss out on a piece of

"fun", so he joined in the slaughter, then convinced Hans that he would have been killed if it were not for Muerte's intervention. Hans believed him. He was taken to Muerte's secret Argentinian base, where Muerte investigated his condition and recruited him on the spot. He was renamed Feur.

Muerte ran a series of successful missions before expanding his operations worldwide. He recruited a large force of mercenaries from South America, paying them well to leave their lucrative coffee and cocaine plantations. Scorpia trained them in the arts of hand-to-hand combat, and Muerte supplied them with blasters and bulletproof vests. Terror Inc. then began a long career in crime. **TACTICS:** The most important thing for Terror Incorporated is to create havoc in a public place. They like to have hostages available in case heroes intervene. They perform random acts of terror, then leave quickly. Terror Incorporated commits acts of terrorism because Muerte enjoys seeing the "petty masses" and "pathetic governments" panic. He feels that if he creates enough terror, the world will give in to his demands. Muerte is insane, but the other members are sadistic enough to enjoy performing Muerte's demented schemes.

Group Relations: Terror Incorporated is sometimes strained. Scorpia makes no secret of the fact that she intends to take over if something happens to Professor Muerte. The other members are even less ambitious than they are bright, and are willing to follow any directive set down by Muerte, though Giganto also has a soft spot for Scorpia. Given the fact that Scorpia cannot effectively wrest control of Terror Incorporated (and the obvious consequences of a failed assassination attempt against Muerte), Scorpia has decided to give the group her loyalty. The group will hire out to others (for the right sum of money) as enforcers or assassins. They have poor relations with VIPER and DEMON, and have an on-going feud with Dr. Destroyer.

Reputation: Terror Incorporated has a reputation for ruthlessness. They are well-known, and feared, internationally. The United States Department of Defense supervillain survey (1989) rates them "an unpredictable threat to humanity's continued existence. For sheer viciousness, they have few rivals. A worldwide threat to the safety of American citizens."

Scenario Use: Terror Incorporated employs random destruction and slaughter of innocents to undermine the security of otherwise secure nations; usually Muerte will commit one atrocity, and threaten to commit more unless his demands are met. Terror Incorporated is composed of international villains. Recently, Terror Incorporated has been hired by developers and corrupt politicians in the Amazon valley to assist in the removal of environmentalists who oppose their decimation of the rain forests. It has also helped drug kingpins in Colombia and Bolivia protect their business.

PROFESSOR MUERTE

Val	Char	Cost	100+	Disadvantages
30	STR	10#	10	2x STUN from poisons
20	DEX	15#	20	Gloryhound
25	CON	15#	15	Fear of Killing Attacks
10	BODY	0	15	Egocentric
23	INT	13	25	Distinctive Features
21	EGO	22		(recognizable, unconceal)
25	PRE	10*	15	Reputation (extreme, insane arch-terrorist) 11-
4	COM	-3		Hunted by Interpol 11-
2	PD	0	20	Hunted by Eurostar 8-
2	ED	0	15	Public ID
5	SPD	27*	10	Villain Bonus
10	REC	12	231	Total Disadvantages
20	END	0	470	
40	STUN	20		

Cost	Powers	END
25*	EC — Force Field Powers	
a-25*	3d6+1 RKA 0 END	0
b-25*	Force Field +25 PD, +25 ED 0 END	0
c-19*	Force Wall (15 PD, 15 ED) only if not moving or attacking (-1/2) [16c] 0	
20*	Armor +10 PD, +10 ED	
9*	LS: Self-contained, vacuum/high pressure	
30*	Flight 15" 0 END	0
3*u	UV Vision	
7*u	Hi-Range Radio Hearing	
6*u	+6 to Perc Rolls vs. Range Mod Only	
6*u	Microscopic Vision (x1000)	
2*u	Ultrasonic Hearing	
17*u	360 Degree Active Sonar	
	Skills and Perks	
3	Computer Programming 14-	
3	Electronics 11-	
3	Mechanics 11-	
3	SC: Chemistry 12-	
3	SC: Electrical Engineering 12-	
3	SC: Genetics 12-	
9	English, German, Portugese (accented); Spanish is native	
61	500 Followers (80 pts each)	
50	Installations: 250 pts.	
10	+2 Levels w/Multipower	

* OIF Battlesuit

#OIF Battlesuit, doesn't add to Figured Characteristics

OCV:7+ DCV:7 ECV:7 Phases:3,5,8,10,12

Costs:	Char	Powers	Total	Disadv	Base
	134	+	342	=	476
				=	376
				+	100

Background: From the time that Hernan Cortez was a small boy, he knew that he was destined to rule the world. It's hard to explain the depths of these feelings in words; he knew he was destined, he was very passionate about this belief, it was a religious certainty to him. But how does one go about ruling the world?

Hernan's attention gravitated toward the rather exotic Nazi colony of Buenos Aires; after all, it was they who had come closest to ruling the world recently, so they were worth studying. There, he met Dr. Albert Zerstoiten, who was just becoming famous as the infamous Doctor Destroyer.

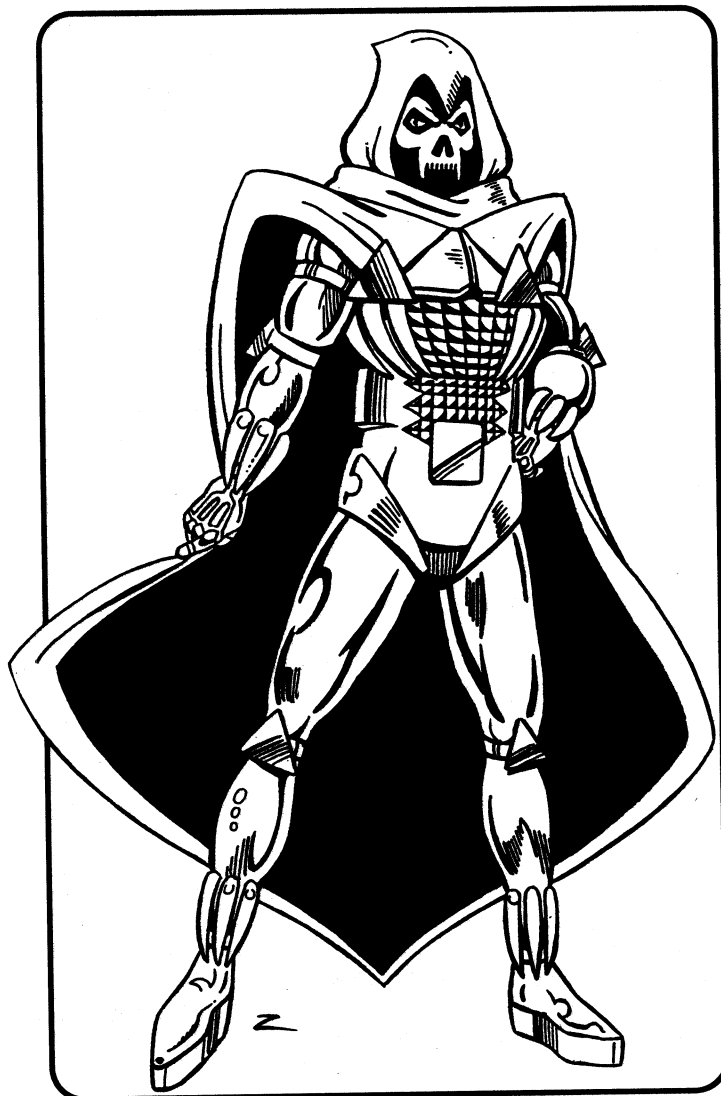
Destroyer found himself enjoying Hernan's company, and Hernan found himself idolizing the Doctor. So much so, that, in a fit of hero worship, he set his face aflame to match his mentor's injuries. Destroyer created a set of life support equipment for his follower, and continued to school him in the technology of destruction.

Eventually, Hernan found his enchantment with Destroyer fading. The Doctor was like a vacation spot; nice to visit, but one usually doesn't want to live there. He ended his association with Destroyer and styled himself Professor Muerte. He examined the great emperors of history, and determined that the reason that they were great was because their subjects feared them. Given that warped logic, he decided that causing wide-spread terror was the best way to conquer the world, so he founded Terror Incorporated as a world-class brotherhood of terrorist villains. In his spare time, he fingers some of the many globes in his apartments, running his metal fingers over cities, down contour lines, pressing hard against great rivers. He'll do the same to the real world, too, someday.

Quote: "When one is destined to rule the world, a little megalomania is to be excused."

Personality: Professor Muerte is a megalomaniac of a typical comic book grandstanding nature. He always does his best to appear as the most powerful man alive, and cannot accept ridicule or humiliation. The center of his universe is Professor Muerte, and that's the way it should be for everyone.

At the same time, Muerte has a number of minor personality quirks. He must perform his schemes in such a manner that everyone knows they are facing the power of Professor Muerte. In his youth he was nearly killed by bandits while trying to ingratiate himself into a smuggling operation, and has acquired a fear of guns, knives, and other killing attacks. If he's forced into combat, he will usually order Scorpia to attack these opponents.



Powers/Tactics: Muerte's powers come from his battle armor. He has tried to mutate himself several times, but has failed on every occasion; one time, his attempt to give himself powers of chemical control backfired and resulted in both Scorpia and himself acquiring a vulnerability to poisons. While Muerte could give himself powers similar to Giganto, even he doesn't want to look like that.

Professor Muerte has several rules of combat that he likes to follow in case he is attacked by superheroes: always make sure there is an escape route, always make sure there are hostages, always set up a diversion, and if some guys with a cape and mask try to stop you, make sure you put down the one who smart-mouths you the most, just as an example.

In low powered campaigns, Muerte is a good substitute for Doctor Destroyer as the campaign's chief megalomaniac.

Appearance: Muerte is 5'10" tall and weighs 165 lbs (5'11" tall and 235 lbs in armor). His costume is purple with white mask and trim.

SCORPIA					
Val	Char	Cost	100+	Disadvantages	
15	STR	5	10	2x STUN from poisons	
21	DEX	33	20	Bloodthirsty	
18	CON	16	15	Vain	
20	BODY	20	10	Reputation 11-	
13	INT	3		(cold-blooded killer)	
14	EGO	8	15	Hunted by New Knights	
10	PRE	0		(British supergroup) 8-	
16	COM	3	15	Hunted by STOP	
3	PD	0		(British Super Agents) 8-	
4	ED	0	10	Hunted by Mossad 8-	
5	SPD	19	15	Secret ID (Fiona O'Brady)	
12	REC	10	91	Villainess Bonus	
52	END	8			
40	STUN	3			
Cost				Powers	END
20	Martial Arts (comic book)				
	Maneuver	OCV	DCV	Damage	
	Kick	-2	+1	7d6	
	Punch	+0	+2	5d6	
	Throw	+0	+1	3d6 + V/5	
	Block	+2	+2	Block	
	Dodge	—	+5	Dodge	
50*	Multipower (75 pt. reserve)				
5*u	3d6+1 AP HKA (4d6 w/STR)				7
3*u	6d6 NND vs. armor or damage resistance, 1/2 END No Range				3
24#	Armor +12 PD, +12 ED				
	Skills and Perks				
7	Acrobatics 15-				
3	Breakfall 13-				
4	SC: Pharmacology 13-				
3	SC: Chemistry 12-				
3	Spanish (accented); English is native				
15	+3 Levels w/Multipower				
16	+2 Levels w/Combat				
20	+2 Overall Levels				
*OIF claws					
#OIF bodysuit					
OCV:7 DCV:7 ECV:5 Phases:3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	128	+ 173	= 301	= 201	+ 100



Background: Not all of the neighborhoods in Belfast are warzones. Some are calm, safe places to raise children, where Catholic and Protestant alike are united by their hatred of violence. Unfortunately, Fiona O'Brady wasn't raised in one of these nice places. She grew up with a congenital hatred of the British, and was determined to drive them from Ireland forever in the bloodiest manner possible.

She became a competent amateur chemist and martial artist. As the terrorist known as Scorpia, her special dart and claw attacks were the bane of British soldiers and Protestant loyalists everywhere. Finally, the British tracked down her cell, killing or capturing every member — every member except her. Fiona left Ireland, and joined a group of terrorists training in the Middle East. It was here that Professor Muerte recruited her to be his right hand. Scorpia has been Muerte's mistress on occasion, but her major goal is to take control of Terror Incorporated should Muerte become incapacitated or retire.

Quote: "I believe the last thing a man should see in his life is a beautiful face and a friendly smile, no?"

Personality: Some people have said that Scorpia is so cold-blooded that she would freeze a snake. Scorpia might even agree, though she'd likely laugh and stick her claws into anyone who suggested such a thing.

Scorpia is ruthless and manipulative. She, like Muerte, sees people as pawns to be maneuvered — or clay pigeons to be destroyed when a particularly bloodthirsty mood strikes her. She is extraordinarily vain, which is why she is often distressed to be in the company of a group of ugly freaks. If Terror Incorporated takes a handsome superhero prisoner (and they rarely take prisoners, though they take lots of hostages) she may try to seduce him.

Powers/Tactics: Scorpia's powers rely on her training and her knowledge of chemicals.

She will typically use her combat levels as DCV vs. all attacks, especially if she can use acrobatics to get an offensive bonus. She prefers to use her NND against unarmored targets, while everyone else gets her claws.

Appearance: Scorpia is 5'6" tall and weighs 105 lbs. She has long brown hair and brown eyes. Her costume is a deep indigo with bright red trim, boots, cape, gloves, and mask.

GIGANTO									
Val	Char	Cost	100+	Disadvantages					
80	STR	70	10	2x STUN from sonic attacks					
10	DEX	0	5	Enraged when P. Muerte is badly hurt 11-,8-					
30	CON	40		Berserk in battle 8-,11-					
20	BODY	20	10	Overconfidence					
10	INT	0	20	Protective of P. Muerte					
10	EGO	0	20	Has A Crush on Scorpia					
20	PRE	10	10	Distinctive Features (unconceal, recognizable, causes fear)					
2	COM	-4	25	Hunted by UNTIL 11-					
35	PD	19		Public ID					
35	ED	29	25	Villain Bonus					
4	SPD	20	10						
22	REC	0	63						
60	END	0							
75	STUN	0							
Cost			Powers						
35	Full Damage Resistance (35 rPD, 35 rED)								
26	Hardened Defenses (35 rPD, 35 rED)								
10	-5" KB Resistance								
3	Paramedics 11-								
15	+5 Levels w/Punch, Grab, and Haymaker								
OCV:3 DCV:3 ECV:3 Phases: 3,6,9,12									
Costs:	Char	Powers	Total	Disadv	Base				
	204	+	89	=	293	=	193	+	100

Background: Once, Giganto was a simple Argentinian Indian. He wandered into the streets of Buenos Aires, looking for employment; he was hired at a hospital which was short staffed as a nurse-in-training. It was here that he was recruited by Hernan Cortez, the man later known as Professor Muerte, to serve as his aide in recovering from his self-inflicted injuries. What Giganto didn't know was that Muerte wanted a guinea pig for an experiment.

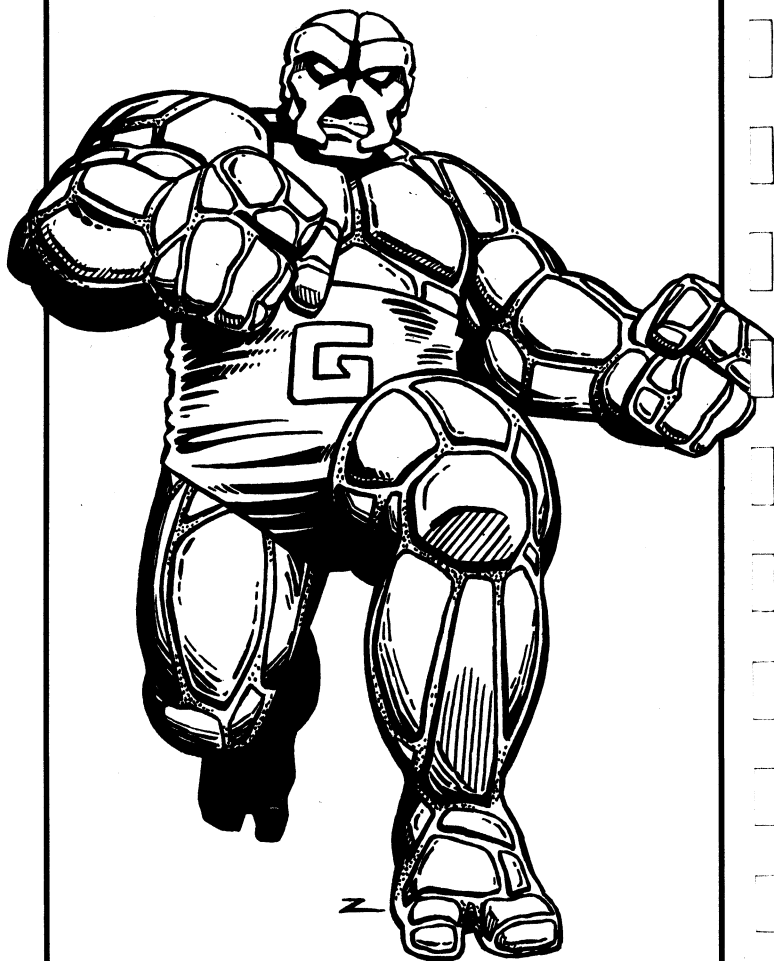
Muerte bedazzled the Indian with a description of the marvels that he could perform once he acquired great strength. He readily agreed to Muerte's RNA surgery and other manipulations, and the result was Giganto. When Giganto saw what he looked like, he got angry and went on a rampage. Muerte managed to defeat him and convinced him that the change really was for the better. Since then, Giganto has been Muerte's most faithful follower, except in battle-lust, when he will turn on anyone who gets in his way. He has a soft spot in his heart for Scorpia, and will do her slightest bidding, but due to her revulsion for Giganto, she rarely takes advantage of it.

Quote: (Giganto doesn't know English.) It is usually something like the Spanish equivalent for "I will crush you."

Personality: Giganto is an archetypal brick combat machine. He exists only to serve Professor Muerte and please Scorpia, in that order. Due to his psychological enslavement by Muerte, he has very little free will; he is more like a puppet with Muerte as his puppeteer. The emotion that Giganto feels most strongly is rage; he hates what has been done to him, but is unable to express his anger against Professor Muerte, so he tends to take his frustrations out on the people who get in his way. He believes that he cannot be beaten in combat, and his abilities tend to confirm that.

Powers/Tactics: Giganto's stony appearance gives him a vulnerability to sonics. He prefers to use brute force in combat, punching agile opponents, haymaking less dexterous opponents. He performs grabs on Muerte's command, usually so Scorpia can impale the target with her gloves.

Appearance: Giganto has a monstrous stone appearance. He is 5'8" tall and weighs over 300 pounds. His skin is a glistening silver with brown patches, and his eyes have a greenish glow. He has a musty smell.



FEUR				
Val	Char	Cost	100+	Disadvantages
10	STR	0	15	All Perception Rolls 8-Distinctive Features (unconcealable, recognizable, causes fear)
17	DEX	21	25	
28	CON	36		Spendthrift
10	BODY	0		
18	INT	8	15	Hunted by Superhero Group 8-
15	EGO	10	15	
18	PRE	8	20	Hunted by UNTIL 11-
2	COM	-4	10	Public ID
5	PD	3	141	Villain Bonus
8	ED	2		
5	SPD	23		
13	REC	10		
56	END	0		
30	STUN	1		

Cost	Powers	END
31	EC — Fire Powers	
a-31	10d6 EB 1/2 END	3
b-31	Force Field +25 PD, +25 ED 1/2 END	3
c-31	25" Flight 1/2 END	2
d-63	10d6 EB 0 END Persistant Damage Shield, Always On	0
3	LS: Heat	
	Skills and Perks	
2	AK: South Africa 12-	
3	Shadowing 11-	
3	Survival 11-	
3	Language: English (German is native)	
2	Fam: all smallarms	
20	+4 Levels w/EC	

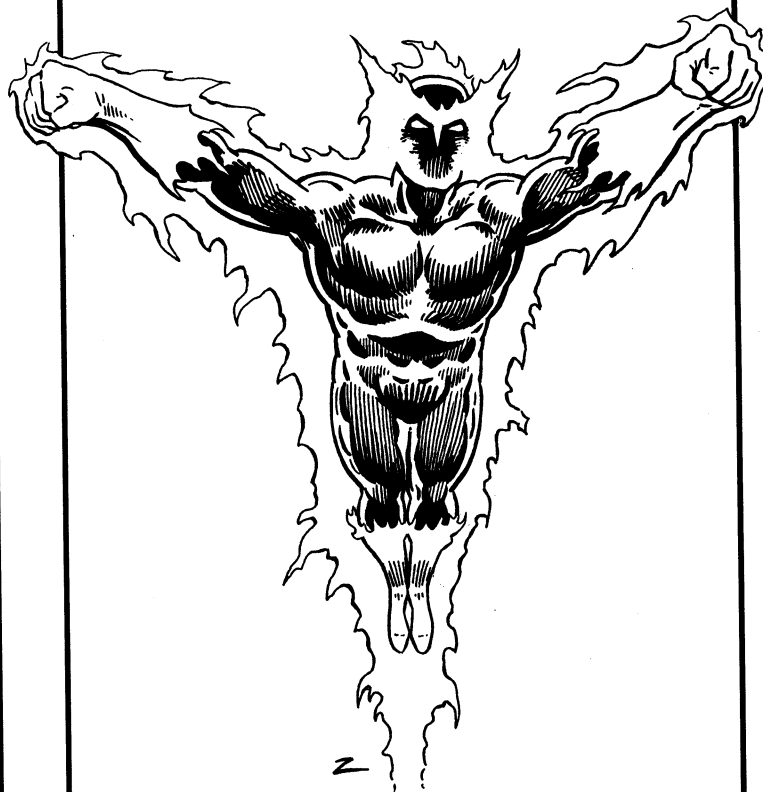
OCV:6 DCV:6 ECV:5 Phases:3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	118	+	223	=	341
				=	241
				+	100

Background: Hans Zeldte was a mercenary with a reputation for not caring what the assignment was, as long as the money was good and up front. One day, he was assigned to penetrate a top secret French research laboratory, in search for data on one of their most heavily guarded projects, the unique experimental isotope X-53. He was able to find it and escaped, pursued by security forces. During the chase, he accidentally spilled the substance all over himself. To his horror, he burst into flames, but discovered that he was undamaged by the flame.

Investigating his condition, he learned that he could shoot bursts of flame from his hand, surround himself with an energy field that protected him from physical and energy attacks. The heat field that surrounded him could put living creatures unconscious in a matter of seconds. In his flaming form, he was soon contacted by Professor Muerte to help strengthen Terror Incorporated's firepower.

Quote: "Having a hot time in the old town tonight?"

Personality: Feur is a cocky wisecracking individual. Because his flaming powers are permanent, he tends to adjust to his condition by making jokes about himself, usually when his enemies are helpless and not in a mood to appreciate them. He was always



heavily self-indulgent, and likes to spend his share of the money that Terror Incorporated earns on totally ridiculous things that he can't use (by mail order, since ordinary shopping is out of the question). Feur thinks that hurting people and watching them grovel is a real hoot, and doesn't have any leadership ambitions whatsoever; he strongly supports Professor Muerte, and will follow him under all but suicide situations.

Powers/Tactics: Feur's powers keep him constantly burning; his body is surrounded by a corona of flames (his damage shield). These flames also inhibit his ability to perceive, hence his requires an 8- perception roll. Feur is a reasonably competent tactician. He likes to blast at close range, letting his opponents hurt themselves on his damage shield.

Appearance: Feur is 5'8" tall and weighs 150 lbs. He has a bright yellow costume that is immolated in flames of many colors.

AGENT OF TERROR, INCORPORATED

Val	Char	Cost	50+	Disadvantages
10	STR	0	15	Loyal To Professor Muerte
14	DEX	12	10	Greedy
10	CON	0	5	Reputation (Ruthless Killer) 8-
8	BODY	-4		
8	INT	-2		
8	EGO	-4		
8	PRE	-2		
8	COM	-1		
5	PD	3		
5	ED	3		
3	SPD	6		
4	REC	0		
20	END	0		
18	STUN	0		

Cost	Powers and Skills	END
20	9d6 EB Blaster [12c] OAF rifle	
20	Martial Arts (comic book)	
	Maneuver	OCV DCV Damage
	Kick	-2 +1 6d6
	Punch	+0 +2 4d6
	Throw	+0 +1 2d6 + V/5
	Block	+2 +2 Block
	Dodge	— +5 Dodge
12	Armor +8 PD, +8 ED act. 14-, OIF body armor	
3	Radio Listen/Transmit OIF Radio	
7	Concealment 13-	
3	Stealth 12-	
4	+2 Levels w/EB	

OCV:5 DCV:5 ECV:3 Phases:4,8,12					
Costs:	Char	Powers	Total	Disadv	Base
	11	+ 69	= 80	= 30	+ 50

Agents: Agents of Terror Incorporated wear black uniforms with a skull-shaped helmet. Their tactic is to find hiding places in the area where Terror Incorporated plans to terrorize (manholes, closets, etc.), then spring out and surprise their target on Muerte's signal.





PROJECT SUNBURST

Members: Sunburst (leader), Ray, Radium, and Armadillo (from Champions). These members are the survivors of Project Sunburst; they usually work alone, but have been known to get together when Sunburst needs them.

Background: The whole mess began with one simple question: is it possible to win a nuclear war?

The United States army figured that if they wanted to win a nuclear war, they would have to be able to fight in one. The Brooklyn Project, also known as Project Sunburst, was designed to find an answer to that question. No, they weren't just supposed to find an answer to the question — the answer had to be "yes".

There were seventy guinea pigs, recently inducted into the army. They were told that this was only going to be a preliminary test; they would be at the far edge of the explosion, and even if the suits didn't work in the way that every test had said they would, there would still be no ill effects. Unfortunately, the suits had been constructed on the cheap, by very shady defense contractors. The explosion was also somewhat more... explosive than was promised. The result was a real mess.

Forty-two died immediately. At the risk of sounding cliched, they were the lucky ones.

Thirteen died within forty-eight hours.

Five, each horribly mutated, died within two years.

Six went into a coma and have never come out, or if they have, the Army isn't telling. They were also badly mutated.

Four survived. Three were welded to their suits and acquired special powers.

One, Randall Gordon, was seemingly untouched by the explosion, but later became the only person to be able to utilize technology from the discredited Man Amplifier Program and became the supervillain Armadillo.

As for the three mutants: one, Randall McFadden was closest to the explosion. To him, the experience was like kissing the Sun for a split second, and his power was a gift

from that heavenly body. He realized why the ancient peoples of the earth worshipped the Sun, and the only thing that puzzled him was why they stopped worshipping it. Randall became Sunburst, determined to acquire great political and financial power to complement his physical abilities.

Arthur Anderson nearly died. He became a monster, thrashing in pain from severe burns. He managed to escape and dove into a pool of water, where somehow his broken bones, cuts, and burns healed in a matter of minutes.

Jason Matthew was given anti-radiation drugs; when his metabolism balanced, he was transformed into Radium, a creature of pure energy.

When they were being debriefed by the military, Randall proclaimed that he had become Sunburst and would no longer be answerable to the military, or any other individual, or group. He killed the guards, watched the general grovel for a few minutes, had him change their army records to indicate that they had all died, then killed him too. Ray and Radium, as Sunburst named them, followed. Randall Gordon, "the other Randall", didn't join the other survivors until he had become well established as Armadillo. Although he never betrayed his friends' secrets; Sunburst's true identity remains a mystery to this day.

Sunburst decided to go into business, heisting scientific equipment and large sums of cash. He hid his business behind the front of the Great Northwestern Shipping and Transport Corporation. It was a beginning, and would end in world domination. The sun had risen once again.

Group Relations: The members of Project Sunburst usually work alone; they are not a villain group in the traditional sense, and is not usually considered to be a team by the general public or most superheroes. On infrequent occasions, Sunburst will gather them together to perform essential tasks in his schemes of conquest.



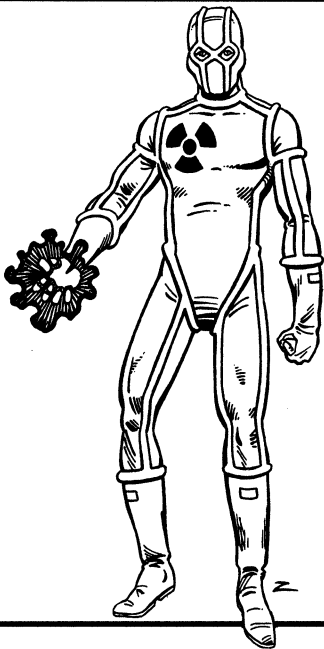
RADIUM

Val	Char	Cost	100+	Disadvantages
10	STR	0	15	Berserk 11-,11- when cornered or teased about condition
26	DEX	48		
25	CON	30	10	1d6 per turn when suit is punctured
10	BODY	0		
18	INT	8	20	Won't Surrender
9	EGO	-2	10	Hates People Who Talk A Lot
25	PRE	15	20	Mute
10	COM	0	20	Hunted by UNTIL 11-
2	PD	0	15	Hunted by Superhero Group 8-
5	ED	0	10	Public ID (Jason Matthew)
5	SPD	14	64	Villain Bonus
12	REC	10		
50	END	0		
30	STUN	2		

Cost	Powers	END
60	Multipower (60 pt. reserve)	
6u	12d6 EB (radiation)	6
6u	6d6 NND (defense is LS: self-contained, regeneration)	6
6u	4d6 Character Points of CON Drain at range	6
30	Armor (+15 PD,+15 ED) OIF heavy suit	
28	Danger Sense (vs. all attacks he can sense) 15-	
15	3d6 Telepathy	1
5	Instant Change	

OCV:9 DCV:9 ECV:3 Phases:3,5,8,10,12

Costs:	Char	Powers	Total	Disadv	Base
	125	+	159	=	284
				=	184
				+	100

**Quote:** None (Radium cannot speak.)

Personality: Radium sees Sunburst as the only person in the world who will treat him with respect and/or wants him as a friend, so he sticks close to him. To him, Sunburst is the big brother whom everyone looks up to. He is mildly jealous of Sunburst; not only did the transformation of Project Sunburst give him great powers, there were no side effects for him! Still, he isn't about to leave him.

Radium is also something of a coward; he will cut and run as opposed to staying in a losing fight; if he is cornered, he will fight ferociously (from fear) until he is knocked unconscious.

Powers/Tactics: Radium is a creature of "solid energy". There is some fear that Radium will "blow" at any time, so Radium has to keep his body contained inside a heavy armored suit.

In a fight, Radium will blast away at long distance, trying to avoid attention from anyone who has a killing attack.

Appearance: Radium is 5'10" tall and weighs 170 lbs. He wears a red body suit with white pupils for his eyes.

RAY

Val	Char	Cost	100+	Disadvantages
20	STR	10	20	2x STUN and BODY from fire attacks
29	DEX	57		
40	CON	60	25	Berserk from the sight of blood, 14-,8-
20	BODY	20		
10	INT	0	15.	3d6 when out of water for more than one hour
10	EGO	0		
30	PRE	20	10	Revenge Motivated
6	COM	-2	15	Likes to Kill
20	PD	16	15	All PER Rolls at -5 out of water
20	ED	12	25	Distinctive Features (not concealable, causes terror)
8	SPD	41		
20	REC	16	15	Hunted by UNTIL 8-
80	END	0	10	Hunted by CIA 8-
50	STUN	0	169	Villain Bonus

Cost	Powers	END
30	2d6 HKA (4d6 w/STR)	3
20	+30 STR (doesn't affect figured characteristics)	3
20	Damage Resistance (20rPD, 20rED)	
15	Swimming +15" (17" total)	3
5	Extra Limb (tail)	
13	LS: Self-contained, vacuum/high pressure	
25	Active Sonar, 360 Degree	
16	Regeneration 4 BODY/turn (-1 1/2, only in water)	
30	+3 Overall Levels	

OCV:10+ DCV:10 ECV:3 Phases:2,3,5,6,8,9,11,12

Costs:	Char	Powers	Total	Disadv	Base
	250	+	174	=	424
				=	324
				+	100

Quote: "Slice you up, until there is nothing left to slice." (growl)

Personality: Ray is a psychopath, a creature that has lost all of its humanity and now acts like a mad beast. He rarely communicates; usually he will happily cut up an opponent and saying nothing; killing his opponents in a bloody manner is the only thing that makes him happy. Ray is not so stupid that he will allow his bloodlust to put his freedom in jeopardy.

Powers/Tactics: While Ray's powers are not linked to his watery state, he must be emerged in water at least once per hour, or his skin will begin to dry, and his muscles will begin to contract into painful cramps. These cramps lead to internal bleeding and eventual death.

Tactically, Ray is consumed by absolute bloodlust. He will try to kill any opponent that he is pitted against, and is not very subtle. His killing weapon is his tail, which is very flexible and sharp.

Appearance: Ray is 5'9" tall and 160 lbs. He is well muscled, and wears a black and white costume that resembles a realworld manta ray. Ray has a look on his face that makes him appear to be in constant pain.



Quote: "You are indeed fortunate. Those who oppose me usually do not live long enough to regret it."

Personality: Sunburst is an epic-scale adversary. He has been touched by forces beyond the comprehension of man and believes that he has the right to impose his will upon lesser beings. Sunburst isn't just a megalomaniac, he is a moral megalomaniac who is concerned about corruption and deceit in today's society, and will do anything to root it out — to save the world, he'd destroy it.

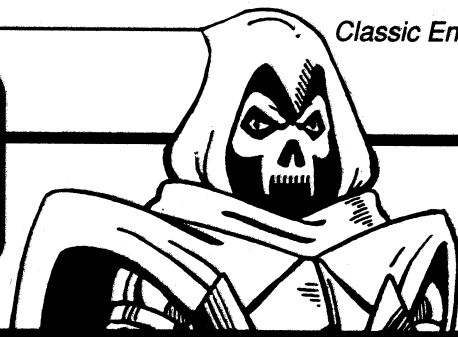
Powers/Tactics: Sunburst is a foe meant to fight small groups, or large groups (with allies). Sunburst's powers are based on solar energy; he can emit bursts of energy that cover the entire electromagnetic spectrum. Sunburst uses his AE attack on groups and his major blast on single opponents; if he starts having a tough time, he'll blind his foes and use his killing attack.

Appearance: Sunburst is 6'3" and 230 lbs. He has white hair (brush cut) and blue eyes; his skin is tan. His costume is gold with red trim; his chest emblem, an exploding star, is pure white.



SUNBURST					
Val	Char	Cost	100+	Disadvantages	
45	STR	35	20	2d6 per phase in intense darkness fields	
26	DEX	48			
35	CON	50	20	Megalomania	
15	BODY	10	20	Overconfidence	
20	INT	10	15	Extreme Reputation	
14	EGO	8		(megalomaniac villain) 11-	
30	PRE	20	15	Hunted by UNTIL 8-	
16	COM	3	15	Hunted by FBI 11-	
19	PD	10	15	Secret ID (Randall McFadden)	
20	ED	13	311	Villain Bonus	
7	SPD	34			
19	REC	6			
70	END	0			
56	STUN	0			
Cost			Powers		
100	Multipower (100 pt. reserve)			END	
10u	13d6 EB 0 END			0	
10u	4d6+1 RKA 0 END			0	
10u	4d6 Flash vs. visual senses, 4" AE radius, 0 END			0	
10u	10d6 Explosion EB 0 END			0	
37	Force Field +10 PD, +15 ED, 0 END			0	
5	Flash Defense vs. visual senses (5 pts)			2	
62	Flight 25" 1/2 END				
6	LS: Radiation, Intense Heat				
4	PS: Business 13-				
OCV:9+ DCV:9+ ECV:5+ Phases:2,4,6,7,9,11,12					
Costs:	Char	Powers	Total	Disadv	Base
	247	+	284	=	531
				=	431
				+	100

DR. DESTROYER



Background: In 1917, a dollmaker and his wife had a son. They lived in a small town outside of Munich. Their name was Zerstoiten. Their son's name was Albert.

Young Albert loved to play, especially with his father's dolls. Of all the dolls that Albert loved, rag dolls were his favorite. He could bend them in whatever way he desired, and tear them apart when he was angry. And he was frequently angry. None of the other children in the village liked Albert, so he played alone with his dolls, bending and ripping them as much as he wanted.

His parents managed to scrape together enough money to send Albert to a fine university, where Albert proved to be a genius among geniuses. He was better than anyone else there, and he knew it. He considered himself to be the greatest member of what their Fuehrer called a master race. Even when it became obvious that the Fuehrer was wrong, Albert never stopped believing in his own pre-eminence.

Albert achieved his first doctorate by the age of 19. When the war started, Albert became head of the nuclear weapons research group. He served his Fuehrer well, but when Hitler discovered that the research group was using Einstein's theories in their work, he flew into a rage and ordered the unit shot. Albert was warned by friends in high places. He defected to the French underground, and was the sole survivor of his research team. Some of the other researchers, ones Albert didn't like, were found dead even before the SS arrived.

Albert spent several months with the French underground, and they treated him well. In "gratitude", Albert betrayed them to the SS in the final days of the war, in exchange for passage to South America.

Albert would live the rest of his life in peace and tranquility in Argentina — or would he? A British warship found the transport and sank it. Zerstoiten was caught in a massive fire, which severely burned most of his body. He was rescued by the British and taken to London for medical care. Months later, he was released from medical care and taken to the United States. He was a brilliant scientist. The experiments that his lab had done on human beings to test the effects of radiation were conveniently forgotten. Instead of facing judgement at Nuremberg, Zerstoiten became one of many German scientists working in the United States.

However, the other ex-patriate German scientists knew enough about Zerstoiten's dark past that they didn't want to have anything to do with him. His grotesque appearance, his bizarre theories, and his arrogant manner added to the distrust. Enraged, unwilling to work with "lessers", Zerstoiten stormed out of the United States and set up a research facility in Central America.

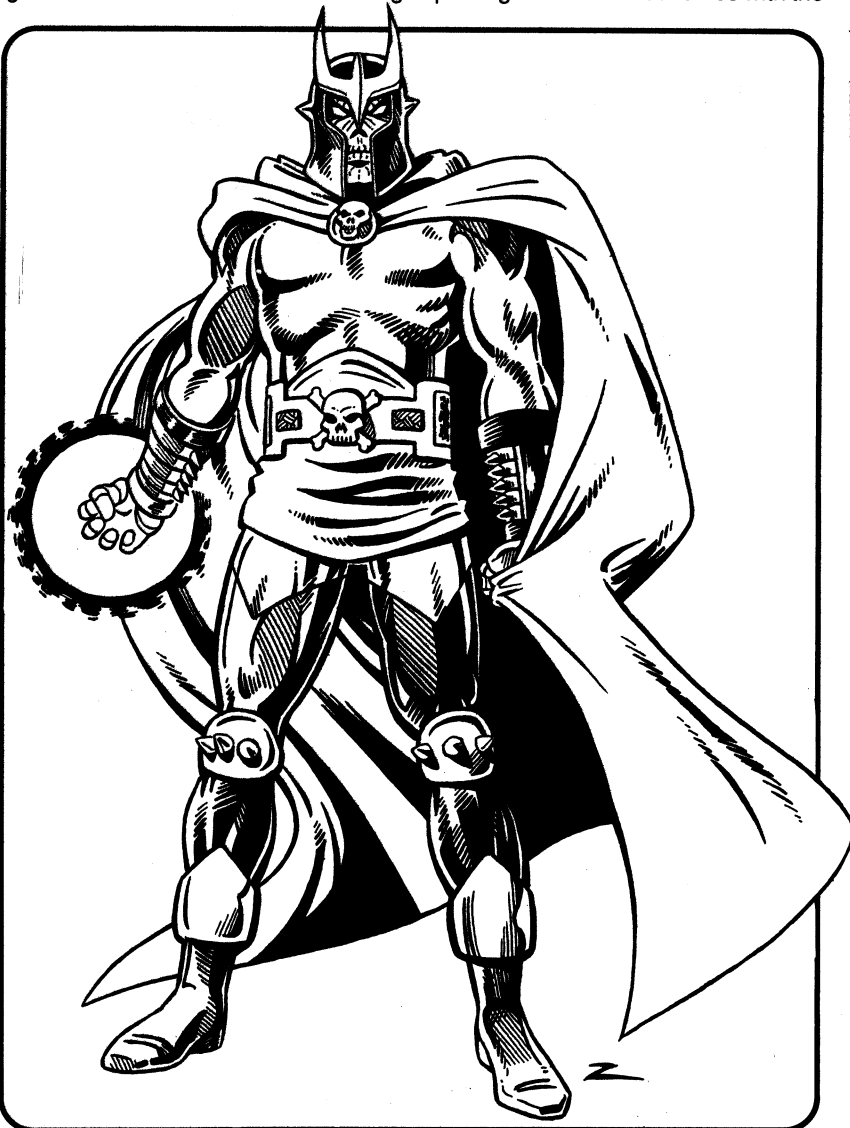
In Central America, Zerstoiten found a niche of sorts. He set up a laboratory and began selling explosives to revolutionaries. It was here that he gained the nickname of Doctor Destroyer.

Destroyer. It was a appropriate name. He would take the human dolls at his disposal and use them and break them. All around him, he saw strongmen and dictators treating their subjects as playthings, why should he do

things differently? He was far superior to these military brutes. It was this attitude that eventually led to his expulsion from Central America. Of course by the time he was forced to leave, he had made a fortune by investing in companies that profited from the revolutions he supported.

From Central America, the doctor moved around the world, establishing contacts and selling his criminal expertise to underground and criminal laboratories. Several times he worked with a criminal laboratory, stole all of its original research, killed the scientists and burned the laboratory to the ground. This ruthless manner earned him no friends but gained him a fortune which grew exponentially until he had nearly unlimited wealth.

By the late 1970s, Dr. Destroyer had access to limitless funds, unknown technical secrets, international criminal contacts, and his own brilliant mind. He began plotting a number of schemes with the



ultimate goal of world conquest. Destroyer's schemes are always incredibly grandiose and spectacular. Examples of possible schemes include: building a satellite capable of putting the entire world under his mental domination; hijacking a nuclear device to burn London to the ground (in retaliation for what the English did to him at the end of the 2nd World War); kidnapping the heads of state of the major world powers at an arms control conference and replace them with androids who would outlaw all superheroes and obey his every command; building a weather control device and using it to blackmail countries; cloning a major superhero group (your campaign's player characters), placing the clones under his direct control, and sending them to kill the original heroes. If a scheme succeeds, who can call it madness?

Each time Destroyer has put his schemes into motion, he has been stopped by the narrowest of margins. He is confident that soon even fate itself will step aside and allow him to claim his rightful place as ruler of the planet. The earth is but a ball for him to play with, and its peoples are mere ragdolls, to bend and to destroy at his whim. That the way of the technological Shiva, lord of chaos, Dr. Destroyer, son of a dollmaker.

Quote: "One must expect to feel a few thunderbolts when one plays with gods."

Personality: While Destroyer's chief goal is world conquest, he doesn't just want to rule the earth. He wants to gain control of the world in a manner that causes fear, havoc, and destruction. He wants humanity to worship him, because he believes that compared to all other humans, he is a god.

Destroyer is extremely arrogant, egotistical, and pompous. He tends to be very long-winded and given to long flowery soliloquies. Because he has such a high opinion of himself, he will not allow himself to be mocked without retribution.

Dr. Destroyer presents a very high class facade. Those who meet with Destroyer consider him to be evil, but very sophisticated and intelligent. He likes to present himself as a man of honor; in truth he will keep his word only when it is in his best interest. Destroyer enjoys manipulating people, especially when it puts his enemies in positions that test their ethics.

Powers/Tactics: Dr. Destroyer's technology is based on many lifetimes of work, not just Dr. Destroyer's lifetime, but the lifetime of many (dead) scientific geniuses whose knowledge Dr. Destroyer has stolen. Destroyer can never allow himself to show weakness, he must always face his enemies in battle, though he may employ treachery during a fight, he will not sneak attack. (This does not apply to his agents!)

Destroyer uses brute force in combat. He makes a systematic study of all known superbeings, and if any weaknesses have been revealed (either physical or psychological) odds are very good that Destroyer knows of them. Otherwise, his choice of weapon is as follows: entangle against martial artists, NND vs. bricks, Area of effect against close concentrations of opponents, and killing attack against bricks who withstand his NND. He uses his gadget pool either to create special weapons against known vulnerabilities, or to cover his weaknesses.

Relations With Other Agencies: Destroyer is a close ally of VIPER; many fear that Destroyer is the mysterious Supreme Serpent who has done such wonders for VIPER (not true). Destroyer utterly distrusts magic, since he refuses to rely on forces that are not entirely under his control; he is a major enemy of the magical organization DEMON. He is a rival of RAVEN; he considers their independent development of high-technology to be a personal insult. He has an on and off relationship with Terror Incorporated; he and Professor Muerte typically become allies in a grandiose scheme, betray each other, become sworn enemies, and after a time, decide to combine their forces on a new scheme, which starts the cycle of betrayal over again. Surprisingly, Destroyer is on good terms with Mechanon, though they have rarely teamed together. Destroyer sees Mechanon as a potentially useful if inferior ally, while Mechanon sees Destroyer as part-machine, and likely to kill

lots of organics if he is allowed to live. Most other groups, hero or villain, are Destroyer's sworn enemies.

Appearance: Dr. Destroyer's aged body now permanently occupies his battlesuit, which is red and blue with bone white trim. It has a metallic sheen, but is actually a highly advanced plastic. Destroyer is 5'10" out of armor, 6'4" in armored form. He is bald, and has blue eyes and hideous scars.

Note: Dr. Destroyer is designed to be extremely nasty, regardless of campaign level. What follows are two versions of Dr. Destroyer. The first (the "low-end" Destroyer) is for campaigns with attacks of 50-70 Active Points, the second ("high-end" Destroyer) is an opponent for long time campaigns with attacks in the 70-90 Active Points level. The high-end Destroyer should be able to challenge virtually any hero group and give them a good fight. If you feel that the "high-end" Destroyer is way too excessive, well you're right, but there are campaigns that have reached this power level. This character should not be interpreted as a power level that is recommended for beginning campaigns.

DR. DESTROYER (Low-end)

Val	Char	Cost	100+	Disadvantages
70	STR	60	20	Totally Arrogant
30	DEX	60	20	Thinks of Humanity as "cattle"
50	CON	80	20	Can't stand sight of own face
20	BODY	20	25	Distinctive Looks
35	INT	25		(unconcealable, causes horror)
20	EGO	20	20	Extreme Reputation 14-
45	PRE	35		(world conqueror)
4	COM	-3	25	Hunted by UNTIL 14-
35	PD	21	15	Hunted by Champions 8-
35	ED	25	10	Public ID
7	SPD	30	1045	Villain Bonus
24	REC	0		
100	END	0		
80	STUN	0		

Cost	Powers	END
105	Multipower (105 pt. reserve)	0
10u	14d6 EB Blaster 0 END	10
10u	10d6 EB (5" AE radius)	4
10u	8d6 Entangle DEF 8 1/2 END	0
10u	4 1/2d6 RKA 0 END	0
10u	7d6 NND not against 10 pts Mental Defense (0 END)	0
17	Hardened Defenses (PD and ED)	
44	Damage Resistance 35 PD, 35 ED, Hardened	
30	Full Life Support	
12	Flash Defense vs. visual senses (10 pts Hardened)	
10	Lack of Weakness (10 pts)	
15	Mental Defense (16 pts Hardened)	
12	Power Defense (10 pts Hardened)	
60	Flight 20" (0 END)	0
12	+6" Running (12" total)	2
17	1/2 END Cost on STR (3 END)	
72	Gadget Pool (60 pts)	
211	Skills Package (see below)	
15	+3 Levels w/Multipower	
20	+2 Overall Levels	
150	Bases (750 pts. reserve)	
75	Followers (1000, 125 pt agents)	

OCV:10 DCV:10 ECV:9 Phases: 2,4,6,7,9,11,12					
Costs:	Char	Powers	Total	Disadv	Base
	373	+ 927	= 1300	= 1200	+ 100

One way for normal campaigns to use the "high-end" Destroyer is to have the Doctor come across an alien artifact that boosts his power from the low-end to the high-end level. The heroes must then find the artifact's weakness (the GM must make sure there is one) and destroy the artifact before Dr. Destroyer conquers the world. The high-end Destroyer is someone whom the player characters must out-think; they shouldn't be able to outfight him unless they have extraordinary teamwork.

Dr. Destroyer's presence in a scenario should tell the players one thing — be afraid. Be very afraid. Destroyer is someone who causes horrible things to happen, who sets earthshaking events in motion. He is not your average supervillain.

DR. DESTROYER (High-end)				
Val	Char	Cost	150+	Disadvantages
80	STR	70	20	Totally Arrogant
30	DEX	60	20	Thinks of Humanity as "cattle"
55	CON	90	20	Can't stand sight of own face
30	BODY	40	25	Distinctive Features (unconcealable, causes horror)
35	INT	25	20	Extreme Reputation (megalomaniac arch-villain) 14-
26	EGO	32		Hunted by UNTIL 14-
60	PRE	50	25	Hunted by Champions 8-
4	COM	-3	10	Public ID
40	PD	24	1682	Villain Bonus
40	ED	29		
8	SPD	40		
30	REC	6		
110	END	0		
100	STUN	2		

Cost	Powers	END
200	Multipower (200 pt. reserve)	
20u	20d6 EB 0 END No Range Penalty	0
20u	16d6 EB, 8" AE radius, 0 END	0
20u	10d6 Entangle DEF 10 0 END	
	No Range Penalty	0
20u	5d6+1 RKA 0 END No Range Penalty, 25x Maximum Range (20 km)	0
20u	10d6 NND not vs. 10 pts Mental Defense, 0 END, No Range Penalty	0
20u	8d6 Flash vs. visual senses, 8" AE, 0 END	0
20u	13d6 AP EB Affects Desolid, No Range Penalty, 0 END	0
20u	6d6 Character Points Drain vs. DEX, At Range, No Range Penalty, 0 END, recover 5 power points per hour	0
10u	13d6 EB 0 END	0
10u	3d6+1 RKA Damage Shield 0 END	0
10u	Force Wall (13 PD, 13 ED) 0 END	0
20	Hardened Defenses (PD/ED)	
50	Hardened Damage Resistance	
30	Damage Reduction (Half vs. all physical attacks)	

Cost	Powers	END
30	Full Life Support	
24	Flash Defense (10 pts Hardened, vs. sight and sound sense groups)	
12	Lack of Weakness (12 pts)	
20	Mental Defense (21 pts Hardened)	
20	Power Defense (16 pts Hardened)	
75	Flight 25" 0 END	0
12	+6" Running (12" total)	2
40	0 END on STR (0 END)	
108	Gadget Pool (90 pts)	
211	Skills Package (see below)	
20	+4 Levels w/Multipower	
40	+4 Overall Levels	
250	Bases (1250 pts. reserve)	
115	Followers (32,000, 200 pt agents)	

Skill and Perk Package		
20	Contacts: European underworld, N. American underworld, S. American underworld, VIPER 14- each	
15	Billionaire	
3	Combat Pilot 15-	
5	Computer Programming 17-	
5	Detective Work 17-	
5	Disguise 12-	
11	Electronics 15-	
11	Gadgeteering 20-	
3	High Society 18-	
3	Interrogation 18-	
11	Mechanics 15-	
3	Paramedics 16-	
5	Security Systems 17-	
3	Tactics 16-	
8	Vehicle Familiarity: Ground, Air, Water, Space	
3	Scholar	
20	KS: Chess, Dollmaking, Piano, Winemaking 15- each	
3	Traveller	
6	AK: Germany, Central America 13-	
15	CK: Munich, Berlin, New York, Panama City, Buenos Aires 13-	
3	Linguist (German is native)	
12	English, French, Italian, Spanish	
5	Defense Maneuver	
3	Scientist	
30	Sciences: Archeology, Bacteriology, Biochemistry, Biology, Botany, Chemistry, Genetics, Geology, Mathematics, Medicine, Metallurgy, Nuclear Physics, Physics, Robotics, Sub-atomic Physics (all 16-, based on INT)	

OCV:10 DCV:10 ECV:9 Phases: 2,3,5,6,8,9,11,12				
Costs:	Char	Powers	Total	Disadv Base
	465	+ 1467	= 1932	= 1832 + 100

DR. DESTROYER'S AGENTS (Low-powered)

Val	Char	Cost	75+	Disadvantages
15	STR	5	15	Obey Dr. Destroyer
14	DEX	12	10	Fearful of Dr. Destroyer
13	CON	6	25	Hunted by UNTIL 14-
10	BODY	0		
10	INT	0		
10	EGO	0		
10	PRE	0		
10	COM	0		
5	PD	2		
5	ED	2		
3	SPD	6		
6	REC	0		
26	END	0		
25	STUN	0		

Equipment of all Agents

- 54 9d6 EB (Autofire, [32c], +6 Levels built-in), OAF Blaster Carbine
 5 1/2d6 HKA (1d6+1 w/STR), OAF knife
 2 Radio Listen/Transmit, OAF radio
 12 Armor +8 PD, +8 ED, act. 14-, OIF kevlar suit

Skills of all Agents

- 3 Interrogation 11-
 3 Shadowing 11-
 3 Stealth 12-
 3 Security Systems or Tactics 11-
 2 +1" Running (7" total)
 5 +1 Level w/all guns

Costs:	Char	Powers	Total	Disadv	Base
	33	+	92	=	125 = 75 + 50

These are the agents for the weaker version of Dr. Destroyer. They have skills that allow them to perform complex operations, and a weapon that will be able to hit most supers. Characters without a firearm or familiarity with firearms shouldn't be able to use the built in skill levels on this carbine (the Destroyer Blaster special).



DR. DESTROYER'S AGENTS (High-powered)

Val	Char	Cost	100+	Disadvantages
15	STR	5	15	Obey Dr. Destroyer
18	DEX	24	10	Fearful of Dr. Destroyer
15	CON	10	25	Hunted by UNTIL 14-
10	BODY	0	10	Reputation 11-
13	INT	3	40	Villain Bonus
10	EGO	0		
10	PRE	0		
10	COM	0		
6	PD	3		
6	ED	3		
4	SPD	12		
6	REC	0		
30	END	0		
26	STUN	0		

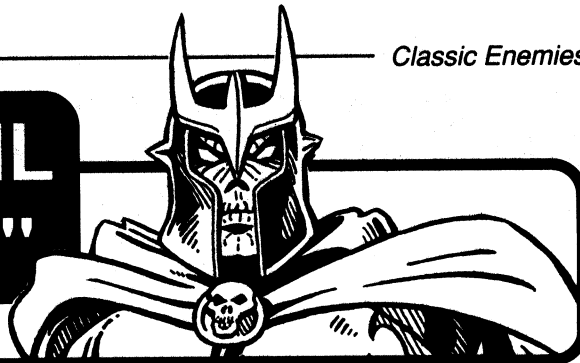
Equipment of all Agents

- 62 12d6 EB (autofire, [32c], +4 Levels built-in) OAF Blaster Rifle
 5 1/2d6 HKA (1d6+1 w/STR) OAF knife
 2 Radio Listen/Transmit OAF radio
 4 Flash Defense (3 pts vs. both Sight and Sound groups) OIF helmet
 13 Armor +9 PD, +9 ED, act. 14- OIF kevlar suit
 12 Flight 8" (0 END) OAF jetpack
 11 Skills of all Agents
 11 Commando Training
- | Maneuver | OCV | DCV | Damage |
|-----------------|-----|-----|--------------|
| * Kung-fu block | +2 | +2 | Block, Abort |
| * Judo throw | +0 | +1 | 6d6 + V/5 |
| * Boxing cross | +0 | +0 | 8d6 |
- 12 +3 DC w/all attacks (already added in)
 3 Demolitions 11- or Electronics 11- or Combat Driving 13- or Paramedics 12-
 3 Mechanics 11- or Security Systems 12- or Tactics 12-
 3 Shadowing 11-
 3 Stealth 13-
 2 +1" Running (7" total)
 5 +1 Level w/all guns

Costs:	Char	Powers	Total	Disadv	Base
	60	+	140	=	200 = 100 + 100

These guys are the nasties that serve the high-point Dr. Destroyer. They use air cover to get an advantage on ground based targets, and have martial arts for close combat. Throwing an opponent to the ground (where he is half DCV) and having the rest of the pack shoot the prone agent is a common tactic. They are really nasty snipers, especially in surprise situations.

SCENARIO: "THE EVIL OF DR. DESTROYER"



This is a multi-part scenario outline. It is up to the GM to flesh out the encounters given. Have fun.

Some of Dr. Destroyer's enemies aren't nice either. One of these enemies is the criminal organization DEMON, which is attempting to get control of the world via a combination of science and sorcery.

Dr. Destroyer is out to destroy DEMON's high command with a typical grandiose Doctor Destroyer plot. Through careful research, Destroyer has learned of the existence of four indestructible books of High Magic, each which contains one portion of a single spell. When all four books are brought together, this spell may be cast. This spell has two possible outcomes: if the caster has a strong will, it will allow him to rule the world; if he doesn't have a strong will, the spell will cause the world's destruction.

Destroyer does not believe in using magic (see Relations with other agencies); he intends to destroy this magical threat and the chief Morbanes of DEMON in one fell stroke. His plan is to steal the books, replace some of the pages with a special paper. When certain words are read aloud, a microdot sized microprocessor starts a chemical reaction that will transform the pages into a poisonous gas that will kill the DEMON hierarchy before they can complete the spell. All of this will be televised, of course, since Destroyer wants the world to be witness to his genius.

When the first book is stolen from a Russian library, a friendly mystic will tell the heroes that if Destroyer gets his hands on all four books, he could rule the world. Alternatively, a news reporter might laughingly recount to the PCs the legend about the spell that will destroy the world. But why is Doctor Destroyer dealing with magic? He's never done it before. The heroes will have to race Destroyer for possession of the books.

Investigation of the second book will lead the heroes into an old Gothic cathedral in France. There, they must face Destroyer. When Destroyer grabs the book, magical forces release several powerful magical guardians who fight against everyone. Destroyer takes off with the book in tow, while the PCs remain to fight for their lives, or worse, protect innocent bystanders who are also being attacked by the guardians. Use various villains in Classic Enemies as appropriate guardians, change their names and appearance, and the players won't recognize them.

The third book is located in the heart of the United States, in San Francisco's Chinatown. There, they must face Dragon Master, who has been hired by Dr. Destroyer to get the book. Dragon Master is accompanied by a hoard of kung-fu warriors. One of the warriors, a teleporter (Cheshire Cat in disguise?) will vanish with the book during the battle, so it will be in Destroyer's possession.

The fourth book may be in a friendly mystic's safekeeping. He will hand it over to the heroes for protection. The heroes' headquarters will then be attacked by DEMON agents (use VIPER agents if DEMON is not available) and DEMON's hired force of supervillains: Ripper, Leech, Power Crusher, Black Paladin, Mechassassin, Griffin, and Esper. The villains should win this battle (or at least get away with the book), so the heroes can make it to the grand finale.

During this time, DEMON gets possession of the other three books, from Doctor Destroyer, as Destroyer secretly planned. However, they also stole an experimental device of Destroyer's, which is something that he did not plan! Destroyer will converge on DEMON to retrieve his stolen widget, at the same time the player characters attempt to stop the DEMON ritual.

There are many possible resolutions. Even the incomplete DEMON ritual opens a temporary pathway into the netherworld (for three turns, with one demon popping every two segments). Dr. Destroyer joins forces with the heroes to stem the tide of invading spirits, then backstabs them as soon as the gate closes. A game of treacherous alliances occurs as DEMON's hired villains tries to keep the gate open, then tries to team up with the heroes to defeat Destroyer once the gate is closed. The players characters may be forced to decide whether they should save the Morbanes, who are some of the most evil men on Earth, from Destroyer's book gas. Morbanes are agent leader types with powerful magic spells; they are able to combine their spells to create very high powered energy blasts, capable of defeating most supers.

At the end of this scenario, the truth behind Destroyer's plot to wipe out the DEMON hierarchy should be revealed; should the characters gain possession of Destroyer's stolen widget, it may lead them into further encounters with Doctor Destroyer. Stay tuned for the exciting sequel... "The Madness of Doctor Destroyer!"





THUNDER AND LIGHTNING

Background: John and Margaret Harrington were a typical middle class couple. They loved each other and their way of life. However, they had one secret. They had been caught together in a storm while on their honeymoon, and a strange thing happened. Each had absorbed part of the fury of the storm and gained incredible powers. Great turn of events, huh? Actually, John and Margaret wanted nothing to do with being superheroes or supervillains. They wanted to lead normal lives, so they ignored their powers.

One year at income tax time, the Harringtons ran out of money. They decided to only way to pay their taxes was to use their powers to steal the money. That night John and Margaret broke into a federal office and stole enough money to pay their income tax. Neither of them wanted to steal again. But the same thing happened again the next year, and the year after that. Finally, they were caught by a team of superheroes. When the judge heard the their story, he decided not to jail them, but to teach them a lesson in civil responsibility. The two of them were sentenced to doing good deeds for a year. They would have to become superheroes and wear no other clothes than their costumes. Their real names, address, and phone number would be made public so they could be reached by the needy twenty-four hours a day, and they would have to get a superhero name for instant recognition. If at any time they ran away, or refused to help someone, they would be charged with contempt of court and put away in Stronghold.

For Thunder and Lightning, the year is over. It was not a good year. They are now so well known that they can never live normal lives again. But they have learned much about the underworld, and they intend to cash in. If they can't live a normal life, they can at least live a good one.



Quote: "Honey, do you need a helping hand?"

Personality: Margaret Harrington is an intensely private person who has undergone (what is to her) the ultimate in humiliation. She doesn't like being a superhero (or a villain) and consequently doesn't like supertypes, period. She feels the world owes her for what it put her through, and she intends to collect in full. She loves her husband intensely, but they tend to argue a lot, most of it friendly sit-com style banter. Thunder and Lightning can be used as comedy relief in a serious campaign, or as victims of the judicial system in serious ones.

Powers/Tactics: Thunder possesses the Power of "Living Thunder", a cosmic force that occasionally bestows on its wielder great powers. Thunder's special effects involve a thunderous boom when she punches, and a slight roar of thunder when she flies. She can tone this down so that potential listeners only get a +1 bonus to their hearing perception rolls against her.

Thunder hates fighting, so she'll try to complete her objective and escape with whatever loot she can carry. Thunder will fight (all out offense) against someone hurting her husband, or VIPER, who tried to blow up their house (with them in it) during their term as superheroes.

Appearance: Thunder is an attractive woman in her late 20s. She is 5'5" tall and weighs 110 lbs. Her costume is white with gold trim; her cape and boots are also white. She has light brown hair, brown eyes, and a pale complexion.

THUNDER					
Val	Char	Cost	100+	Disadvantages	
50	STR	40	10	2x STUN from lightning and electrical attacks	
20	DEX	30	15	Will Sacrifice Self for Husband	
30	CON	40	10	Private, Hates Public Exposure	
10	BODY	0	15	Reputation (look ma, it's that superhero!) 14-	
10	INT	0	10	Hunted by Police 11-	
8	EGO	-4	15	Hunted by VIPER 8-	
15	PRE	5	10	Public ID	
14	COM	2	15	Villain Bonus	
20	PD	10	10		
20	ED	14	15		
5	SPD	20			
16	REC	0			
60	END	0			
55	STUN	5			
Cost			Powers		
10	Damage Resistance 10rPD, 10rED				2
16	Flight 8"				
2	KS: local underworld 11-				
10	+2 Levels w/H-to-H Combat				
OCV:7 DCV:7 ECV:3 Phases:3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	162	+	38	=	200
				=	100
				+	100

LIGHTNING					
Val	Char	Cost	100+	Disadvantages	
10	STR	0	10	1d6 per turn from strong magnetic fields	
20	DEX	30		Will Sacrifice Self For Wife	
28	CON	36	20	Code Against Killing	
10	BODY	0	20	Reputation (Famous hero) 14-	
10	INT	0	15	Hunted by VIPER 8-	
10	EGO	0	15	Hunted by Police 11-	
13	PRE	3	10	Public ID	
10	COM	0	10		
10	PD	8			
20	ED	14			
5	SPD	20			
9	REC	2			
56	END	0			
30	STUN	1			

Cost	Powers	END
62	Multipower (62 pt. reserve)	
6u	10d6 EB (lightning) 1/2 END	3
6u	20" TP, 2x Mass, 4x Distance, 1/2 END	3
5	Flash Defense (5 pts)	
3	PS: Accountant 12-	
4	+2 Levels w/EB	

OCV:7 DCV:7 ECV:3 Phases:3,5,8,10,12					
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Costs:	Char	Powers	Total	Disadv	Base
	114	+	86	=	200
				=	100
				+	100

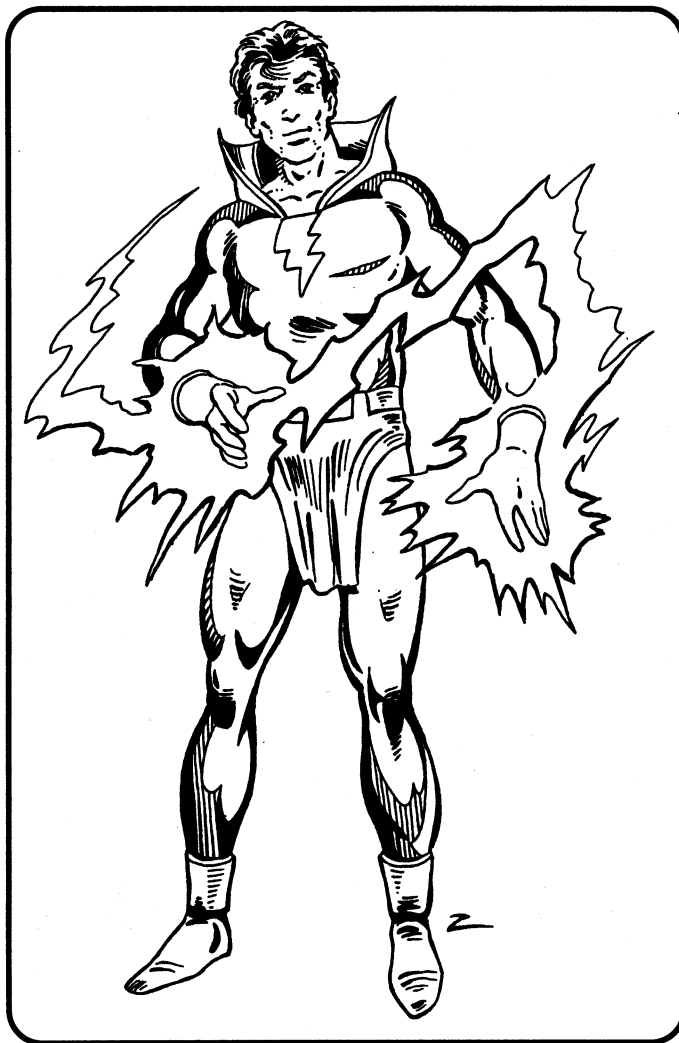
Quote: "Darling, you're bruising my male ego. Let me fight my own battles. And stay away from those handsome heroes, you beat up the ugly ones, okay?"

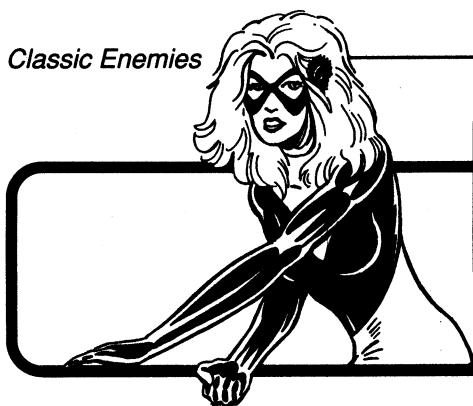
Personality: Lightning secretly enjoys using his powers, and hates them at the same time. He loves using his powers because it's a great ego trip, and hates them because they've really fouled up his life. Lightning tries hard to be happy-go-lucky, and macho, but in the face of real danger he gets mean. Lightning is slightly jealous of any handsome male superhero, and tries to show them up whenever possible.

Powers/Tactics: Lightning possesses the power of "Living Lightning". When he uses his powers, his body flashes with blinding light for a millisecond as he discharges a bolt. His teleportation involves transforming himself and another person (usually his wife), into

lightning, and reconstructing themselves an instant later in another place. Tactically, Lightning is much like his wife, except that he enjoys fighting more, and will usually try to play Prince Charming and rescue her from danger.

Appearance: Lightning is 5'11" and 160 lbs. He has dark black hair, blue eyes, and a fair complexion. His costume is sky blue with bright yellow boots, gloves, and trim.





PANDA AND RACCOON

Background: Two people. Two totally different backgrounds. Opposites do attract. Panda and Raccoon.

Ginger Hobart (nee Bosworth) was born to a poor British family. They rejected her because of her mutated appearance, and left her at an orphanage. At least she'd be happy there, they thought, but she wasn't. The other children taunted her endlessly because of her looks. As they got older, their attacks became more violent. One day she was physically beaten by a group of children, and her latent mental powers came to the surface. She lashed out and left her attackers motionless on the ground. Terrified by what she had done, Ginger fled.

She had good reason to flee. Her unusual appearance had already brought her to the attention of PSI, the Parapsychological Studies Institute, an organization dedicated to gaining control of all of the world's mental mutants. Unfortunately, they caught up with her. They took her in and trained her mentally and physically. She became one of their most effective agents, and called herself Panda, and for the first time in her life, Ginger was happy. Even if she had lost her free will...

PSI assigned Panda to travel to America and eliminate the newly discovered mutant Raccoon, who was helping VIPER destroy PSI's Midwest operations. Panda tracked Raccoon down, but instead of killing him, she fell in love. Raccoon told her his life story while their romance blossomed.

Robin Hobart was born to a wealthy family. They gave their unusual son what love and attention they could, but they hid him from all contact with the outside world. Eventually, the prospect of lifelong confinement became too much for young Robin, and he ran away from home. VIPER found him and trained him to use the full capabilities of his mutant body, and he became one of their best operatives. Naturally, given his physical appearance, he called himself Raccoon.

Then VIPER found them together, and VIPER tried to eliminate Panda. Raccoon went berserk and slew many VIPER agents while Panda made her escape. Raccoon followed her, and they were married. The constant pursuit by VIPER and PSI has deepened their dependence on each other, and this dependence makes them a very effective team.

Ain't love grand?



PANDA					
Val	Char	Cost	100+	Disadvantages	
15	STR	5	20	2d6 from power drains	
21	DEX	33	10	Fear of Guns	
23	CON	26	10	Likes to Taunt People	
12	BODY	4	10	Distinctive Features	
10	INT	0		(concealable, major reaction)	
21	EGO	22	20	Hunted by PSI 11-	
20	PRE	10	10	Hunted by Quantum 8-	
20	COM	5	10	Hunted by STOP	
15	PD	12		(British Super Agents) 8-	
15	ED	10	181	Villainess Bonus	
7	SPD	39	371	Total Disadvantages	
10	REC	4			
60	END	7			
35	STUN	3			

Cost	Powers	END			
60	Multipower (60 pt. reserve)	6			
12m	6d6 Ego Attack				
2u	Ego Defense (24 pts)				
20	Martial Arts (comic book)				
	Maneuver	OCV	DCV	Damage	
	Kick	-2	+1	9d6	
	Punch	+0	+2	7d6	
	Throw	+0	+1	5d6 + V/5	
	Block	+2	+2	Block	
	Dodge	—	+5	Dodge	
8	+2 DC w/Martial Arts (added in)				
20	Running +10" (16" total)				
30	Danger sense vs. any danger 16-				
	Skills				
3	Acrobatics 13-				
3	Breakfall 13-				
3	Stealth 13-				
30	+3 Overall Levels				
OCV:7 DCV:7 ECV:7 Phases:2,4,6,7,9,11,12					
Costs:	Char	Powers	Total	Disadv	Base
	180	+ 191	= 371	= 271	+ 100

Quote: "What's the matter, little man. Won't come out and play? Aw, you're no fun."

Personality: Panda constantly teases and taunts her opponents, trying to make them nervous before she strikes. Panda is a supervillainess because it is a release; she has been confined and abused for all of her life, and now she's finally free, free to give unto others as has been done unto her.



Powers/Tactics: Panda is a mutant. Her mutation has left her vulnerable to power drains. In battle, Panda likes to dance acrobatically between cover, and fire her ego blasts as she taunts her opponents.

Appearance: Panda is a young woman in early 20s. She is 5'8" tall and 100 lbs, and has short red hair and auburn eyes. Her costume is white with black sleeves and boots; her ears closely resemble a panda's.

RACCOON						
Val	Char	Cost	100+	Disadvantages		
30	STR	20	10	2x STUN from fire attacks		
21	DEX	33	10	2x STUN from electricity		
30	CON	40	10	Enraged when wife threatened		
15	BODY	10		14-,11-		
10	INT	0	15	Overconfidence		
11	EGO	2	15	Protective of Wife		
30	PRE	20	10	Distinctive Features		
10	COM	0		(concealable, major reaction)		
20	PD	14	20	Hunted by VIPER 11-		
20	ED	14	15	Hunted by SAT		
6	SPD	29		(United States Super Agents) 8-		
15	REC	6	15	Secret ID (Robin Hobat)		
60	END	0	110	Villain Bonus		
45	STUN	0	85	Total Disadvantages		
Cost Powers				END		
24	Martial Arts (comic book)			3		
	Maneuver	OCV	DCV			Damage
	Kick	-2	+1			14d6
	Punch	+0	+2			12d6
	Throw	+0	+1			10d6 + V/5
	Block	+2	+2			Block
	Dodge	—	+5			Dodge
	Chop	-2	-2			2d6 HKA
16	+4 DC w/Martial Arts (added in)					
10	Damage Resistance (10 rPD, 10 rED)					
35	Darkness vs. normal and IR vision, 3" radius					
5	UV Vision					
4	+2 Levels w/Enhanced Vision					
	Skills					
7	Acrobatics 15-					
3	Breakfall 13-					
3	Stealth 13-					
10	+2 Levels w/Martial Arts					
OCV:7+ DCV:7+ ECV:4 Phases:2,4,6,8,10,12						
Costs:	Char	Powers	Total	Disadv	Base	
	188	+ 117	= 305	= 205	+ 100	

Quote: "You're just jealous of my handsome tail, not to mention my superior looks, ability, grace, talent, brains, humility..."

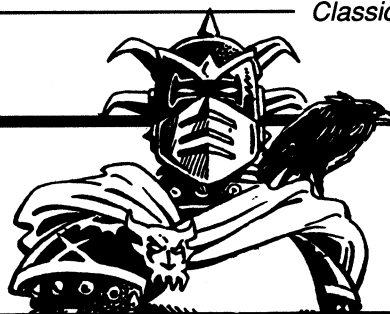
Personality: Raccoon decided long ago not to let his mutation bother him. He is a natural show-off, extremely confident and cocky; he believes that it would take an "act of god" to defeat him in combat. Because Raccoon was overprotected for so long, he finds it difficult to express any sort of love without being overprotective himself; Panda occasionally feels smothered.

Powers/Tactics: Raccoon likes to stalk his prey, using stealth, then pouncing on them when they least expect it. His mutation has given him a vulnerability to electrical attacks, and he appears to have psychological reaction to fire (perhaps an animal instinct) that causes fire attack to put him in severe shock.

Appearance: Raccoon is 6'2" tall, and weighs 210 lbs. His hair is a light brown, and he has green eyes and a ringed tail. His costume is light brown with dark green trim and green boots. He wears a black face mask in a "raccoon" style.



INDEPENDENTS



AVAR-7

Val	Char	Cost	100+	Disadvantages
20/55	STR	10*	10	2x STUN from magic attacks
26	DEX	48	15	2d6 per turn from concentrated UV
28	CON	36		
20	BODY	20	20	Code vs. Killing
20	INT	10	15	Alerts Others of Intent in Combat
18	EGO	16		
30	PRE	20	15	Distinctive Features (unconcealable, recognizable)
16	COM	3		
18/25	PD	14*	15	Hunted by Champions 8-
22/29	ED	16*	15	Hunted by Strike Force 8-
6	SPD	24	5	Hunted by U.S. Chemical Company 8-
10	REC	0		
60	END	2	15	Secret ID (Avery Sefton)
50	STUN	6	169	Villain Bonus

Cost	Powers	END
60	Multipower (60 pt. reserve)	
5u	Density Increase (7 levels) -7" KB, x128 Mass, 0 END	0
3u	6d6 NND (defense is Force Field, no range, must grab)	6
6u	8d6 EB Affects Desolid	6
6u	Desolidification 0 END (vuln. to magic)	0
4	+2" Running (8" total)	2
25	LS: self-contained, vacuum/high pressure, heat/cold, radiation, disease/aging	
20	Regeneration (2 BODY/turn)	
10	Eidetic Memory	
6	+2 Levels w/all perception rolls	
3	English	
24	+3 Levels w/Combat	

*Density Increase added in

OCV:9 DCV:9 ECV:6 Phases: 2,4,6,8,10,12

COSTS:	Char		Powers		Total		Disadv		Base
	225	+	169	=	394	=	294	+	100

Background: While passing through the Dyyabyth (Sol) system, a Unity hypercruiser identified an emerging new-tech civilisation on the third sun-satellite (planet). The cruiser sent a Mark-7 AVAR (Advanced Variable Android Reconnaissance) down to prepare a long term study of the civilization. Once Avar-7 was planetside, he discovered an astonishing number of hypermen and hyperwomen. Using his built-in abilities, he participated in this oligarculture, dressing himself up as a benevolent, or, in the local parlance, a superhero. Unfortunately, during a fight with the robot villain Mechanon (see Champions), Avar-7 was captured.

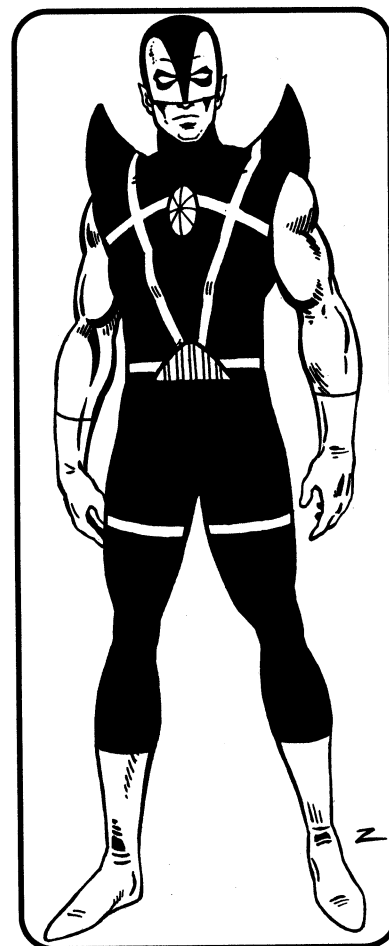
Mechanon examined the android, to the power-mad robot's horror. Horror, because the android he examined contradicted one of Mechanon's strongest beliefs, that if alien cultures did exist, they would be as devoted to the destruction of organics as he was. Because the android presented contradictory evidence, Mechanon theorized that it was terrestrial, created by his enemies to frustrate him and lead him away from the truth. Mechanon noted this feeble plan's failure, and reprogrammed Avar-7's delicate computer brain. Avar-7 would be in Mechanon's service, now and forever.

It didn't quite work out that way. Avar-7's Prime Law dictated that he must never take life from a sentient being, and its brain matrix did a few billion gigaflops more than it should have. It surmised that Mechanon was evil, and broke free of its control. However, Avar-7 still retains some of its villainous programming, and proceeds with the subjugation of the human race. To cover his ID, he works at a clerk in a used book store, where he finds that unusual people are generally accepted.

Quote: "Sensors indicate that you are about to strike against me. Therefore I shall block your blow."

Personality: Avar-7 is cold and robotic. He is not entirely certain of his purpose; sometimes he will lead an opponent into a death trap, come within seconds of killing him, then stop itself. Other times he will have almost entirely purged himself of Mechanon's influence and intervene in a superfight solely for the purpose of upholding justice. He is a wild card; while he predicts his own actions, his goals are totally unpredictable.

Powers/Tactics: Avar-7 is an android with the ability to vary its density. It can become as intangible as air (it is vulnerable to magic attacks in this form), or dense as plutonium. Avar-7 is vulnerable to magic. Unfortunately, the entire Avar series is vulnerable to magic, due to actions of a saboteur paid by an evil race of alien mystics, the Thanes, enemies of Avar's Unity.



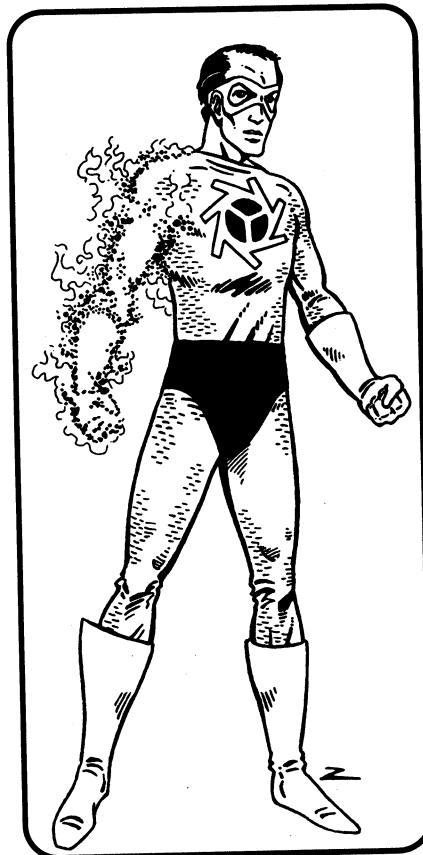
In battle, Avar typically uses his density increase power to attack at full strength. Tough opponents get his NND attack. If Avar determines that he cannot win a fight, he will turn desolid, walk through a wall, and sneak away. Avar-7 never takes hostages. He is vulnerable to magic in his desolid form.

Appearance: Avar-7 is 7' tall and weighs 320 lbs. It appears to be a human male, with ruddy skin, and a dark blue costume with gold trim. His voice is emotionless and easily recognizable.

BEAMLINE					
Val	Char	Cost	100+	Disadvantages	
13	STR	3	30	2x STUN, 1 1/2x BODY from lead attacks (such as bullets)	
23	DEX	39			
18	CON	16	15	2x STUN, 1 1/2x BODY from magnetic attacks	
13	BODY	6			
23	INT	13	8	Enraged 8-,11- when insulted	
13	EGO	6	20	Megalomania	
10	PRE	0	20	Code vs. Killing	
14	COM	2	15	Hatred of Stupid,	
10	PD	7		Muscle Bound People	
10	ED	6	0	2d6 damage per day if not exposed to strong radiation	
6	SPD	27			
14	REC	14	5	Hunted by Anarchist group 8-	
56	END	10	15	Secret ID (Thomas Lande)	
39	STUN	10	45	Villain Bonus	
Cost				Powers	
				END	
56	Multipower (70 pt. reserve) -1/4, doesn't work in intense magnetic fields				
8m	7d6 NND (doesn't affect metal armor or magnetic fields) [16c, uses END			7	
4u	9d6 Explosion [8c]			0	
3u	6d6 Flash vs. sight [8c]			0	
1u	Regeneration 2 BODY/turn -1/2, only when unconscious				
3u	Desolidification (x2 END)			8	
4m	Gliding +20"				
18	Armor +9 PD, +9 ED, act. 14-				
7	Computer Programming 16-				
6	Physics, Sub-atomics Physics 14- (based on INT)				
5	+1 Level w/Multipower				
OCV:8 DCV:8 ECV:4 Phases:2,4,6,8,10,12					
COSTS: Char Powers Total Disadv Base					
159 + 114 = 273 = 173 + 100					

Background: Dr. Thomas Lande was a CalTech professor of physics working on an experiment at the Stanford Linear Accelerator. Because of a limited budget, the experiment used old unreliable electronics, which failed just before the particle beam was to be turned on. Dr. Lande knew he might lose what little funding he had if he missed this run, so in an insane attempt to preserve his experiment he worked at repairs even as the flashing lights and alarms warned of the approaching beam run. Lande fixed his equipment, but the beam switched on as he dove for cover, and he was bombarded with intense synchrotron radiation. Lande should have died instantly, but instead found himself on the other side of the radiation shielding, his body transformed into a humanoid ball of plasma. He soon learned that he could change back and forth from human to plasma at will, and that in either form he was capable of manipulating his body's energies to devastating effect.

Dr. Lande has decided that with his powers, in his costumed identity of Beamline, he will take control of the country and start a government of the educated elite. Scientists will then not have to beg stupid bureaucrats for funding, and will consequently be able to advance human knowledge at a fargreater speed. The only difference between fascism and democracy is that fascism imposes its control on the vulgar mob, while democracy manipulates the vulgar mob into accepting its control. Beamline steals funds to advance his goal of national domination. He also steals radioactive material; his one great weakness is that he requires radiation treatments to maintain molecular cohesion.



Quote: "What do you muscle bound oafs have that can possibly compare with real genius like myself?"

Personality: Beamline is an arrogant academic. He has no idea about life away from his academic world, except that common people are stupid and may therefore be abused by their superiors, such as he. Though he himself is in very good physical condition, Lande tends to assume that anyone who looks like a "jock" is stupid, and therefore worth pushing into the dirt, be it by giving lower grades to the work of student athletes, or by using his powers to smash a "brick" superhero to pieces. Lande seems to think that because he is correct, the government will simply collapse when he puts the least amount of pressure on them. Lande is opposed to killing, which he associates with the violence of the masses to which he is vastly superior, and hates guns, because only someone really stupid would live in a neighborhood where you'd need to carry one. He also dislikes arts students and teachers, since science is far superior to things like literature and film. In short, Lande is a man with many shallow opinions and petty prejudices that shape his world view, and he is too arrogant to admit he might be wrong.

Powers/Tactics: Beamline manipulates magnetic energy and may transform himself into a plasma form. One of the powers of this form is desolidification; Beamline is still affected by magnetic attacks while desolid. Magnetic attacks tend to disrupt his own field, causing increased damage, while lead attacks penetrate the field more easily than other metals. He can glide on lines of magnetic force, but not indoors where the planet's field is disturbed by the clutter of objects.

Appearance: Lande is 5'8" tall, weighs 155 lbs, and is in his early 30s. He has(balding) brown hair and blue eyes. The synchrotron pattern on his chest is black on dark red, his boots and gloves are gray, and his trunks are black.

BLACK CLAW					
Val	Char	Cost	100+	Disadvantages	
30	STR	20	25	Berserk when he takes	
26	DEX	48		BODY 11-,8-	
25	CON	30	25	Berserk when surprised or	
10	BODY	0		startled 11-,8-	
13	INT	3	15	Shy, Nervous, Introverted	
11	EGO	2	15	Very Greedy	
15	PRE	5	15	Hunted by UNTIL 8-	
16	COM	3	15	Hunted by GENOCIDE 8-	
15	PD	9	15	Secret ID (Randall Standish)	
15	ED	10	37	Villain Bonus	
6	SPD	24			
11	REC	0			
50	END	0			
45	STUN	7			
Cost			Powers		END
17	1 1/2d6 HKA (3d6 w/STR) OIF claws				2
3	Damage Resistance (5 rPD, 5 rED) OIF suit				
13	Darkness				
	(2" radius, stops normal sight, no range)				2
10	Clinging				
15	Superleap +10" (x4 non-combat multiple)				2
5	IR Vision				
	Skills				
3	Breakfall 14-				
3	Concealment 12-				
3	Lockpicking 14-				
3	Security Systems 12-				
3	Shadowing 11-				
3	Sleight of Hand 14-				
3	Stealth 14-				
20	+5 DCV, only in H-to-H Combat, not vs. characters with resistant PD				
OCV:9 DCV:9 ECV:4 Phases: 2,4,6,8,10,12					
COSTS:					
Char	Powers	Total	Disadv	Base	
161	+	101	=	262	= 162 + 100

Background: Randall Standish never wanted to be a supervillain, but when his bills piled up, and creditors pounded on his door, well, what's the use of having mutant powers if they can't get you out of a jam? Second story work was easy when you can see in the dark, create a field of darkness, and were stronger than the average Olympic weightlifter. Randall was caught once, but he grabbed a knife and bluffed his way out. He decided that knives were a perfect tool for intimidation, so he built himself a pair of claw attachments,

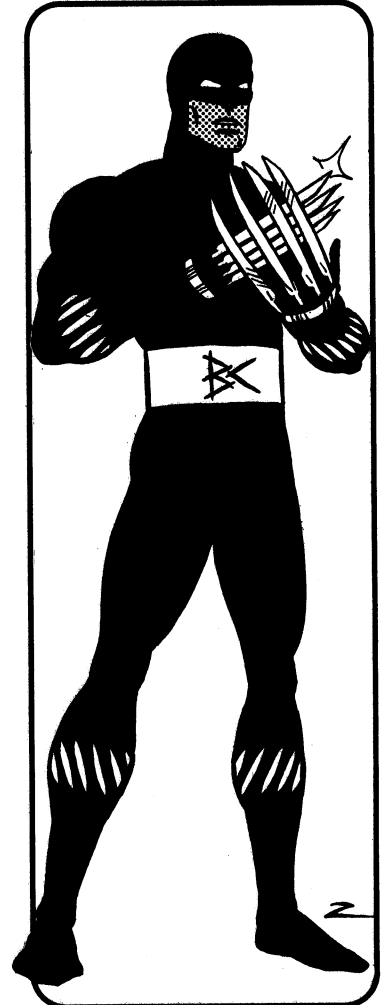
and a suit that can resist knives (and most bullets). Randall doesn't want to hurt anyone, but will if he has to. He is currently a member of GRAB, a democratic alliance of supervillains who commit theft and split their take among the members of the group, with a reserve fund for legal and medical bills. Randall likes the arrangement, though some of these people scare him! And they say that these are some of the nicer villains! What a business he has gotten himself into...

Quote: "Stay back, man! This ain't no bluff, these things are real."

Personality: Randall is not your average supervillain. He is perpetually nervous and pessimistic, almost fatalistic. Even in his normal ID, if he is in a room with a crowd of people, he'll automatically push himself into a corner and stay as far from conversation as possible. In his villain ID, he is even more high-strung. Randall is driven by two forces: greed and desperation. While he comes up with hundred of excuses for his own crimes, in his opinion, the people who oppose him are monstrous fiends who deserve anything they get, though he'd never do anything to them unless they backed him against a wall and ignored his warnings.

Powers/Tactics: Randall is a mutant. In combat, he'll try to bluff his way out of a fight, and if that doesn't work, he'll flail at his opponent in desperation. He likes to use his darkness field to blind potential enemies so he can make a fast getaway.

Appearance: Black Claw wears a black bodysuit, with a muted orange trim. His claws are long and metallic. Randall is 5'6" tall and weighs 145 lbs.



BLACK DIAMOND

Val	Char	Cost	100+	Disadvantages
30/60	STR	20*	10	1 1/2x STUN from force beam, gravitic, and magnetic attacks
18	DEX	24		
20/40	CON	40#	10	Enraged 11-, 11- when accused of ineptitude
15	BODY	10		
10	INT	0	10	2d6 per turn from intense magnetic fields
10	EGO	0		
20	PRE	10	15	Insecure, Underconfident
10	COM	0	15	Protective of Innocents
12/18	PD	6*	10	DNPC kid brother (skilled normal) 11-
12/18	ED	8*		
4	SPD	12	15	Hunted by VIPER 8-
10	REC	0	15	3d6 Unluck
40	END	0	15	Secret ID (Maxine Smith)
50	STUN	10		

Cost	Powers	END
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45	Density Increase (6 levels) -6" KB, x64 Mass, 0 END0	
15	1/2 END Cost on STR (3 END)	
2	CK: New York City 11-	
3	Stealth 13-	
10	+2 Levels w/H-to-H Combat	

*Density Increase added in

#+20 CON only usable with density increase (-1/2), doesn't affect figured characteristics (-1/2)

OCV:6 DCV:6 ECV:3 Phases: 3,6,9,12

COSTS:	Char	Powers	Total	Disadv	Base
	140	+	75	=	215
				=	115
				+	100

Background: Do you think life is easy? Who are you trying to fool?

Maxine returned home from being fired from her third job that month. She wasn't the one who had taken the money from that room; it had been someone else! But they never believed her; she might as well have been the thief as far as everyone was concerned.

She opened the door of her home. Dad ignored her, as usual, beaming with pride at her brother Wilson's science medal.

There was something weird about her brother. Wilson was a lovely kid, smart as anything, but naive! — he thought crack was a kind of candy where you got a toy surprise. He sat alone in the basement with some strange equipment that had to be approved by the FCC; the electrical bills were horrible, but Wilson could do no wrong. Even Maxine had to admit that.

She decided to pay him a visit. If he could repeal the law of gravity (he really couldn't, though gravitics was his specialty), he might be able to find her a job that would last more than a week!

She ignored the "Keep Out — Experiment in Progress" sign. If she had known her brother better, she would have known that he was very careful about that sort of thing.

When Maxine walked into the room, she ignored her brother's screams, then went real dizzy. When she awoke, she was in the hospital. Struggling to get up, the bed collapsed to the floor with a boom. She had superpowers! Her brother's experiment had given her the ability to increase her density, giving her massive strength.

Maxine realized that she could grab anything she wanted, so she dressed up in a skimpy costume (a one piece bathing suit with a diamond cut out of the stomach) and called herself Black Diamond.

She hoped to become a big name supervillain; unfortunately, her new career has been as unlucky as everything else she's ever tried, and she's not really cut out for a life of crime. Still, she keeps trying. If Wilson ever found out... No, that's the one thing she's going to make sure never happens.

What has happened to Black Diamond is that she has made more than her fair share of dangerous enemies, including VIPER. She belongs to GRAB, an on-again, off-again union of supervillains who split their loot and put some of it aside for legal and medical expenses. But she's way out of her league, and needs help badly.

Quote: "What are you staring at, you moron?"

Personality: Maxine is not really evil, she's bitter and determined that society will pay her back for the wrongs that it has inflicted on her over the years. She likes to fight authority figures, police and superheroes, perhaps because authority figures (such as her father) have treated her badly over the years; she does not like to put innocents at risk at all. Maxine is very devoted to her brother; she sees him as a "pure" figure, untainted by the evils of society.

Powers/Tactics: Maxine's powers are based on gravity control. She can increase the effect of gravity on her cell structure, forcing the muscles to become incredibly efficient and strong. Outside gravity sources interfere with her control, hurting her severely.

Black Diamond relies on a single combat strategy: close with her opponent, then punch their lights out. This predictability is a major weakness.

Appearance: Maxine is 5'8" tall, and weighs 160 lbs. Her hair is black, her eyes dark brown. Her costume is black with silver etching.



BLACK PALADIN					
Val	Char	Cost	100+	Disadvantages	
20	STR	10	10	2x STUN from electrical attacks	
23	DEX	39	10	2d6 from holy water	
28	CON	36	15	Hatred of Religions	
15	BODY	10	20	Overconfidence	
15	INT	5	20	Reputation (extreme, occult	
11	EGO	2		killer supervillain), 14-	
25	PRE	15	15	Hunted by the Champions 8-	
16	COM	3	10	Hunted by the FBI 8-	
8	PD	4	15	Secret ID (John Black)	
8	ED	2	107	Villain Bonus	
5	SPD	17			
10	REC	0			
56	END	0			
40	STUN	1			
Cost				Powers	END
25	Multipower (50 pt reserve) OAF mace				5
2u	10d6 EB (Physical)				
2u	+11d6 HA (0 END)				5
28	Armor (+14 PD, +14 ED) OIF magic armor				3+
12	Armor (+8 PD, +8 ED, act. 14-)				
	OIF magic shield				
19	Missile Deflection vs. all attacks, +4 levels, OIF magic shield				
33	Teleport (15", 4x mass, 4x distance)				
	OIF magic armor				
24	Danger Sense vs. all attacks 13-				
5	Instant Change				
3	LS: Immortality				
3	1/2 END Cost on STR (1 END)				
	Skills and Talents				
3	Disguise 11-				
3	Interrogation 14-				
2	KS: Code of Chivalry 11-				
3	Language: English (Old French is native)				
3	Riding 14-				
6	+2 Levels w/mace smash				
OCV:8 DCV:8 ECV:4 Phases: 3,5,8,10,12					
COSTS:					
	Char	Powers	Total	Disadv	Base
	144	+ 178	= 322	= 222	+ 100

Background: Sometimes there is truth in legends. There was indeed a medieval brotherhood of knights that sought religious artifacts, and one of their number was named Launcelot, the foremost paragon of chivalry in the history of France. There were also cults devoted to evil powers, partially influenced by half-forgotten pagan deities, partially inspired by the legends of demons and rulers of Hell. One of these cults was led by a man named Sir Giles de Morphant, the Black Paladin, Knight of the Crow.

The Black Paladin challenged Sir Launcelot on his quest for the Nails of the Cross, relics that had been stolen from a cathedral in the south of France. His retainers slew many of Launcelot's fellows, and badly wounded the great Launcelot himself even before de Morphant himself joined the attack. But even wounded, Launcelot was a great fighter. In the end, all of the Crow Knight's retainers were either dead or routed, and the Black Paladin himself was sorely wounded by the great knight. The Black Paladin, believing that Launcelot would die from his wounds when the battle fury had ended, chose to leave the battlefield, rather than risk further injury.



The dark cult then attacked an abbey and slew all but one of its nuns; a young holy woman named Elaine fled from the desecrated shrine and discovered the dying Launcelot. She healed him, and Launcelot in return swore an oath to slay the Black Paladin and avenge the murdered nuns. Eventually Launcelot tracked down the Black Paladin. In this battle, nothing could stop Launcelot's vengeance. The Black Paladin was slain and his followers were also slain or scattered. But the Black Paladin's story was not over.

The Knight of the Crow had a lover, a witch who was one of the most capable practitioners of sorcery in all of Europe. She performed dark magicks that would restore him to life; instead of death, de Morphant slept. But the witch could not awaken her lover; despairing at her failure, she took her own life. Thus the Black Paladin's sleep lasted for centuries, while the world changed.

Centuries later, an American archeology student, John Black, was digging in a tomb in Aquitaine when he discovered a corpse that was remarkably well preserved. He wiped off the dirt of centuries that was encrusted on de Morphant's face, as he mumbled some words which were engraved inside the coffin. It was an incantation. The Black Paladin awoke from his sleep. Somehow the enchantment that had caused the Black Paladin to sleep for centuries had also prepared him for the new world; he could speak modern English fluently, and was aware of the changes that had taken place in society. He tortured Black, forcing him to tell enough about himself so de Morphant would be able to impersonate him, then he slew him and took his place; physically, he and John Black were very much alike. Clearly, destiny had brought him back into the world at the right moment, when the powers of light shone brightly. There were new knights to battle, knights in armor of colorful skintight cloth, sorcerors of a new age. Superheroes. These knights would soon learn that the Black Paladin was the deadliest of foes.

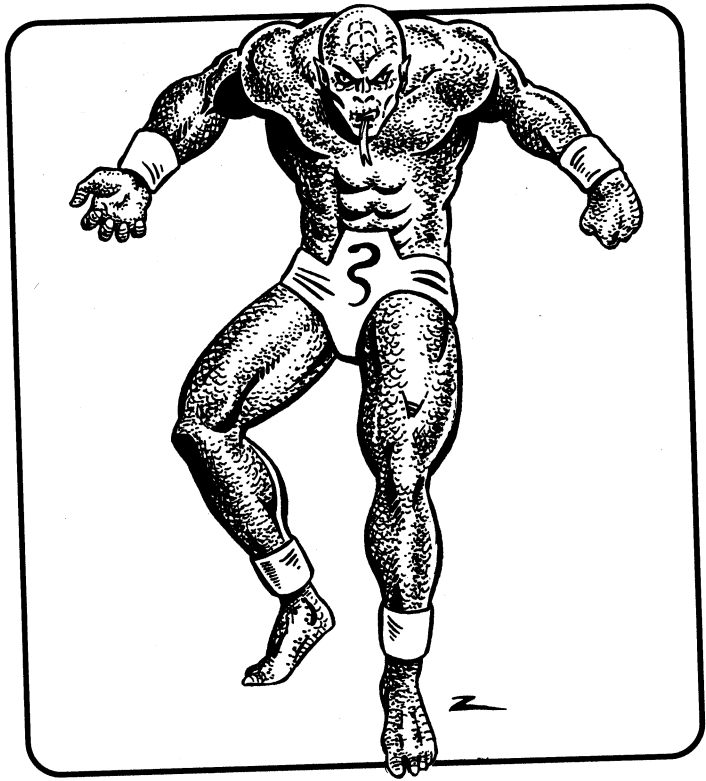
Classic Enemies

Quote: "I shall stain my fingers with your heart's blood, and the blood of your heirs. The lament of your friends shall be my poetry, your funeral elegy shall be joyful music to me. Stand and face your death!"

Personality: The Black Paladin is an anachronism, a medieval knight in a modern world. Even so, he does not speak with "thees" and "thous" (and other Middle Age cliches), but with a cultured vocabulary and very formal syntax. His insults are likely to take the form of poetic statements full of gruesome dramatic imagery. The Black Paladin is a worshipper of evil and darkness; he is likely to become an ally of modern cults or the bodyguard for a powerful sorcerer. One of his cherished goals is the destruction of religion; he especially hates superheroes who openly espouse Christianity or ally themselves to churches.

Powers/Tactics: The Black Paladin's armor and shield are magical. Evil magical rituals are responsible for his heightened stats. His mace of darkness has one special power: the Black Paladin can throw it and have it return to his hand at the end of his phase (his EB). The Black Paladin will missile deflect against multiple foes until he closes to hand-to-hand range; against a single foe (particularly one without a ranged attack) he will throw his mace, teleport out of range as the opponent closes, then throw the mace again.

Appearance: The Black Paladin appears as a man in his thirties with black hair, dark eyes, and a sinister black beard. He has an aura of malevolence even when disguised. His costume is a suit of medieval plate mail, jet black; his helm is adorned with a black crow, and a black crow on crimson is his shield device.



Background: The day that Jefferson Durant won the Nobel Prize was the last happy day of his life. On that day, King Cobra stirred from his nest, and ordered the Coil to strike at Durant's family. When Durant heard of this, he was desperate. He agreed to work for King Cobra, do whatever he wanted. To ensure his loyalty, King Cobra mutated Durant into the hideous Black Mamba, as he believed that all serpentine things would follow him without question. But this was not the case; all Durant cared about was his family. He began performing jobs as a supervillain in King Cobra's service. Finally, he managed to track down his family in one of the Coil's dungeons.

They had been dead for months.

"I ordered them killed after you botched that job against the Champions," King Cobra smiled. "I wondered how long it would take you to notice!" Then he laughed.

After failing to kill King Cobra, Durant freed himself from the Coil's servitude and vowed revenge. He would find a way to destroy Cobra. Cobra had mutilated him, kidnapped his family, murdered them; there was a lot he had to pay for. Black Mamba would make him pay with a currency that was far too debased to make up for his crimes, but was the only thing he cherished — the life of King Cobra!

Quote: "King Cobra must die, and no man, woman, or child shall get in the way of my mission and live!"

Personality: Black Mamba is fanatically obsessed with the destruction of King Cobra. He will let nothing stand in his way. If he has to blow up a plane full of innocents just to kill one Coil agent, he'll do it. To Black Mamba, his vendetta means everything, and the ends do justify the means.

Black Mamba loathes his body, but realizes that there are certain advantages to having superpowers when you're out to kill a powerful supervillain like King Cobra. It is unlikely that he'll try to reverse his own condition. He might be forced to help the heroes in the event that their friends have been affected by the Coil-gene that King Cobra uses to transform his victims into snake-people, but Black Mamba's standard procedure is to kill off any Coil infected members.

BLACK MAMBA

Val	Char	Cost	100+	Disadvantages
45	STR	35	10	2x STUN from fire attacks
23	DEX	39	5	1 1/2x STUN from cold attacks
25	CON	30	15	Hatred of his freakish condition
12	BODY	4	20	Obsessed with destroying King Cobra
13	INT	3		Cold Blooded
10	EGO	0	5	Distinctive Features (reptile)
20	PRE	10	25	(unconcealable, terror)
6	COM	-2		Hunted by Police 11-
20	PD	11	10	Public ID
15	ED	10	10	Villain Bonus
6	SPD	27	61	
14	REC	0		
50	END	0		
48	STUN	0		

END

Cost Powers

50 6d6 Character Point Drain (1/2 from CON, 1/2 from PD) 1/2 END act. 14-
6 Running +3" (9" total)
5 IR Vision

Skills

3 Acrobatics 14-
3 Breakfall 14-
7 SC: Biochemistry 16-
3 SC: Biology 12-
3 SC: Chemistry 12-
4 +2 Levels w/power drain

3
2

OCV:8 DCV:8 ECV:3 Phases: 2,4,6,8,10,12

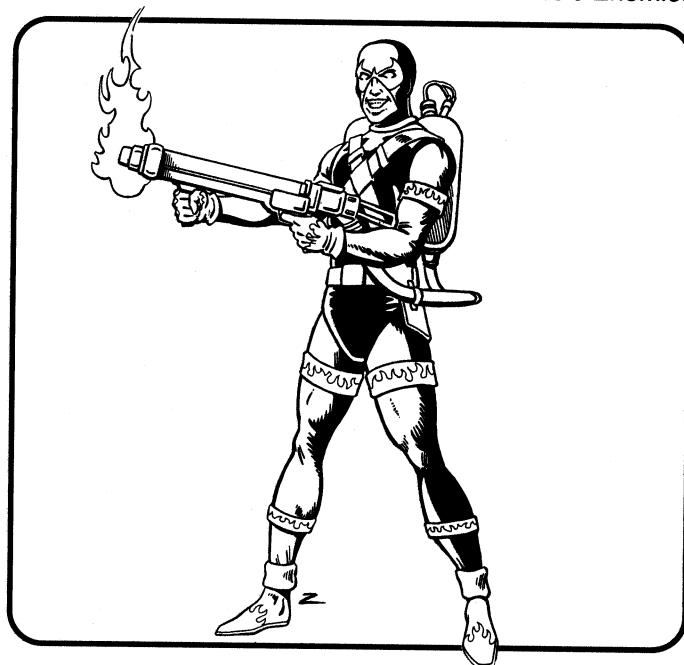
COSTS:	Char	Powers	Total	Disadv	Base
	167	+	84	=	251
				=	151
				+	100

GM Option: It is also possible to run Black Mamba as an ally of King Cobra. In this case, Black Mamba's family isn't dead yet (or he doesn't know about it) and Mamba is trying to find a way to rescue them while he serves King Cobra.

Powers/Tactics: Black Mamba has been mutated by the Coil-gene, a special genetic material insertion technique that gives certain humans the features of snakes. Mamba is now cold blooded, and is forced to stay in above zero temperatures or hibernate. Attacks that change temperatures dramatically, such as cold or fire attacks, have a severe effect on him.

If he's forced to fight, Black Mamba will use his power drain at first (note that the effect of the PD drain is halved), then punch when he feels his opponent's defenses are sufficiently weakened.

Appearance: Black Mamba is 5'11" tall and weighs 180 lbs. His scales are bright gold, and he has serpentine eyes and tongue.



Background: What forces transform a man into a pyromaniac? In the case of Perry Johnson, his interest in flames was born, not made; he had been fascinated by fire for as long as he could remember. He made small fires, and was content to watch them. He would run after the firetrucks and watch them fight against sheets of flame. As he grew older, this was not enough for him. He became obsessed with watching bigger and bigger fires. He even got a job as an arson inspector for a large insurance firm to be closer to fires. But he kept missing out on the fun. Most fires were extinguished by the time he arrived on the scene.

Then one day, an awful and wonderful thought came to Perry. The best way to watch big fires is to create your own. He modified a World War II flamethrower to use as a weapon. Now, as Blowtorch, he hires out for any sort of work that involves arson. He pictures the flames in his mind, and sighs in contentment.

Quote: "Fire, the gift of the gods! Watch them, more beautiful than ballet, more powerful than opera, leaping from the stones as the building wastes away! From fire the universe was made, and into the fire it shall be destroyed! There is nothing more powerful than my beautiful flames!"

Personality: Perry is a crazy. His behavior varies in accordance with his mood; sometimes he'll be incredibly loquacious, making long statements about the beauty of fire, how powerful it is, and how it is destined to rule the universe. Other times, he'll be in a very child-like mood, making silly rhymes and chains of nonsense words, occasionally breaking in with a rock n'roll song about fire. Other times, he will be absolutely silent, in awe of the flames, and unable to speak except in a reverential whisper. His threats often involve grotesque imageries about burning people, their families, and their friends, until nothing is left but dust, followed by hysterical laughter.

Powers/Tactics: Blowtorch uses a high-tech flame thrower which was originally modified by the US Army from World War II flamethrowers, which he modified further. His armor has one major drawback; if he's hit with enough force to do BODY to him, the tank will explode, doing 2d6 BODY per phase until he can get the flamethrower off, or until he dies. Blowtorch tries to find weakness and use his autofire attack against most opponents; against large groups, he'll use his area of effect, while really tough guys get the killing attack. The uncontrolled continuous attack is extinguished by a water attack of equal strength, or by fire extinguishing chemicals.

BLOWTORCH

Val	Char	Cost	100+	Disadvantages
15	STR	5	15	2d6 STUN per phase when armor breached
20	DEX	30		
18	CON	16	20	Pyromaniac
10	BODY	0	15	Loves to Watch Fires
18	INT	8	15	Reputation (extreme)
11	EGO	2		(Psychotic Pyromaniac) 11-
15	PRE	5	10	Hunted by Defender 8-
10	COM	0	10	Hunted by Arson Squad 8-
6	PD	3	15	Secret ID (Perry Johnson)
6	ED	2		
4	SPD	10		
7	REC	0		
36	END	0		
27	STUN	0		

Cost	Powers	END
20	Martial Arts (comic book)	
	Maneuver	OCV DCV Damage
	Kick	-2 +1 7d6
	Punch	+0 +2 5d6
	Throw	+0 +1 3d6 + V/5
	Block	+2 +2 Block
	Dodge	— +5 Dodge
20*	Endurance Reserve (200 END, 30 REC when loading with gasoline, -1/2)	
45*	Multipower (90 pt. reserve)	
4*u	9d6 EB Autofire (5 shots) EB 1/2 END	4
4*u	10d6 Explosion EB 1/2 END	4
4*u	2d6+1 RKA Uncontrolled, Continuous	9
10	Find Weakness w/Autofire EB	
22	Armor +11 PD, +11 ED OIF kevlar suit	
3	Mechanics 11-	
3	Security Systems 13-	
9	+3 Levels w/EB, explosion, and RKA	

* OAF Blowtorch

OCV:7 DCV:7 ECV:4 Phases: 3,6,9,12

COSTS:	Char	Powers	Total	Disadv	Base
	81	+ 144	= 225	= 125	+100

Appearance: Perry is 5'9" tall and weighs 170 lbs. He has black hair (dyed bright red), and blue eyes (with red contacts). His costume is red with yellow gloves, belt, boot, and chest insignia. The gun and the flamethrower pack are painted red.

BULLDOZER					
Val	Char	Cost	100+	Disadvantages	
50	STR	35*	20	2x STUN from females in	
20	DEX	30		hand-to-hand combat	
25	CON	30	15	Fear of Spiders	
14	BODY	8	15	Must be Macho	
8	INT	-2	10	Hunted by Police 8-	
10	EGO	0	5	1d6 Unlucky	
15	PRE	5	10	Public ID	
16	COM	3			
20	PD	10*			
20	ED	14*			
4	SPD	10			
14	REC	0			
50	END	0			
50	STUN	0			

Cost	Powers	END
10	Density Increase (1 level) Persistent 0 END, -1" KB	0
10	Damage Resistance 10 rPD, 10 rED)	2
6	+3" Running (9" total)	
2	PS: Bulldozing 11-	
4	+2 Levels w/punches	

*Density Increase added in

OCV:7 DCV:7 ECV:3 PHASES:3,6,9,12

Costs:	Char	Powers	Total	Disadv	Base
	143	+	32	=	175 = 75 + 100

Background: In the July issue of the exclusive journal on supervillains, Villainy Unbound, there is an article where Bulldozer explains his background. The accuracy of this account is subject to debate. Note that most of the obscenities and slurs have been edited out:

"Listen you wimpy geeks in your long underwear and ballet tights, this is a real man, Bulldozer, speaking, and if you don't listen, I'm going to find you and take my fist and ram it down your throats! So you better listen!"

"People wonder where Bulldozer came from. Well it's none of your damn business, you bunch of losers! Still, I guess I could tell you, maybe you'll learn how to act like a real man from my example!"

"One day, I was driving my bulldozer. Yeah, I can hear you laughing, you dweebs, probably some college boys who have never had dirt in your fingernails in your life. You make me sick! Anyways, there was this crate I was bulldozing, and it had that radiation warning symbol on it, and it broke loose. Now I know you're probably some mutant moron, and you got some superpowers by being bit by a radioactive mosquito, and more than likely you keeled over on the floor and nearly died. Well, I spent four hours bulldozing that radioactive crap, and you didn't see me complaining! What a bunch of wimps! They had to have three men drag me off my bulldozer so I could drive home! I know there are people who said I complained about stomach pains; they're just a bunch of geek-loser-wimps! They had to drag me off! I never complain!"

"While I was driving home, some lunatic in a red station wagon hit me. They said I was collapsing from the radiation and caused the accident; let me tell you little creeps who have to pad your costume and still can't get a body like mine something — I never collapsed! It was that damn housewife and her two screaming brats who swerved into my lane and hit me, not the other way around!"

"Well, I lay there unconscious, I mean conscious, yeah, I was conscious all the time. Do you honestly think a little thing like a car coming at me at sixty would be enough to put me out for the count? Me, Bulldozer! Hah! You better stop taking that super serum before it rots your brain, wimp! Anyway, I got so bored that I decided to pull myself from the wreckage, and I pushed it off like it was nothing! I was even stronger than I was before! I was always the toughest normal on the planet, now I'm the toughest super, and if you don't like it, choke on it! Hah! I realize that you may be wondering why I took up a life of crime? The only crime in my life is that the banks and jewelry stores don't open up their vaults and invite me in to take what I want! Don't they realize I'm Bulldozer! No one tells me what to do! Yeah! And if you're some woman who thinks she's the next best thing to Mata Hari, let me tell you something, get rid of that costume, and go home where you..."

"Quote: "Hey, wimp! You're not facing some geek in tights now, you're facing Bulldozer, and I mulch losers like you for breakfast!"

Personality: Consider Bulldozer's goal to be the most obnoxious professional wrestling villain on earth, and you'll have an idea about Bulldozer's personality. Bulldozer is so relentlessly macho that he comes across as amusing. Since Bulldozer takes himself extremely seriously, treating him like a joke will only make him more upset. His attitude towards women is so backwards it will give female players a chance to enjoy beating up the Ultimate Male Chauvinist Pig.

Powers/Tactics: Bulldozer has one major weakness; he thinks that women are wimps, and whenever a woman strikes him in hand-to-hand combat, he is likely to go into shock. Bulldozer has no tactical sense, he tries to hit people, then gloats when they go down.

Appearance: Bulldozer is 6'3" tall and weighs 260 lbs. He is extremely well-built. He only wears shorts and workboots (no shirt), his left fist is taped, and he has "BULLDOZER" tattooed on his right arm, so his opponents will know who's beating them. Bulldozer is 28 years old, and his head is shaved bald.



DRAGON MASTER					
Val	Char	Cost	100+	Disadvantages	
20	STR	10	10	2x STUN from lasers	
29	DEX	57	15	1 1/2x STUN from bullets	
25	CON	30	20	Overconfident	
10	BODY	0	20	Seeks Out Martial Combat	
10	INT	0	10	Hatred of Guns	
10	EGO	0	20	Hunted by	
20	PRE	10		Chinese Government	
16	COM	3		Superhero Group 11-	
15	PD	11	15	Hunted by Police 11-	
12	ED	7	5	1d6 Unlucky	
7	SPD	31	15	Secret ID (Hua Xiao Yang)	
10	REC	2	138	Villain Bonus	
50	END	0			
34	STUN	1			
Cost			Powers		END
19	Kung-fu package				2
	Maneuver	OCV	DCV	Damage	
	Punch	+0	+2	10d6	
	Throw	+0	+1	8d6 + V/5	
	Block	+2	+2	Block	
	Dodge	—	+5	Dodge	
	Disarm	-1	+0	55 STR vs. disarm	
16	+4 DC w/kung-fu				
10	+5" Running (11" Running)				
20	Superleap +15" (19" total), x4 Non-combat				
	Skills				
3	Acrobatics 15-				
3	Breakfall 15-				
3	Stealth 15-				
2	KS: Oriental Philosophy 11-				
3	PS: Fishing 12-				
50	Followers (128, 75 pt. followers)				
50	Installations (250 pts)				
4	Contacts: Chinese Underworld 13-				
3	English (accented)				
20	+4 Levels w/H-to-H Combat				
OCV:10 DCV:10 ECV:3 PHASES:2,4,6,7,9,11,12					
Costs:	Char	Powers	Total	Disadv	Base
	162	+ 206	= 368	= 268	+ 100

Background: Hua Xiao Yang was a young man in a remote province of China, growing rice and fishing in the great rivers with a crude pole. There was little special about Hua, or perhaps it was that there was something special about everyone in the village. They were all brought up in the ways of Kung-fu, and Hua was better than most in the village.

The day came when an elder approached him and told him: "You must leave the village now, your destiny lies elsewhere."

Hua was annoyed. Why should he leave the tranquility of fishing? Still, one does not win arguments with destiny. "Is my destiny to serve the people, and the government in Beijing?" he asked.

"If that be your destiny," the elder replied, "yes."

Hua figured that had to be his destiny. He made the long journey to Beijing, working for his supper on various farms. It was a long, bitter march, not inappropriate given China's history of hard marches being necessary to triumph. Finally he arrived in Beijing. After months of trying to prove himself, the government accepted him into a special program — the Tiger Squad.

The Tiger Squad was the newest and most secret Chinese agency, a network of spies and assassins in service to the Party. Hua rose to the top of the Tiger Squad. Then, one of the superiors fell out of favor. The entire Tiger Squad was considered to be expendable and every member was sentenced to death.

Hua fled China, first to Hong Kong, then to the United States. He spent months trying to get a job, but agents of the Chinese government turned up in the most unexpected places. Finally, he decided to live a life as a hermit, quietly fishing in some of the lakes of the most remote wilderness areas of the United States. Then the real world caught up with him.

Hua watched as the tanks entered the Square, slaughtering thousands. Hua realized that the government would get away with their murder, unless someone stopped them. The Chinese government was a tree full of rotten branches, and Hua would have to eliminate the members of the government one at a time until the tree was stripped of its rotten branches and could grow again. Naming himself the Dragon Master, he organized a network of youth gangs in the Chinese neighborhoods of various cities throughout North America, to provide him with assistance in a quest for money and revenge against the Party.

Quote: "Sometimes, one must struggle near to death to find real peace."

Personality: The Dragon Master is usually a stoic, philosophical man. While he is passionately dedicated to the overthrow of the current Chinese government, he dislikes passion, and views his own outrage with a great deal of sadness; he doesn't particularly like running a criminal organization, or fighting superheroes. One gets the impression that he would prefer to retire from a life of a costumed adventurer, but is unable to wrest himself from the profession; he has not yet found his destiny. But then again, who has?

Powers/Tactics: The Dragon Master's powers come from intense training, though he has said that he has dragon blood in his veins. The Dragon Master prefers to fight defensively and force his opponent to make a mistake, using his special attack in extreme circumstances.

For the Dragon Master's followers, use 75 point martial artists. Take the Talented Normal from Champions, add a kung-fu package identical to Dragon Master's, and two DCs with all kung-fu attacks (reduce some skills to pay for the point cost). The Dragon Master is a crimelord on the way up, as well as a supervillain, and GMs can use him in "gritty" campaigns.

Appearance: The Dragon Master is a man in his early 20s, 5'9" tall, bronze-skinned, and weighs 160 lbs. His hair is dark black, and his eyes are brown. He wears a light blue tunic with gold trim and a black belt.



DARK SERAPH

Val	Char	Cost	100+	Disadvantages
45	STR	35	10	Enraged 11-,14- if attacked
23	DEX	39	15	Berserk 11-,11- when wounded
25	CON	30	10	1 1/2x STUN and BODY from magical attacks
13	BODY	6	30	2d6 STUN & BODY/ turn in presence of holy objects & relics
13	INT	3	15	Hatred of Religious People and Objects
14	EGO	8	15	Contempt for Mortals
25	PRE	15	10	Glories in Destruction
14	COM	2	10	Determined to Rule World of Man
22/35	PD	13	15	Extreme Reputation (vile occult villain) 11-
22/35	ED	17	10	Aura of Ultimate Evil (extreme reaction, not conceal, recognizable)
6	SPD	27	15	Hunted by PRIMUS 8-
14	REC	0	10	Hunted by the Circle 8-
60	END	5	10	Public ID
49	STUN	0	250	Villain Bonus

Cost	Powers	END
78*	18d6 EB (physical) Explosion, -1/2, takes full phase, act. 15-, 1/2 END	8
40*	12d6 Telepathy act. 15-	6
40*	Desolidification 1/2 END	2
30#	20" Flight 0 END	0
15*	+13 PD, +13 ED, act. 14-	
5	Flash Defense, sight (5 pts)	
5	Lack of Weakness (5 pts)	
10	Power Defense (10 pts)	
30	Full Life Support	
24*	Detect Living Souls (sense, range, target)	
8*	Instant Change	
	Skills and Perks	
4	KS: Occult 13-	
5	Knighthood	
4	Contact: Black Magic Covens 13-	
30	Installations (150 pts)	
10	+2 Levels w/H-to-H Combat	
2	+1 Level w/punch	

*IIF Dark Crown
#OAF Wings

OCV:8 DCV:8 ECV:5 Phases: 2,4,6,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	200	+	340	=	540
				=	440
				+	100

Background: It began so innocently. A harmless diversion into the realm of black magic; there was even a certain naughtiness about it. Instead of outgrowing this childish infatuation with the occult, he fell in love. Black Magic was the only true lover that Sir Dennis of South Mallon had ever had, and he gave his soul to it. Literally.

He consumed all of the literature he could find, and all of the liturgies. His life was lived in the passing of arcane sigils beneath his fingertips, and chants, and sacrifices. He was corrupted, drawn irresistibly into the path of black magic. The occult had become his pornography and he revelled in it, as unable as he was unwilling to turn away from it. Sir Dennis had always hated the human race; black magic nurtured this hatred to truly perverse depths.

Eventually, Sir Dennis formed a coven. They chanted obscene rites in the moonlight, felt warm cat's blood run down their fingers as the animal's deathcry echoed across the stones. They worshipped the darkest aspects of human nature, embraced barbarism at its most primal and savage. Their activity was unknown to the outside world; their crimes were well hidden even as they became more vile.

Finally, Sir Dennis, in a bid for a great and terrible power, stole an artifact known as the Iron Crown. Naked, he performed horrific sacrifices as the moon rose on All Soul's Eve and shone upon the stone. Sensing that it was not enough to give him the power of the Crown, and unwilling to share its power, Sir Dennis slew the other members of the coven. The stones became an incarnadine stream even as the storm fell. The thunder laughed and embraced a man who was truly evil.

And suddenly, Sir Dennis wasn't a man anymore.

The Iron Crown was fixed upon his head. He saw a reflection of his new appearance, lit by mad lightning, in a pool of the blood that he himself had shed. He smiled for a brief moment, then a lunatic scream ripped from his throat, twisting into a laugh, and then he raised his dark black wings to the sky and named himself Dark Seraph, in mockery of the greatest angels of light. Havoc and destruction would he visit upon the earth, transforming it into his own personal Hell to rule, but first he would become one with the night. That he was forever damned was of no consequence.

Quote: "The Darkness shall prevail, for it is the instrument that I yield to achieve the Power Ultimate."

Personality: Dark Seraph is as evil and vile a villain as is possible. There is nothing that is too low for Dark Seraph; in fact, the more vile the deed, the better. His goal is the destruction of anything good in mankind and the transformation of earth into a pit of damnation and misery. His primary targets are clerical people and organizations that encourage high moral standards and the rejection of black magic.



He also attacks heroes who set a good example for society. One of his favorite tricks is to take hostages and force "pure" superheroes to bow before him and his philosophy on television. He enjoys mocking ethical or moral beings. Dark Seraph allies with other black magic villains (Black Paladin springs to mind) but is a bitter rival of DEMON, which has a similar goal; while they occasionally work together, they almost always attempt to betray or subvert the other.

Powers/Tactics: Dark Seraph is a powerful magical entity. He relies on his hand-to-hand fighting skill, but can summon a bolt of dark thunder (his one phase delay attack) which affects a wide radius. Dark Seraph tends to summon his thunder in a certain spot, then flies away. He can block attacks with his wings, which give him extra protection. He has a susceptibility to holy places, and avoids them wherever possible.

Appearance: Dark Seraph appears to be a human with two very large black feathered wings. He is 6'3" tall, weighs 220 lbs, and wears a dark crown which is the same color as his charcoal-grey skin. His trunks and boots are black. Dark Seraph is bald and well muscled; the shadows in the folds of his wings seem impossibly deep and black.

Scenario Use: Dark Seraph exists as a counter point to the heroism and virtue of the heroes in the campaign. If there is someone who is extremely virtuous (a "boy scout" hero), then Dark Seraph makes an excellent nemesis. Dark Seraph is also usable as a major villain for heavily mystical campaigns.

DREADNOUGHT					
Val	Char	Cost	100+	Disadvantages	
70	STR	25#@	10	1 1/2x STUN and BODY from	
8	DEX	-6		radiation attacks	
60	CON	50#	10	Enraged 11-,8- if greatly	
40	BODY	30#		frustrated	
10	INT	0	20	Overconfident	
13	EGO	6	15	Motivated by revenge	
30	PRE	13*	10	Distinctive Features	
10	COM	0		(concealable, major)	
30	PD	17*@	15	All Perception Rolls at 8-	
30	ED	17*@	10	Maximum Leap 4"	
5	SPD	21*	5	Suit Slowly Kills Wearer	
30	REC	35*	5	+5 to opponent's Hearing Perc	
98	END	26*	15	Hunted by	
99	STUN	53*		Nazi War Criminals 8-	
			5	1d6 Unluck	
			244	Villain Bonus	
Cost			Powers		END
13*	Density Increase (2 levels) Persistent, 0 END				0
20*	Damage Resistance (30rPDm 30 rED)				
13*	Ego Defense (23 pts)				
15*	Hardened Defenses (rPD, rED)				
17*	-13" KB Resistance				
13*	Power Defense (20 pts)				
77*	4" Tunnelling (DEF 36)				1
12*	+6" Running (12" total) 1/2 END				1
12	+6 Levels w/Punch				
*OIF armor					
#OIF armor, and -1/2, doesn't add to figured characteristics					
@Density increase added in					
OCV:3 DCV:3 ECV:4 Phases:3,5,8,10,12					
COSTS:		Char	Powers	Total	Disadv Base
		287	+	192	= 479
					= 379
					+ 100

Background: During the final days of Hitler's empire, many millions of marks were thrown into wild and hopeless research projects. One of the strangest was Professor Klankenhäusen's hydraulic steam suit, code named Juggernaut. Professor Klankenhäusen's dream was to create a legion of stormtroopers in steam-driven power suits that would spearhead the recapture of Europe. In his pistoned suit, a soldier could crush a tank, breach a pillbox with a single blow, or stand up to the most powerful artillery shell. Despite widespread skepticism and derision (during which the Professor acquired the derogatory nickname "Klankenhausen") Klankenhäusen worked night and day in the until he was discovered by Allied Forces eight days after the occupation of Berlin. The complete Juggernaut suit was crated and shipped to the United States, to be examined by "top men". Instead, it was diverted (like many other superweapons) to organized crime.

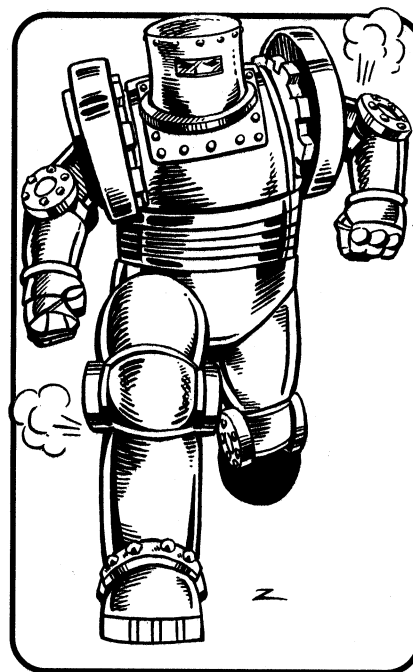
Since then, the suit has passed through many hands, usually left unused as a weapon of last resort by one criminal or another. Over the years, the suit acquired a history of notorious crimes. Typically, the suit was worn by an unintelligent subordinate of a ruthless organization, for the primitive radioactive pile inside it slowly kills the wearer with radiation. Thus the wielder of the Juggernaut trades ultimate power for a slow death, but there has never been a shortage of volunteers.

Over the years, the suit has been heavily abused, and wear and tear took its toll on the Juggernaut. Joints creaked and clattered, and Klankenhäusen's miracle metal began to rust. The suit finally fell into the hands of Zarathustra. No one knows who Zarathustra really is; he might be a single man, or a woman, a committee, or a machine. All that is known is that Zarathustra is the most brilliant force to guide the fortunes of Nazism since the Second World War. Zarathustra repaired the aging armor, and redesigned its exterior, and renamed it the Dreadnought, after the battleships of the early 20th Century. But someone stole the Dreadnought before Zarathustra could redesign its capabilities into something even more nightmarish; now the Dreadnought walks the streets of America, creating new legends of terror. In the pilot's seat is a desperate man, whose goals are unknown, but who realizes that imminent death brings great freedom. Since he will die anyway, he can attempt dangerous deeds that he feels must be done.

Quote: "You can't stop a dreadnought! Now stand aside!"

Personality: The personality behind the Dreadnought varies according to the individuals who guide it. The current Dreadnought stole the armor from Zarathustra to embark on a mission of revenge; he also intends to steal enough goods to make his final days truly spectacular. This section has been left deliberately vague; it is up to the GM to determine the target of the Dreadnought pilot's revenge, and incorporate it into the campaign.

Powers/Tactics: The Dreadnought armor is a steam powered suit of complex hydraulics. Bursts of steam occasionally issue from its openings, hissing ominously. Its footsteps are heavy, metallic, and



by most accounts, quite frightening. Due to the radiation damage already suffered by one who pilots the Dreadnought, anyone who wears the Dreadnought has a vulnerability to radiation attacks.

Appearance: The Juggernaut suit is 6'6" tall, and weighs 950 pounds. It was once a shiny grey, but that has been replaced by a shining black plates that suggests a cross between plate mail and 1930s Art Deco. Puffs of steam can be seen coming from its joints, but it no longer whistles.

EARTHMASTER						
Val	Char	Cost	100+	Disadvantages		
40	STR	15#	10	1 1/2x STUN and BODY		
18	DEX	24		from air attacks		
40	CON	60	20	Berserk if takes BODY 11-, 8-		
20	BODY	20	20	Megalomania		
10	INT	0	20	Hatred of Man's Inhumanity		
11	EGO	2		o the Earth		
30	PRE	20	10	Dislikes Firearms		
14	COM	2	25	3d6 STUN and BODY per turn		
40	PD	32#		when removed from the earth		
25	ED	17#	5	Cannot Swim		
5	SPD	22	15	Reputation		
17	REC	8		(well-known villain) 14-		
80	END	0	15	Hunted by DEMON 8-		
60	STUN	7	20	Hunted by PRIMUS 8-		
			10	Public ID		
			146	Villain Bonus		
Cost				Powers		END
20	Density Increase (3 levels) Persistent 0 END					0
	Always On					
60*	Multipower (90 pt. reserve)					
6*u	Tunneling 9" (DEF 9) 4" AE Radius					2
6*u	Tunneling 12" (12 DEF), at range					2
4*u	30 STR TK (4" AE),					
	-1 only vs. objects on the ground					9
4*u	10d6 Explosion EB 1/2 END					4
4*u	4d6 Sticky Entangle Explosion DEF 4					8
7*	Damage Resistance 10 rPD, 10 rED					
30*	N-Ray Vision, only sees those					
	touching the earth (360 Degrees)					
8	Mental Defense (10 pts)					
15	Power Defense (15 pts)					
4	SC: Seismology 13-					
15	+3 Levels w/H-to-H Combat					
*OIF Gauntlets/Crown						
#Density Increase Added In						
OCV:6 DCV:6 ECV:4 Phases:3,5,8,10,12						
COSTS: Char Powers Total Disadv Base						
229 + 183 = 412 = 312 + 100						

Background: Eric Rahn hoped that by making a painstaking analysis of the earth's movement over a small area, he could learn not only the accurate forecasting of earthquakes, but also how to prevent them. Setting hundreds of sensors over a mysterious bulge in the San Andreas faultline, he began his studies. To his amazement, the sensor data pointed to a single spot in the bulge which seemed entirely responsible for the upward ground movement.

Further study showed the anomaly was emitting some strange unknown force. Eric could not understand this force, so he decided to investigate it. He constructed a special pair of gauntlets, which he used to attempt to bring the anomaly to the surface. As he locked on to the underground power source, he felt enormous energies. With a tremendous blast, the earth split asunder, wreaking havoc for miles around. Up from the earth rose a small crown of fired clay.

For some reason, Eric's fear at being caught in the center of such a cataclysm was replaced by blinding curiosity. Eric took hold of the crown, and... changed. The crown's mystic energies drained into his gauntlets. Turning to survey the area, he noted the torn roadways, the tumbled farmhouses, the crumbled cars. He laughed, but it wasn't Eric Rahn's laughter, it was someone, or something, else's. He now knew that Man's mistreatment of Mother Earth was soon to end, at the hands of the Earthmaster!

Quote: "You who would despoil the earth of its riches, you who would burn its trees, pollute it with technological filth — meet your nemesis!"

Personality: Earthmaster is a man possessed, and that isn't a figure of speech! Earthmaster has absolute confidence that he has been appointed as the Earth's protector, that he cannot fail, that right is on his side, and that any action he deems necessary to protect the earth is just and good. He is a most dangerous megalomaniac. Even lawbreaking environmentalist supers who have tried working with Earthmaster end up considering him an untrustworthy madman. Earthmaster doesn't care. His targets are ecological disasters, be they toxic waste dumps (whose chemicals he has been known to dig up or throw into water supplies) or clear cut forests (not that he likes trees, but they do prevent the earth from being eroded). The Earthmaster considers himself an ancient mystic power ordained by the forces of nature to protect the earth.

Powers/Tactics: The Earth Crown of Krim gives its wearer power over the earth, as long as he remains in direct contact with the ground. Rahn crushed the crown, but it will reform itself instantly if he is knocked unconscious and his gauntlets are removed. The Crown also gives its wearer some fairly severe vulnerabilities; the enchantment forces the wearer to stand on solid ground. Rahn also has a mystic-based vulnerability to the elemental enemy of earth, air. The Earthmaster's attacks have very loud and explosive special effects. In combat, he likes to create tunnels at range underneath people, attacking in as wide an area as possible. It is not enough that one person feels the wrath of Earthmaster; as many humans as possible should feel his wrath, and know the power of the Earth they so thoughtlessly abuse.

Appearance: Earthmaster is 6'0" tall and weighs 1750 lbs. He has black hair and brown eyes, and wears a two tone brownish-red costume, light above and darker below. His lapels and heavy metal gauntlets are black. His skin is a normal flesh tone.



FOXBAT					
Val	Char	Cost	100+	Disadvantages	
20	STR	10	10	2x STUN from fire attacks	
23	DEX	39	15	1 1/2x STUN from Killing attacks	
20	CON	20	10	Enraged 11-,8- when insulted	
10	BODY	0	20	Code vs. Killing	
18	INT	8	20	Thinks He's In A Comic	
11	EGO	2	15	Reputation (loony villain) 14-	
20	PRE	10	15	Hunted by Champions 11-	
10	COM	0	15	Hunted by UNTIL 8-	
8	PD	4	5	Hunted by FBI 8-	
8	ED	4	15	Secret ID (Freddy Foswell)	
6	SPD	27	103	Villain Bonus	
10	REC	4			
40	END	0			
35	STUN	5			
Cost			Powers	END	
25*	Multipower (50 pt. reserve)				
2*u	5d6 Entangle (DEF 5) [15c]				0
2*u	8d6 EB and 1d6 Flash vs. sight [15c]				0
2*u	2 1/2d6 RKA, Personal Immunity [15c]				0
2*u	3d6 NND, 2" AE Radius, [15c] defense is non-air-breather				0
2*u	Darkness vs. sight, and hearing senses, 3" radius [8c, lasts one turn]				0
20	Martial Arts (comic book)				
	Maneuver	OCV	DCV	Damage	
	* Kick	-2	+1	8d6	
	* Punch	+0	+2	6d6	
	* Throw	+0	+1	4d6 + V/5	
	* Block	+2	+2	Block	
	* Dodge	—	+5	Dodge	
16	Armor (+8 PD, +8 ED) OIF armor				
7	LS: Self-contained OIF armor				
17	Gliding 20", x4 Non-combat, OIF glider wings				
7	Superleap +10" (14" total) OIF boots				
17#	Radar (360 Degrees)				
6#	Telescopic Vision				
	(+6 to Perc roll vs. range penalties only)				
6#	Parabolic Hearing				
	(+6 to Perc roll vs. range penalties only)				
7#	Hi-Range Radio Hearing				
3#	IR Vision				
2#	Ultrasonic Hearing				
5#	+4 Levels w/sight rolls				
11#	+8 Levels w/hearing rolls				
	Skills				
3	Acrobatics 14-				
3	Breakfall 14-				
3	Computer Programming 13-				
3	Disguise 13-				
5	Electronics 12-				
5	Mechanics 12-				
3	Security Systems 13-				
5	Shadowing 12-				
3	KS: Comic Books 12-				
3	KS: Superheroes 12-				
10	+1 Overall Level				
*OIF ping pong ball gun					
OCV:8 DCV:8 ECV:4 Phases:2,4,6,8,10,12					
COSTS: Char Powers Total Disadv Base					
133 + 205 = 338 = 238 + 100					

Background: When he was a kid, you could call Freddy crazy, and he didn't care. Usually because you needed a crowbar to get his nose out of a comic book. Sometimes, his mother would ask him when he was going to grow up. "You're cruel, mom." Freddy said, and he returned to the safe confines of his comic. When you were as rich as Freddy, who cared if you're crazy?

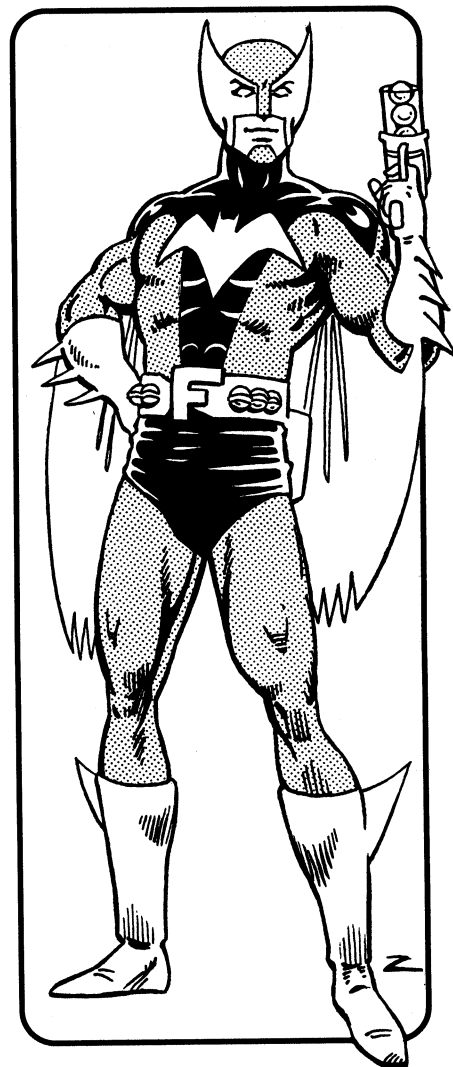
Time passed, and Freddy remained in a mental state of early adolescence. He spent hours body building, practicing martial arts and taking gymnastics classes, so he could become a dark avenger of the night. After all, he wasn't a mutant like those other guys.

This probably would've stayed a minor obsession, until the day Wall Street decided to take a dive, when most of Freddy's stocks belly-flopped on concrete. The Foswell fortune was ruined. Freddy couldn't send his faithful butler to the comic store to bring back his favorite comics on a silver platter. In fact, he couldn't afford his faithful butler at all anymore. Oh No!

What would a character in a comic book do? It was then that Freddy realized his entire life had led up to this moment, the moment the world had been dreading. Freddy could have been the world's greatest hero (copyrights aside), but tragically, he was destined to travel down a different path, the path leading to the most horrific fate of all — the life of a supervillain. Yes, true deceivers, Freddy would have to go forth and commit crimes to regain his lost fortune, it would be a time when titans clash, and to save him, his friends must kill him, for lo, enter the Foxbat — Hope you survive the experience... bub. Don't say we didn't warn you. Who foxes the Foxbat? Nuff said. Excelsior.

Quote: "Hi. I'm Foxbat, greatest guy on Earth. I'm so hot, you'll never defeat my master plan. Who are you?"

Personality: Freddy is a loon. Often he is a loveable loon, frequently he is an insufferable loon. If any hero annoys or hurts Freddy, he'll focus all of his activities on that hero, humiliating him with immature but often effective jibes (Example, if Defender annoys Foxbat, Foxbat will have "DEFENDER IS A FINK!" written in skywriting over the bridge that Defender is dedicating, send totally unbelievable rumors to Superhype (the superhero tabloid), write "Defender didn't stop me!" at the scene of every one of his robberies. That character will become the vital cog in Foxbat's life. Eventually, Foxbat, seeing



himself as the swashbuckling romantic figure that he isn't, will quit bothering the hero; sometimes he'll start idolizing the hero in public, introducing himself to people as "Hi, I'm Foxbat, Defender's sidekick" or call himself Foxbat Defender. It is debatable which is worse. Foxbat commits minor robberies and is at worst an annoyance; he is enjoying himself and doesn't want to disrupt the status quo.

Powers/Tactics: Foxbat is a well-trained human who gets his amazing powers from the Foxbat-gadgets he constructed using his own Foxbat-intellect. This includes the dreaded Foxbat Gun, the Foxbat radio, the Foxbat thermal underwear, the Foxbatmob ... oh never mind. He has been known to drive a vehicle called the Centipede-mobile (it defies description). In combat, the important thing is not that Foxbat wins, but that he looks good. He likes to pose in dramatic places as he shoots his opponents with his ping pong ball gun. He loves to fly (okay, it's only gliding), and often wastes phases in combat just because flying is so cool. He's crackers.

Appearance: Freddy is 5'10" tall and weighs 155 lbs. He has brown hair and brown eyes. His costume is two-tone blown (dark over light) with dull yellow boots, gloves, and belt.

ESPER					
Val	Char	Cost	100+	Disadvantages	
10	STR	0	10	2x STUN from sonic attacks	
23	DEX	39	20	Disdain and contempt for normal people	
23	CON	26			
9	BODY	-2	20	Very Greedy,	
23	INT	13		Enthralled By Money	
23	EGO	26	10	Distinctive Features: Beauty	
25	PRE	15		(concealable, noticed)	
24	COM	7	10	Reputation 11-	
10	PD	8		(mutant villainess)	
10	ED	5	15	Hunted by VIPER 8-	
5	SPD	17	10	Hunted by FBI 8-	
7	REC	0	10	Public ID	
46	END	0	111	Villainess Bonus	
27	STUN	1			
Cost		Powers			END
25	Elemental Control — Mental Powers				
a-25	5d6 Ego Attack				5
b-25	10d6 Mind Control				5
c-25	10d6 Mind Scanning				5
45	Force Field (+15 PD, +15 ED) 0 END				0
10	Mental Defense (15 pts)				
6	Running +3" (9" total)				2
OCV:8 DCV:8 ECV:8 Phases:3,5,8,10,12					
COSTS:		Char	Powers	Total	Disadv Base
		155	+	161	= 316 = 216 + 100

Background: A tiny meteorite ended its long trip through space with a fiery entry into the earth's atmosphere. The tiny fragment of the groupmind that was enfused on the fragment protected the meteorite during re-entry, but could not keep it from exploding on

impact with the earth. There was only one witness to the brilliant explosion of the meteorite, a woman who hated human society and who had decided to exile herself into the remote wilderness to get away from it. A small fragment of the exploding meteorite hurtled outward from the blast and struck the young woman, becoming lodged in her throat. Quickly, the remaining cells of the groupmind swarmed and multiplied, trying to gain control of the host body. It was a futile effort, but one which gave the young woman mental powers. No longer would she be weak. No longer would she have to be a victim. No longer could the world ignore her. The world would have to notice an Esper.

Quote: "Just the sort of man I like to hurt; all bluster, no brains."

Personality: Esper is a bitter woman, angry at the world. She is a criminal because she hates society, she has played by the rules, gotten nowhere; now that she has the power, she is going to become someone. She usually hires herself out for very high prices, as a psionic for hire. She is very quick to anger, she despises being patronized and loathes, most of all, flippant remarks. While she is extremely beautiful, she is almost embarrassed by her own attractiveness; she wears skintights because they are more effective in combat conditions, not because she's an exhibitionist. Esper has put her humanity behind her; she sees herself as something absolutely superior to humans.

Powers/Tactics: Esper's powers come from the effect of the alien artifact. The stone that is lodged in her throat is almost identical to the one used by Menton as the clasp of his cape; there may be a connection between the psionic aliens used by Dr. Destroyer on Menton and Mentalla, and the groupmind that tried to possess Esper. In combat, Esper will use Mind Control from surprise against her enemies, otherwise she prefers Ego Attacks.

Appearance: Esper is a beautiful young woman in her early 20s, 5'4" tall and 100 lbs. Her hair is silver-blond, her eyes yellow (with a slight silver glow when she uses her psi powers, and her costume is silver with black trim. She has a star-shaped stone lodged in her throat.



FIREWING					
Val	Char	Cost			
40	STR	30			
30	DEX	60			
45	CON	70			
15	BODY	10			
20	INT	10			
20	EGO	20			
40	PRE	30			
20	COM	5			
15	PD	7			
15	ED	6			
7	SPD	30			
22	REC	10			
90	END	0			
78	STUN	20			
Cost	Powers			END	
105	Multipower (105 pt. reserve)				
10u	16d6 EB 1/2 END			5	
10u	12d6 Explosion 1/2 END			5	
10u	10d6 EB AP 0 END			0	
10u	12d6 EB, Affects Desolid 1/2 END			5	
10u	10d6 EB Invisible to Sight 0 END			0	
70	Force Field +20 PD, +20 ED Hardened 0 END			5	
5	Flash Defense vs. sight sense group (5 pts)				
30	Full Life Support				
60	20" Flight 0 END			0	
20	FTL (32 LY/year)				
5	IR Vision				
			Skills and Talents		
4	Language: English (idiomatic)				
2	AK: Milky Way Galaxy 11-				
3	PS: Gladiator 12-				
9	+3 Levels w/EB				
30	+3 Overall Levels				
100+	Disadvantages				
10	2x STUN from magic attacks				
10	Enraged when Firewing feels opponent has acted dishonorably 11-,11-				
20	Code of Honor				
20	Arrogance				
10	Must Triumph in Personal Combat				
0 (10)	Unable to Cope with Earth Customs				
20	Distinctive Features (major reaction, not concealable)				
20	Extreme Reputation (one of the world's greatest villains) 14-				
10	DNPC: normal (Jacob Lascke) 11-				
10	Hunted by Mechanon 8-				
10	Hunted by Champions 8-				
15	Hunted by Ultimates 8-				
10	Hunted by VIPER 8-				
10	Public ID				
416	Villain Bonus				
OCV:10 DCV:10 ECV:7 Phases: 2,4,6,7,9,11,12					
COSTS:		Char	Powers	Total	Disadv Base
		308	+ 383	= 691	= 591 + 100

Background: On the planet Malva, there is a rare stone much like a pearl that is renowned for its luster. Long ago, the Malvans discovered that if one placed this pearl in a very hot fire, it would melt and produce a new stone. Nearly all of these new gems became charred burnt and ugly, but one out of about ten thousand pearls would be transformed into a gem of exceeding beauty, the Firewing.

There is a legend on Malva that valiant men are like pearls, and that one day, a man would walk into the fire and himself become a Firewing. No ordinary man would dare submit himself to the furnace, so for many centuries, the legend went untested. There were more than enough battles to keep brave men occupied, more honorable deaths than walking into the fire.

Eventually, the entire planet of Malva became consolidated into a single kingdom. The High King, or Phazor, ruled the planet absolutely. Without war to harden the brave men of Malva, the planet descended into softness, decadence, or so those who revered the old war-memories thought. "Prosperity is the bane of great men" was their proverb.

In later years, there came a new entertainment to keep brave men occupied. Arena combat. Gladiatorial games. Many fought with great weapons, others fought with none but their hands. The gladiators became the most popular entertainment on Malva; its champions were great heroes, honored even by the fattest of Phazors.

There was a boy on Malva named Ariax Thone. Ariax worshipped all the great gladiator-heroes, but there was one in particular he adulated. He trained hard to follow in his footsteps. And he succeeded. He became a champion in his local district, then he was invited to the Great Games, where he fought valiantly and earned an unprecedented reputation for one so young. Ariax loved combat, and he could think of no other profession as honorable.

Then his hero was defeated. His conqueror was a young, arrogant gladiator, a favorite of the Phazor, named Ruun Jeth. Ariax's hero, having lost, made an unprecedented request. He asked to walk into the planet's hottest furnace, and try to become a Firewing. The Phazor granted his request. He did not survive the fire.

Ariax became consumed with avenging his hero. He became good enough to challenge Ruun Jeth. Their duels were legendary. They hated each other as only great rivals can hate. Five times they nearly killed each other. Each match was won by the barest of victories. Ariax became obsessed with victory. In the sixth match, Ariax had honed his skills to peak levels. This was not enough. He set honor aside, and found special drugs to give him an advantage. Ruun Jeth was easily bested. Instead of death at Ariax's hands, Ruun begged his enemy for a chance to walk into the fire.

Shamed, Ariax granted his request. True to his word, Ruun walked into the fire. He also died.

Ariax was now the undisputed champion of the Malvan arena. For years, he remained the champion. His skill did not diminish, but grew, as did his renown. Ariax realized that it would be decades before an opponent emerged who was good enough to give him the same competitive challenge that Ruun had, if ever. The games had become bloodier; the Phazor no longer desired honorable sport, but insisted on spectacle. Ariax would have killed the fat king, except for his oath to the throne. But in his eyes, every day he remained in the arena sullied his honor. It had already been badly damaged in his victory over Ruun, though none suspected the truth.

Ariax had one recourse to preserve his dignity. He asked to walk into the flames.

Ariax was terrified of fire; he had been since his hero's death. But he would not allow his fear to dishonor him. He walked into the flames, felt their heat sear him. He refused to scream, or wince; like a dead thing he stood in the heart of the inferno. But Ariax did not die, he became transformed.

A Firewing was born.

Soar through the Malvan skies. Burn trails of glory like the sun in streaks of flame. Ariax was more powerful than he ever imagined. But where would he find worthy opposition? Was he cursed now to eternal superiority?

He went to the Wisdom Stones. These were the barely living calcified bodies of wise men who kept themselves alive longer than their years should be. Their duty was to advise the young, and they gave the Firewing his answer. There was a planet, a long way away, whose men and technology possessed great power. There, he would find his competition on a strange world called Earth. Furthermore, he could soften its defenses so the entire Malvan race could conquer it. It would be a challenge worthy of a Firewing, and one which would shake the lethargy of even a Phazor.

He had purpose! He had destiny! And, he might even redeem the honor he had lost in his duel with Ruun. The Firewing was transported by arcane ritual to Earth. There he would find his worthy opponents. There, he would find glory.

Upon arriving on Earth, Firewing was found by Jacob Lascke, a cheap con artist in New York City. Lascke realized that with Firewing at his side, he'd never want for material comforts again. Firewing soon left Lascke to become a full time supervillain, but frequently visits Lascke to get advice on how to handle Earth's bizarre culture. Firewing has become one of Earth's greatest supervillains, and made enemies of many heroes and villains.

Quote: "Honor is a sword that must be wielded proudly, which must be used to fight!"

Personality: Firewing is a cosmic samurai. He is obsessed with two sometimes conflicting goals: achieving honor, and scoring great victories. If Firewing is defeated, his lust for victory will sometimes exceed his desire for honor and he will use tactics which he considers to be highly dishonorable to achieve his triumph. Firewing's code of honor requires that he never attack from surprise, attack from behind, or gain an advantage beyond his own abilities that is not also possessed by his opponent.

Firewing is arrogance personified. He will never allow himself to show weakness; he must always be the strongest, the survivor, the conqueror. Even on the rare occasions that he has tender or compassionate feelings, he will not allow himself to show them. Firewing is a brutal gladiator bent on conquest and glory; all else pales beside that.

Powers/Tactics: The people of Malva are physically stronger and quicker than those of earth, and many of its gladiator class individuals have special powers (such as being able to shoot energy blasts of fire, water, air, and earth). The Firewing mutation grants Ariax Thone fire-wielding abilities far beyond any of his compatriots.



Tactically, Firewing has many options. His typical attack is his 16d6 special, which should hurt most superheroes badly. He'll use his explosion attack against large numbers of foes. His invisible attack is targeted against opponents with missile deflection (they can't deflect what they can't see), and his armor piercing attack is used against bricks. Firewing will typically use his overall levels as DCV; his natural OCV and his EB levels should hit virtually anyone.

Appearance: Firewing is 6'6" tall, with bronze colored hair, skin, eyes, and costume. His flames surround him in a crimson nimbus, leaving behind a streak of fire for several meters as he flies. Firewing's voice is very deep and impressive.

Scenario Use: Firewing is the incredibly honorable but dangerous villain that comes back to plague our heroes time and time again. He is someone whom the heroes should respect as well as fear. Firewing will typically attack military installations, radar networks, and satellites. He will also occasionally get pushed into a bizarre scheme by Jacob Lascke. He has also allied with Timemaster for several schemes, as part of the defunct group, the Alliance of Supervillains. Because he likes to fight against good competition, he will often issue one-on-one challenges against really tough superheroes who demonstrate a personal code of honor.

THE FOX OF CRIME					
Val	Char	Cost	100+	Disadvantages	
10	STR	0	30	2x STUN from physical attacks	
26	DEX	48	15	1 1/2x STUN from	
23	CON	26		Physical Killing attacks	
7	BODY	-6	20	Coward in the face of	
18	INT	8		physical violence	
11	EGO	2	10	Honorable	
15	PRE	5	15	Distinctive Looks	
8	COM	-1		(concealable, major)	
8	PD	6	15	Hunted by Champions 8-	
8	ED	3	10	Hunted by Police 8-	
7	SPD	34	15	Secret ID (Frederic Fagin)	
10	REC	6	160	Villain Bonus	
46	END	0			
30	STUN	6			
Cost		Powers			END
50	Multipower (50 pt. reserve)				
5u	20" Teleport 1/2 END				2
5u	Missile Deflection, +2 Levels, at range				0
4	2d6 Flash vs. sight OAF pie [1c]				0
15	Mental Defense (17 pts)				
80	Long Distance Teleport				
	(2,500 km Long Distance)				
10	Fixed Locations for				
	Long Distance Teleport (10)				
10	2 Floating Locations for				
	Long Distance teleport (1)				
7	+10" Running (16" total) x4 END				11
26	Danger Sense vs. all 14-				
15	Billionaire				
3	High Society 12-				
5	KS: High Finance 14-				
3	Disguise 13-				
3	Stealth 13-				
24	+6 DCV Blink Teleport, not while using				
	multipower (-1/2), Costs END				5
OCV:9 DCV:9 ECV:4 Phases:2,4,6,7,9,11,12					
COSTS:		Char	Powers	Total	Disadv Base
		137	+	256	= 393
					= 293
					+ 100

Background: Some guys are just born talented; Frederic Fagin was one of those people. He was a mutant with a wonderful gift, the power of teleportation. Even if his face gave new meaning to the words "dogfaced boy", it still didn't matter; a face could be disguised, but genius could not.

The greatest enemy of genius is boredom. Frederic became a Chicago commodities dealer, was called the Fox of Finance by his colleagues. That wasn't enough. Frederic saw all these people running around in skintights and masks and capes. While the idea of being beaten up didn't appeal to Frederic, he thought that becoming a supervillain and planning elaborate thefts and eluding the clumsy attempts of these musclemen to chase him would be a real lark. The Fox of Crime was born!

The Fox lives to make superheroes look like total fools. Don't ask him why; does there always have to be a reason? He just gets a kick out of it. His favorite weapon is a banana cream pie in the face; he will never employ anything deadlier. What money he steals he gives

to the poor, and he goes out of his way to keep normals out of danger. The Fox's occasionally hires special agents, known as Dogs, to do some of his dirty work; they are armed only with stun weapons that don't do knockback. He has recently become involved with an organization known as the Troubleshooters, whose supervillain support group The Arrangers will fence goods, safeguard artifacts, and arrange for high-powered legal help for supervillains. Fagin's directive is that only villains who do not kill heroes and threaten innocents will receive this help, though the Troubleshooters chief Michelle Carver has been known to be more flexible on this point (see Adventurer's Club #9 for more details).

Quote: "You'll have to do better than that (splat)"

Personality: The Fox may be the most insufferably smug man on the face of the earth. He views life as a supervillain as a game of fox and hounds, and he's sly enough to outfox anyone. As Frederic Fagin, he is extremely friendly, outgoing, and generous; if supers meet him in his secret ID, he'll make an extra effort to be friendly, though he may throw in a few wry remarks that will leave the heroes with an unsettled feeling in their stomachs. The Fox has a compulsion to be clever and witty at all times. He likes to uncover a superhero's secret ID, though he will never reveal this information to anyone; he just enjoys knowing it and won't use it for blackmail, though he might share his knowledge with the hero, to see the look on his face. His greatest fear is being exposed in the financial world and losing face.

Powers/Tactics: The Fox is a mutant teleporter with a tremendous range, perhaps the most versatile teleporter on earth. In combat, he'll teleport into unlikely place (on top of a chandelier in a ballroom), yell "boo", and teleport away, or he'll run, crying "Tally Ho!" and use his Blink Teleport and a Dodge maneuver to make himself virtually untouchable. If he is hit, he will sometimes perform an overdramatic "death scene", much like those in a 1940s cartoon ("I'm a goner. (cough) Say good-bye to the wife and kids (cough, cough), daddy's not coming home again (cough)." then teleport away, leaving a fox's tail behind.

Appearance: The Fox is 5'7" tall, and weighs 140 lbs. He has a fox's face on a human head with a human body. He wears a red suit with white gloves, boots, belt, and trim. He sometimes wears a fox's tail pinned to the back of his costume as a joke.



FREON

Val	Char	Cost	100+	Disadvantages
15	STR	5	10	2x STUN from fire attacks
20	DEX	30	5	1 1/2x BODY from fire attacks
23	CON	26	15	Code vs. Killing
13	BODY	6	15	Fear of Fire
10	INT	0	10	Hunted by Police 8-
10	EGO	0	15	Hunted by UNTIL 8-
20	PRE	10	10	Secret ID (Fred Ellsworth)
10	COM	0	82	Villain Bonus
8	PD	5		
8	ED	3		
5	SPD	20		
10	REC	4		
50	END	2		
35	STUN	2		

END

Cost	Powers	END
22	Elemental Control — Ice Powers	
30	1) 9d6 EB, Invisible to sight, 1/2 END, act. 14-	3
26	2) Armor +20 PD, +20 ED Hardened Ablative	0
22	3) Invisibility vs. sight, X-Ray, no fringe, 1/2 END	2
20	+10" Running (16" total)	3
	Skills	
5	Acrobatics 14-	
3	Breakfall 13-	
3	Lockpicking 13-	
3	Security Systems 11-	
3	Stealth 13-	
2	+1 Level w/EB	
10	+2 Levels w/EC	

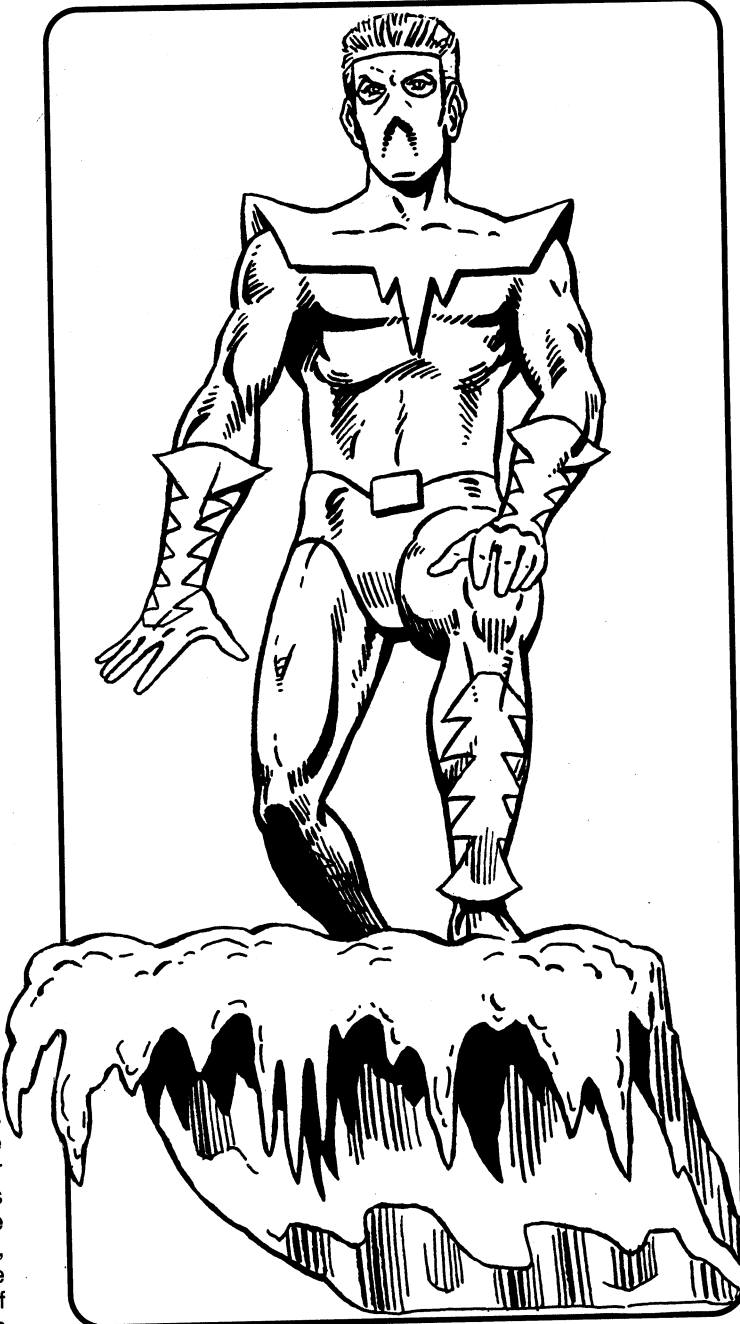
OCV:7 DCV:7 ECV:3 Phases:3,5,8,10,12

COSTS:	Char	Powers	Total	Disadv	Base
	113	+ 149	= 262	= 162	+ 100

Background: Fred Ellsworth was a petty thief working for The Organization (the criminal underworld, for those not familiar with crime parlance). He entertained dreams of hitting it big, becoming wealthy and accepted by his superiors as an equal, so when his boss told him that he had a really tough job, Fred jumped at the chance. Fred was told that he had to rub out two men. He had never done anything like that, but if it meant getting ahead, Fred was willing to give it a try. The attempt was a disastrous failure. The targets of the assassination were two undercover UNTIL agents, who immediately spotted what was going on. They shot Fred before he could nail them, and Fred was hurtled backwards into a tank of refrigerating gas. An explosion occurred, enveloping Fred in gas and kilovolts of electricity. When he finally awoke in the hospital, Fred discovered that he had marvelous new powers. Taking the name of Freon, Fred still seeks to become rich and famous.

Quote: "I can see you, but you can't see me!"

Personality: Fred is still only a small-time hood with big dreams, who thinks that superpowers automatically make someone important. As a result, Fred has allowed himself to be used by anyone who tells him how great and powerful he is and feeds him some caviar and champagne. The fact that everyone laughs at him behind his back has gone unnoticed, after all, no one laughs at a supervillain, right? Especially these normals in The Organization. Poor Fred...



Powers/Tactics: Freon's powers allow him to turn himself into a transparent ice form, and fire transparent blasts of ice. He has taught himself to master his ice powers, and can perform highly skilled acrobatic maneuvers by generating an ice slide. In combat, Fred will fight invisibly, using his running powers to stay at medium range from his opponents and then fire his invisible ice blasts. Of course, Fred really prefers to ambush his opponents, but he can't always do that.

Appearance: Freon wears a light blue costume with white trim. He is in his late 20s, 5'9" in height and weighs 160 lbs. His hair is blond and his eyes are blue; he wears a crew cut.

GREMLIN					
Val	Char	Cost	100+	Disadvantages	
35	STR	20*	10	2x STUN from cold attacks	
23	DEX	31*	15	2d6 per turn in sub-zero	
28	CON	29*		temperatures	
13	BODY	5*	15	Loves to Humiliate Heroes	
13	INT	3	15	Ultra-radical Feminist	
10	EGO	0	5	Cold-blooded	
20	PRE	8*	10	Reputation 11-	
10	COM	0		(Superpowered thief)	
20	PD	10*	10	Hunted by Quantum 8-	
20	ED	11*	15	Hunted by VIPER 8-	
5	SPD	14*	15	Secret ID (Linda Shane)	
13	REC	0	15	Villainess Bonus	
58	END	1*	230	Total Disadvantages	
45	STUN	0			
Cost		Powers			END
17*	Armor Piercing on STR 1/2 END				1
7*	Half Endurance on STR (1 END)				
4*	Damage Resistance (5 rPD, 5 rED)				
6*	Ego Defense (10 pts)				
22*	Flight 20", 1/2 END, OAF wings				2
5	Instant Change				
	Skills				
3	Acrobatics 14-				
3	Deduction 12-				
5	Demolitions 12-				
5	Electronics 12-				
3	Persuasion 13-				
3	Security Systems 12-				
3	Stealth 14-				
4	+2 Levels w/punch				
8	+1 Levels w/Combat				
OCV:8 DCV:8 ECV:3 Phases:3,5,8,10,12					
COSTS:					
Char	Powers	Total	Disadv	Base	
132	98	230	130	100	

Background: Linda Shane was not the prettiest girl in high school, and a number of bad experiences with men drove her into the arms of a radical female terrorist group called WITCH. WITCH was looking for an advantage in its war with VIPER, and sent Linda to clear the superheroine Quantum of a phony murder charge. In return for her help, the hero was forced to give Linda a sample of an experimental formula which she had recovered from VIPER. Quantum warned her if she ever used the formula for criminal purposes she'd hunt her down and make sure that she would not be in a condition to commit any more crimes. Linda smiled and told her to get lost, then completely ignored Quantum's warning. Linda split the formula into two parts; half she gave to WITCH for analysis, and half she drank herself! Now she can change at will into the lizard-like Gremlin. She still works for WITCH on occasion, but mostly uses her powers for personal gain. She has also been involved with GRAB, occasionally teaming up with Black Claw and Black Diamond.

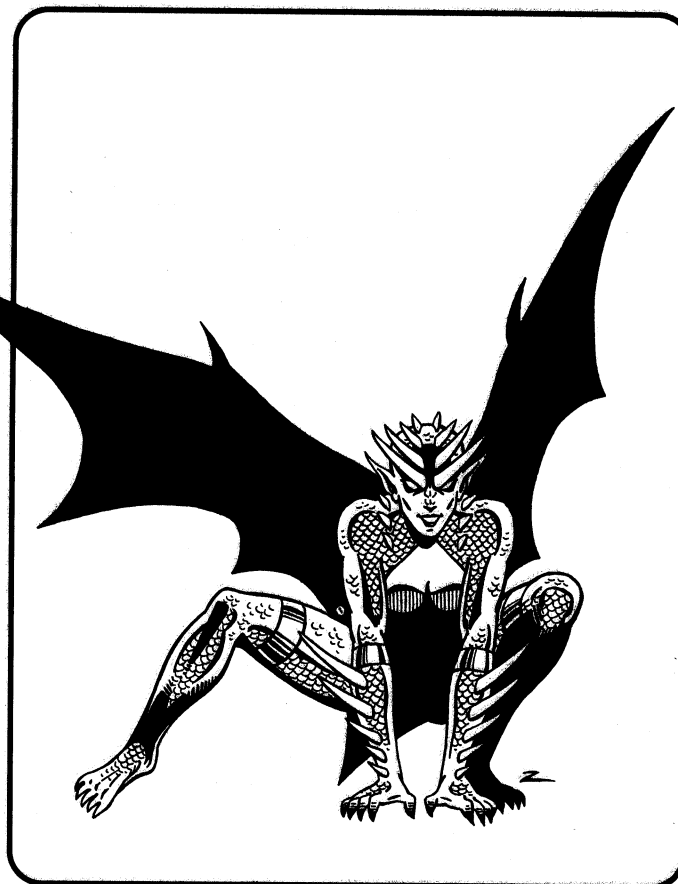
Quote: "What's the matter little man? Bad luck? Guess there must be a Gremlin around here."

Personality: On the outside, Linda is tough and aggressive; she focuses her energies on humiliating her enemies, especially Quantum. On the inside, she is quite insecure; she feels a need to prove herself, and only by making her masked opponents feel bad can she feel good.

The WITCH organization is a loose alliance of a few radicals. They believe that it is morally just for violence to be used against the enemies of the woman's movement, be it bombing video stores that stock pornography, terrorizing prominent politicians that are seen as anti-woman's movement, etc. Legitimate women's groups unanimously condemn WITCH, but WITCH doesn't care. WITCH doesn't employ magic; the name represents what its members believes is the pinnacle of radical feminism; witches are persecuted (as they believe they are), and are powerful enough to need no one but themselves (WITCH condemns anyone who doesn't agree with everything they believe).

Powers/Tactics: The serum transforms one who drinks it into a half-man (or in Gremlin's case, half-woman), half-reptile. Gremlin is covered in scales, has large leathery bat-like wings, and is cold blooded. As she is cold blooded, she is susceptible to cold attacks. In combat, she likes to lure her opponent into an area laced with booby traps designed to impede as well as humiliate. The fate of the other half of the Gremlin serum is a mystery for the GM to solve.

Appearance: Linda is 5'8" tall and 135 lbs. As Gremlin, she grows to 6'2" tall and 250 lbs. Linda has brown hair and brown eyes, while Gremlin is hairless, green-eyed, and covered with leathery green scales.



GRIFFIN

Val	Char	Cost	100+	Disadvantages
25	STR	15	10	1 1/2x STUN and BODY from fire attacks
35	DEX	75	20	Berserk when confined, 11-,8-
25	CON	30	10	Enraged in melee, 11-,11-
13	BODY	6	20	Extremely Proud
6	INT	-4	20	Extremely Violent
18	EGO	16	10	Fear of Fire
20	PRE	10	5	Physical Lim: Wings, Slightly Hindering
10	COM	0	25	Distinctive Features (unconcealable, horror)
25	PD	20	20	Extreme Reputation (violent killer monster) 14-
25	ED	20	15	Hunted by Champions 8-
6	SPD	15	15	Hunted by Terror Inc. 8-
10	REC	0	10	Public ID
50	END	0	165	Villain Bonus
39	STUN	0		

Cost	Powers	END
30	20 STR TK (3" AE cone) No Range, -1/2 may only push objects away	6
60	Flight 30"	6
50	1 1/2d6 HKA	5
	(Double Knockback, +1 STUN Multiplier)	
13	Damage Resistance 13 rPD, 13 rED	
6	Flash Defense vs. visual senses (5 pts Hardened)	
10	Power Defense (10 pts)	
21	Danger Sense vs. perceivable threats 14-	
12	+6 Levels w/sight perception	
9	Telescopic Vision: +6 Levels only vs. range modifiers	
3	Acrobatics 16-	
3	Breakfall 16-	
3	Stealth 16-	
6	1/2 END Cost on STR (1 END)	
10	+2 DCV, only in flight	
8	+4 Levels w/fight	

OCV:12 DCV:12 ECV:6 Phases:2,4,6,8,10,12

COSTS:	Char	Powers	Total	Disadv	Base
	203	+	244	=	447
				=	347
				+	100

Background: Carlos Digger was up for hard time. He deserved every second of it; he was a pimp who had murdered one of his girls for holding back money, but was turned in by some of his other girls and some friends. When an opportunity to earn a parole by volunteering for a scientific experiment presented itself, Carlos didn't hesitate. It was the quickest way back to the streets, to get back at the people who had turned him in.

The experiment was led by a rather unstable scientist who had an overly affectionate view of Paleozoic epoch. He wanted to investigate human evolution by stripping away layers of genetic development, using drugs, radiation patterns, and the embryos of a baby bald eagle, which have a strong genetic resemblance to dinosaurs. Carlos was luckier than he might have been, the experiment was only a partial success.



Carlos emerged from the experiment as a functional birdman, a fierce and violent killer. Too wild to be controlled for long, the raging Carlos soon broke out of his confinement to the open skies. He is now known as the Griffin, and is controlled by his powerful instincts for blood and freedom. Though he's incapable of true teamwork, the Griffin can be coerced by anyone clever enough to play to his instincts. Left alone, he stays away from people and is murderous only in fits (he has completely forgotten about his previous existence as Carl Digger), but the Griffin is so powerful that it is constantly being used by one group or another.

Quote: "You doubt my power? RAAAAAACK!"

Personality: The Griffin is a bestial creature, given to very strong emotions about the things it cares about: food, freedom, and victory in combat, and tends to remain docile at all other times. When aroused, it becomes filled with a terrible rage, and wants to kill people. Despite its animal nature, the Griffin still has a measure of pride, and when people treat him badly (insult him, try to humiliate him) he gets really upset. The Griffin is capable of human communication on a very simplistic level, and views any attempt to talk to it above its level as a grave insult.

Powers/Tactics: The Griffin is an expert flyer with an animal instinct, and fearsome claws. He fears fire, and that fear makes him vulnerable to fire attacks. His favorite tactic is to swoop down on an unsuspecting victim and disembowel him.

Appearance: The Griffin is 6' tall, 120 lbs (hollow boned) and has a twenty-five foot wingspan. He is covered in moderately short golden fur, his wings are a bright gold and his eyes are yellow.

GROND									
Val	Char	Cost	100+	Disadvantages					
90	STR	65*	10	2x STUN from ego attacks					
18	DEX	24	10	2x STUN from fire attacks					
40	CON	60	25	Berserk when tricked, 11-,8-					
21	BODY	16*	20	Childishly Naive and Prone to Tantrums					
5	INT	-5							
8	EGO	-4	15	Hatred of Fire					
25	PRE	15	25	Distinctive Features					
4	COM	-3		(unconcealable, causes horror)					
40	PD	25	20	Hunted by UNTIL 11-					
30	ED	22	20	Hunted by Champions 11-					
4	SPD	12	10	2d6 Unluck					
23	REC	0	10	Public ID					
80	END	0	89	Villain Bonus					
81	STUN	2*							
*Bonuses for Growth already figured in									
Cost	Powers				END				
20	Growth (1 level) Persistant 0 END Always On				0				
35	Damage Resistance (40 rPD, 30 rED)								
20	Superleap +10" (28" total), x8 non-combat				2				
10	Swimming +10" (12" total)				2				
5	Extra Limbs (2 arms)								
5	LS: Water Breathing								
10	+2 Levels w/H-to-H								
OCV:6 DCV:6 ECV:3 Phases: 3,6,9,12									
COSTS:	Char	Powers	Total	Disadv	Base				
	229	+	105	=	334	=	234	+	100

Background: The carnival barker twirled his moustache and shouted to the crowd like a cheap huckster: "And preeeesenting, for the first time in captivity, half beast, half lizard, and maybe a wee bit... human... The most horrifying, terrifying, stupefying monster ever to walk the Earth. The Incredible... Grond!"

The curtain fell, and in the cage the huge behemoth rose to its feet, grabbed at the cage bars and shook them wildly. He ignored the high voltage jolts in an effort to be free; always people tried to cage him. How did this happen?

Deep in the recesses of Grond's mind, he knew the answer. An answer he could never hope to articulate. It was all so ridiculous.

He was Sydney Potter, living proof, if the world needed any, of how cruel fate could be. He was a prisoner who volunteered for a research project, a few simple tests in return for a reduced sentence, or so he hoped. Then things went wrong. Did they ever go wrong! First, the technician gave him the wrong serum. Filled with anxiety and strange chemicals, Sydney attempted to escape from the research center. Like most things in his life, this too went wrong. He tripped and fell into the containment pool of the experimental nuclear reactor, the one that the EPA was screaming about. Fished out by technicians, Sydney ran, screaming, into the middle of the electrical storm. He was struck by lightning at the moment he dove into the industrially polluted river.

Still, no one really knows what caused Sydney's sudden transformation into Grond, but his incredible, hulking figure often stalks the streets searching for peace and quiet, and if he doesn't find it, he'll hammer things until he does.

The memories that could not be understood faded. The only thing that was important was getting away from the noise, the gathering that was making him dizzy with screams. Grond strained at the titanium bars, and strained, and strained...

The barker's face turned ashen. Again the monster was free.

Quote: "Grond will hammer skinny human! No man is mightier than Grond!"

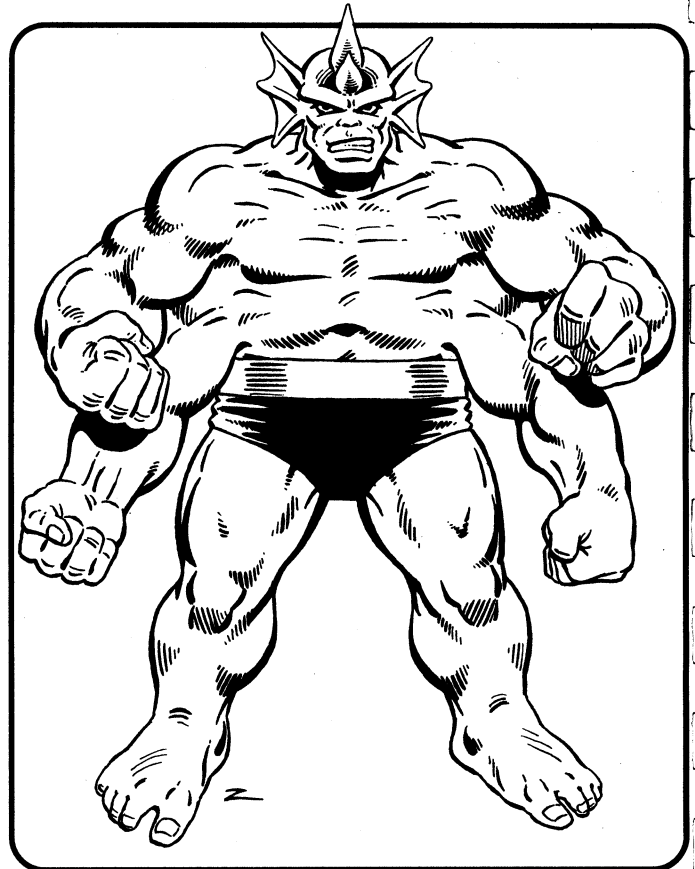
Personality: Grond acts like a child with a nasty temper. He believes that if anything annoys him, smash it to pieces. At the same time, he tends to be very gullible; if someone tempts him with something he wants, Grond will do almost anything they say. The number of villains who have used Grond as a dupe is very long.

Grond doesn't have much of a sensitive side. If you treat Grond nicely, he'll be less violent than he is normally is, but not much. Grond is aware that he is a monster, has vague recollections of Sydney Potter's memories, and these things tend to keep him in a constant state of irritation, if not anger.

Powers/Tactics: Grond's powers are the result of a permanent chemical mutation, brought about by several random factors.

Grond has no grasp of tactics. He will hammer an opponent until they go down. He will avoid flaming opponent if at all possible.

Appearance: Grond is a 9' tall monster with greenish-grey skin, and two small white horns jutting out of his forehead. His eyes are red, and his ears have a pointed, amphibian appearance. He has an extra torso, and two extra arms. He wears no costume, except for a dark blue bathing suit.



HALFJACK

Val	Char	Cost	100+	Disadvantages
40	STR	30	10	2x STUN from electrical attacks
18	DEX	24	5	1 1/2x BODY from electrical attacks
25	CON	30		Love of Robotics
20	BODY	20	20	Hates Human Half of His Body
8	INT	-2	20	Hatred of Killing
8	EGO	-4	10	Distinctive Features (major effort, causes horror)
20	PRE	10	15	Reputation (well-known villain) 11-
8	COM	-1		Hunted by UNTIL 11-
8	PD	0	10	Hunted by Blue Jay 8-
5	ED	0		Public ID
5	SPD	22	20	Villain Bonus
13	REC	0	10	
50	END	0	10	
55	STUN	2	51	

Cost	Powers	END
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50	Multipower (50 pt. reserve)	0
5u	3d6+1 RKA [15c]	0
5u	10d6 EB [15c]	
5u	2 1/2d6 Character Points STR Drain (at range) (regain 5 per minute) [15c]	0
18	Armor 12 PD, 12 ED, act. 11-	
4	Lack of Weakness (8 pts) act. 11-	
25	Superleap +20" (33" total), x4 non-combat (152" total)	2
11	Disguise 15-	
2	Fam w/firearms	
20	+2 Overall Levels	

OCV:6 DCV:6 ECV:3 Phases:3,5,8,10,12

COSTS:	Char		Powers		Total		Disadv		Base
	131	+	145	=	276	=	176	+	100

Background: Jack Smith had been lured to the life of a mercenary by a lifetime army upbringing, by a relationship that turned sour, and by a need to commit acts of violence without being thrown in jail for twenty years. Now, he was getting tired of it. He was tired of Africa, tired of the flies, tired of sickness and death. Still, a mercenary never quits.

He knew the patrol was dangerous, that the insurgents were getting bold of late. Perhaps he was looking for an excuse. Anyhow, he got it. A grenade blew up five feet away from his face.

His companions rushed him to medical assistance. The only thing that remotely resembled a hospital was the nearby home of Dr. Samuel Levy. Dr. Levy was allegedly a Red Cross observer and would certainly be able to help.

But Dr. Levy wasn't the type of doctor that heals people. He was the type who plays with their anatomy. He fed the mercenaries who had brought Smith to his cyborg panthers, and looked on Jack Smith's half-corpse with great interest. Working meticulously and quite happily, Dr. Levy took full advantage of his experiment in cybernetics. He surgically grafted robotic parts onto Jack's body, making him faster, stronger, and able to resist massive amounts of damage.

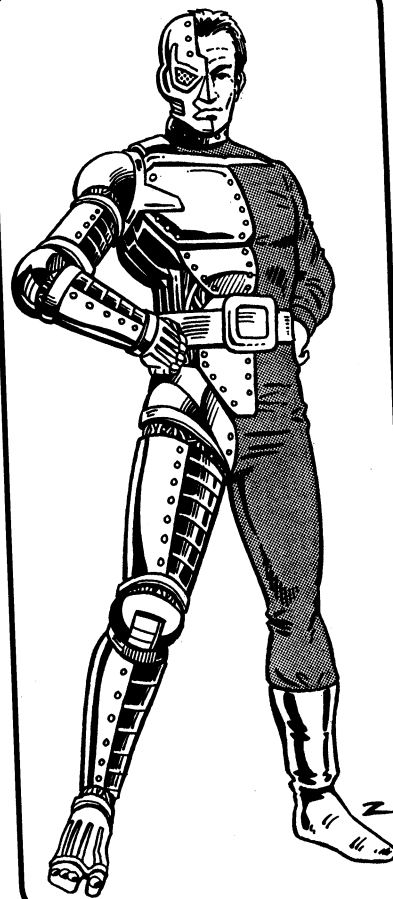
Unfortunately, the anti-rejection fluids interfered with the chemicals that he was using to place Jack under his control. The cyborg awoke, in horror at his new appearance. Horror because there was an organic part of him that marred the perfection of his cybernetic features. Levy managed to duck into an escape tunnel, while Jack trashed the house, the panthers, and all the rest of Levy's cyborg menagerie. He returned to the United States and started a life of crime as Halfjack, with one goal — to undo the fearful symmetry of man and machine, and experience a totally robotic existence.

Quote: "Half of me is more handsome, more perfect than anything you could ever imagine."

Personality: Jack still retains part of his human characteristics, though he is loathe to admit it. He is tired of killing, though he will use lethal force if necessary to carry out his plans. He has been perfectly programmed to love machinery; he might ally with Mechanon, though he has no particular interest in transforming the rest of the human race — Mechanon might easily talk him into it. Jack is constantly at war between the robotic and human sides of his personality; the robotic loves efficiency and order, and the human is wild rage and passion. It is the vestigial humanity that keeps him from callously killing organics at will.

Powers/Tactics: Halfjack has one major weakness, that his cyborg systems are vulnerable to electricity. His human parts are also as vulnerable as a talented normal (hence the activation rolls on armor, and lack of weakness, if they fail, the opponent has struck a human area). He likes to attack at range with his EB, saving his strength drain against bricks, and his killing attack against rival machines (obvious non-organics). He will use his strength if forced to fight hand-to-hand.

Appearance: Halfjack is 6'3" tall and weighs 325 lbs. On his human side, his hair is blond and he has blue eyes, and he wears a bright red costume. The robotic side is a mask of grey metal that covers his collarbone, with a large iron arm attached to his right shoulder. The color of his costume's robot side is white.



HERCULAN					
Val	Char	Cost	100+	Disadvantages	
45	STR	35	20	2x effect from mental attacks	
26	DEX	48	30	1 1/2x STUN and BODY from	
30	CON	40		metal attacks	
15	BODY	10	20	Doesn't Understand Earth	
25	INT	15		Culture	
15	EGO	10	20	Code vs. Killing	
10	PRE	0	15	Hunted by NASA 11-	
10	COM	0	15	Hunted by Superhero Group 11-	
24	PD	15	10	2d6 Unluck	
20	ED	14	15	Secret ID (Hercule Peron)	
5	SPD	14	121	Villain Bonus	
15	REC	0	356	Total Disadvantages	
60	END	0			
53	STUN	0			

Cost	Powers	END
67	Multipower (67 pt. reserve)	
7 u	3d6 Character Points STR Transfer to STR, at Range	7
4 u	3d6 Character Points DEX Drain to DEX, at Range	4
6 u	10d6 EB 1/2 END	3
6 u	Desolidification, immune to mental powers	6
15	Damage Resistance 24 rPD, 20 rED OIF space armor	
11	LS: Self-contained, cold, vacuum/high pressure OIF space armor	
22	+11" Running (17" total)	3
3	English	
2	Vehicle Familiarity: Starships	
5	+1 Level w/Multipower	

OCV:9 DCV:9 ECV:5 Phases:3,5,8,10,12					
COSTS:	Char	Powers	Total	Disadv	Base
	201	+ 148	= 349	= 249	+ 100

Background: Herculan, Citizen of House Dazeur, knocked the last enemy from his path as he leapt into the escape module.

"Get him! Kill him!" the Ziites shouted, firing weapons.

It was galling to Herculan to run from a fight, but this family war had turned appallingly bloody. Worse, they had lost. He watched the blazers bounce off the module's hull harmlessly, which was surprising, considering that House Tessell escape pods were often of dubious manufacture. He punched out, and found himself losing consciousness as the acceleration hit him; oh yes, Tessell manufactured grav dampeners were even of more dubious manufacture. It stained family honor to be reduced to buying useless garbage. Still once he was sure he had eluded his enemies, he would trek to the family stronghold, (not that "stronghold" was the right word for that collection of obsolete defense modules that the family kept intact for their "sentimental value").

Herculan fell unconscious, and lay asleep in warpshock for a long time. When he had awoken, he found that he had crashed on an unknown world, a planet somewhere in the Muthuri sector, whose inhabitants named it Earth. A quick check of his ship relieved his worry; it had taken only minor damage, and would be space-worthy again soon. He left for a local settlement, hoping to barter for parts. But Herculan didn't find any; Earth was a low tech barbarian world. Dejected, he returned to his ship — only to find several drunken locals demolishing it. Herculan attacked, and to his horror

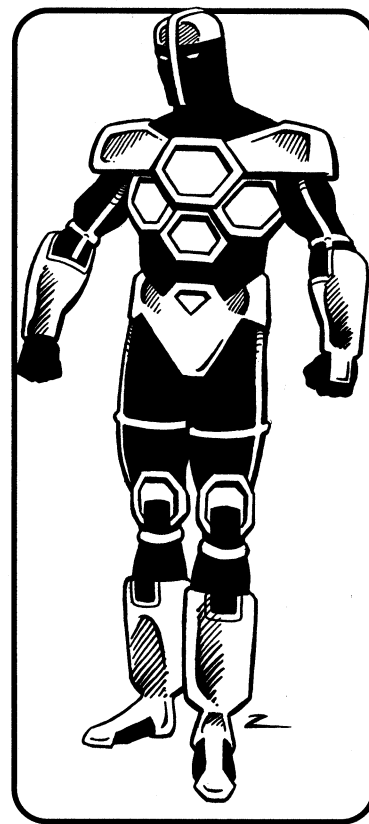
found that these humans, though similar in appearance to those of his House, were quite fragile. One barbarian died, the others fled. His horror turned to anger when he surveyed the damage; it would take much more time now, and his House needed him. Well, no more barter. From now on, Herculan would take what he needs, and anyone who gets in his way will soon be pushed aside.

Quote: "For a barbarian, you can be a most confusing lifeform."

Personality: Herculan is actually a reasonable and benevolent entity, a citizen of the Fassai House Dazeur. His opinion of human nature tends to come from his disastrous first contact and from television news, both of which affirm that humanity is a barbarian species with suicidal tendencies whose laws are not worth respecting. Herculan does not understand many basic human habits such as smoking, which he considers to be self-ingestion of an addictive poison (douse with water immediately), sunbathing (collecting skin disease), and football (combat over a piece of leather with no strategic value). He has the mindset of a chessmaster (since battles between the Houses of the Fassai tend to be fought on a strategic scale with automated machines, instead of on a tactical scale), and cannot comprehend inefficient, valueless, or uncreative practices. (Recreation in the Fassai consists of performances of creative arts or studying in new fields of knowledge, using recreation to alter emotional states is unknown). Herculan comes across as emotionally repressed and condescending toward humans. He does not like to kill, not even barbarians.

Powers/Tactics: Herculan is of the House Dazeur, which is the one of the few humanoid cultures of the Fassai, a collection of squabbling species which was once a great intergalactic empire but which now battles each other for power and prestige. The citizens of the House Dazeur have several susceptibilities, most notably against psionics, and against metal attacks. These are well-known within the Fassai. Herculan's tactics depends on his opponents. He has begun a study of earth's parahumans, so he hopes to be able to judge which attacks will most effective on the tactical level. He will use his Strength transfer against bricks, his dexterity drain against martial artists, then go hand-to-hand against them when their efficiency is judged to be minimal. Otherwise, Herculan will sit back at range and fire his EB. If he's losing, he'll use his Desolidification power and run away. He is vulnerable to radio wave attacks in his desolid form.

Appearance: Herculan is 6'4" tall and weighs 260 lbs. His species is completely hairless; he has green eyes and wears a black wig in his secret ID. He usually wears his space armor, which is silver with red trim and white hex symbols.



HIDEOUS					
Val	Char	Cost	100+	Disadvantages	
60	STR	50	10	Berserk 8-,11- when confronted with his own ugliness	
23	DEX	39		or great beauty	
28	CON	36			
12	BODY	4	15	Loner	
6	INT	-4	15	Hates Beautiful People	
8	EGO	-4		or Things	
20	PRE	10	15	Distinctive Features	
2	COM	-4		(concealable, causes horror)	
28	PD	16	20	Hunted by UNTIL 11-	
20	ED	14	10	Hunted by Lady Blue 8-	
4	SPD	7	15	Secret ID	
18	REC	0	10	2d6 Unluck	
56	END	0	5	Villain Bonus	
56	STUN	0			
Cost			Powers		END
12	Damage Resistance 14 rPD, 10 rED				2
6	+3" Running (9" total)				
3	Stealth 14-				
15	1/2 END Cost on STR (3 END)				
15	+3 Levels w/H-to-H Combat				
OCV:8 DCV:8 ECV:3 Phases:3,6,9,12					
COSTS:	Char	Powers	Total	Disadv	Base
	164	+	51	=	215
				=	115
				+	100

Background: The world is kind to the beautiful, and showers them with love, desire, gifts, and fame. For the beautiful, the world is a wonderful place. But beauty is a fragile thing; sometimes it self-destructs, and the ones who praise it the loudest are usually the first ones to shout insults at ugliness. Beauty, like any worshipped thing, brooks no rivals.

Ron Jacobs used to be beautiful. He used the right products, had perfect teeth, all-American features, even a cleft in his chin. Though he only had a job on the afternoon/early evening shift, moving crates around in a warehouse, everyone said he should get acting lessons, take a screen test, that he was a natural.

Then the accident occurred.

The chemical company that used the warehouse was storing illegal chemicals before burying them near a low rent housing project. A conscientious supervillainess, Lady Blue, invaded the warehouse in order to expose the chemicals. The chemical company gave a nearby superhero group an anonymous tip that Lady Blue was in their warehouse. To avoid suspicion, they didn't warn any of the people working in the plant.

Suddenly, Ron found himself in the middle of a superfight. Lady Blue tried to flee with a barrel of the banned chemical, only to have a hero's blast knock a hole in the middle of the barrel. The chemical cascaded out, falling onto Ron, who was hiding behind a crate.

Ron screamed. Lady Blue descended to see if he needed help, and Ron suddenly smashed her with superhuman strength, knocking her unconscious. He looked down at the body of the fallen villainess, and felt pretty good about himself. Then he noticed the heroes turn away from him, their faces locked in an unpleasant expression. Picking up the fallen Lady Blue, he ventured outside, where a crowd had gathered.

"Mommy!" a little girl screamed. "He's hideous! Make him go away!"

Ron stared into a store window. She was right! He was Hideous! But how can you make that go away?

Ron's mind snapped. He decided to leave society completely, to hide in the woods. But another superfight happened, and Ron was driven out of hiding. Now he wanders from town to town, wearing a silver mask to hide his face, hiding during the day, coming out only at night, occasionally taking a low paying, low profile job to survive, or a chance to destroy beautiful things. Yes, Ron had seen how insidious beauty was, how it seduced you into feeling things that aren't real. The world was better off without it. But the world is not kind when you are no longer beautiful.

Quote: "I want to be left alone!"

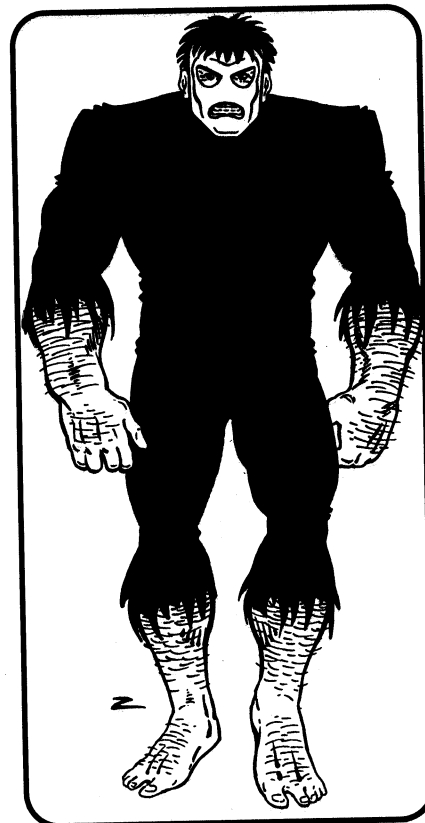
Personality: Hideous is a victim of pathos; he feels incredibly sorry for himself. He was a person who was extremely vain, who viewed good looks as the most important thing in life, and has now had them stripped away by a cruel twist of fate. He hates society, because he thinks that society hates him. He is hounded by what he thinks society will do to him, so he wants to be left alone. Of course, he wants to be free to do what he wants.

Hideous might, with a lot of effort, be turned away from his current outcast existence. If someone were to show Hideous affection and compassion, Hideous might be able to build a bond of trust. However, that person would have to look at Hideous's true face without flinching (an Ego roll at -3 is required, -1 per level of Unluck that activates).

Powers/Tactics:

Hideous is pretty much a standard brick. Angry and not very bright, he smashes at any target that annoys him. Hideous rarely uses his powers, except to defend himself or destroy things of beauty.

Appearance: Hideous is 6'4" tall and weighs 260 lbs. He is still extremely well-built, perhaps even more so after the chemical mutation. His hideous face is covered by a silver mask, and his "costume" consists of normal human clothing.



KING COBRA					
Val	Char	Cost	100+	Disadvantages	
20	STR	10	10	2x STUN from fire attacks	
29	DEX	57	10	2x STUN from cold attacks	
30	CON	40	15	Treats Humans Like	
15	BODY	10		Experimental Animals	
18	INT	8	20	Reputation	
10	EGO	0		(extreme, evil monster	
30	PRE	20		megalomaniac) 14-	
6	COM	-2	20	Hunted by UNTIL 11-	
20	PD	16	15	Hunted by Police 11-	
20	ED	14	10	Public ID	
6	SPD	21	315	Villain Bonus	
10	REC	0			
60	END	0			
40	STUN	0			
Cost			Powers		END
33	3d6 Cumulative Major Transformation only has an 11- chance of ever affecting someone (-1), must be imbibed (-1/2), IIF potion bottles 0 END				0
75	Multipower (75 pt. reserve)				
5u	6d6 NND, defense is Force Field, 1/2 END, no range				3
7u	10d6 EB 0 END				0
20	Martial Arts (comic book)				
	Maneuver	OCV	DCV	Damage	
	Kick	-2	+1	8d6	
	Punch	+0	+2	6d6	
	Throw	+0	+1	4d6 + V/5	
	Block	+2	+2	Block	
	Dodge	—	+5	Dodge	
25	Sonar (360 Degrees)				
5	IR Vision				
	Skills and Perks				
3	Acrobatics 15-				
3	Breakfall 15-				
3	Stealth 15-				
3	Scientist				
4	SC: Biochemistry 14-				
4	SC: Chemistry 14-				
3	SC: Zoology 13-				
3	SC: Genetics 13-				
59	Followers (120 agents, 120 pts each)				
46	Headquarters (230 pt base)				
20	+2 Overall Levels				
OCV:10 DCV:10 ECV:3 Phases:2,4,6,8,10,12					
COSTS: Char Powers Total Disadv Base					
194 + 321 = 515 = 415 + 100					

Background: Timothy Blank was a genetic research scientist with the Book of Man Project, which seeks to completely map the human genetic code. He was thrown out of the project for his questionable morals and his willingness to use human guinea pigs. But since when does that stop a man obsessed? He used his own money to set up a secret laboratory, and continued his experiments.

Timothy had always loved snakes, admired their toughness and ability to survive. Not to mention their ability to create fear in humans. He took some genetic material from a king cobra, truly the greatest snake of all, and spliced it with his own genetic material.

He watched with fascination as his skin changed to scales, his teeth to fangs, and his tongue to an elongated fork. The fact that the pain was excruciating was of no consequence, nor was the fact that his body had become twisted into a hideous thing. Timothy Blank thought of the entire human race as laboratory specimens, and that also included himself.

Timothy called himself Cobra, and later, in a fit of megalomania, declared himself King Cobra. He is a victim of his own brilliance, but most of all, his own lack of humanity. Worse, he wants to remake the world in his own image. He wants to see every human being transformed into a serpentine mockery of a human, with himself as Emperor of the New Man. To this end, he has been kidnapping people and inserting them with the Coil-gene, a genetic bridge between humanity and the snake world which King Cobra used on himself. He has created a number of superpowered lackeys, most notably Black Mamba. He has also founded the Coil, a group of mutated minions who serve as his agents to bring the glory of the Snake Earth to life.

Quote: "Bow before the coils of the snake!"

Personality: King Cobra is an extremely dangerous villain. He seeks world domination, and the transformation of all of humanity into monsters like himself. He has no regard for human life and sees all the world not as a stage, but as an experimental lab. He is an arrogant megalomaniac with delusions of godhood, but for all of his arrogance, he is neither stupid, nor blindly overconfident. He is a brilliant madman; there is nothing funny about King Cobra, and those who make jokes about him are grossly underestimating him. One common practise of King Cobra is to experiment on people with latent mutant abilities; this can include PCs and NPCs.

Powers/Tactics: King Cobra's powers involve a genetic transformation. This transformation will turn anyone affected into a snake-man much like King Cobra or Black Mamba. It may be reversed within seventy-two hours by bombarding the victim with low levels of radiation; after that time, the process can only be reversed if the Coil-gene can be isolated and removed from the victim's DNA, which should be an extreme challenge for scientist PC's ability (Black Mamba, a Nobel Prize winner, hasn't been able to do it yet). This transformation only has an 11- chance of working on anyone; if that activation roll fails, the victim can never be affected by the Coil-gene, while if it succeeds, it will always affect him, even if the process is reversed. King Cobra has done the transformation to a number of agents (use VIPER agents, add a 20 point Martial Arts package identical to the one King Cobra uses). Half of his agents are mutates, the other half are failed mutates, who have been conditioned to serve King Cobra, since he needs human agents for his more subtle schemes.

Appearance: King Cobra is 6'2" tall and weighs 200 lbs. His scales are green and gold.



LADY BLUE

Val	Char	Cost	100+	Disadvantages
10	STR	0	10	2x STUN from magic attacks
27	DEX	25#	10	2d6 STUN from
30	CON	20#		high intensity magnetics
10	BODY	0	20	Code vs. Killing
25	INT	15	15	Loves of new thrills and danger
14	EGO	8	15	Concern for the poor and homeless
10	PRE	0		
20	COM	5	15	Reputation (celebrity) 14-
20	PD	12*	15	Hunted by FBI 11-
20	ED	12*	10	Hunted by Police 11-
5	SPD	20*	10	Public ID (Tara Lemick)
10	REC	12	38	Villainess Bonus
20	END	0	258	Total Disadvantages
40	STUN	20		

Cost Powers END

10	Endurance Reserve (60 END, 4 REC)	
20	Martial Arts (comic book)	
	Maneuver	OCV DCV Damage
	Kick	-2 +1 6d6
	Punch	+0 +2 4d6
	Throw	+0 +1 2d6 + V/5
	Block	+2 +2 Block
	Dodge	— +5 Dodge
33*	Multipower (50 pt. reserve)	
3*u	10d6 EB Blaster	5
3*u	+40 STR 1/2 END	2
7*	Damage Resistance 10 rPD, 10 rED	
12*	Flight 9"	2
	Skills	
3	Acrobatics 14-	
3	Breakfall 14-	
3	Oratory 11-	
3	SC: Physics 14- (based on INT)	
3	SC: Engineering 14- (based on INT)	
1	Fam: Public Relations 8-	
5	+1 Level w/H-to-H Combat	

*OIF battlesuit

#OIF battlesuit, and -1/2, doesn't affect figured characteristics

OCV:9 DCV:9 ECV:5 Phases:3,5,8,10,12

COSTS:	Char	Powers	Total	Disadv	Base
	149	+	109	=	258
				=	158
				+	100

Background: Of all the supervillains in America, Lady Blue is probably the most popular. How did it all begin?

Tara Lemick grew up poor. She was never hungry and always had clothes and a roof over her head, but she lacked one thing that most Americans had: opportunity. She couldn't afford the time for a formal education after grade 12; she had to work to keep her parents and the rest of her family above the poverty line.

Instead of feeling sorry for herself, Tara was determined to find a solution to her problems. She spent most of her spare time in self-training, Tara learned to master gymnastics, martial arts, and several sciences. With her knowledge of force field physics, Tara

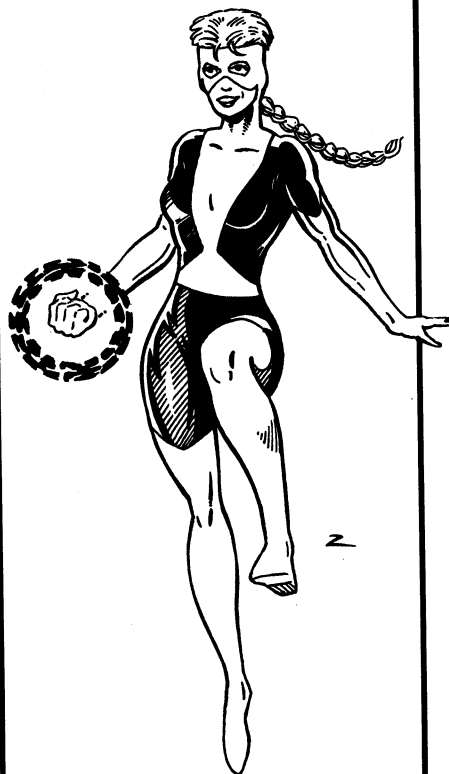
constructed a skin-tight power suit. On her first job, she got away with over seven million dollars. Ever since then, she's gone after bigger and bigger thrills. Remembering her own poverty, she donates (anonymously) most of her ill-gotten gains to charity. She has become something of a superpowered Robin Hood, robbing the rich to help the poor, battling injustices that no law-abiding superhero can tackle. Tara is not evil, but a shade of grey that some superheroes find uncomfortable to fight. Though she has been jailed several times, some of the most expensive lawyers in the country have gotten her free, and she has never been convicted. Tara's looks, her bubbly personality, and her boast of having never hurt an innocent in a job have made her extremely popular.

Quote: "If more supervillains were like me, this country would be a lot nicer place!"

Personality: Tara is a real spitfire, someone who has a lot of energy and is always using it. She considers committing crimes to be a lot of fun, but she really enjoys getting away with her crimes more. She loves to play with the media, be it in her interview on Playboy, or the news conferences given by satellite transmission on the morning chat shows. She is always friendly and cheerful, except to individuals that prey on the poor, such as drug dealers, or to those who kill innocent people.

Powers/Tactics: Tara's battlesuit relies on a force field created by the earth's magnetic fields to propel her; as a result, she has a susceptibility to magnetic attacks, which disrupt her own fields. In combat, she likes to perform flying acrobatics, blast at a distance, or close to hand-to-hand against targets who are within a half move.

Appearance: Tara is 5'8" tall and weighs 140 lbs. She has (dyed) blonde hair tied in braids and blue eyes. Her costume is deep blue with white belt, boots, and gloves.



LADYBUG					
Val	Char	Cost	100+	Disadvantages	
70	STR	30#	20	2x effect from mental attacks	
26	DEX	24#	10	2d6 STUN from high intensity	
40	CON	30#		magnetics	
20	BODY	10#	15	Does this for the fun of it	
23	INT	13	15	Hunts Canadian Hero	
10	EGO	0	15	Likes one-on-one fights	
25	PRE	15	10	Reputation	
14	COM	2		(known villainess) 11-	
28	PD	17*	20	Hunted by Canadian	
25	ED	15*		Superhero Group 11-	
6	SPD	27*	15	Hunted by Canadian	
22	REC	24*		Superhero 11-	
80	END	20*	15	Hunted by RCMP 11-	
75	STUN	37*	15	Secret ID (Sandra Anderson)	
			158	Villainess Bonus	
Cost			Powers		END
18*	Damage Resistance (28 rPD, 25 rED)				3
20*	Full Life Support				
5*	Flash Defense vs. sight (8 pts)				
5*	Flash Defense vs. hearing (8 pts)				
50*	Flight 30" 1/2 END				
3*	UV Vision				
5*	Ego Defense (9 pts)				
2*	Ultrasonic Hearing				
3*	Radio Listen/Transmit				
11*	1/2 END Cost on STR (3 END)				
4	French (fluent)				
3	Scientist				
3	Electrical Engineering 13-				
3	Magnetics 13-				
3	Metallurgy 13-				
3	Physics 13-				
3	+1 Level w/punch, haymaker, and grab				
*OIF battlesuit					
#OIF battlesuit, and -1/2, doesn't affect figured characteristics					
OCV:9 DCV:9 ECV:3 Phases:2,4,6,8,10,12					
COSTS: Char Powers Total Disadv Base					
264 + 144 = 408 = 308 + 100					

Background: Sandra Anderson was a graduate student at the University of Toronto. Her thesis was a suit of powered armor which she had hoped would become the mainstay of the Canadian Armed Forces. Sandra discovered a way to polarize metal fibers embedded in plastic to produce an extremely light, tough armor. She demonstrated the suit for her oral exams, but the test went very badly, and she was told to work on something more feasible, like cold fusion. Sandra felt that the armor would greatly heighten Canada's stature in the world of technological developments; she was devastated. She couldn't abandon the project, but she needed money. That's when she started dressing herself up in the armor and began to rob banks.

The authorities, as she expected, were not as patriotic or as visionary as herself, and the hunt was on. Ladybug has so far managed to elude the law, and has discovered that she enjoys robbing banks. It's an intellectual challenge, and more excitement than she's ever had. The development of her armor is still important, but it's not whether you win or lose, it's how you play the game.

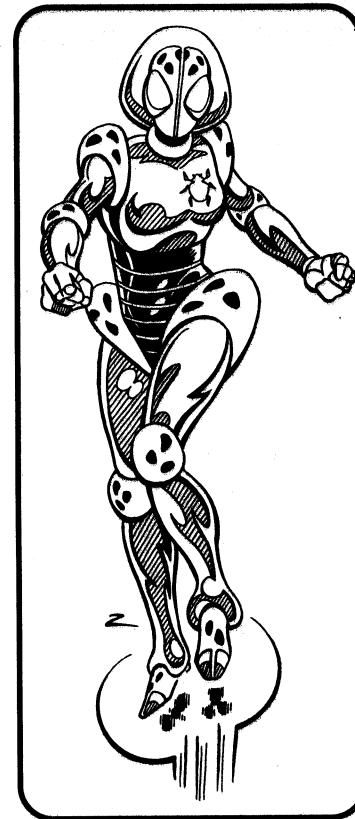
Quote: "Don't you know it's bad luck to try to crush a Ladybug? Guess you don't."

Personality: Ladybug is an exuberent, if somewhat selfish and immature young woman. Outside of the suit, she's a normal woman in her early 20s with an active social life; she likes to go to movies, go dancing, boating on Lake Ontario, skiing in Quebec, and take in the biggest rock concerts. In her armor, she sees superheroing as a kick, a big game, another social activity with unusual companions. She is fiercely proud of

Canada, but has a low opinion of its government and law enforcement agencies. Canada sometimes sees itself as a second-rate nation, and Ladybug wants to change that. She often travels to the States to commit crimes, and gets a lot of press; as a prominent Canadian supervillainess who regularly thwarts the finest American heroes, even some of her countrymen are proud of her.

Powers/Tactics: Ladybug's battlesuit is based on polarized magnetism; magnetic fields can cause the suit to short and inflict damage on her. The cybernetic controls needed to operate the suit tend to amplify the effect of psionics on her. Ladybug's armor stabilizes the effect of damage in her brain centers, giving her an incredibly high REC, END, and STUN. In combat against a group of heroes, she likes to issue a challenge to the group to send their toughest member into a one-on-one fight against her. Against slower opponents, she will perform a brace with her strength, a block maneuver, and then wind up for a haymaker on a combat phase in which her opponent cannot return fire.

Appearance: Sandra is 5'7" tall, and weighs 130 lbs. She has brown hair and green eyes, and a slender build. The Ladybug armor is deep gold color.



LAZER					
Val	Char	Cost	100+	Disadvantages	
10	STR	0	20	2x STUN from mental attacks	
26	DEX	48	10	2d6 STUN from surprise attacks	
23	CON	26	20	Greedy	
12	BODY	4	15	Hatred of the Mob,	
10	INT	0		and Mob-related activities	
8	EGO	-4	15	Hunted by FBI 11-	
13	PRE	3	15	Hunted by Mob 11-	
12	COM	1	15	Secret ID (Emil Nelson)	
7	PD	5	28	Villain Bonus	
7	ED	2			
6	SPD	24			
9	REC	4			
46	END	0			
30	STUN	1			

Cost	Powers	END
45*	Multipower (90 pt. reserve)	
4*u	12d6 EB No Range Penalty [16c]	0
4*u	3d6 AP RKA No Range Penalty [16c]	0
22	Armor (+15 PD, +15 ED) act. 14-, OIF armor	
2	Lack of Weakness (5 pts) act. 14- OIF armor	
2	Flash Defense vs sight (5 pts) OAF goggles	
25	Flight 15" 1/2 END OIF jetpack	1
2	UV Vision OAF goggles	
3	Streetwise 12-	
9	+3 Levels w/gun	
6	+2 Levels w/jetpack	

*OAF Laser Rifle		
OCV:9 DCV:9 ECV:3 Phases:2,4,6,8,10,12		

COSTS:	Char	Powers	Total	Disadv	Base
	114	+	124	=	238
				=	138
				+	100

Background: "Emil Nelson, get out of that tree before someone tans your hide!"

Emil Nelson began his life running from place to place, usually to steal something. His family was poor, but Emil never was; he graduated from stealing his neighbors' favorite toys to loose change. By the time he was twelve, he had graduated to stealing large sums of cash by burglarizing apartments. Emil never kept the cash long; he liked high living and he liked to steal; some people like fast women, Emil liked breaking and entering. Of course, Emil wasn't known for his generosity; his parents remained poor.

When the army drafted Emil and sent him overseas, he saw an opportunity to make a real profit. In certain places in the army, everything could be sold, corruption was the rule, not the exception. Emil thrived on corruption, and made a lot of useful contacts in various locations around the globe. When he returned to America, he used his contacts and his GI benefits to enter the contraband weapons market. But Emil discovered that he was not alone. The Mob demanded either a piece of the action, or a piece of Emil. Emil stupidly refused, and tried to fight back. His contacts were severed one by one or turned against him, and everything he had fought so hard and so long to establish quickly crumbled. All he was left with was the prototype of a new laser weapons system, and some anti-

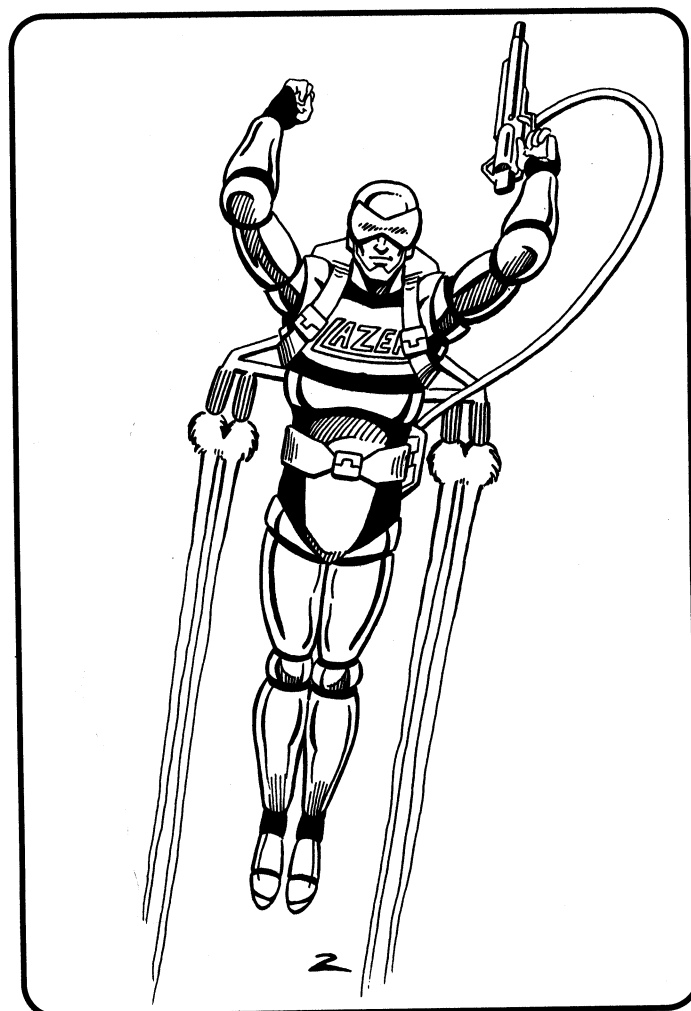
paranormal team armor, jetpack, and goggles, spoils from one of his few successful raids. Now, armed only with these weapons and his natural skill, Emil runs from place to place again, this time as the super-powered Lazer. If the price is right.

Quote: "Aw, you got hurt by my little gun? Don't take it so bad, stuperguy, if you don't end up dead it'll build character."

Personality: Lazer is a true mercenary. He doesn't give a damn about any cause, except increasing the size of his own bank account and the number of people who owe him favors. He is extremely confident and smug about his own abilities, he's thinks he's so smart that no one will ever be able to catch him. Lazer sometimes seems stupid, but he is very calculating and devious, and not to be trusted. Lazer is usually laid-back, but gets very excited in combat conditions.

Powers/Tactics: Lazer uses stolen equipment in combat. He is rather high-strung when he's involved in battle, which leaves him vulnerable to mental and surprise attacks. Lazer is a classic sniper. He likes to lure superheroes into a trap, then practise blowing holes in them with his gun.

Appearance: Emil is 5'9" tall and weighs 155 lbs. He is in his late 20s, and has brown hair and green eyes. He wears a suit of gleaming bronze armor over light gold cloth.



MECHASSASSIN

Val	Char	Cost	100+	Disadvantages
20/35	STR	7#	10	2x effect from power drains
20/27	DEX	40#	10	1 1/2x STUN and BODY from fire attacks
20/40	CON	40#		
15	BODY	10	20	2d6 from electricity/phase
18	INT	8	10	Suit requires replacement parts every 48 hours or requires activation rolls
15	EGO	10		
30	PRE	20		
14	COM	2	15	Feels he's the best on earth
8	PD	4	10	No compunction about killing
8	ED	4	10	Greedy, Works only for pay
3/6	SPD	20*	15	Extreme Reputation (superpowered merc) 11-
10	REC	2		
40	END	0	15	Hunted by GRU (Soviet Security Agency) 8-
50	STUN	15		
			15	Hunted by UNTIL 8-
			10	Hunted by rival mercenary 8-
			15	Secret ID (Craig Vandersnoot)

Cost Powers END

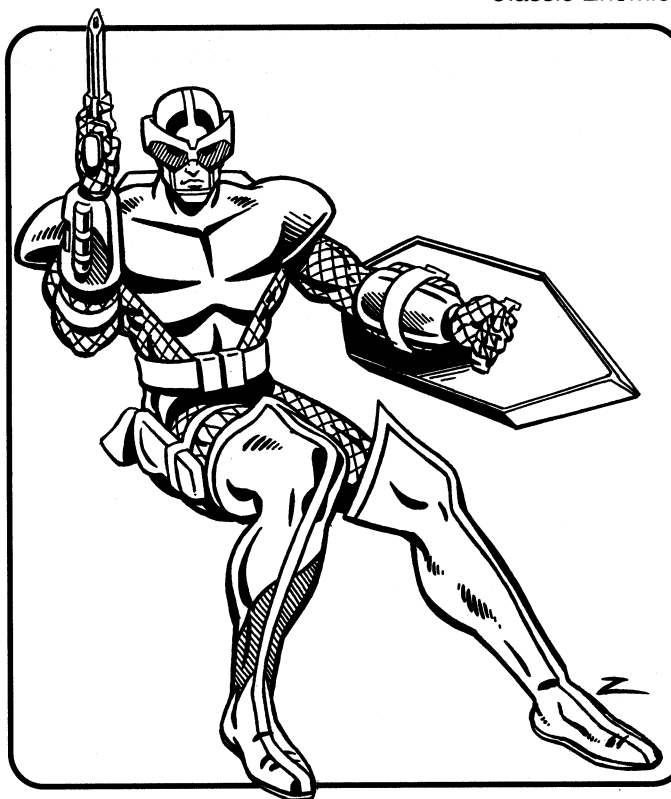
25	Commando Training Package	
	Maneuver	OCV DCV Damage
	Boxing Cross	+0 +2 12d6
	Aikido Throw	+0 +1 10d6 + V/5
	Karate Chop	-2 -2 1d6+1 HKA
	Choke Hold	-2 +0 3 1/2d6 NND
	Disarm	-1 +0 +30 STR w/disarm
	Block	+2 +2 Block
12	+3 DC w/all attacks	
15	Endurance Reserve (100 END, 5 REC)	
45	3d6 HKA, +1 STUN Multiple, OIF wrist slashers	7
27	10d6 AP EB -1/4, not AP vs. reseistant defense [8c] OAF electric pistol	0
45	6d6 Entangle DEF 6, Transparent to Attack [8c] OIF steel cable	0
45*	Multipower (90 pt. reserve) [8c]	0
3*u	12d6 Explosion [3c]	0
3*u	4 1/2d6 NND 4" AE Radius, doesn't affect non-air breathers [2c]	0
3*u	Darkness 6" radius vs sight, sound and mental senses [3c]	0
24*	Armor +12 PD, +12 ED	
14	Armor +12 PD, +12 ED, act. 14-, OAF shield	
7*	LS: self-contained	
7*	Hi-Range Radio Hearing	
20*	Multipower (30 pt. reserve)	
2*u	Change Environment: Illuminate 32" AE radius	
2*u	Change Environment: Amplify Voice, Radio, 32" AE radius	
	Skills	
4	Language: German (fluent)	
3	SC: Mechanical Engineering 12-	
3	Security Systems 13-	

*OIF battlesuit

#OIF battlesuit, and -1/2, doesn't affect figured Characteristics

OCV:7/9 DCV:7/9 ECV:5 Phases: 4,8,12/2,4,6,8,10,12

COSTS:	Char	Powers	Total	Disadv	Base
	192	+	346	=	538
				=	438
				+	100



Background: At the age of 28, Craig Vandersnoot seemed to have it all: a master's degree, an Army major's rank, and a coveted NATO intelligence position. But one day, his "extra-curricular" activities came to light. Major Vandersnoot had been renting his expertise to German criminal organizations, training bodyguards, serving as a security consultant, even offering tactical advice on crimes. The court martial was quick and decisive.

Craig drifted about Europe until he was recruited by KRONOS, the now-defunct German research group that built hardware for various criminal organizations. Its most ambitious project was the Power-Assisted Personal Suit (PAPS) and Craig was selected to test it. Craig had been quite anxious that he be the one to test the suit, and the test not be delayed. As Craig had planned, UNTIL staged a raid on KRONOS at the precise time he donned the suit. In the confusion, Craig snuffed the technicians, took the technical plans, and walked away, ignoring all attempts to stop him.

Craig took the name Mechassassin. He worked for awhile in Europe and the Middle East, but knew that the real money was Stateside, so one day he jumped ship near the California coast. Since then, Mechassassin has worked in the country in which he was born, doing the work he loves, pillaging riches and living in style. He has also worked as security chief for a number of master villains, and has run up against several villains who are also in that line of work. All but one of these villains are dead; the one survivor hunts Mechassassin (GM option as to appropriate Hunted).

Quote: "When you're the best, you can get away with murder."

Personality: Mechassassin is a cocky, arrogant merc. He prides himself on being the perfect professional, but enjoys his work so much it's hard for him not to gloat. He has absolute contempt for most superheroes and supervillains, viewing them as "weirdos who don't know how to put on their underwear". Mechassassin is ruthless without being sadistic, proud without being stupid. He is cool and in control, and never underestimates his opponents.

Powers/Tactics: Mechassassin is easily recognizable in his PAPS with pistol, shield, and gauntlet (in which his entangle cables are loaded). The suit is directed mentally by special receptors built into the helm. Unfortunately, these same receptors conduct electricity and power attacks through the armor into Craig. A second problem is that heat penetrates the armor too well.

As a mercenary, Mechassassin often doesn't work alone. He usually likes to hold back and direct a fight at the beginning, using his NND attack against groups of enemies (if his allies are non-airbreathers, he'll center it on them) or his darkness attack (if his allies have danger sense, radar, or sonar which will allow them to fight in the darkness). Mechassassin's darkness field paralyzes parts of the brain that are the sensory centers for psychic senses. If his allies are losing, he'll close in and start using his martial arts attacks. Mechassassin prefers a frontal assault to an ambush.

Appearance: The PAPS armor worn by Mechassassin is orange with red arms and thighs. The helmet is blue, and the gauntlets, hipboots, belt, and backpack are orange. He wears red goggles over a blue-grey faceplate. (Note: in more realistic campaigns, Mechassassin's suit would probably be painted different colors with each mission, depending on what is the right camouflage). He is 6'3" tall and weighs 220 lbs. Craig has reddish blond hair, green eyes, and is fair skinned.

LEECH					
Val	Char	Cost	100+	Disadvantages	
40	STR	30	10	2x STUN from light or laser attacks	
20	DEX	30			
28	CON	36	15	1d6 per minute from direct sunlight	
15	BODY	10			
8	INT	-2	20	Hates Handsome People, Will Always Attack	
8	EGO	-4			
30	PRE	20	15	Obeys Sorcerers Without Question	
2	COM	-4			
30	PD	22	25	No Manipulatory Organs	
20	ED	14	25	Distinctive Features (unconcealable, causes horror)	
4	SPD	10			
14	REC	0	15	Hunted by UNTIL 8-	
56	END	0	15	Hunted by SAT 8-	
49	STUN	0	10	Public ID	
			10	Villain Bonus	
Cost				Powers	
				END	
13	Multipower (20 pt. reserve), must grab (-1/2)				
1u	2d6 Character Points Drain vs. STR			2	
1u	2d6 Character Points Drain vs. BODY			2	
15	Damage Resistance 15rPD, 15rED				
10	Power Defense (10 pts)				
16	+8" Swimming (10" total)			2	
3	Stealth 13-				
5	IR Vision				
10	Clinging				
10	LS: Self-contained				
10	Invisibility to normal sight, only when stationary (-1)			2	
4	+2 Levels w/grab				
OCV:7 DCV:7 ECV:3 Phases:3,6,9,12					
COSTS: Char Powers Total Disadv Base					
162 + 98 = 260 = 160 + 100					

Background: Leech was originally a cab driver named Frank Winston. Now Frank drove cabs in New York. He thought he had seen it all, from being stabbed by a teenager on drugs, through driving between a superfight between the Champions and some idiots in green outfits, yeah, SNAKE, or something like that. But Frank was wrong. Very wrong.

He picked up as his fare some guy in a black cloak. This guy was weird, but Frank had seen them all. When he made a remark about the weather, the cloaked guy suddenly gave a real chilling laugh,

but that was okay, Frank could handle it. He drove him to this house in Jersey that looked like something from a horror movie; maybe the fare was going to a Halloween ball, in July. The heat makes people do weird stuff like that.

"No," the man said. "I am not going to a Halloween ball." Suddenly Frank froze. "Here is your fare."

Suddenly filled with the one emotion normally unknown to a New York cabbie — fear — Frank tried to refuse. The man laughed and forced the coin in front of his face. It was gold, and had weird writing on it. It was irresistible. Frank left his cab and followed the cloaked figure into the house.

"I need a servant," the sorcerer explained. "And one as mindless as yourself is of no consequence to society. You shall not be missed. Nor do you deserve to be." A horrific incantation followed. Frank screamed and found himself transformed, no, there was no Frank left. Just a hideous monster. Just Leech.

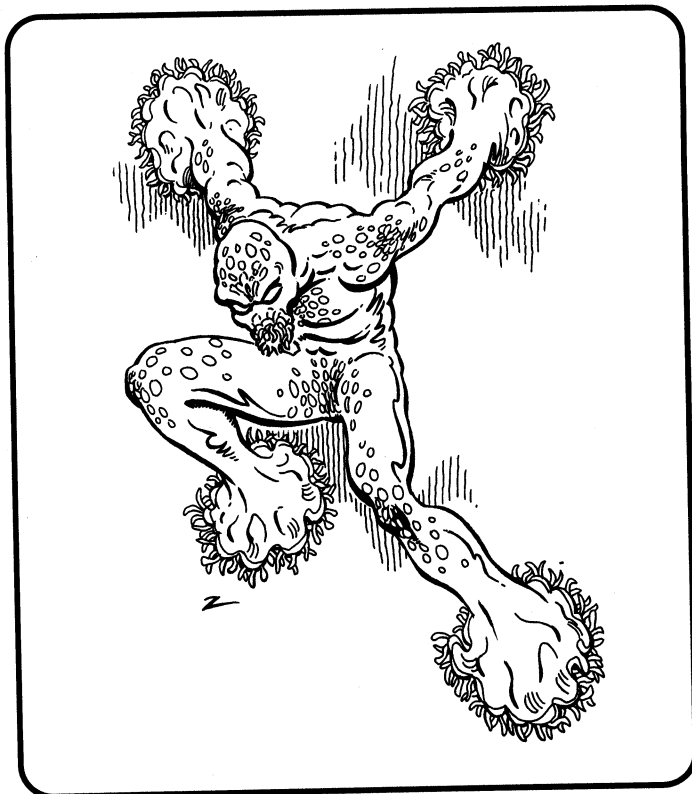
Leech occasionally runs errands for the sorcerer, errands of theft and murder. When not engaged on those errands, he roams lakes, rivers, and oceans. He thinks of feeding, and of violence against handsome people, who remind him of his horrifying features.

Quote: "The horror... the horror!"

Personality: Leech has been stripped of his humanity. He has very little human intelligence left, but good instincts. He wanders the Eastern seaboard of the United States, eating and killing. He may be used as a springboard for plots of a mystic nature (who is the sorcerer who transformed him and what is his ultimate plan?), or used as a random mindless monster. Leech is capable of human speech, but will, if someone attempts to communicate with him, usually babble incoherently.

Powers/Tactics: Leech's power is magical in nature. He is able to drain strength and life force from his target. His invisibility powers is a chameleon effect; when he stands still, he blends into the natural surroundings. Leech is intelligent in combat; he likes to use his invisibility to remain concealed (often near the edge of water), then grab a victim as he passes by and drown him.

Appearance: Leech is 5'8" tall and 160 lbs. He has mottled purple skin with dark patches.



MENTON					
Val	Char	Cost	100+	Disadvantages	
40	STR	30	15	1 1/2x STUN from technological attacks	
24	DEX	42	15	1 1/2x BODY from technological attacks	
40	CON	60	20	Berserk if he takes BODY from an attack 11-,8-	
20	BODY	20	15	3d6 if he considers disobeying Dr. Destroyer	
35	INT	25	20	Hatred of Technology	
30	EGO	40	20	Blind Obedience to Dr. Destroyer	
50	PRE	40	10	Hunted by Interpol 8-	
30	COM	10	20	Hunted by Eurostar 11-	
15	PD	7	15	Secret ID (Alexandro Medina)	
20	ED	12	904	Villain Bonus	
7	SPD	36			
16	REC	0			
80	END	0			
75	STUN	15			
Cost				Powers	END
150	Multipower (150 pt. reserve)				0
15u	10d6 Ego Attack 0 END				0
15u	5d6 AP RKA 0 END				6
14u	8d6 Entangle DEF 8 Transparent to Attack 1/2 END				7
15u	80 STR TK 1/2 END				0
15u	15d6 Mental Illusions Invisible to Mental Senses 0 END				0
15u	16d6 Mind Control Invisible to Mental Senses 0 END				0
15u	15d6 Telepathy Invisible to Mental Senses 0 END				0
15u	6d6 Flash vs. mental senses, (6" radius)				0
30	EC — Spirit Powers				0
a-30	Desolidification 0 END				0
b-30	Force Field +20 PD, +20 ED 0 END				6
c-60	12d6 Mind Scanning Invisible to mental senses				4
d-45	Force Wall 12 PD, 12 ED 1/2 END				6
e-30	Invisibility vs. sight, hearing, mental sense, no fringe				0
f-55	20" Teleport x4 Mass, x8 Dist, 1 floating loc 0 END				0
g-30	20" Flight 0 END				0
h-55	Danger Sense (vs. all threats, general area, 26-)				0
5,5	Instant Change, UV Vision				
10	Mental Defense (16 pts)				
5	Flash Defense vs. Mental (5 pts)				
5	Power Defense (5 pts)				
10,10	-5" KB Resistance, Hi-Range Radio Hearing				
9	+6 Telescopic Vision				
Skills and Perks					
20	Headquarters (100 pts)				
5	Financially secure				
10	Eidetic Memory				
15	3d6 Luck				
3	Perfect Pitch				
3,3	Acting 19-, Climbing 14-				
3,3	Computer Programming 16-, Conversation 19-				
3,3	Deduction 16-, Disguise 16-				
3	English (Spanish is native)				
4	KS: Singing				
3,3	Security Systems 16-, Stealth 14-				
40	+8 Levels w/multipower				
OCV:8 DCV:8 ECV:10 Phases: 2,4,6,7,9,11,12					
COSTS:					
Char	Powers	Total	Disadv	Base	
337	+	817	=	1154	= 1054 + 100

Background: The Medina were wealthy cattlemen in Spain who were also servants of one of the most evil men who ever lived — Dr. Destroyer. The Medinas submitted their twin children, Alexandro and Isabella, to Destroyer's experimental psionics program. As a result of this program, the twins received vast psionic powers. Destroyer gave Isabella the code name "Mentalla", and Alexandro received the code name "Menton".

The twins were indoctrinated to serve Destroyer from birth. He was their father, and their god. Menton served him without question, and saw him as the most powerful man in creation, a man destined to rule the world. Destroyer admired Menton's loyalty, and gave him a terrible gift as a reward.

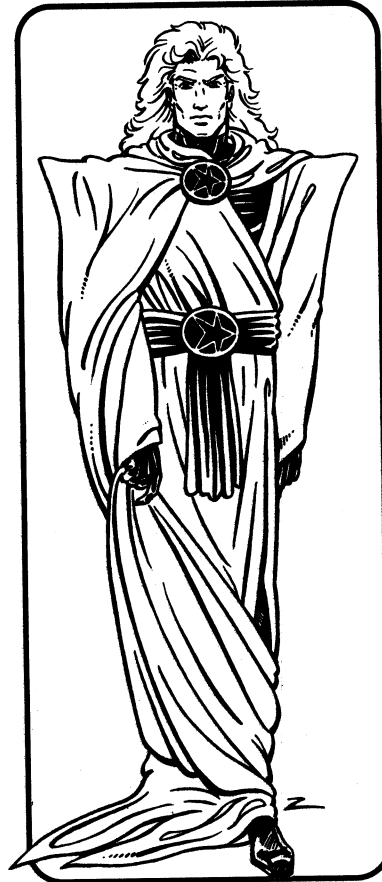
Destroyer had boosted both Mentalla and Menton's psychic powers by bonding them to captured aliens, a psionic "spirit" who gave its host tremendous psionic abilities. Destroyer had put restraints on each alien, to prevent its personality from overwhelming the twins; now he unlocked the restraints on Menton. Menton immediately became one of the most powerful psionics in the history of mankind. It also transformed his mind and his body.

The alien psionic had a great fear of technology, so much so that any technological attack would do great damage to it. Menton now acquired its vulnerability. Whereas Menton had once loved computers, now he despised them. Though he had been brainwashed by Destroyer never to rebel, he found the evil genius's technology filled headquarters to be an abomination. He couldn't even stand the sight of his "father", though he tried hard not to show it. If anything, he tried harder to please Destroyer in any way possible, including an attempt to kill his sister after she betrayed Destroyer.

Finally, Destroyer recognized Menton's problem. Realizing that Menton could still be useful, he sent him out into the world as a free agent. Menton would destroy his enemies, recruit allies, indoctrinate young mutants, without risk to Destroyer. He also hoped that Menton would eventually overcome the psychological difficulties caused by the alien psi-spirit, and be able to rejoin him as his faithful right hand. Only the most powerful teams have hope of standing against the combined might of Doctor Destroyer and Menton.

Quote: "Your mind will be a terrible thing to lay waste."

Personality: Alexandro sees himself as superior to everyone except Dr. Destroyer. He acts very condescending toward people, with a dry wit that borders on showing off; he always has to be clever at other people's expense. Menton portrays himself as the most perfect being in existence (I am much better than smarter than you); if someone humiliates him, his vengeance is quite horrible.



Classic Enemies

Powers/Tactics: Menton is one of the most powerful psionics in existence. Menton is able to separate part of his psyche into a spirit form, which protects him from harm. He is able to use his "spirit" to create a protective field, fly or become intangible. In combat, Menton will usually teleport to a safe place then use his mind scanning and mental powers to take control of people and force a fight. If forced to stand and fight, he'll use his entangle attack against people with technological powers, his killing attack against focii, and his mental powers on the rest. Menton has no particular love of combat, thus he will only fight if Destroyer asks him to, or if there is no alternative.

Menton has been brainwashed since birth to serve Dr. Destroyer. The brainwashing is so well honed that Menton will undergo psychic trauma and die if considers betraying him. (His susceptibility is psychological, not a nefarious device installed by Destroyer).

Appearance: Alexandro has been transformed by the alien psi-spirit into an extremely well-built handsome man, 6'6" and 280 lbs., with long blond hair and blue eyes. His robe is white with red trim, belt, and gloves. His costume is adorned with a white sapphire five-pointed star on his belt and his cape latch; it is not a focus and contains no powers whatsoever.

Background: Alex Taylor studied martial arts in San Francisco. At a tournament, he ran into a group of loudmouths called the COBRA Club. He didn't realize that these were (non-mutated) Coil agents in training. Alex called them out and humiliated them. The Coil did not like this, so they taught Alex a lesson; all the martial arts in the world are no defense against a .45. They left him for dead. Alex survived and spent several weeks recovering, while his medical bills grew. As he struggled to pay his bills a thought struck him — with all the costumes loonies out there, who'd notice another one? Calling himself Mongoose, he disrupted a Coil robbery, taking some of the cash for himself. It was the beginning of a long series of battles against the Coil, a battle that saw Mongoose use tactics that weren't exactly approved by the law, especially robbing banks to raise the money to finance his own Char in of martial arts studios. Mongoose is the master of Jonny Li's Temple of Kung-fu ("Learn Deadly Martial Arts in Seven Days the Jonny Li Way"). Here he hopes to train martial artists to beat the Coil; Mongoose will then go after its leader, King Cobra.

Quote: "You are the facing the greatest master of martial arts the world has seen since 'Enter The Dragon'. Just thought you'd want to know."

Personality: Alex is a real fun guy. He is energetic, and likes to have a good time. His idea of being a supervillain is swashbuckling while dodging bullets from fat, out-of-shape cops, and beating up the Coil. Unfortunately, the reality isn't quite like the movies. Mongoose likes to live on the edge; life is an adventure with lots of cliff-hangers, and Mongoose enjoys thinking or fighting his way out of impossible situations. He doesn't take being a criminal very seriously at all, except against agents of the Coil.

Powers/Tactics: Mongoose is able to focus his 'ki', his life force into a single devastating attack that can pierce through defenses with great ease. He must push with this attack (spend 10 END and get two extra dice of damage), and spend an extra phase concentrating. The blow must be perfectly timed (hence the activation roll). Because of the high END requirement, Mongoose will only use this attack once in a fight, and only as a last resort. Mongoose is an aggressive combatant, who likes a good offense.

Appearance: Alex is 5'9" tall and weighs 150 lbs. His hair and his eyes are brown, and he has a slim build. He wears a red vest with gold tights. His face mask and his boots are also red.

MONGOOSE						
Val	Char	Cost	100+	Disadvantages		
20	STR	10	10	2x STUN from laser attacks		
33	DEX	69	15	Showoff		
28	CON	36	15	Likes to Taunt and		
10	BODY	0		Hinder the Coil		
13	INT	3	15	Hunted by Black Mamba 8-		
10	EGO	0	10	Hunted by Police 11-		
15	PRE	5	15	Hunted by the Coil 8-		
10	COM	0	15	Secret ID (Alex Taylor)		
15	PD	11	45	Villain Bonus		
10	ED	4	240	Total Disadvantages		
7	SPD	27				
10	REC	0				
56	END	0				
34	STUN	0				
Cost					Powers	END
20	Martial Arts (comic book)					
	Maneuver		OCV	DCV	Damage	
	Kick		-2	+1	8d6	
	Punch		+0	+2	6d6	
	Throw		+0	+1	4d6 + V/5	
	Block		+2	+2	Block	
	Dodge		—	+5	Dodge	
6	AP on 10d6 Kick -1/2, must push, Takes full Phase, act. 14-, x4 END					8
25	Radar (360 Degrees)					
10	Installations: 50 pt. base					
3	Acrobatics 16-					
3	Breakfall 16-					
3	Stealth 16-					
5	+1 Level w/Martial Arts					
OCV:11 DCV:11 ECV:3 Phases:2,4,6,7,9,11,12						
COSTS:		Char	Powers	Total	Disadv	Base
		165	+	75	=	240
					=	140
					+	100



THE MONSTER					
Val	Char	Cost	100+	Disadvantages	
65	STR	55	10	2x STUN from sonic attacks	
30	DEX	60	30	Berserk when struck 14-,8-	
30	CON	40	20	Hates Everyone	
30	BODY	40	15	Loves to Wreak Havoc	
10	INT	0	25	Distinctive Features	
20	EGO	20		(unconcealable, causes horror)	
30	PRE	20	15	Hunted by Char mpions 8-	
2	COM	-4	15	Hunted by EUROSTAR 8-	
23	PD	10	10	Public ID	
21	ED	15	122	Villain Bonus	
6	SPD	20			
19	REC	0			
60	END	0			
78	STUN	0			
Cost			Powers		END
40	2 1/2 HKA (5d6+1 w/STR)				4
22	Damage Resistance 23 rPD, 21 rED				
3	Climbing 15-				
9	Concealment 14-				
7	Shadowing 13-				
3	Stealth 15-				
2	+1 Level w/HKA				
OCV:10 DCV:10 ECV:3 Phases:2,4,6,8,10,12					
COSTS:	Char	Powers	Total	Disadv	Base
	276	+	86	=	362
				=	260
				+	100

Powers/Tactics: In combat, the Monster will begin with a Presence attack, typically standing on a moonlit hill with a boulder high above its head and an evil look in its glowing red eyes (that's worth at least three extra dice!) It prefers to beat men unconscious; if one blow will not work, then it will employ its killing attack. For truly Gothic effect, it will sometimes carry women (typically normals with low PRE) in its arms, scampering to the rooftops and cliffs to force the heroes to come to him and take her away by force.

Appearance: The Monster is 6'6" tall and weighs over 300 lbs. It is huge, and looks even more menacing with the huge bat-like cloak that encircles it.



Background: It was a dark and stormy night when the Monster first appeared. No one knows where he came from, or what he wants. He appears clad all in black; his bodysuit, cape, and floppy brimmed hat are made of a material that resembles leather but which cannot be torn or burnt. The Monster appears only to kill. Bombs, bullets, fire — nothing seems to be able to stop his killing spree once it starts! His green skull-like face and his glowing red eyes strike terror into all who see him. No one knows when he will appear again. And when he does, who will stop him?

Notes: The Monster is a mystery villain, which the GM may fit into his plotlines in several possible ways. Perhaps he might be the demonic creature summoned by an evil sorcerer to wreak havoc and destruction on a world that doesn't appreciate the forces of magic. Perhaps he might be the ghost of an old enemy, come forth from the grave to avenge himself on the heroes for his demise. Perhaps he is the Bogeyman, an apparition summoned by a battered little boy. Or he might be technological, a robot created by a villain who wants to conceal his activities behind an occult front. The Monster is a Gothic Horror-style villain, and his true purpose and origin is a mystery for the GM to decide, so he can come up with clues that will allow the players to solve it.

Quote: The Monster rarely says anything, but will often roar with malevolent laughter, particularly when he's winning and about to do something nasty. He likes to pose against the full moon, cape flying in the wind.

Personality: The Monster is totally, unredeemably evil. He lives to terrorize, to kill, maim, and destroy. He is a threat that the heroes will be forced to hunt down and destroy. He has no mercy, no pity, only a lust for death and bloodletting. The few words it uses are those of death and destruction; it will rarely communicate with people, as its train of thought is so evil that people can rarely comprehend it.

OCULON

Val	Char	Cost	100+	Disadvantages
15	STR	5	10	2x STUN from cold attacks
20	DEX	30	10	2x STUN from magic attacks
23	CON	26	15	Fear of Blindness
11	BODY	2	10	Mild Claustrophobia
13	INT	3	20	Hunted by UNTIL 11-
10	EGO	0	15	Hunted by Champions 8-
10	PRE	0	15	Secret ID (Kevin Calhoun)
10	COM	0	90	Villain Bonus
15	PD	12		
20	ED	15		
5	SPD	20		
8	REC	0		
46	END	0		
31	STUN	0		

Cost	Powers	END
75	Multipower (75 pt. reserve)	
15m	12d6 EB Eyebeams 1/2 END	3
5u	4d6 Flash vs. sight 1/2 END	2
2u	Flash Defense vs. sight (25 pts)	
8	+4" Running (10" total)	2
22	Missile Deflection vs. all, +1 Level	
5	UV Vision	
5	IR Vision	
12	Telescopic Vision: +8 to Perc Roll vs. range mods	
8	+4 Levels w/sight perc roll	
5	Instant Change	
10	+5 Levels w/EB	

OCV:7+ DCV:7 ECV:3 Phases:3,5,8,10,12

COSTS:	Char	Powers	Total	Disadv	Base
	113	+ 172	= 285	= 185	+ 100

Background: Kevin Calhoun was a small time hood who liked to rob banks. Perhaps it was because the banks had messed up his parents, or perhaps he liked the attention he received. Anyway he decided to make bank robbery a career. His career, however, was cut short by a policeman's bullet.

The shot shattered the glass in front of his face, and Kevin was blinded. His buddies managed to escape with him, though his screaming was quite annoying. They sought a doctor who would keep his mouth shut. They found one, a man named Dr. Levy. Dr. Samuel Levy was dissecting an alien at the time, and wondered what it would be like to graft the eyes of his alien into a human being. Hmm, only one way to find out...

When Kevin awoke, he found that he could see. But human vision was never like this!

Dr. Levy entered the room, followed by Kevin's pals. "Allow me to present my bill." Dr. Levy smiled, and suddenly the hoods that had saved Kevin collapsed to the floor. "I am running short of... volunteers."

Kevin decided that he could always find new partners, and departed. He eventually discovered the full range of her new abilities, and named himself Oculon. Though he could never live a normal life, doomed never to look upon the world with human eyes, he would be able to rob banks again, this time as a supervillain.

Quote: "How come you guys always have to pick on me? You could always get Dr. Destroyer, but noooo! It's always 'surrender Oculon' or 'you're under arrest Oculon'! Go shove it!"



Personality: Oculon is a whiner. He loves to complain, and he continually whines about how unfortunate he is and how much he hates these alien eyes, and how awful and abnormal they are. Even if he won the lottery, he'd probably complain about the income tax, then find three other things to complain about within the next minute. He is quite mean-spirited and cruel, and if he ever gets the upper hand on his enemy, he likes to make them suffer. One of his favorite tricks is to convince the people whom he's blinded that the effects of his power are permanent; they don't last, of course, but he likes the idea of making them suffer under the delusion that they have gone blind. Oculon himself is terrified of going blind; he often panics in tight spaces and darkness fields. Oculon will not hesitate to kill or take innocents hostage.

Powers/Tactics: Oculon has the eyes of the alien Hzeel race. The Hzeel live on an extremely hot world, and their eyes are hotter than a normal humans, so Oculon always experiences a burning sensation in his face. The Hzeel are at war with the evil race of alien sorcerers known as the Thanes; the Thanes regularly curse their enemies to make them more susceptible to their magicks. Oculon likes to blind his opponents with a flash attack, then blast them at range while they can't see (often making crude jokes about their blindness as he connects with his EB).

Appearance: Oculon is 6'1" tall and weighs 190 lbs. He wears a pea green costume with gold boots, belts, gloves, and insignia. His hair is black and he has unearthly green eyes. He often wears sunglasses, though most people don't notice his eye color anyway.

POWER CRUSHER

Val	Char	Cost	100+	Disadvantages
40	STR	30	10	1 1/2x STUN and BODY from electrical attacks
23	DEX	39	10	2x STUN from poisons, gas attacks
10	CON	36	10	Greedy
10	BODY	0	10	Disdains Firearms
10	INT	0	10	Loves to Fight
11	EGO	2	10	Loves to Toy With Opponent
18	PRE	8	15	Hunted by San Francisco Hero Group 8-
12	COM	1	15	Hunted by VIPER 8-
26	PD	18	15	3d6 Unluck
24	ED	18	15	Secret ID (Gordon Donovan)
5	SPD	17	64	Villain Bonus
14	REC	0		
56	END	0		
44	STUN	0		

Cost	Powers	END
63	Multipower (94 pt. reserve) OIF gauntlets	
4 u	5d6 Character Points of Transfer vs. STR, return 5 pts./minute [8c]	0
4 u	6d6 Character Points of Transfer vs. DEX, return 5 pts./turn [6c]	0
4 u	6d6 Character Points of Transfer vs. CON, return 5 pts./turn [6c]	0
4 u	6d6 Character Points of Transfer vs. PD/ED, return 5 pts./turn [6c]	0
4 u	1d6 Character Points of Drain vs. SPEED, return 5 pts./turn [6c]	0
9*	Damage Resistance 13 rPD, 13 rED	
7*	Power Defense 10 pts	
6	+3" Running (9" total)	2
10	+2 Levels w/punch, drain, and transfer	

*OIF suit

OCV:8 DCV:8 ECV:4 Phases:3,5,8,10,12

COSTS:	Char	Powers	Total	Disadv	Base
	164	+	155	=	284
				=	184
				+	100

Background: Gordon Donovan was a product of the early atomic tests held by the U.S. Army during the 1950s. He was born a mutant, with tremendous strength and incredible toughness.

Young Gordon was ostracized throughout his childhood, with good cause, since he was an incurable bully. As an adult, Gordon was approached by the government on several occasions, but always turned down their offers, figuring that working for the Feds would be dull and unprofitable. Eventually, he drifted into a job as an enforcer for the criminal organization known as VIPER.

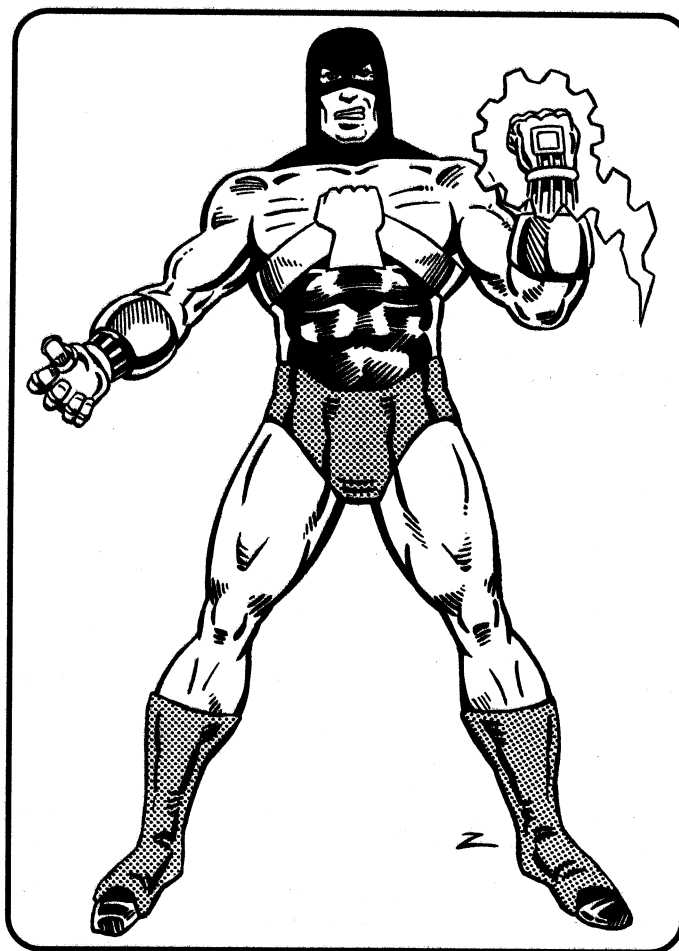
The next several years as a staff supervillain were interesting, but not quite what Gordon had in mind for a career. One day, he was ordered to report to one of VIPER's labs. There, Gordon was given his Power Gauntlets — devices capable of depleting even the mightiest opponent's energies and in most cases, transferring the energy to the wearer. With the devices came a suit designed to blunt killing attacks and to resist power attacks. With these gadgets, Gordon was transformed into one of the mightiest of VIPER's villains. He had become — Power Crusher!

Power Crusher was a great success. In fact, he was such a success that he left VIPER to strike out on his own. This proved to be something of a mistake. The Supreme Serpent of VIPER decided that if Power Crusher didn't want to get ahead in VIPER, VIPER would have his head, and issued an omega (death) order to all Nests.

Quote: "Your strength makes me stronger, fool!"

Personality: Power Crusher is greedy and not a very bright planner; he tends to concentrate on the moment and rarely thinks about what might happen ten minutes from now, or more importantly, how people will react to his actions. He is motivated by greed and self interest, and since he's left VIPER, he only trusts villains who are also sworn enemies of VIPER, and have been for years, since this minimizes the chance for betrayal. He's still the quintessential bully, and loves to fight, or perhaps more precisely, beat his opponents to a bloody pulp. He is not well-educated, but tries to pose as a reasonably sophisticated villain, with limited success.

Powers/Tactics: Gordon's mutant metabolism has always been vulnerable to toxins and poisons. This weakness has been enhanced by the combat suit he wears; its special defenses also enhance the effects of electrical attacks. Power Crusher is still a bully; he likes to drain an opponent down to the point where he is



weaker than a normal, then thrash him, goading him into suicidal attacks. If he's in a teamwork situation he'll usually do a Speed Drain on any of his opponents whom his teammates have downed, otherwise, he'll go after the toughest brick, first doing a strength transfer, then a dexterity transfer to ensure that he hits. Unlike many bullies, Power Crusher is no coward, and loves to fight even in situations where a strategic withdrawal is advisable.

Appearance: Gordon is 6'7" tall and weighs 325 lbs, with an extremely muscular build. His hair is black and he has brown eyes. As Power Crusher, he wears a jet-black hood. His tunic is orange above, dark blue below with a purple stripe charged with a red gauntlet. His actual gauntlets are also red and crackle with yellow power. He wears brown trunks and boots, and light brown pants with white side stripes.

PLAGUE

Val	Char	Cost	100+	Disadvantages
10	STR	0	10	2x STUN from attacks that affect desolid
20	DEX	30		
20	CON	20	15	Acid Flashbacks
10	BODY	0	15	Hatred of Police
10	INT	0	15	Hunted by UNTIL 8-
8	EGO	-4	10	Hunted by California
20	PRE	10		Hero Group 8-
10	COM	0	10	DNPC girlfriend
16	PD	14	15	Secret ID (Chris Hammond)
16	ED	12	60	Villain Bonus
5	SPD	20		
6	REC	0		
40	END	0		
35	STUN	10		

Cost	Powers	END
30	Elemental Control — Desolidification Powers	
a-30	6d6 NND (not vs. force field) No Range, 0 END	0
b-30	20" Flight (0 END)	0
c-30	Desolidification (0 END)	0
Skills and Talents		
2	KS: Narcotics 11-	
3	Streetwise 13-	
3	Contacts: Underworld 12-	
10	+5 Levels w/NND	

OCV:7 DCV:7 ECV:3 Phases: 3,5,8,10,12

COSTS:	Char	Powers	Total	Disadv	Base
	112	+	138	=	250
				=	150
				+	100

Background: Chris Hammond was someone who didn't want to "just say no". He didn't want to say no, even at the request of the President himself. After all, what was the President but a stammering old idiot who must have at least two martinis a day! What did he know about saying "no"? Chris smoked pot heavily and popped quite a few psychoactive drugs in his teenage years.

They call them "developmental years." The only things that Chris developed during his teens were a fried brain and latent mutant abilities. Chris found that he could do lots of "cool" things. His drug buddies just laughed and thought it was the effects of the drugs.

Then a really unscrupulous dealer laced their acid with even more strychnine than usual. One of Chris's friends died. They took up some handguns and decided to go out and kill the dealer.

The dealer also had friends. A firefight ensued. Nothing noteworthy; happens all the time in the bad parts of California, of America. But something weird did happen to Chris — bullets starting going through him! Hey man, it was really a happening happening. Chris put his hand through the dealer, and the guy started screaming and fell to the ground. The rest of his buddies ran away.

The next day, one of the wealthiest drug smugglers in California heard about this and asked Chris to become his henchmen. To prevent the police from nabbing him at his home, the smuggler constructed a set of pajamas for Chris to wear; he called them a supervillain costume. Radical! The eye lenses were especially cool. Chris became Plague, a villain for hire. After a few jobs, Plague's reputation grew, even after his sponsor was killed in a firefight. Now Plague is well-known as a villain-for-hire.

Quote: "Hey dude, get mellow, try this!"

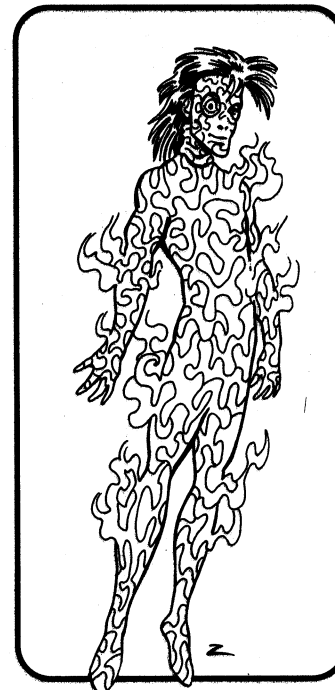
Personality: Chris is a flake. He suffers from frequent flashbacks (roll 3d6 when Plague is scheduled to appear in a scenario; on a 11- or he'll suffer a flashback at least once during the adventure). A successful luck roll for one of the PCs might also be a good chance to give Plague a flashback.

Plague has a short attention span and lacks willpower. If he wants something, he'll grab it; he possesses very little self-restraint. To Plague, life is a big party, and he's the ultimate party animal.

Powers/Tactics: Plague has a very poor grasp of tactics. Plague will typically go desolid, fly to his opponent, then resolidify and do his NND, keep doing it until the object of his attack is down, then move onto the next target, repeating the same tactic. Plague can be affected in his desolidified form by chemical powers.

Plague's powers aren't disease oriented, but because of the purple gas associated with him, and a queasy feeling felt by victims of his NND, people have given him that name.

Appearance: Chris is 5'10, weighs 160 lbs. He has blond hair, blue eyes and is in his late teens. His costume is a purple bodystocking surrounded by a crackling field of blue and violet sparks. When he uses his powers, a purple gas is emitted.



RAINBOW ARCHER					
Val	Char	Cost	100+	Disadvantages	
15	STR	5	10	2x STUN from mental attacks	
35	DEX	75	30	2x STUN from physical attacks	
15	CON	10	20	Code vs. Killing	
10	BODY	0	20	Overconfidence	
15	INT	5	10	Will Not Strike	
15	EGO	10		Hand-to-Hand Blows	
18	PRE	8	10	Hunted by FBI 8-	
18	COM	4	10	Hunted by Interpol 8-	
15	PD	8*	15	Secret ID (Marion Locksley)	
15	ED	8*	72	Villain Bonus	
6	SPD	15			
10	REC	8			
30	END	0			
35	STUN	9			
Cost			Powers		END
30	Multipower (60 pt. reserve)				
	OAF bow and arrows				
2u	12d6 EB Stun Only Electric Blast [3c]				0
2u	4d6 Sticky Entangle DEF 4 [3c]				0
2u	4d6 AP Flash vs. sight [3c]				0
2u	4d6 AP Flash vs. sound [3c]				0
2u	Darkness vs. normal sight, 4" AE radius [3c, lasts one turn]				0
2u	8d6 EB Penetrating Stun Only [3c]				0
2u	4d6 NND, 3" AE radius, doesn't affect LS: Self-contained [3c]				0
2u	8d6 EB Explosion [3c]				0
2u	4d6 Physical RKA [3c]				0
2u	8d6 Sonic EB Affects Desolid [3c]				0
2u	8d6 EB Invisible to sight [3c]				0
20	Find Weakness w/Multipower Attacks 11-				
5	Damage Resistance 8rPD, 8rED OIF rainbow costume				
5	Flash Defense 7 pts OIF mask				
12	Running +6" (12" total)				2
3	+2 Levels w/sight perc roll OIF mask				
3	UV Vision OIF mask				
	Skills				
4	KS: Competition Archery 13-				
3	KS: Bow Making 12-				
25	+5 Levels w/Multipower				
*OIF costume					
OCV:12+ DCV:12 ECV:5 Phases:2,4,6,8,10,12					
COSTS:	Char	Powers	Total	Disadv	Base
	165	+ 132	= 297	= 197	+ 100

Background: Marion Locksley immigrated from England at the age of 17, where she was already a world-class archer. She decided to compete for the United States; her dream was to win a gold medal in the 1980 Olympics. When the boycott was declared by President Carter, Marion was crushed. She completed a degree in engineering and learned to make better bows for competition. She won a lucrative contract from a sporting goods manufacturer.

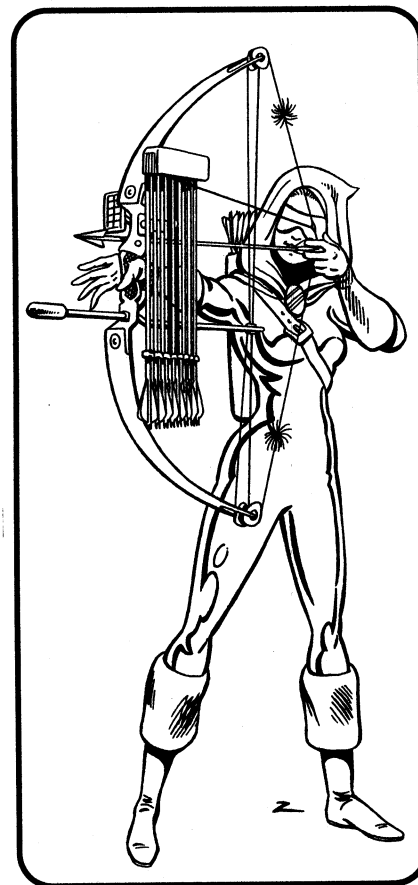
Then — disaster. A jealous rival accused her of using an illegally stabilized bow in normal competition, and of being a professional (since her living came from designing archery equipment). The charges forced her to miss the world's championships and embittered her. If she couldn't be the world's champion archer, she decided to be the world's richest archer. She now steals unusual things, such as priceless tapestries, a hero's focii, etc. She can't always sell what she steals, but she usually gets by. She also works as a bow for hire.

Quote: "Chivalry must truly be dead if the greatest heroes in the land find it necessary to strike a woman."

Personality: Marion is haughty and proud. Inside, she's insecure because of the bad breaks that's she had, but she will never allow that side of her personality to be revealed; instead, she overcompensates, acting arrogant. She is extremely flamboyant, and likes to make spectacular entrances, sometimes shooting a darkness area from cover, using her knowledge of acrobats to leap into and then out of the darkness in a highly impressive manner. Marion will rob from the rich to give to the poor, but most often, she robs for herself. She isn't a killer, and won't get along with agencies that shed a lot of blood (VIPER, VOICE, GENOCIDE). Marion doesn't like heroes who enjoy hurting their opponents, and has been known to tell them off in her English accent (which she stresses in her Rainbow Archer persona, whereas in her secret ID it's barely noticeable.) Marion has been occasionally linked to PAGAN, a feminist neo-Pagan anarchist group who may or may not qualify as supervillains.

Powers/Tactics: The Rainbow Archer carries a quiver full of specialized arrows. She is a team player, and will usually allow her choice of arrows to be dictated by her team commander (sticky arrow or NND attack in a group of martial artists, darkness arrow if there's someone on her side who can see in a darkness field without difficulty). Marion likes to come into the open and fight, rather than hide behind cover.

Appearance: Marion is 5'9" tall, and weighs 135 lbs. She has bright red hair and green eyes. The Rainbow Archer bodysuit has no definite color. Rather, the material diffracts light in a rainbow of hues. Her headpiece and boots are lincoln green.



RIPPER

Val	Char	Cost	100+	Disadvantages
50	STR	12#	25	Berserk in battle, 14-,11-
18	DEX	12#	15	Loves to Fight
30	CON	20#	15	Casual Killer
18	BODY	5#	25	Distinctive Features
10	INT	0		(not concealable, causes horror)
10	EGO	0	10	Extreme Reputation 8-
25	PRE	10*		(Casual Killer)
2	COM	-4	15	Hunted by US Army 8-
20	PD	12*	10	Public ID
20	ED	12*	18	Villain Bonus
4	SPD	13*		
16	REC	16*		
50	END	10*		
52	STUN	21*		

Cost	Powers	END
20	Growth (1 level) Always On Persistent 0 END, 800 kg, -3" KB, -2 CV	0
10*	+30 STR, doesn't add to figured characteristics [4c]	0
30*	Armor +20 PD, +20 ED, act. 14-	
13*	Regeneration (2 BODY/turn)	
7*	LS: Self-contained	
7*	Superleap +10" (20" total)	
9	+3 Levels w/Punch, Grab, and Haymaker	

*OIF armor

#OIF armor, and -1/2, does not attribute to figured characteristics. All Growth additions are added in.

OCV:6 DCV:6 ECV:3 Phases:3,6,9,12

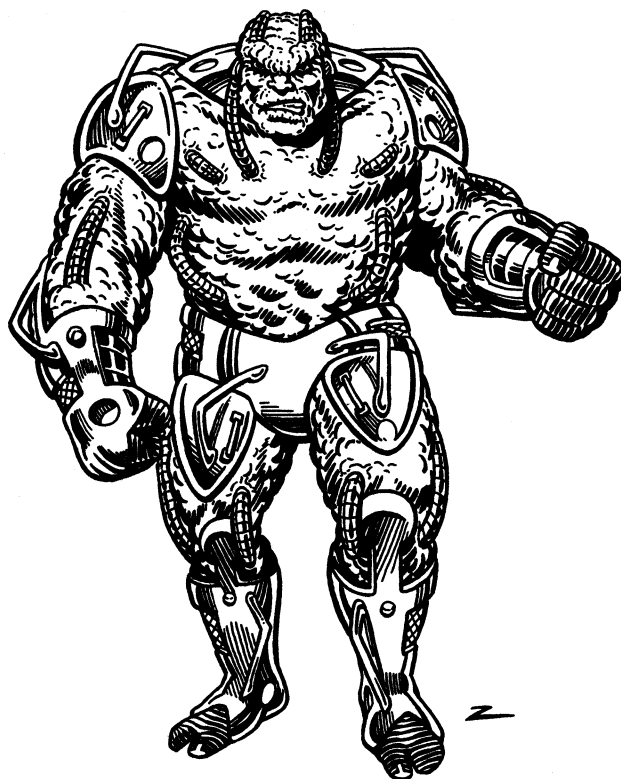
COSTS:	Char	Powers	Total	Disadv	Base
	137	+ 96	= 233	= 133	+ 100

Background: After Project Sunburst was shut down, the few surviving scientists decided to lay low, since the supervillain Sunburst was making a point of killing anyone connected with the Project. Laying low didn't help much; by the time Sunburst was finished, only one scientist survived, and that was only because Sunburst killed the scientist's twin brother by mistake.

Somehow, the scientist got together enough nerve to try again. This time, with Project Omicron, he figured, he'd find a way to enable severely wounded soldiers to regenerate nerve endings, damaged tissues, and even entire limbs. Even if they weren't able to fight a nuclear war, the product of these experiments should (at least) be able to survive another Project Sunburst.

Well, things got fouled up again. This time, they chose a test subject, a Green Beret MIA named James Allison who had been sent on a top secret mission into Vietnam during the last stages of the war, left for dead after a lot of gruesome experiments by the North Vietnamese, and who had managed to sneak into South Vietnam where he was rescued and transferred to the States.

Unfortunately, all of this didn't matter. Allison ended up being transformed into a berserk killer; most of his memories were gone, but he had become an utter savage. He broke out of the military hospital, and went on a rampage through the streets of Baltimore, causing enormous property damage. The press named him "The Ripper", and after seeing him in action, it was easy to see why. The Ripper went on to a career as a supervillain, working for a number of masterminds who easily manipulated him.



As for the scientist, he exhaled a sigh of relief when it became apparent that the Ripper was not single-minded enough to properly enact revenge, and returned to his lab. If at first you don't succeed...

Quote: "I'm gonna rip you apart!" (the Ripper doesn't have a big vocabulary, but he is real loud!)

Personality: The Ripper is big, bad, beefy, and very nasty. He still retains most of his understanding human communication, though he doesn't always interpret the remarks correctly and has very little sense of subtlety. The Ripper is a rampaging psychopath. He hates nothing in particular; he just likes to smash things and cause damage, and get into fights. He likes superheroes, because they're the only ones who can really give him a good scrap. Appealing to his lost human memories (or vengeance) is not the way to handle the Ripper; most of the people who have successfully used him have promised him big fights if he'd cooperate.

Powers/Tactics: The Ripper's mutation gives him enormous strength and endurance. The Project Omicron gave him incredible recovery and regeneration abilities, with extra strength charges coming from minute quantities of a special deadly chemical that supercharges his muscles; it makes him the equal in strength of anyone on the planet, but if he were to use it more than four times in a day it would kill him. The chemical is produced by an artificial gland located in the exoskeleton, and natural body processes will create a new supply in twenty-four hours. The exoskeleton's titanium cords may be removed out of combat, this will drastically decrease the Ripper's efficiency, though with time and effort the Ripper can rewire his cords (his focii can be neutralized, but not removed). In combat, the Ripper likes to fight his way into close range, dig in against knockback, and wind up for a 90 STR haymaker on the toughest opponent in the fight.

Appearance: The Ripper is 9'6" tall and weighs 1800 lbs. His exoskeleton is constructed from an ugly purple heavy plastic, with titanium steel junctions for his power junctions, gauntlets, and boots. His eyes are yellow.

SHAMROCK					
Val	Char	Cost	100+	Disadvantages	
75	STR	65	10	2x STUN from magic attacks	
23	DEX	39	10	2x STUN from mental attacks	
30	CON	40	15	Overconfidence	
15	BODY	10	15	Hates English Army	
10	INT	0	10	DNPC mother, normal, 11-	
10	EGO	0	10	Reputation	
15	PRE	5		(IRA superterrorist) 11-	
24	COM	7	10	Hunted by Scotland Yard 8-	
26	PD	11	15	Hunted by New Knights 8-	
20	ED	14	15	Secret ID (Barney O'Tumey)	
5	SPD	17	73	Villain Bonus	
21	REC	0			
60	END	0			
70	STUN	2			
Cost			Powers		
			END		
13	Boxing Package				
	Maneuver	OCV	DCV	Damage	
	Jab	+1	+3	15d6	
	Block	+2	+2	Block	
	Clinch	-1	-1	85 STR w/hold	
23	Damage Resistance		26 rPD, 20 rED		
25	5d6 Luck				
	Skills and Perks				
4	Contact: IRA 13-				
3	CK: Belfast 12-				
3	Deduction 11-				
3	+1 Level w/ Boxing				
OCV:8+ DCV:8 ECV:3 Phases:3,5,8,10,12					
COSTS: Char Powers Total Disadv Base					
210 + 74 = 284 = 184 + 100					

Background: Barney O'Tumey was the sort of kid who couldn't keep out of trouble, and in Ulster there was a lot of it. Barney was always a scrapper, whether 'twas his friends, family, or the Brits. Life shouldn't have been easy for a lad whose father couldn't hold down a steady job, but for all the bad luck the family had, Barney got break after break until the accident. A lorry carrying a load of toxic waste was driving by, and as Barney walked by, one of the containers spilled all over him. The doctors were grim, but Barney pulled through with flying colours. About a month later in a pub, Barney started a fight. A gun was pulled on Barney's brother Paddy, and Barney threw himself into line of fire. The bullet bounced! For awhile, the IRA had a new figure, the Shamrock, fighting for them. The Brits called in the New Knights of the Round Table to track him down, so Barney caught a plane to America. There, he would continue to gain support for the Cause, until every Englishman was forced back to English soil, or driven into the sea.

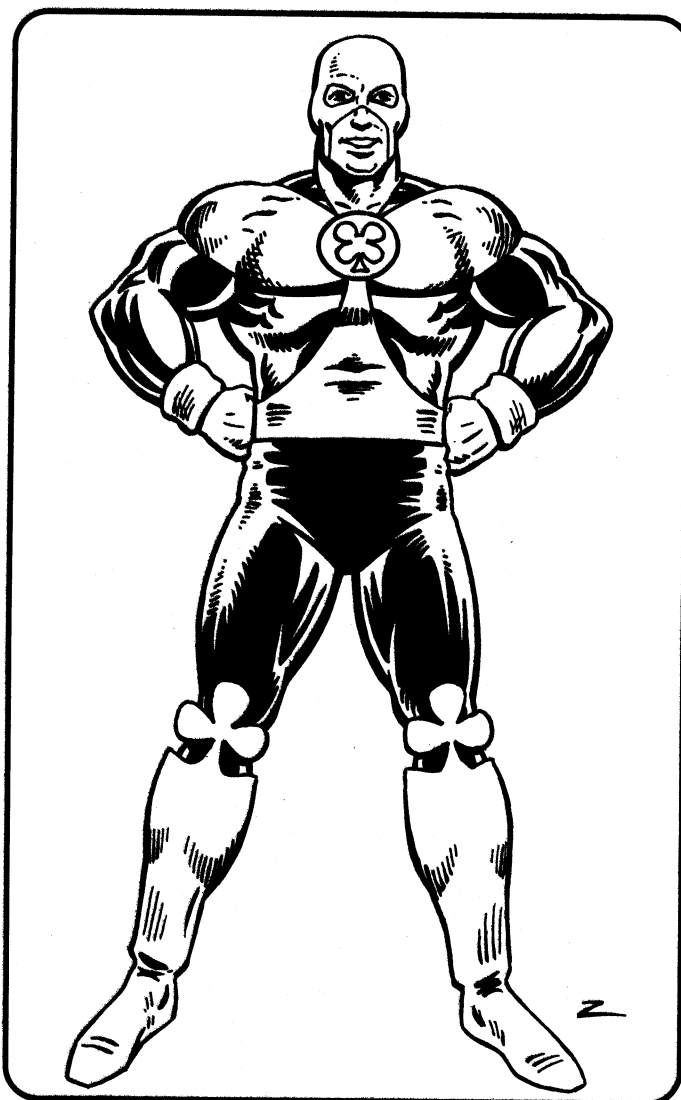
Quote: "Do you have your insurance paid up, boyo?" (cracks knuckles)

Personality: Barney is extremely confident and pugnacious. He loves a good fight, and will never turn down one down. He is adamant in his support of his very radical faction of the IRA, and will not hesitate to attack British heroes. He will rarely, however, engage in acts of blatant terrorism in America, as they tend to

undermine the struggle. He might attack British diplomats in retaliation for a British killing of an IRA member. Shamrock works to supply money and arms from wealthy American Irish Catholics for the IRA. He travels throughout the United States on this mission, focusing on Boston, San Francisco, and New York. His fund raising activities can include theft. He will usually return to Ireland to visit his mother on her birthday, and will try to steal a large present for her before he goes back home.

Powers/Tactics: Barney received his powers from a chemical mutation. There is evidence to suggest that his Luck power is also magical, since he is vulnerable to magical attacks it may be that benign magical effects (Luck) are also the amplification of a natural magical ability. His vulnerability to mental abilities is the side effect of his mutation. In combat, Shamrock's style is that of a boxer; he's a southpaw with a devastating jab. He tries to stun people with his jab, if that works he'll follow up with a haymaker.

Appearance: Barney is 6'3" tall and weighs 215 lbs. He has red hair, green eyes, and fair skin. His costume is green (of course) with white trim.



SLUG					
Val	Char	Cost	100+	Disadvantages	
10	STR	0	10	2x STUN from magic attacks	
26	DEX	48	10	2x STUN from fire/heat attacks	
25	CON	30	5	1 1/2x BODY from flame attacks	
6	BODY	-8	20	Egotistical	
28	INT	18	15	Disdain For Others	
17	EGO	14	25	Mute	
30	PRE	20	25	Distinctive Features (unconcealable, causes horror)	
4	COM	-3	10	Hunted by Police 8-	
5	PD	3	15	Hunted by Champions 8-	
5	ED	0	10	Public ID	
6	SPD	24	93	Villain Bonus	
10	REC	6			
50	END	0			
30	STUN	6			
Cost			Powers		
30	30 STR TK OIF mind gem				4
20*	6d6 NND (Defense is Force Field) [8c] act. 14-				0
19*	7d6 Entangle DEF 7, No Range, [6c], act. 14-				0
24	2d6 Cumulative Major Transform (into Elder Worms) 0 END, OIF mind gem, only in presense of other Elder Worms (-1)				0
13	4d6 Telepathy OIF mind gem				2
22	Armor +15 PD, +15 ED, OIF suit, act. 14-				
22*	Multipower (45 pts)				
2*u	Flight 15", 0 END				0
2*u	Tunnelling 9" DEF 9				4
16	Life Support (all but heat/radiation) OIF suit				
5	KS: Race of the Elder Worm 14-				
*OAF mystic ankh					
OCV:9 DCV:9 ECV:6 Phases:3,5,8,10,12					
COSTS:	Char	Powers	Total	Disadv	Base
	158	+	175	=	333
				=	233
				+	100

Background: "Come to me, mortal, and I will offer you knowledge beyond your wildest dreams."

Mike Perkins was a brilliant archeologist working on a dig somewhere in Egypt. With trembling hands, he uncovered the ruins of a tomb that had been buried for thousands of years.

"...beyond your wildest dreams."

Ignoring the whisperings of a curse that his laborers had been telling when his back was turned, Perkins boldly entered the tomb.

"...wildest dreams."

It was from one of the early dynasties, not as elaborate as the Middle Kingdom tombs, nor the pyramids of vain Khufu, who bankrupted Egypt with his extravagance. Still, there was remarkable ornamentation. That gem, set in a scarab — it had an almost compelling beauty.

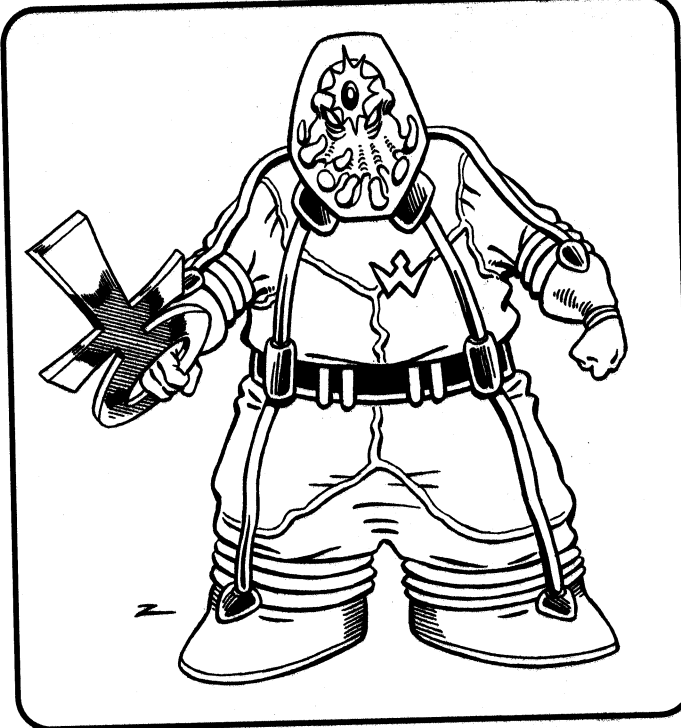
"...dreams."

Perkins touched the gem.

"Dreams that will take your soul away."

Suddenly Perkins felt an outside force move his hand toward his forehead. He struggled against the force. Futility.

"Dreams that will make your darkest nightmares seem pale!"



The gem touched his brow. At that moment, he screamed, the last sound his mouth would ever, could ever, make. His body was transformed into something from Earth's distant past, an alien, terrifying part of the past remembered only in the subconscious. Armed with the mindgem, along with a humidity suit of his own devising, the Slug took up his Ankh and walked from the tomb. Perkins's mind was consigned to a tiny corner of the mindgem, as small and as insignificant as the Slug had been. The Slug had a great work to do. The Race of the Elder Worm, his own race, was to be reawakened. Reawakened to drive these overevolved apes to the extinction they deserve.

Quote: "Tongued ones, you deal with forces beyond your comprehension, forces which are vastly superior to your own."

Personality: The Slug is an arrogant, immortal thing that sees humans as cattle. It is willing to use humans as tools to reawaken the Elder Worm, or as hosts for their bodies, but will destroy them once they are of no further use. The Slug is extremely devious, manipulative, and untrustworthy. Note that very few details are listed about the Race of the Elder Worm; the GM is free to develop his own view about these creatures. The Slug may transform other people into Elder Worms by creating more mind gems and linking his victims to other receptacles containing elder worm essences.

Powers/Tactics: The race of the Elder Worm has several weaknesses. They are evolved worms and require a great deal of moisture, so fire attacks or heat attacks which dry them out causes a lot of damage. The Elder Worm is mute but uses telepathy for communication. Newly created worms might be returned to human form or the changed back if their mind-gems are destroyed, though the Slug will remain in his form forever. In battle, the Slug will rely on his Entangle first, then use his NND against those who may break free.

Appearance: The Slug is 6'0" tall and weighs 160 lbs. He is a humanoid with pink skin covered with mucuous, and two white orbs for eyes. His humidity suit is red with white boots, belt, and gauntlets; the ankh is silver, and the mind gem is an emerald green.

SPARKLER

Val	Char	Cost	100+	Disadvantages
10	STR	0	20	1d6 STUN per turn from water
24	DEX	42	15	Manic, Extremely Energetic
15	CON	10	15	Explosive Temper
10	BODY	0	15	Show Off
10	INT	0	20	Distinctive Features
11	EGO	2		(unconcealable, always noticed)
15	PRE	5	15	Hunted by Southern Superhero
10	COM	0		Group 8-
5	PD	3	56	Villainess Bonus
5	ED	2		
5	SPD	16		
5	REC	0		
30	END	0		
24	STUN	1		

Cost	Powers	END
26	EC — Pyrotechnics Powers	
a-79	2d6 AP RKA Autofire (10 shot burst) 0 END	0
b-27	Force Field +15 PD, +20 ED 0 END	0
24	Running +12" (18" total)	4
4	English (fluent); Spanish is native	
16	+8 Levels w/EB	

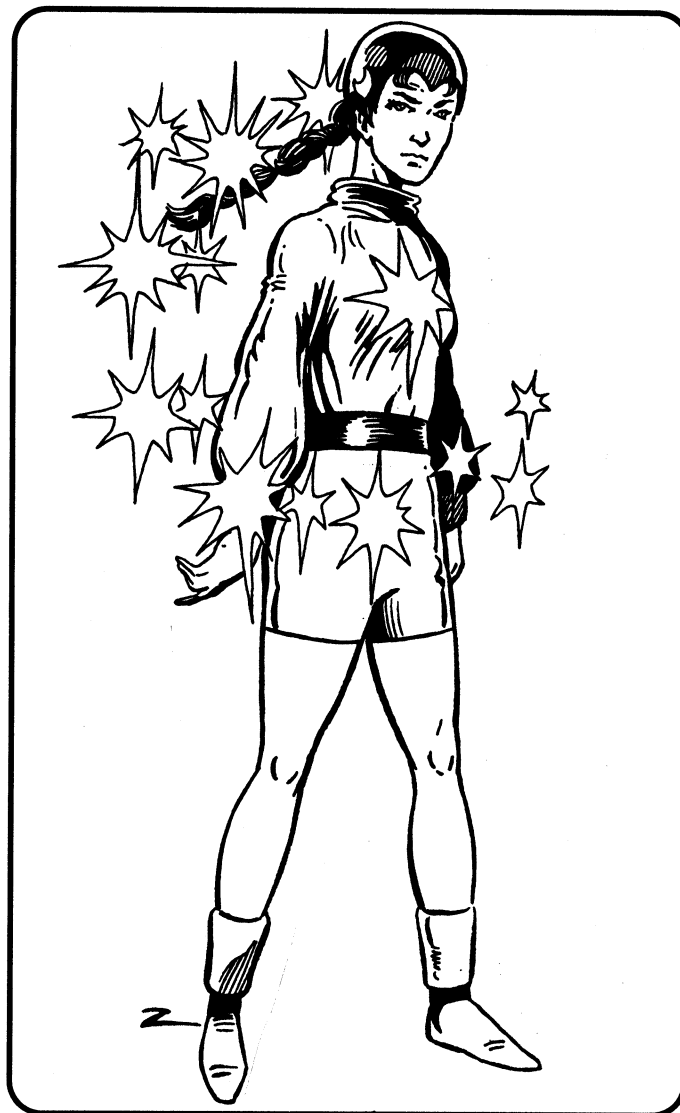
OCV:8+	DCV:8	ECV:4	Phases:3,5,8,10,12
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COSTS:	Char	Powers	Total	Disadv	Base
	81	+ 175	= 256	= 156	+ 100

Background: The girl who would become Sparkler was born Maria Consuela Romano, the youngest of twelve children of hard working Central American dirt farmers. She used her dowry to buy her way into the United States, but was sold to work in a North Carolina fireworks factory. None of its owners were particularly surprised or concerned when it blew up accidentally one day. But they were in shock when Maria, now imbued with the powers of the fireworks that had killed her co-workers, showed up to take her revenge. Having committed murder, however justifiable it may have been in her own mind, Maria decided that she had no choice but to opt for a life of crime and supervillainy as Sparkler.

Quote: "Allow me to bring a shining spark into your dark existence."

Personality: Sparkler is not a planner. She spends her earnings quickly on an extravagant life style. She is still enthralled by her own abilities, and often pulls impulsive jobs just for the joy of the exercise. She is quite excitable and energetic; she is concerned about the poor, particular about Hispanic children in the Southeast United States, but is usually too busy enjoying her powers and indulging in her whims to get around to giving them money. She views most superheroes heroes as "establishment thugs", and does not really object to using her killing attack against them.



Powers/Tactics: Sparkler's powers cause her to emit bright light and hissing sparks. Even when not using her powers, she throws off sparks at her hands from her hair. As she runs, small explosions beneath her feet send her in long bounds through the air. Her main battle tactic is to run toward an opponent and fire a burst of sparks at them.

Appearance: Maria is 5'5" tall and weighs 105 lbs. She has long black hair and brown eyes. Sparkler's costume is a bright red body suit with a coruscating fireburst across her chest. Her actual fireworks accentuate the color scheme.

THOK					
Val	Char	Cost	100+	DISADVANTAGES	
40	STR	30	20	Arrogance	
33	DEX	69	20	Distrust of Humans	
28	CON	36	20	Can't Speak	
8	BODY	-4	20	Distinctive Features	
25	INT	15		(unconcealable, always noticed)	
17	EGO	14	10	Hunted by NASA 8-	
20	PRE	10	15	Hunted by Department of	
2	COM	-4		Defense 8-	
18	PD	10	10	Public ID	
18	ED	12	102	Villain Bonus	
7	SPD	27			
14	REC	0			
56	END	0			
45	STUN	3			
Cost			Powers		
30	2d6 HKA (4d6 w/STR)				3
18	Damage Resistance 18 rPD, 18 rED				
5	Lack of Weakness (5 pts)				
	Skills				
3	Acrobatics 16-				
3	Breakfall 16-				
3	Climbing 16-				
3	Computer Programming 14-				
3	Combat Driving 16-				
3	Mechanics 11-				
3	Sensors Operation 14-				
3	Stealth 16-				
2	Vehicle Familiarity: spacecraft				
5	Perk: Alien Nobility				
5	1d6 Luck				
OCV:11 DCV:11 ECV:6 Phases:2,4,6,7,9,11,12					
COSTS:		Char	Powers	Total	Disadv
		218	+	99	=
				317	=
				217	+
					100

Background: On the fifth spiral of the galaxy, the great ruling civilization, the Hivians, was in ruins. The groupmind had been shattered millions of years ago, and the members of the groupmind had evolved individual intelligences. This civilization, a race of chitinous insects of roughly human stature, was divided into two groups, the Together, and the Apart. The Together were a race of centralists who wanted to bring the race back as close as possible to the groupmind; they were the controlling faction. The Apart were anarchists, who wanted to keep the race as separate, rather than unified entities.

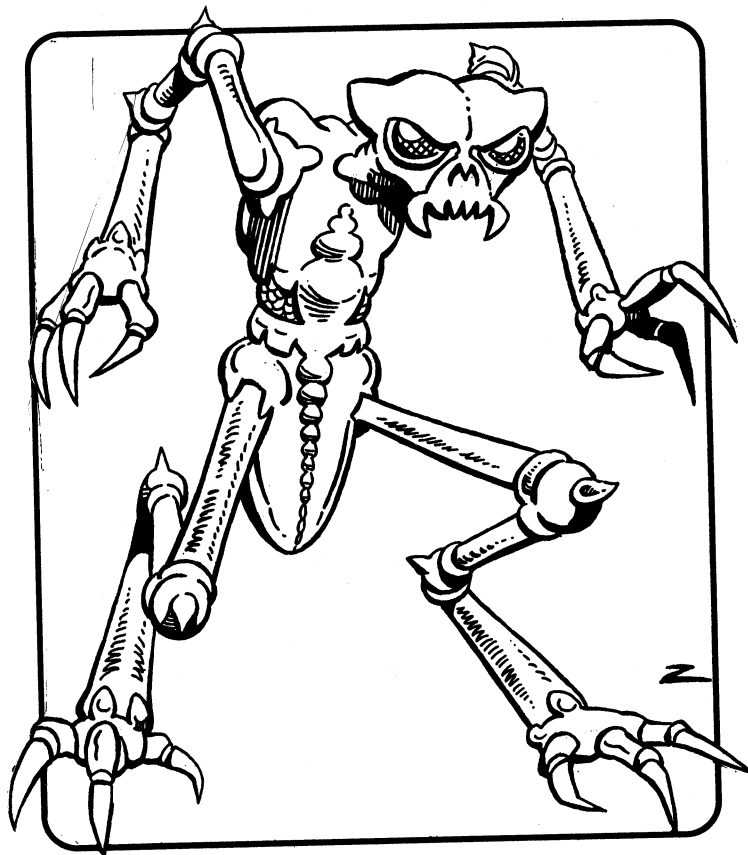
Thok, Prince of the First Order of the Together, was caught on a planet during an Apart revolt. He utilized an experimental Macro-warp transport and crashed on Earth. His ship was totally destroyed. After his crash landing, Thok was captured by NASA, and transferred to the United States Department of Defense. Though he could not talk to government officials, Thok soon surmised that the pink ones were an Apart culture that intend to hold him for study. He escaped and has been on the run ever since. Thok spends his time attempting to use Earth technology to build a spaceship capable of getting him back home. To this end, he is often stealing high technology experimental rocketry and force field parts from government and industrial labs.

Quote: None. Thok's communication is a chitinous series of clicks. The Universal Translator talent might be used to understand him, but it would require telepathy to speak to him.

Personality: Thok is an extraordinarily arrogant and proud being. He is incapable of asking for help; he must do all things by himself. He has no consideration of humanity; while he's not evil and not particularly fond of killing lifeforms (even Apart) he would think nothing of taking equipment from a child's life support system if that was necessary for him to get home. If superheroes were able to communicate with him and offer him their help, he would refuse. If they were even to build him a ship, he would take it as an insult to his princely honor that the heroes doubt his ability to get home with his own ingenuity. Thok has a noble cause, but is quite unlikeable and even frustrating in his sheer haughtiness and refusal to find an easy solution to his problem.

Powers/Tactics: Thok is a native of an insectoid species called the Kite. The Kite's exoskeleton gives them strength many times greater than that of a normal human being, along with pincer-like hands that can tear through metal; they are also incredibly agile. Thok's usual strategy is to avoid combat; he gives off a warning click, which as all intelligent beings know, means that you should get away as quickly as possible. Humans, not qualifying under Thok's definition of intelligent, ignore this warning and end up getting hurt. Thok prefers to use his skills to infiltrate an installation at the time when it is least heavily guarded, take what he needs, then leave without incident.

Appearance: Thok is 5'0" tall and weighs 130 lbs. His chitinous exoskeleton is fashioned in a humanoid shape, and is bone white in color. His multi-faceted eyes are yellow.



TIMEMASTER					
Val	Char	Cost	100+	Disadvantages	
40	STR	15#	10	1 1/2x STUN and BODY from	
33	DEX	34#		Gravitic attacks	
40	CON	30#	5	Enraged when intelligence	
18	BODY	8#		is questioned 8-,11-	
30	INT	20	15	Arrogance	
18	EGO	16	15	Overconfidence	
30	PRE	20	10	Hatred of Killing Attacks	
12	COM	1	10	Hatred of tyranny	
11+	PD	6*	15	3d6 STUN when teleported	
11+	ED	6*	5	Reputation (known villain) 8-	
8	SPD	40*	5	DNPC technician (Dr. Robert	
18	REC	19*		Hodgins, talented normal)	
20	END	0	15	Hunted by Superhero Group 8-	
68	STUN	32*	15	Hunted by EUROSTAR 8-	
			20	Hunted by UNTIL 11-	
			5	1d6 Unluck	
			15	Secret ID (Dr. Timothy Masters)	
			301	Villain Bonus	
Cost			Powers		END
25*	Endurance Reserve (200 END, 18 REC)				12
80*	Multipower (120 pt. reserve)				
8*	8d6 Character Points of Drain				
	(1/2 from SPD, 1/2 from DEX) at range				
7*	4d6 Character Points of Drain, 4" AE Rad,				2
	1/2 from SPD, 1/2 from DEX at range 12				
13*	Armor Piercing on STR (spikes)				
48*	Armor (+24 PD, +24 PD)				
5*	Ego Defense (12 pts)				4
5*	Flash Defense (8 pts)				
5*	Lack of Weakness (7 pts)				
7*	Life Support: Self-contained				
13*	Power Defense (20 pts)				4
20*	+15" Running (21" total)				
	Skills and Perks				
3	Computer Programming 15-				
3	Time/Space Engineering 15- (based on INT)				
3	Mechanical Engineering 15- (based on INT)				
3	Electrical Engineering 15- (based on INT)				
3	Physics 15- (based on INT)				
3	Temporal Physics 15- (based on INT)				
15	+3 Levels w/Multipower				
25	Installations (125 pt. reserve)				
*OIF battlesuit					
#OIF battlesuit, and -1/2, doesn't affect figured characteristics					
OCV:11+ DCV:11 ECV:6 Phases:2,3,5,6,8,9,11,12					
COSTS: Char Powers Total Disadv Base					
247 + 294 = 541 = 441 + 100					

Background: Another Earth, the mid-21st Century. Tymon Mazurich was born in an era when the wounds of the ancient wars against paranormals had healed. They had healed badly, and the World Council controlled the entire planet. Tymon was a naturally curious child, and despite the scorn of his friends, his inquisitive nature led him to study science, which (due to the effects of past wars) was considered a very shameful activity by the public-at-large.

Tymon was so good at physics and engineering that he was allowed to enter and study with the Scientific Elite, a secret organization set up by the World Council to control all scientific research and advancements. He was brilliant, so brilliant that the scientific establishment stole his work. This embittered him; he saw so much hypocrisy, so much that was wrong with the world. He decided to change it. He joined the Underground, an organization devoted to the destruction of the World Council.

He built a time machine, and journeyed into the past; there were superheroes there, and they could help overthrow the Masters. But he would have to discover a way of finding out the most effective heroes to help in the overthrow. So he became a supervillain — no one knows more about heroes than the villains!

Stranded in the 20th Century, he formed a group called the Alliance of Supervillains, which challenged the mightiest heroes on the planet. It was a highly efficient tool in analyzing these paranormals; but, alas, due to Firewing's ego, it fell apart. As Timemaster himself had planned.

He now seeks to build a complex, rebuild his time machine, then attract some of earth's most powerful superheroes into his complex, and take them into the future. There, their sense of virtue and hatred of tyranny will make them invaluable operatives of the Underground. He will live free in a new age of liberty, or die fighting. As will any hero unfortunate enough to be brought along for the ride.

Personality: Timemaster is so obsessed with his great project, the liberation of his world, that he has blinded himself to a very important fact: his world does not wish to be liberated. Timemaster wishes to fight a bloody revolution without popular support.

Timemaster has a very condescending attitude to the "backward primitives" of the 20th Century. He considers them to be overly emotional and savage. Timemaster is cold, calculating, and believes that the ends justify the means. Were he to overthrow his masters and take their place, he would probably be an improvement for a few years, but then would become as much of a tyrannical despot as the World Council he hates. He is consumed with a strong feeling of self-importance. At the same time, though, Timemaster does have a soft spot; he despises suffering, and his hatred of tyranny has occasionally led him to help superheroes against tyrants on present day Earth.

Quote: "There are two possibilities: you can either surrender, or you will be defeated. It is time to chose your destiny."

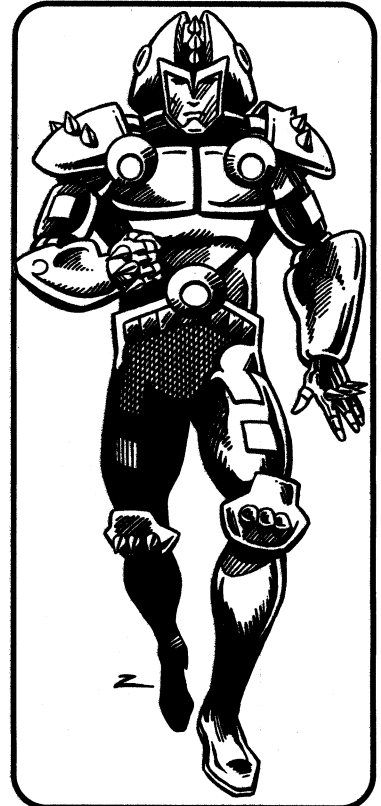
Powers/Tactics: Timemaster is able to control the flow of time around his target, which reduces their agility and speed. Timemaster's powers run entirely on the Endurance reserve, which also includes his armor's extra strength, and his Running ability.

Tactically, Timemaster uses his area effect drain against opponents who are far away, while he uses his major drain against targets at short range. Timemaster will only get involved in hand-to-hand if his other attacks aren't working.

Appearance: Dr. Timothy Masters (as Tymon Mazurich calls himself) is 6'0" tall and weighs 180 lbs. He has black hair, green eyes, a moustache, and appears to be in his early 30s. Time-

master's battlesuit is deep red metal armor with a transparent face plate. Spikes jut out from the armor's arms, legs, torso, and helm.

Scenario Use: Timemaster is currently raiding stores of high-tech equipment in order to get supplies of items that he needs to complete his time machine. He also occasionally hires himself as a mercenary when he needs money, performing non-killing missions for criminal organizations.



THUNDERBOLT

Val	Char	Cost	100+	Disadvantages
30	STR	20	30	1 1/2x STUN, 2x BODY from metallic attacks
23	DEX	39		
20	CON	20	10	1d6 STUN if wounded by metallic attacks
13	BODY	6		
13	INT	3	10	Dependency: 2d6 STUN/ hour if not recharged with electricity
14	EGO	8		
20	PRE	10	10	Dislikes Big Strong Bricks
14	COM	2	10	Dislikes Taking Orders or Being Talked Down To
8	PD	2		
15	ED	11	10	Enjoys Using Powers
5	SPD	17	10	Hunted by FBI 8-
10	REC	0	15	Hunted by GENOCIDE 8-
40	END	0	5	1d6 Unluck
38	STUN	0	15	Secret ID (Dr. Howard Reeves)
			137	Villain Bonus

Cost	Powers	END
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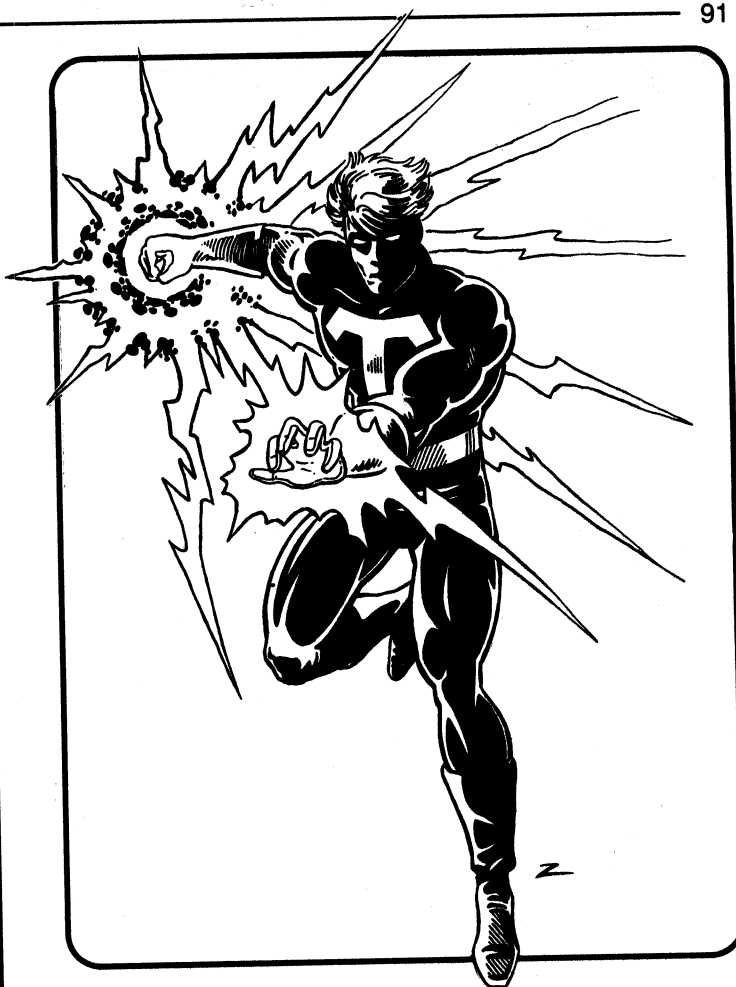
75	Multipower (75 pt. reserve)	4
7u	12d6 EB Lightning 1/2 END	3
7u	3d6 Flash, 3" AE Radius 1/2 END	
3u	4d6 RKA, No Range, -1, only affects entangles and grabs 1/2 END	4
2u	+5d6 HA, 1/2 END	1
1u	2d6 Flash vs. sight, used only with punch, No Range	2
3u	20" Teleport, -1/2 only between conductors or through wires	4
15	EC — Electrical Composition Powers	
a-35	Force Field +15 PD, +25 ED, 1/2 END	2
b-15	Full Life Support	
c-15	Flight 15"	2
	Skills	
7	Computer Programming 14-	
3	Scientist	
12	Computer Science, Electrical Engineering, Physics (each 14-)	
10	+2 Levels w/Multipower	
10	+1 Overall Level	

OCV:8 DCV:8 ECV:5 Phases:3,5,8,10,12

COSTS:	Char	Powers	Total	Disadv	Base
	138	+	219	=	357
				=	257
				+	100

Background: Dr. Howard Reeves, a scientist on the staff of Western Power Dynamics, was working on an ultra-high voltage transmission line project at the Yuma experimental MHD hydroelectric plant when a valve left loosened by a careless technician released a spray of liquid oxygen. Reeves fell back over the edge of the inspection platform, and landed on a generator just as the current built up to its maximum. He was subjected to an incredible surge of electricity.

The next thing Reeves knew, he was standing back on the inspection platform. Though his clothing had been mostly destroyed, he seemed physically unharmed. But he was not unchanged! As he stood on the platform, sparks began to flicker about his body and arc away into various metal surfaces. Somehow, Reeves had become electrified; in fact, his body was electricity. Since he was a living thunderbolt, Dr. Reeves decided it was only fitting that he take that as his new name. Thus the superhuman known as Thunderbolt was born!



But which way should he turn, good or evil? He looked back on his life. Which was better, the feeling of honor and confidence that comes from doing the right thing? Nah. It was better to be rich and have fun than going around chasing hostages and being used as a patsy. He would become a villain. Reveling in the use of his unique abilities, and donning a concealing costume, he razed the Yuma plant. Then he went travelling, systematically destroying every MHD hydroelectric plant in the country.

Now, thoroughly outside the law, Thunderbolt is enjoying his career as a supervillain, carefully pasting each article and editorial into a scrapbook of increasing thickness. He works on his own and with groups, and no one has stopped him yet. Can anyone?

Quote: "Who wants juice?"

Personality: Thunderbolt is a supervillain out of a sense of enjoyment. He has a rather cruel sense of fun, and enjoys terrorizing innocent people and hurting anyone who tries to stop him. Thunderbolt has no regard for anyone except himself; he doesn't have to take anymore orders, he doesn't have to pay taxes or worry about the mortgage, now Thunderbolt can party as long as he wants to. And Thunderbolt can party for a long time. Emotionally, he's an adolescent, out on a joyride. His crimes are the equivalent of teenage vandalism; he's only out to see how much trouble he can cause and who'll notice it.

Powers/Tactics: Thunderbolt is a creature of living lightning. He continually gives off ions; any metal attack that makes it past his defenses to do BODY damage can cause traumatic releases of power and additional injury. His teleportation power only operates along wires, or between two conducting objects.

Appearance: Howie Reeves is 5'9" tall and weighs 160 lbs. He has blond hair and brown eyes. Thunderbolt wears a special charcoal black suit with a bright red belt and a "T" insignia on his chest.

UTILITY					
Val	Char	Cost	100+	Disadvantages	
20	STR	10	20	Overconfidence	
20	DEX	30	15	Collapses in the face of torture	
18	CON	16	15	Must Be Better Than	
12	BODY	4		Superpowered People	
20	INT	10	5	Reputation (villain) 8-	
8	EGO	-4	15	Hunted by Ultimates 8-	
10	PRE	0	20	Hunted by UNTIL 11-	
10	COM	0	10	Hunted by Crusader 8-	
12	PD	8	15	Secret ID (William Chow)	
12	ED	8	87	Villain Bonus	
5	SPD	20			
11	REC	6			
36	END	0			
31	STUN	0			

Cost	Powers	END	
20	Martial Arts (comic book)		
	Maneuver	OCV	DCV
	Punch	+0	+2
	Kick	-2	+1
	Throw	+0	+1
	Block	+2	+2
	Dodge	—	+5
8	+2 DC w/all attacks		
3	+2d6 HA w/punch OAF billyclub		
27	8d6 EB [16c] OIF wrist rockets		
12	+7d6 EB [2c] OIF wrist rockets		
13	+8 PD, +8 ED IIF padded suit		
6	+3" Running (9" total)		
3	UV Vision OIF headpiece		
7	Hi-Range Radio Hearing OIF headpiece		
48	Variable Power Pool (40 pts), only changed in a lab (-1 1/2)		
3	Climbing 13-		
3	Deduction 13-		
3	Electronics 11-		
3	Mechanics 11-		
10	+2 Level w/Ranged Attacks		
20	+2 Overall Level		

OCV:7 DCV:7 ECV:3 Phases:3,5,8,10,12			
COSTS:	Char	Powers	Total
	108	+ 189	= 297
			= 197
			+ 100

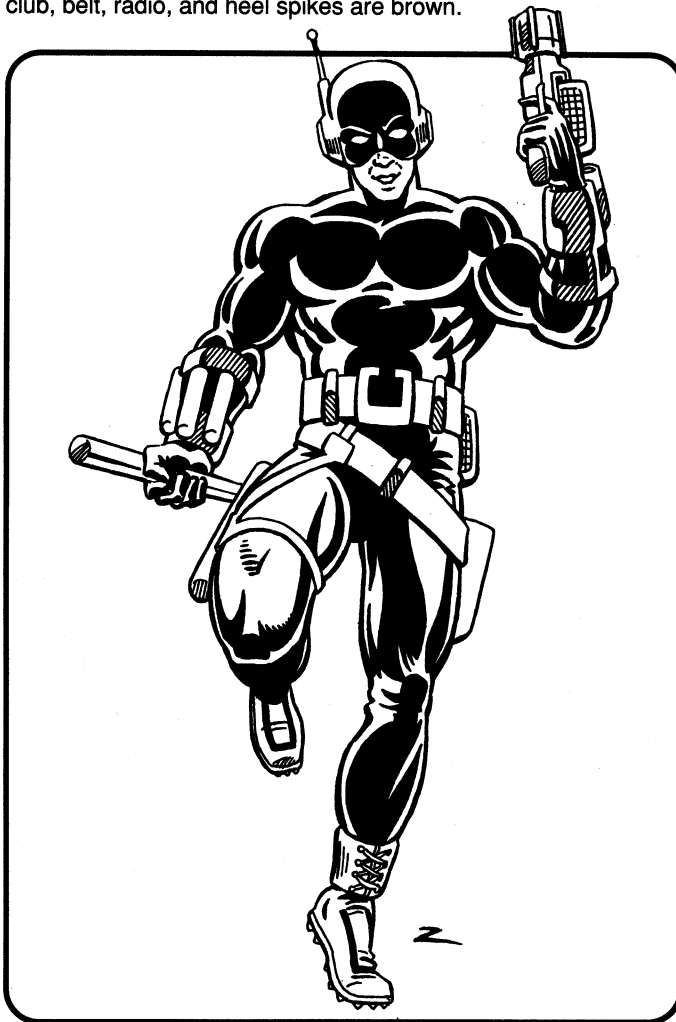
Background: William Chow was always fascinated by superheroes and supervillains, and not in the way that everyone else was. His favorite exercise was to figure out ways to outsmart superheroes. These exercises became the center of Chow's life. He spent hours doing research, looking for weaknesses in each hero or villain. Soon he became convinced that he was smarter and better than everybody else. William would never have had the chance to exercise his whims, but his Great Aunt died and left enough money to finance his original weapons purchases. Now, as Utility, he uses his versatility and knowledge to taunt and capture heroes while he makes himself rich. He often works as a mercenary, teaming with unstable personalities in pursuit of money and pleasure. Because of his cunning and resourcefulness, he is one of the most respected mercenaries around; the presence of Utility almost always means someone is going to get trashed, and it won't be Utility.

Quote: "All the superpowers in the world cannot defeat the world's greatest superweapon, the human brain."

Personality: William is a cool customer, always logical and in control of his emotions. He enjoys outsmarting supers, but it's a quiet enjoyment, he will often acknowledge his victory, but lingering on it would be gloating. He would be a good leader, but he's more interested in an individual victory than a team triumph; this is because while one is absolutely responsible for one's own actions, it is much harder to manipulate a group, particularly a group as unstable as your average supervillains, into doing what you want. Most villains consider Utility to be an effective but aloof teammate, and it is true that Utility doesn't like to socialize. Being a villain is so much more interesting than meeting people.

Powers/Tactics: Utility exists to exploit a player character's weaknesses, particularly vulnerabilities and susceptibilities. Utility always uses his research to find at least one hero's weakness, and will always go out on a mission ready to exploit it. His gadget pool should be used to create gadgets specially tailored to bring down one of the heroes (if a character is extremely agile, he'll design a 1 hex AE transparent entangle grenade. If the character is quite strong, he'll build a strength drain bomb. If an opponent is vulnerable to electricity, he'll build a zap gun (or if an ally has an electrical attack, he'll build a gun that serves as an Uncontrolled Continuous electrical attack, which only works when hit by another electrical attack, and adds to the other attack)! Utility is as nasty as he is clever. Look at some of the other foci in the book if you need ideas. In combat, Utility will play cat and mouse games with his opponents, climbing into unlikely positions to snipe at his enemies.

Appearance: Utility is 5'8" tall, weighs 150 lbs and has black hair and brown eyes. His bodysuit is green and his wrist bands, billy club, belt, radio, and heel spikes are brown.



VIBRON					
Val	Char	Cost	100+	Disadvantages	
20	STR	10	30	2x STUN from	
29	DEX	57		energy killing attacks	
28	CON	36	10	2x Effect from flashes	
10	BODY	0	15	Hatred of Normal People	
15	INT	5	10	Anti-social	
11	EGO	2	20	Hunted by UNTIL 8-	
15	PRE	5	10	Hunted by CIA 8-	
16	COM	3	15	3d6 Unluck	
10	PD	6	15	Secret ID (David Lawson)	
10	ED	4	32	Villain Bonus	
6	SPD	21			
10	REC	0			
56	END	0			
35	STUN	1			

Cost	Powers	END
15	EC — Vibration Powers	0
a-16	+7d6 H-to-H Damage 0 END	4
b-25	Desolidification	0
c-15	Force Field +10 PD, +10 ED 0 END	0
d-21	Running +10" (16" total) 0 END	0
4	KS: Sonics 13-	
5	Mechanics 12-	
6	+3 Levels w/punches	

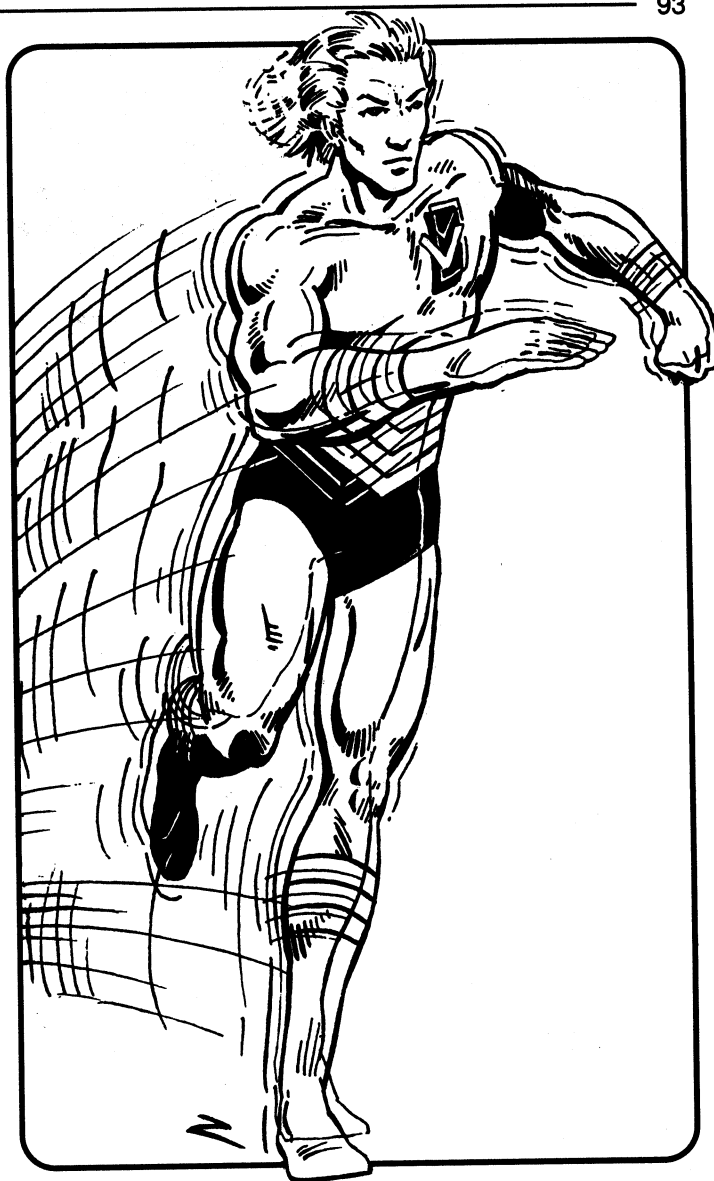
OCV:10 DCV:10 ECV:4 Phases:2,4,6,8,10,12					
COSTS:	Char	Powers	Total	Disadv	Base
	150	+ 107	= 257	= 157	+ 100

Background: David Lawson was a name to be reckoned with in the focussed sound industry, with a reputation for coming up with breakthroughs on command. Then one day, while testing a Vibronic Projector for the CIA, a laboratory explosion ripped the lab apart. Then he realized that he wasn't dead, as one would expect from an explosion of that magnitude; he wasn't even damaged. Although he did have this strange tingly feeling in his arm...

Lawson found that his body had absorbed a standing wave and was now in a continuous vibrating state. As Lawson discovered his other powers, he became obsessed with the fact that he could no longer mix normally with society. It is said that David Lawson went slightly mad that night. Now he lives in seclusion, coming out only to steal what he needs to keep his mansion from deteriorating. As Vibron, Lawson has no respect for normal people, and will squash anyone in his way.

Quote: "There's a whole lot of shaking goin' on!"

Personality: Lawson is a loner. He hates normal people, because they remind him of all the pleasures he used to enjoy; how can someone whose skin vibrates at 78 Mhz enjoy eating out? Paradoxically, Lawson likes being superpowered and being able to do "cool" things like walking through walls. Lawson is one of a number of people who have had great difficulty adjusting to superpowers; he may stabilize and accept them, and perhaps even turn away from a life of crime. Or they could get worse. Given Lawson's bad luck, bet on the latter.

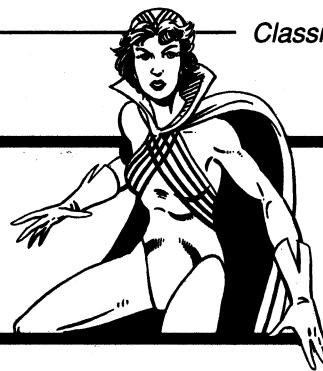


Powers/Tactics: Vibron is able to vibrate himself to perform a number of superpowered feats, including going desolid. While desolid, only vibration, sonic, and ego attacks can affect him.

If forced to fight, Vibron likes to play hit and run: he will hit if it's a single opponent, but he'll run if it's two or more. Vibron avoids battles where he's outnumbered, except against normals. He prefers to take what he wants and do move-bys on any opposition as he leaves, adding vibration damage to his punch. If he can't do that, he'll stand and fight, putting his levels into OCV.

Appearance: Vibron's vibration powers effectively screen his features so he doesn't need a disguise. He is 5'11" tall, 170 lbs, with sandy blond hair and blue eyes. He wears a long pair of light blue cyclist pants, and goes bare-chested, except for a multi-colored wave monitor that he leaves attached to the left side of his chest. He also wears black bands on his wrists and ankles.

INDEX TO ENEMIES



This is an index of all of the villains found in Classic Enemies. Agents are not included. The five star rating system is as follows:

- * Very weak, laughable
- ** Average, usually deficient in some areas, but often dangerous in others
- *** Very Capable, a strong opponent, not to be underestimated
- **** Master class villain, extremely powerful
- ***** World-class villain. Awesome power, handle only if necessary

The index is divided into the following categories:

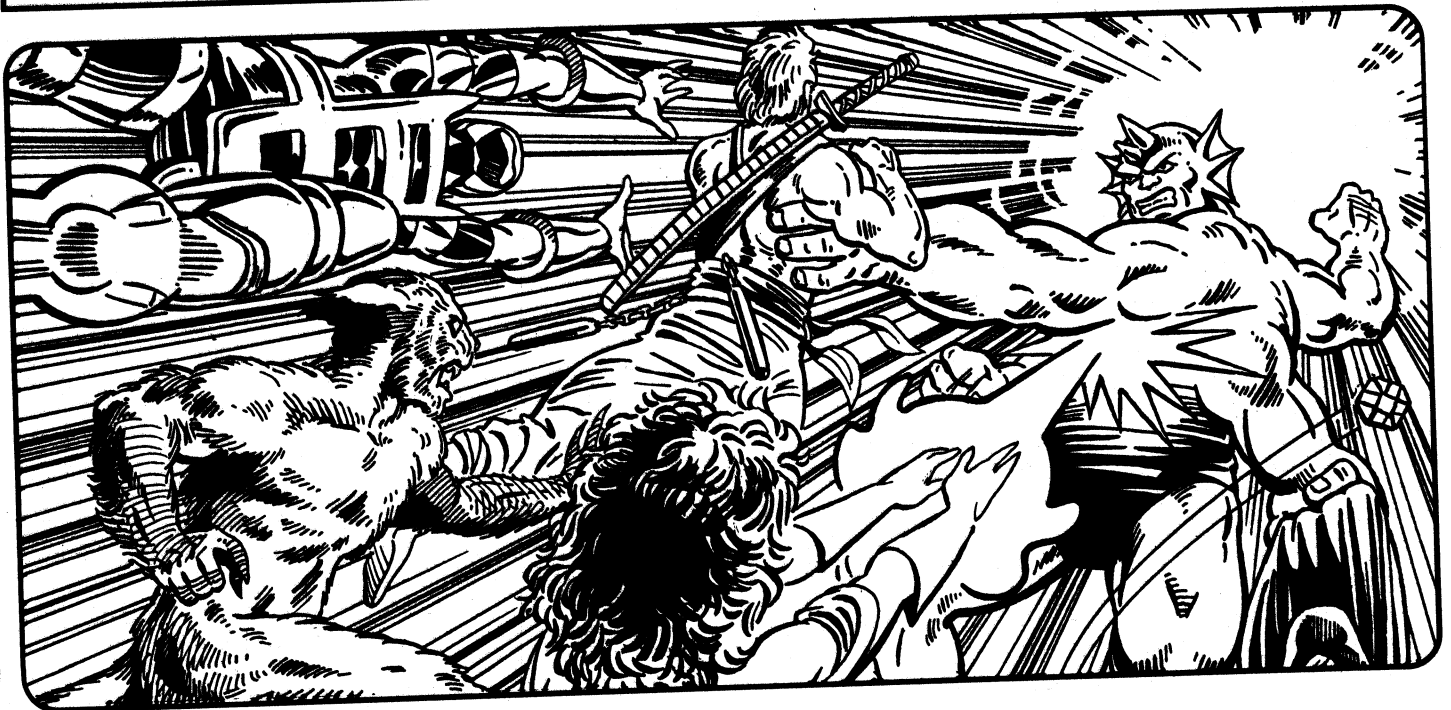
1. **Mastermind:** These villains either lead a supervillain group, organization, or have leadership ambitions.
2. **Mercenaries:** These are villains—for—hire.

3. **Group Member:** These villains belong to a supervillain group.
4. **Loner:** These villains keep to themselves, rarely ally with others.
5. **Alien:** These characters are extra-terrestrial, or they come from an alternate or future Earth, or from some secret high tech enclave hidden in the Earth.
6. **Magical:** These characters got their power from magic.
7. **Mutant:** These characters are mutants.
8. **Technological:** These characters use high-technology.
9. **Greedy:** These characters fight for money and material possessions.
10. **Gloryhound:** These characters like publicity.
11. **Power-hungry:** These characters fight to obtain power.
12. **Goal Oriented:** These characters fight for other goals: such as repairing a starship, or revenge.

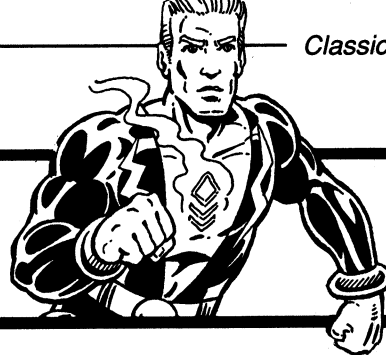
	1	2	3	4	5	6	7	8	9	10	11	12	Rating	
ANKYLOSAUR	—	—	*	—	—	—	—	*	*	—	—	—	***	309
ARC	—	—	*	—	—	—	—	—	—	*	—	—	**	291
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BEAMLINE	*	*	—	—	—	—	—	*	*	—	*	*	**	234
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BLACK PALADIN	—	*	—	—	—	—	*	—	*	—	—	*	**	322
BLACKSTAR	—	—	*	—	—	—	—	—	—	*	—	—	**	260
BLOWTORCH	—	*	—	—	—	—	—	*	*	—	—	*	**	225
BORA	—	—	*	—	—	*	—	—	*	—	—	—	***	580
BULLDOZER	—	—	—	—	—	—	—	—	*	*	—	—	*	175
BULLET	*	*	*	—	—	—	—	*	*	*	—	—	**	396
CHARGER	—	—	*	—	—	—	—	—	—	—	—	*	***	320
DARK SERAPH	*	—	—	*	—	—	*	—	—	*	*	*	****	540
DR. DESTROYER-1	*	—	—	—	—	—	—	*	*	*	*	*	****	1300
DR. DESTROYER-2	*	—	—	—	—	—	—	*	*	*	*	*	*****	1932
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DREADNOUGHT	—	*	—	—	—	—	—	*	*	*	—	*	**	479
DURAK	—	—	*	—	—	—	—	—	—	*	—	*	***	436
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FEUR	—	*	*	—	—	—	—	—	*	—	—	—	**	341
FIACHO	*	—	*	—	—	—	—	*	*	*	*	*	***	510
FIREWING	—	—	—	*	*	—	—	—	—	*	—	*	****	691
FOXBAT	—	—	—	—	—	—	—	*	*	*	—	—	**	338
THE FOX OF CRIME	*	—	—	—	—	*	—	—	*	*	*	*	**	393
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GRIFFIN	—	*	—	—	—	—	—	—	—	—	—	—	***	447
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Classic Enemies

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LE SONE	—	—	*	—	—	—	—	—	—	—	—	*	***	405
LEECH	—	—	—	*	—	—	*	—	*	—	—	*	**	260
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MENTON	*	—	—	—	—	*	—	—	—	—	—	*	****	1154
MONGOOSE	—	—	—	*	—	—	—	—	—	—	—	*	**	240
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OCULON	—	*	—	—	—	*	—	—	—	—	—	—	**	285
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PANTERA	—	—	*	—	—	—	—	—	*	—	—	—	***	335
PLAGUE	—	*	—	—	—	*	—	—	*	—	—	—	**	250
PLASMOID	—	—	*	—	*	—	—	—	*	*	—	—	***	600
POWER CRUSHER	—	*	—	—	—	*	—	—	*	*	—	*	***	294
PROFESSOR MUERTE	*	*	—	*	—	—	—	—	*	*	*	—	***	476
RACCOON	—	*	—	—	—	*	—	—	—	—	—	—	**	305
RADIUM	—	—	*	—	—	—	—	—	—	—	—	*	**	284
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USING ENEMIES



About eight years ago, I remember playing a "module" for an adventure game that had been supplied as a supplement in one of the larger gaming magazines, and I enjoyed it very much. It was an adventure for an espionage role-playing game; players were to retrieve a stolen plate (the sort of plate that is used to make money). Part of the background in that module involved a scientist breaking that plate in a fit of pique. I played it, enjoyed it, and thought that the broken plate was an interesting plot twist, perfectly appropriate to the world of espionage fiction where there are more curves than a mountain highway, and nothing is as it seems. (Later, it occurred to me that the author might have wanted to keep the plate out of the hands of greedy PCs, but no Hero System PC would ever do a nasty thing like that. Would they?)

A few months later, that magazine received a letter from a disgruntled gamer, whose GM had read the module and refused to run it because the plate was broken. He concluded his letter by saying that he thought it was a bad module.

My response to this letter was that of disbelief. If the GM didn't like the fact that the plate was broken, he simply could have said that it wasn't broken, and run the adventure on that premise. Gaming material, be they modules, supplements, or *The Compleat Illustrated Guide to Fuzzy Furies From the Frenzied Dimension*, is not carved in stone. The first rule of a good supplement is that it has to be flexible. No one should feel obliged to use an entire book wholecloth.

This brings us to the huge book that is now in your hands. What should you do with this thing? How is it going to help your campaign?

If you are like most beginning GMs, you'll want to take some villains out of the book and start campaigning them against the heroes right away. Here's some guidelines on judging which villains will be most effective.

The purpose of *Champions* is to have a good time. *Champions* combat is most enjoyable when the villains are competitive, when the players think the heroes have a decent chance of losing unless they perform at their peak, and thus a victory becomes a well-earned one. If the player characters triumph too easily, they'll eventually get bored. If the players feel that it is impossible to triumph, they will sooner or later get the impression that the Game Master is out to get them. Both of these are death to a campaign. *Champions* is not a game system that works well under adversarial conditions (ie. the players are out to get the Game Master, and vice versa). But they don't have to be this way. Combat is best where the fight is even. There are a number of important combat considerations for any *Champions* character. These are:

- | | |
|-------------------------------|---------------------------|
| 1) Active Points in an attack | 4) Speed and Dexterity |
| 2) Defense values | 5) Quickness and Mobility |
| 3) Exotic defenses | |

Active points are as per the book; by judging the active point total of a character's attack, you can gauge how effective they'll be in combat. Compare the average damage

from an attack with the defenses of your characters. Can they penetrate? Will they do on the average, say 10 or more STUN against the average defense in the campaign? This can usually be considered a decent offense in an even fight. If the attack is an entangle or a flash, will it slow down the average defender for two phases or more? If it is an NND, can it effect at least 50% of the characters in the hero group?

Defense values simply represent the PD and ED of the villains. If their defenses are so high that attacks in the hero group cannot penetrate on average, they are too high. If you are worried about the villain getting knocked out too easily if you lower his defenses, lower them anyway and add STUN.

Also take a look at the resistant defenses of your villains. Do your heroes use a lot of killing attacks that are guaranteed to waste the bad guys? If you don't mind getting new villains at every game session, fine. If you believe that the superhero genre is a heroic genre, and that the good guys shouldn't go around slaughtering villains, then you have problems. It's probably best to tell the players what your preferred style is, but also take a look at whether the villains will die. Don't have the villains armored all the time; an occasional villain death can be dramatic, and is a good way to tell the players that they may be too bloodthirsty.

Player characters may have what are known as exotic attacks. Power drains, flash attacks, psionics, and NNDs qualify as these types of attacks. Do the villains have as much of a chance to defend against PC exotic attacks as the PCs have to defend against theirs?

Speed and Dexterity is critical to a villain's effectiveness. DEX gives the villain a chance to launch a first strike. Superior SPD allows them to launch more attacks, and take needed recoveries when the heroes can't attack.

Villains who can strike at range against their opponents have a distinct advantage (unless a character can nullify it with Missile Deflection). And extra movement ability is important. With teleportation, it's easy (Danger Sense excepted) to launch a first strike or ambush. Flight and tunnelling are useful in getting away when the going gets rough.

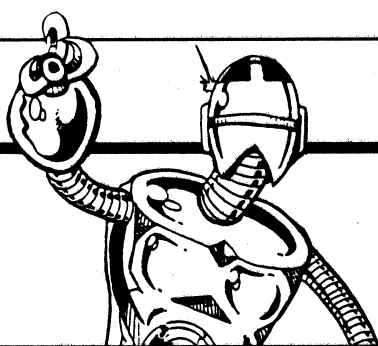
What happens when you find a villain you like and his stats aren't right to give your PCs a fair challenge? Well, you can do one of two things.

The easy thing is to change the character's stats. It's easier to scale upward than downward; if you want a character to become more powerful, increase DEX, SPD, PD, ED, levels, and attack strength. It's that easy. You can go the other way, too, reduce DEX, SPD, PD, ED, levels, and attack strength, and look at a few other stats like PRE to see if there are any backdoors they would use to give them an unfair advantage; you usually have to work a lot harder to shave points than you do to add points!

In the end, the purpose of this book, as is this game, is to enjoy yourself. Use this volume as you think is appropriate. Any game supplement can be, with a little imagination and creative tinkering, a valuable addition to your gaming library.



STRONGHOLD



STRONGHOLD

In a world where superheroes and supervillains exist, one of the major problems is how to keep supercriminals confined. The Stronghold system, a special high-tech fortress designed to keep superpowered felons from escaping, is one solution.

Though far from escape-proof (despite its designer's claims), Stronghold is meant as a holding area for your villains during the campaign. Of course, it can also be an adventuring area; adventure ideas are provided, and the GM is free to adapt these in whatever way he likes.

TECHNOLOGY

The Stronghold system assumes that the technology level in the campaign is that of a typical superhero universe: blaster technology is commonplace, as is force field technology. In a world where these two innovations do not exist (eg. the real world), the Stronghold concept is much more difficult to employ. While blasters may be replaced with slug throwers and force fields with armor, Stronghold would not be able to hold many characters with exotic powers like desolidification or teleportation, unless there are low tech substitutes for the advanced technology. (Perhaps lead-lined walls are proof against teleport, etc.)

HISTORY

For years, during the early age of superheroes and supervillains, one of the most frustrating problems was dealing with the incarceration of superpowered felons. Conventional prisons, even maximum security penitentiaries with reinforced cells, were simply inadequate for holding supervillains. Furthermore, damage caused by supervillains during the course of their crimes was threatening to bankrupt several major American cities; insurance rates had gone through the roof. Clearly, a solution to the supervillain escape problem needed to be found.

The man in charge of finding a solution was Dr. Charles Wildman, long considered to be one of the most brilliant scientific minds in the world, a man who was as skilled at organization as he was at experimentation. He had already participated in a number of highly regarded studies on the supervillain problem, and summarized the situation during his presentation to the Special Senate Subcommittee on Paranormal Activity.

(Transcript from Senate Sub-committee hearing)

DR. WILDMAN: *It is clear from the testimony received by the committee that the damage caused by supervillains is at an unacceptable level, amounting to hundreds of millions of dollars annually. Although there are many superheroes...*

SENATOR BRAND: *Costumed nuts.*

DR. WILDMAN: *... who risk their lives countering this crime wave, their efforts are largely futile. This is due to the inability of law enforcement agencies to maintain custody of supervillains once they have been captured. Thus, a defeated villain has an excellent chance of escaping after he has been turned over to the police.*

SENATOR KANE: *But what can we do? We can't just let these villains go!*

DR. WILDMAN: *I agree. I propose the construction of a special facility designed to contain these supervillains. Project: Stronghold would be built underground, using the latest available technology. I have submitted my recommendations for your consideration.*

SENATOR ALLEN: *The committee will adjourn to study your proposal, Dr. Wildman. Thank you.*

Funding for Project: Stronghold was approved two months later, after a battle between the Ultimates and the Champions caused tens of millions of dollars in damage to downtown Manhattan. The project was coordinated by Dr. Wildman, who recruited some of the finest scientific and technical minds in the world to provide security systems for the prison.

The Army Corps of Engineers completed construction of the prototype facility ten months later. The project was troubled by several unpleasant incidents, but tight security and help from superhero groups kept the situation under control and construction on schedule. Several villains who had been kept in special makeshift restraints were immediately transferred to the new facility.

The operation of the prison proceeded smoothly for the next few months. Several countries, most notably Great Britain, Australia, and Canada announced plans for similar prisons. The so-called "supervillain crime wave" decreased markedly; property damage was down 10 % in New York City alone after only one month. For awhile, things went well.

There was one major problem with Stronghold; several supervillains got together, and charged that forced imprisonment in Stronghold constituted cruel and unusual punishment. Given Stronghold's confined nature, inmates did not have access to the open spaces or recreational facilities of

a normal prison. Some psychologists claimed that incarceration in Stronghold hardened already dangerous super-powered criminals. The ACLU labelled the set-up "medieval" and called for its abolition. This led to the case of Green Dragon vs. the State of California, which determined that imprisonment in Stronghold would only be permitted if the state clearly showed that only Stronghold was capable of containing the felon, and only if the felon represented a clear danger to the well-being of society.

A second, and even more controversial innovation was later incorporated into Stronghold. It was discovered that certain criminals, such as Firewing, were too powerful even for Stronghold to contain, so they were placed in what is called "Hot Sleep". Hot sleep cells keep the criminal permanently asleep for the duration of his sentence, while keeping him alive on life support. This has been even more widely condemned on the grounds of violating human rights than the Stronghold concept, and a large lobby group has formed to "Kill Hot Sleep". Dr. Wildman, who no longer heads the Stronghold project, has voiced his concerns about Hot Sleep, though less stridently. The fate of "Hot Sleep" has not yet been decided by the Supreme Court.

While Stronghold has kept many of the most dangerous super-powered felons from society, the damage caused by supervillains remains high. Many members of Congress have lost confidence in Stronghold, and are turning to more aggressive measures to combat supervillains (including the construction of an army of robots that would control villains and hostile heroes). There has been a cutback in funding for the Stronghold project, and some people are saying that it is only a matter of time before disaster occurs...



OVERVIEW

This section documents the Stronghold located in Stronghold, New Mexico, which is set into a mesa in the desert. The mesa is 100 meters (50") tall, and approximately 100 meters (50") across. The mesa is isolated, located kilometers away from the nearest civilization. The harsh desert surroundings isolate Stronghold from the casual visitor, and even if someone were to wander by, there is no way up to the top of the mesa except by flight. The sheer cliff sides make climbing impossible without special gear.

The flat top of the mesa was converted by the Army Corps of Engineers into a VSTOL aircraft landing field. A large circle is painted on top of the mesa for landing directions and landing lights illuminate the area. In the center of the mesa, a box is painted on the ground. This indicates where the elevator comes up. An entire box protrudes above the surface of the mesa when the elevator reaches the top.

Stronghold personnel consists of the warden, his secretaries, the guards, scientists (who study foci belonging to the villains impounded in Stronghold) and technicians who serve as their assistants. There are five levels (or six, if the Death Row option is used). Level 1 is Administration, levels two to four are cell blocks, and Level 5 is storage and power. The mesa in which Stronghold is set is also lined with external sensors.

EXTERNAL SECURITY SYSTEMS

The external security system of Stronghold consists of three major components: sensors, the central computer, and outside. If security is breached, the systems will alert the guards to an escape attempt, then the computer processes the information and determines the position and severity of the threat. Guards provide a flexible response, while robots provide expendable heavy firepower. Superheroes may be available, but the Stronghold staff is expected to deal with any escape attempt without superhero help.

Stronghold has three types of alerts:

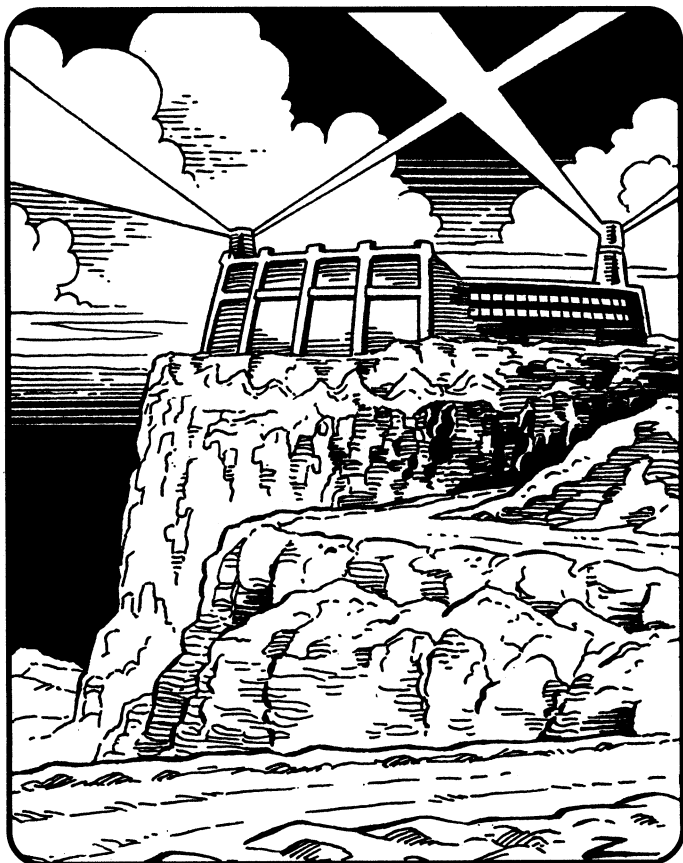
White Alert is a precautionary alert; all guards in the immediate area are notified and a team is sent to investigate possible disturbances. It may be caused by a villain trying to get attention in his cell, or a minor accident like falling boxes.

Yellow Alert is a defensive alert; all guards are notified and all robots and guards in the immediate area are placed on combat readiness. This alert is activated by an unconfirmed escape or break-in.

Red Alert is a full security alert. All guards and robots are activated for duty, all noncombat personnel are evacuated to a safe area, and all bulkhead doors are sealed. Guards are doubled at all points, and nearby superheroes and military are contacted. This is activated by a confirmed escape attempt.

SENSORS: Stronghold's external sensor arrays consist of two different types of detectors.

RADAR: Outside of Stronghold, a Phased Radar Array net built into the side of the mesa spots incoming intruders. The radar has +8 to perception and is 360 Degrees. Stronghold delivery aircraft have a size modifier of -5. Stronghold does not have anti-aircraft defenses, but a nearby airbase will scramble jets at once if alerted, providing 2-7 (1d6+1) jets. Treat these jets as F-15s from Champions rules.



SEISMIC SENSORS: The entire mesa around Stronghold is geologically stable. Therefore, any seismic disturbance must be man-made. Scattered throughout the rock strata of the Stronghold mesa are seismic sensors that feed the security computer with information. Any blow causing more than 2 BODY to a wall, or tunneling at a rate of more 1" per full turn will set off one of the sensors. For a disturbance outside of Stronghold, the computer calls a Red Alert and signals a break-in attempt. The sensors are activated on a roll of (11+ BODY damage done by the attack) or less on 3d6.

INSIDE STRONGHOLD

INTERNAL SECURITY SYSTEMS

The internal security system of Stronghold consists of four components: sensors, guards, robots, and the computer. If security is breached, the systems will alert the to an escape attempt, then the computer processes the information and determines the position and severity of the threat.

SENSORS: Stronghold's internal sensor arrays consist of two different types of detectors:

TELEVISION: In the Stronghold corridors are video cameras which watch the cells and sweep the halls. Pictures are transmitted back to the corridor's controlling guard shack and the security computer on Level 1. Cameras are hidden behind opaque panels in the ceiling, four cameras are mounted directly in the center of the corridor, 4" apart. If an invisible character with a fringe effect steps under a camera he will be spotted. Any use of Darkness powers (where the computer doesn't already know there is a power failure or a burnt out light) triggers a Red alert. Cameras will normally pick up a target on a roll of 13-.

INFRARED SCANNERS: These IR scanners track a target's general body shape by the heat it emits. If at any time a heat source or extremely cold area falls in front of the scanner, the computer automatically checks the identity of the source using the TV setup. If the source is a guard or a robot, nothing happens.

If the source is an escaped prisoner or an unauthorized person in the computer's "Dangerous Felons" file, a Red alert is called. If the TV camera cannot spot the heat source, the computer will report a possible invisible entity on the loose to the guards in the controlling guard shack. The infrared scanners will pick up a target on a roll of 13-.

THE COMPUTER

The Henderson 2850 Security Computer on Level 1 ties all of the information from the separate sensors, robots, and guard reports together. Its stats are as follows:

Val	Char	Cost
30	INT	20
26	DEX	48
3	SPD	-6
Cost	Skills	
3	Sensors Operations 15-	
5	KS: Supervillains 14-	
4	English (voice commands)	
8	KS: Defense Systems Operation 17-	
	Programs	
	Operate Sensors	
	Operate Weapons	
	Identify Person	
Total Cost: 82		

The computer swings through all of its sensors every four segments. Each sensor saves all of its data and burst transmits it to the computer.

GUARDS: The 52 guards that are always on duty in Stronghold are keenly aware that they hold one of the most dangerous jobs—security or otherwise—in the world. They uphold this responsibility with flair and determination. The 48 unranked guards are split into three shifts of 16. Each shift guards for 9 hours each day, with a half hour overlap between shifts. Because of the pressure of a seven day per week schedule and the closed environment of Stronghold, guards serve a one month tour of duty, working six months of the year on alternating months. If for any reason a guard is unable to work, he will be relieved immediately by a replacement flown in from Albuquerque.

ROBOTS: The most amazing, technological, and expensive parts of the Stronghold security system are the robots. The designers of Stronghold felt that the supervillains quartered there would be so dangerous that the security forces would need some kind of expendable firepower. These robots have pre-set recognition procedures to determine their actions. They are programmed to identify authorized personnel, detain unauthorized personnel of unknown nature, or call a Red alert and attack immediately, if they detect an escaped villain. If a robot is attacked, it will immediately return fire.

The robot's sensory information may be displayed in the guard shack of the level that the robot occupies, or on the security console in the warden's office. The robots may be controlled from three places. Normal control comes from within the robot's own computer brain. Secondary control may be exercised from any guard shack on the same floor as the robot. Overriding control may be exercised by the security console in the warden's office. When under outside control, the robots retain all of their basic abilities. If a robot could be shut down and reprogrammed, secondary and override control can be eliminated.

LEVEL 1: ADMINISTRATION

Level One has a variety of different functions. It provides a center for the administration that is handled on site. The level also includes special laboratories and testing facilities for short term storage and testing of supervillain gadgets. Finally, the level has barracks facilities for the guards, technicians, and administrators of Stronghold. The "brains" of Stronghold reside on Level One.

1) ELEVATOR: The elevator in the center of the level is used for transit up to the surface and down to the lower levels. The elevator takes six seconds to travel between levels. The elevator is sound-proofed, has a hard steel floor, and pastel colored heavy reinforced plastic walls. The elevator controls may be overridden from security panels in the warden's office.

Floor: 12 BODY, 20 DEF.

Walls: 14 BODY, 12 DEF.

2) RECEPTION AREA: All normal visitors to Stronghold are required to stop at the reception area before entering any part of the complex. Amanda, the receptionist, is usually on duty behind a hardwood desk. Amanda checks in all visitors. She secretly keeps a heavy blaster pistol (8d6 normal EB, autofire, 20 shots) hidden in her upper desk drawer.

Amanda is a trained security guard (DEX 11, SPD 3, and has +1 Combat Skill Level with the pistol). She is overworked but friendly to visitors. The reception area has several plush orange couches, a television set and a glass coffee table covered with back issues of Time, Newsweek, SuperStar (a semi-respectable magazine devoted to superheroing), and SuperHype (a not-at-all respectable scandal sheet weekly tabloid that contains all the news on the latest scandals even if they aren't true). There is also an old, heavily vandalized copy of the supervillain fanzine, Villainy Unbound.

3) BREAK ROOM: All food service for the administrative staff, scientists, technicians, and guard officers is available in the Break room. Food is kept in a deep freeze, and a microwave/convection oven is available to heat up any of the entrees. Hot and cold snacks are also available. The Break room is decorated in bright orange, with plastic chairs and circular tables. A giant screen TV (50") which can get over fifty stations via cable, a VCR and an extensive video library, are located on one of the walls. If a Red alert is issued, all non-combat personnel will be evacuated here.

4) VISITOR'S SUITE: Stronghold was designed only for its operating staff. Visitor's quarters were walled off as an afterthought. The quarters include two double beds, a couch, and easy chair, and several tables with lamps. Steel tube furniture predominates, but the furnishings are makeshift and seldom match. A small standup shower is included against the back wall, along with a wash basin and mirror. The suite will hold up to four visitors in a pinch.

ADMINISTRATION AREA

The warden and his two administrative assistants live and work in the administrative area. All administrative work is handled by computer, which makes extra hands unnecessary. An administrative support group in Albuquerque, New Mexico, is available by phone or FAX to help with problems.

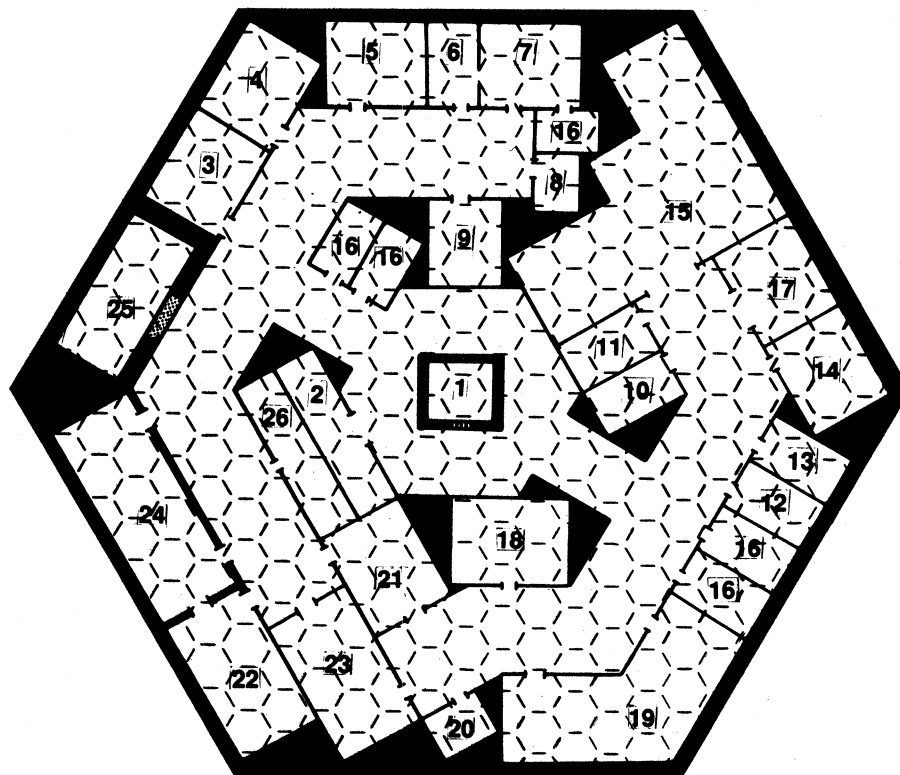
5) SECRETARIES' SUITE: The warden's two secretarial assistants, Amanda and Stacy, share the secretaries' suite. The suite is done up in different styles of pale blue, with a flocked ceiling. Two stylish beds sit against the back wall with dark blue quilts for covers. Dual sinks flank a standup shower on the left wall. A couch and two chairs are along the right wall. Paintings of oil scenes adorn the right wall over the couch. Both of the ladies have a personal chest of drawers against the front wall. Besides their clothes, each lady has a cleaning kit for her weapon and three extra power packs.

6) WARDEN'S SECRETARY'S OFFICE: The warden's personal secretary, Stacy, works in this outer office. The office is wood panelled and has burnt orange deep pile carpets. Stacy sits behind a chrome and wood desk with a computer terminal and laser printer off to one side. She is a trained guard (DEX 14 SPD 3, +1 with autoblaster) who keeps a heavy blaster (8d6 EB, autofire, 20 shots) in her top desk drawer. The outer office also contains a sofa, table, and coffee maker.

7) WARDEN'S OFFICE: The office of Joseph P. Kowalski is outfitted as the office of any middle management executive, except for the the heavy autoblaster (9d6 autofire, +2 OCV, 30 charges) attached secretly under his desk. Kowalski is an ex-Green Beret who got into prison management after Vietnam. His office is wood paneled with medium green shag rugs. His broad wooden desk has a hidden computer console, dictophone, visiphone, and bar. From his giant leather chair, Kowalski can survey any point in the complex through a wall-mounted TV screen that is hooked into the security scanner. The warden takes a strong interest in the security of the prison and once each day he goes on a long tour of the complex (and usually gets in everybody's way and antagonizes the inmates). The warden has a very narrow military mindset and sees everyone as a private to be ordered around. He is not well-liked.

8) CLOSET: Cleaning and office supplies are in this walk-in closet. The closet also holds games, party favors, and other items used for Level 1 parties and morale boosters.

9) WARDEN'S SUITE: Kowalski's suite reflects the man who inhabits it. The walls are a hideous olive green, the floors are stark linoleum. One wall is covered with pictures from Kowalski's fighting career, while paintings of World War II Marine landings decorate another. A large bookcase filled with combat magazines and war histories sits next to a king-sized bed with a super hard mattress. A single hard chair sits beside the wall next to a standup shower. Kowalski's belongings are kept in a converted footlocker at the foot of the bed.

LEVEL 1**TROOPER COUNTRY**

The area where all of the guards are quartered is nicknamed "Trooper Country". Inside of Trooper Country, Lieutenant Bob "Baby Face" Fenster has overall authority. The Lieutenant, his three Sergeants, and 48 Troopers on duty represent the majority of Stronghold's human population.

10) LIEUTENANT'S QUARTERS: Lt. Bob Fenster's quarters are as personalized as regulation quarters can be. Green steel tube furnishings are covered with quilts made by Fenster's girlfriends. Signed portraits of lovely ladies adorn three walls, while a portable foldout closet covers the fourth. A bed, dresser, and bookcase complete the Lieutenant's quarters.

11) SERGEANT'S QUARTERS: There are three sergeants, one for each shift of guards. Each sergeant has 16 men under his command scattered throughout the complex. Each sergeant shares a room across from the Lieutenant's. Since they provide an example for the troopers, each sergeant's room is always spotless. Each quarters is outfitted similar to the lieutenant's quarters.

12) ARMORY: This is where the weapons are stored. There are 56 autoblasters, 56 Flak Suits, 56 Billy Clubs, and all other equipment that troopers need when on duty or during an escape attempt. The armory door (10 DEF, 8 BODY) has a special lock (Lockpicking -3) that only the Lieutenant, three Sergeants, and the Warden have keys to. At the beginning of each shift, all of the guards report to the armory, deposit the weapons, and check themselves off with the sergeant. Only in the event of a Yellow or higher security alert will the armory be opened and the entire guard unit be issued weapons.

13) SICK BAY: Though Stronghold has no medical doctor on duty, it has a small emergency medical facility. The Sick Bay contains a counter that is filled with medical supplies. The top of the counter is padded to act as an examination table. The few necessary strong drugs or dangerous medicines kept here are carefully monitored.

14) TROOPER'S LABORATORY: The troopers have a special large shower and cleanup room. The floors and walls are sealed white tile, and the ceiling is light beige. There are 6 shower heads, 6 wash basins, and an entire wall of mirrors.

15) BARRACKS: The barracks are an L-shaped room filled with 24 bunk beds, 48 footlockers, and up to 32 bored guards. The barracks are nearly always strewn with dirty clothes — and dirtier magazines. The guards make sure the room is always clean when an inspection occurs. The room is painted a pale beige, and all of the bunk beds, footlockers, and trooper uniforms are pale blue. Most off-duty guards spend their time in the barracks or the trooper's mess.

16) REST ROOM: Laboratories are scattered throughout level one. Each laboratory is equipped with two johns and two wash basins with mirrors.

17) TROOPER'S MESS: The food in the trooper's mess is much like the food in the Break room, except that it contains larger portions and less taste. The mess contains five round yellow tables, each surrounded by red foldup chairs. A special deep freeze and canned storage unit sits along the back wall. A microwave/convection/induction oven is mounted next to the storage unit. The center of attention in the room is the wall sized white screen for projection TV and movies. When not on alert, 2d6 Troopers will be here, watching television or playing poker.

SCIENCES AREA

18) SCIENTISTS' SUITE: The three Stronghold on-duty scientists share the Scientists' Suite. These men research the powers and abilities of the inmates and their gadgets. They also give scientific advice to the warden when preparing containment or during emergencies. These living quarters reflect the diverse tastes of their occupants; movie posters grace one wall, modern art prints adorn another. The pale blue room is separated into three parts by portable room dividers. The back part of the room contains a standup shower and a wash basin. The left side of the room is filled with a coffee table, two parson's tables with lamps, and three easy chairs. Normally one or two scientists is off duty in the suite per shift, but it isn't unusual to find all three scientists sitting in their easy chairs, discussing anything but science.

19) TECHNICIAN'S QUARTERS: Twelve technicians live in the human zoo called the technician's quarters. The techs are even rowdier than the guards. Four technicians work each of three shifts, leaving eight off duty at a time. The technicians often spend their off-duty hours partying, and have arranged their furniture for maximum free space. Six bunk beds line the back wall, while a dual standup shower and wash basin hide behind a partition on the left wall. There is a CD player and a large music library; the speakers are quite loud. At least three times a week, they hold a party with guards, scientists, and even the administrators in attendance. Parties typically last at least two shifts, so everyone may attend. Despite their raucous image, the technicians are effective workers.

20) CLOSET: This closet is supposed to contain cleaning supplies for the lab areas. It also contains several dozen foam cups, decks of cards, and other items used in the technician's parties.

21) ROBOTICS LAB: This clean white room is where the robotic guardians undergo preventative maintenance and emergency repairs. The room is kept spotless, and all who enter are required to wear cloth masks over their mouths. The room is kept at a slight overpressure to keep out dust. Three large operating tables with hydraulic hoists dominate the room. A counter runs all the way around the walls. Under the counter, small spare parts are kept for simple robot repairs. Over the counter special digital testing equipment for testing the robots is stored. One technician is on duty in this room at all times.

22) TECHNICAL LAB: All of the devices used to test the supervillains' gadgets are built in this room. The large white room has a stockpile of generalized metal shapes in one corner. A forming and preliminary testing bench stands in the center of the room. An induction furnace and the final assembly bench are against the wall to the Testing Lab. A large number of pre-made electronic circuits are stored under the preliminary testing bench for use in building any necessary simple devices. Two technicians are normally on duty, but during testing one of these techs will be in the Testing Lab.

23) SCIENTIST'S OFFICE: This large yellow room is divided into several small cubicles by partitions. Each of the scientists has his own cubicle with a desk, computer terminal, printer, and chairs. A large cubicle has an oblong table and eight chairs for use during conferences. The technicians have a coffee area in the final cubicle. Each cubicle has a

different colored partition, and each is identified by its special color. The on duty scientist is normally at his desk. In case of a scientific emergency ("Esper's brain just exploded!") this is the first place the warden will call for help.

24) TESTING LAB: The Testing Lab is a special reinforced area where supervillain devices are tested. Ablative target tiles cover the wall at the far end of the room. Detectors and recording equipment line both long walls. A special micrometer level table runs the length of the room and is used as a test bench. The pale blue paint is scorched in places, a testament to the energy sometimes released in this lab. When testing is under way, a scientist and a technician from the testing area will be on hand. Each wears padded protective clothing (+6 nonresistant PD and ED). These suits are sealable and hang on pegs between the doors.

25) VAULT: The vault is where all of the supervillain devices are kept between testing. A guard is always on duty outside the vault. The vault door is made from solid Questonite (30 DEF, 15 BODY). The vault has a TV link to the Warden's Office; to open the lock, the warden places his hand on a palm print authorizer in his office, and the person attempting to open the door puts his hand on a similar analyzer simultaneously. If both prints are recognized, the lock opens. If they are not recognized, a Yellow alert is immediately declared. Under normal circumstances devices are kept in the vault for about one week's time, then taken to a special government research lab for intensive testing. No Security Systems roll can open the vault, but hand print codes may be altered on the main computer with a successful Computer Programming roll at -5 (with detailed handprints also on hand, fed in as data).

26) COMPUTER ROOM: The computer room houses a large Henderson Electronics 2850, contained in a sealed case filled with liquid helium. The bluish insulated module sits at one end of the computer room, while two operations consoles sit directly in front of the door. A large Henderson Model 5 Threat Evaluation Unit sits next to the consoles. The computer normally runs itself, except once a week when the technicians run a maintenance check. In an emergency, the room will be manned by two technicians and a guard.

LEVELS 2, 3, AND 4: PRISON

Each of the prison levels has an identical layout. Level 2 holds minimal security threats (lightweight bricks, martial artists who are too powerful for prison, etc.) Level 3 holds minimal security threats with unusual powers (teleport, desolidification, weak mentalists, etc.) Level 4 is the maximum security ward, which hold prisoners of a high power level and/or psychotic nature. There are also two Hot Sleep cells on Level 4.

1) GUARD SHACKS: The two armored areas in the center of the prison levels are the guard shack. Each of these is manned by two guards at all times, and has control over the three corridors of cells directly in front of them. The two guards sit at gleaming panels of controls that include tie-ins to the security computer and the sensor scanners. The walls are all made of a transparent Questonite plastic (20 DEF, 12

BODY). The armored bulkhead doors on the sides of the guard shacks double as the doors to the elevator. When the elevator doors are open, the guard shacks are open on the side. When the guard shacks are sealed, the elevator doors are also closed.

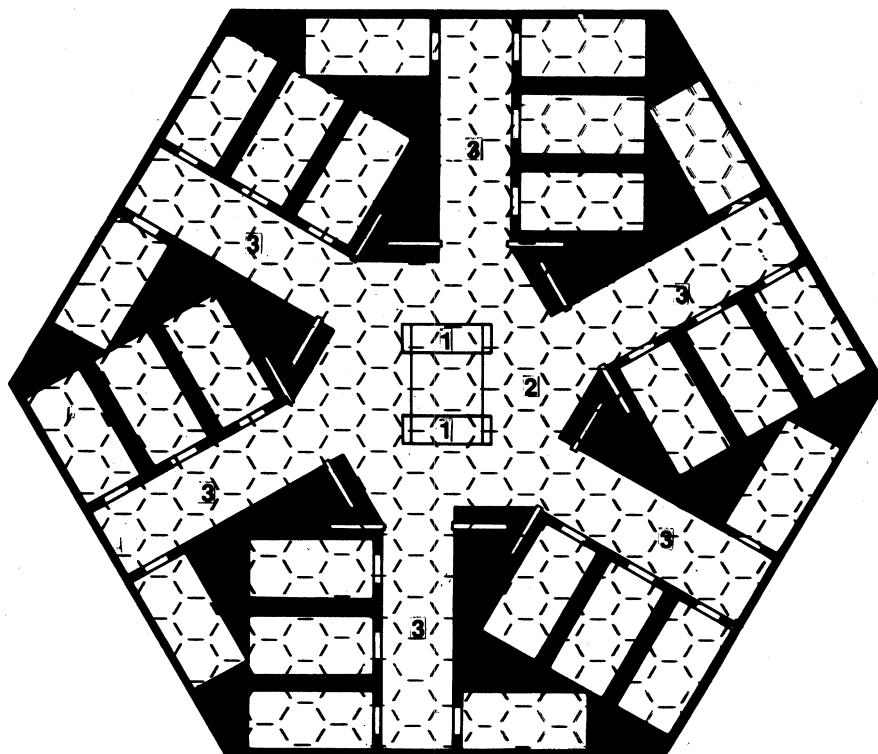
2) CENTRAL CORE: The central core of the prison level is a clean tiled area that allows access to the different corridors full of cells. The Core also provides the resting place for the three on-duty security robots. Two Type II and one Type III robot stand in the Core at all times. One robot stands against every outside wall. The two Type II robots stand at rigid attention, with only their red central scanning dot moving to show their current point of view. The Type III robot stands in a slight crouch with its massive head swinging slowly back and forth.

3) CORRIDORS: The six corridors radiating from the central Core each contain 4 cells and a massive blast door. The blast doors are clear Questonite (24 DEF, 15 BODY) and can be activated by the guards on the floor, the computer on Level One, or by the Warden from his office. Each of the cells are individualized so they may hold each villain's special powers (see Special Cells). The corridors and the central core of each level are normally patrolled by two Type I robots. TV and infrared scanners also provide the guards with an electronic map of the corridors at all times.

CELLS: The interior map of the cells is standardized for most of the prisoners. The cells are designed to be large and reasonably comfortable, as most of the prisoners are expected to spend the remainder of their lives in their cells. The cells normally include a padded bed, a plastic table and chair, and a plastic wall screen that shows TV, plays video games, and a selection of the latest movies. All movies and games are screened and edited for violence. All of the furniture is designed to be breakaway in case of any violence (1 DEF, 1 BODY).

The standard Stronghold cell is designed to hold people with a STR of up to 25. The corridor wall is the weakest wall (14 DEF, 10 BODY). The door is the same as the corridor wall. The walls to the adjoining cells are stronger (14 DEF, 15 BODY). The wall to the outside also has 14 DEF, 10 BODY. A minimum of 30 meters (15") of solid stone lies beyond, with 6 DEF and 15 BODY per 1" of stone.

The cells are designed to be a place where a person could spend the rest of his life. Creature comforts, such as a bed, light wood desk, bookcase, and wall-mounted TV make the cells liveable. The cells also include sanitation facilities and a basin for cleaning the inmate's clothes and bedding. Each inmate is responsible for his own cleanliness. There is a small window made out of clear questonite (14 DEF, 10 BODY), through which the guards check on the inmate.



LEVELS 2, 3, 4

If an inmate decides to reject Stronghold's hospitality and attempts escape, the guards and robots in attendance will try to stop him. Any attempt to punch or blast the walls will register on the complex's seismic sensors in the guard shacks.

Inmates have no possibility of attempting to pick the locks on the cell doors as they can only be opened by the simultaneous pressing of a button on the outside of the door and a button in the controlling guard shack. When opened, the doors of a standard cell slide up into the ceiling. A manual override for the hydraulic door is also unlocked by the two buttons. The override can be used by swinging the door lock's outer panel open. Inside, the panel's small handwheel can manually pump the doors open.

CELL MODIFICATIONS

Standard cells, even those with plug-in modules designed to compensate for special powers, won't be sufficient to handle the really powerful or multi-talented supervillain. Stronghold's designers understood this, and reserved Level three for villains with unusual powers, and Level four for extremely powerful villains. Cells can be designed using the base construction system in Champions. Each cell has a base size of sixteen hexes (being 4" high at the ceiling, 10" long, and 4" wide), and has a defensive value of 14 DEF, 10 BODY. This may be increased.

There are a number of special modules that may be added to Stronghold's cells. These include:

Reinforced cell: This is designed to handle anyone with a Strength of 70 or less, and is also effective against villains with an energy blast or a killing attack. The cell walls have a Defense value of 24 (and 10 BODY pips).

Desolidification: A special force wall with the Affects Desolid Power Advantage has been built into all of the walls. This cell has 14 Defense, 10 BODY.

Ego Shield: This cell contains a force field that stops psionics. Any attempts to use psionics through this field is at a considerable penalty (should the psionic attempt to use his powers through the field, any target has an additional 30 points of Mental Defense.)

X-Ray proof: This cell is lead lined, to prevent villains from learning too much about how Stronghold works.

Invisibility: This cell is equipped with active sonar, so a character with invisibility can't pull the old "look, he's gone!" trick.

Shrinking: This power requires very special measures. The cell is hermetically sealed to prevent escape. Air is pumped through a micropore filter, and there is an airlock in the door to pass food trays in and out. This room is designed using Life Support: Self-contained.

Telekinesis: This cell has a double port in the door, so that when the food tray is passed inside, the occupant of the cell can at no time see outside. The small questionite window is also removed from the door.

Teleport: This power is bought with the Power Advantage Hardened. A Force Wall with the same defense value as the rest of the room is integrated into the walls, ceiling and floor of the cell.

Hot Sleep: For inmates who are too dangerous to be allowed to remain conscious. They are attached to a mechanism that acts as a 4d6 STUN and 1d6 REC drain, 5 points are regained once per minute. This is sufficient to keep most supervillains indefinitely unconscious, and is being attacked by the ACLU as unconstitutional. A life support unit feeds the criminal to keep him alive.

LEVEL 5

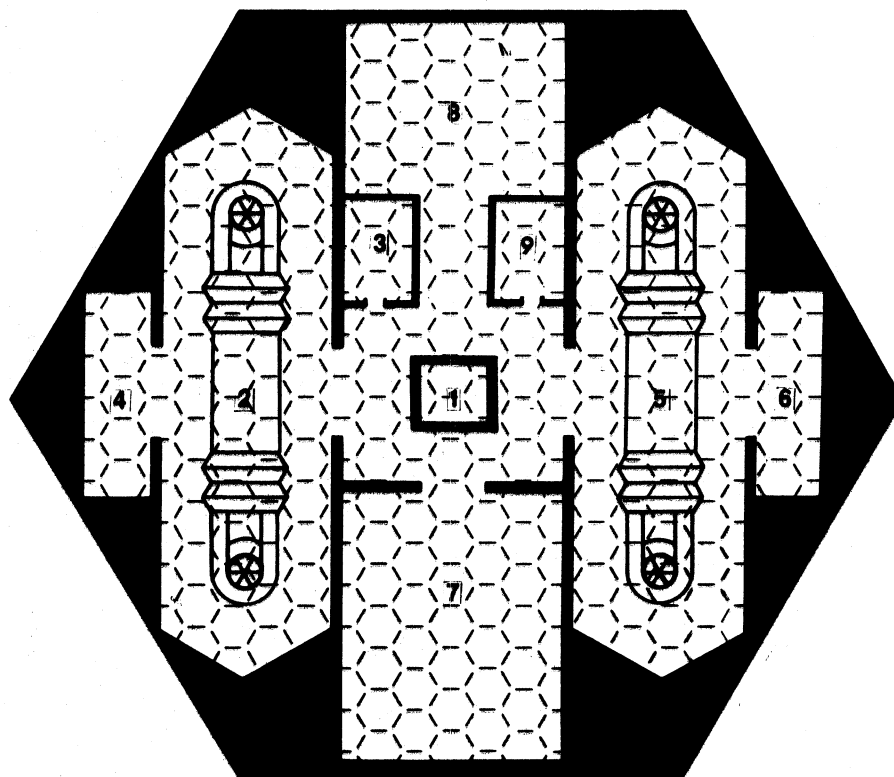
The fifth level of Stronghold is used for power generation and storage. Two large "core tap" generators and their control rooms dominate this 10 meter (5") tall level. Material and robot storage areas are also housed on this level. Level 5 is not normally guarded or manned and is left to the silent robots and whirring machinery.

1) ELEVATOR: Elevators and doors in the center of the level have the same characteristics as the elevator on Level 1.

2) CORE TAP 1: Stronghold's energy source is geothermal. Two turbines (Core Tap 1 and 2) produce the power for Stronghold. Either turbine is sufficient to provide the energy for Stronghold's needs. Hot steam from a deep fissure in the earth is delivered to the heat exchangers on the hot side of the turbine. The heat drives the turbine and is released in the cold heat exchanger. If the "hot" (lower) exchanger or the turbine is breached (12 DEF, 8 BODY), a spray of superheated steam would fill the room in 2 segments, doing 9d6 physical damage. Every segment that the character is in the room, he will take 10d6 damage. If the "cold" (upper) heat exchanger is breached, a similar cloud will fill the room in 3 segments doing 7d6 damage. The storeroom and elevator room adjacent to the turbine will fill with steam within 6 segments of the first breach. The turbine may be shut down from the Number 1 control room. After being shut down the steam will slowly cool, doing two less d6 damage per level on the time chart until the area is safe.

3) CONTROL ROOM 1: This room houses the controls for Core Tap 1, set to speed up or slow down the rate of power production. Normally a simple automated control sets the power output. A character with Security Systems and Mechanic skill can bypass the limiters in the turbine's speed; Once the turbine has been set to overspeed, it will take 2d6 Turns to overload, exploding like a shrapnel shell, doing 6d6 Killing Damage Explosion to anyone or anything adjacent.

4) STORAGE ROOM 1: This room contains the spare parts for the turbine, heat exchangers, and the control systems. Boxes weighing from 400 to 3200 kilograms line the wall. Each box is 12 DEF, 6 BODY.

LEVEL 5

5) CORE TAP 2: This turbine is the twin to Core Tap 1. Core Tap 2 is kept "hot" and ready to produce power at all times. If anything happens to the primary turbine, Core Tap 2 will take over in 1d6 Segments. The "hot" side of Core Tap 2 is the upper side.

6) STORAGE ROOM 2: Similar boxes to those in Storage Room 1 fill this room. It is used for storage of the spare parts in Core Tap 2.

7) GENERAL STORAGE: This room contains all of the storage for the entire Stronghold complex. Anything from paper to electronic equipment to cell modification modules can be found in this room. All boxes are carefully itemized.

8) ROBOT STORAGE ROOM: 22 special recharging cradles ring the wall of this steel lined room. Each cradle is designed to hold one of the robots that help defend Stronghold. Ten Type I cradles, eight Type II cradles, and four Type III cradles are kept here. Normally two Type I, two Type II, and one Type III robots are kept in their cradles. These robots are spares, in case the on-duty robots malfunction or undergo maintenance. In case of a Red alert, these robots would be activated and report to the guard shack on Level 4.

9) CONTROL ROOM 2: This room is identical to Control Room 1. It has the same capabilities and limitations as the other control room.

GETTING THE HEROES TO STRONGHOLD

Since Stronghold is located in the middle of the New Mexico desert, getting the heroes there may be difficult. This section will present several different reasons for the heroes to be present at the facility while problems arise.

Working There: The administrative plan for Stronghold calls for at least one superhero to be at the prison at all times. The GM may wish to hire a player character for this task, or possibly several player characters. The length of employment would probably be very short, maybe a month for each hero. The players could have their characters working at Stronghold in their secret identities. Stronghold employs a number of scientists for research projects, and often new scientists are brought in to work on specific problems. Player characters could also be employed as technicians, guards, or administrative personnel. Since Stronghold is isolated and the situation involves a lot of tension, the turnover rate among personnel is high despite the good wages. Stronghold is always hiring for some position or another. Of course, this also opens up chances for the villains to infiltrate...

Just Visiting: Stronghold attracts many visitors, for obvious reasons. Politicians often visit for photo ops... er, fact finding missions. A steady stream of journalists from all media visit Stronghold, reporting on current events. Scientists come to Stronghold to examine the scientific data gathered by the research teams. Foreign delegations come to Stronghold to study the prison construction, layout, and operation. Superheroes visit Stronghold to provide friendly advice to incarcerated villains, or to say "hello" to old foes. Any of these visitors could be a superhero or a villain in their secret identity.

Delivery: The Stronghold Delivery Procedure is a necessary part of the Stronghold prison. A special team is on 24 hour alert in ten major U.S. cities, prepared to spring into action when a major supervillain is captured. When the signal is received, the special agents will pick up the villain, and ask the heroes to accompany them to Stronghold. Thus, the heroes could be on hand when a prisoner is delivered to Stronghold. The Delivery Procedure is covered in the first scenario.

Reinforcements: A more difficult method for getting the player characters on the scene is calling for help. If the prison is situated in the middle of the desert, it could take a considerable time for the heroes to get there. If the GM relocates a Stronghold facility near a city, travel time will be reduced considerably. Once trouble starts occurring at the prison, an alarm call could be set up directly to a superhero team's headquarters. Of course by the time they make it to the prison, the trouble could be over...

SCENARIOS

1) Stronghold Prisoner Delivery: Stronghold prison would be useless if there was no way to deliver the prisoners. A complete system of prisoner handling and delivery was developed. A special team is stationed in ten major U.S. cities, on 24 hour alert. Each team has eight men, with four on duty at any given time. Two of the men are stationed at the local airport with a high speed VSTOL transport aircraft ready and waiting. The other two men operate the Stronghold Mobile Detention Unit.

The Stronghold Mobile Detention Unit (SMDU) is an armored truck with a detachable armored box for holding the prisoners. The box has 15 PD and 15 ED worth of Armor (Hardened), and 13 BODY. The box has no windows and is hermetically sealed to prevent characters with Shrinking or Stretching from escaping. The interior of the box can be observed from the cab of the truck with a TV monitor that is hidden in the wall of the box (-5 to Perception roll, can be detected by Microscopic Vision). The truck itself has the following stats:

Length: 4 hexes, **Width:** 1 C hex, **Mass:** 16,000 Kg,
CV: -3, **STR:** 40, **DEF:** 12, **DEX:** 14, **SPD:** 3,
Inches/Phase: 30" Ground (Non-combat 60"),
Non-combat Multiple: x2,
Max Inches per Turn: 180"; **BODY:** 8; **Knockback:** -4".
 Use standard Stronghold guards for the guards.

The SMDU responds to a police call that a supervillain has been captured. Once on the scene, they remove any obvious foci and put the villain in the box (possibly with the assistance of some superheroes). The guards will question the heroes about any powers or abilities that they know the villain possesses. If the guards feel that they will be unable to contain the villain once he wakes up, they may use their special knockout gas (10d6 NND, defense is Force Fields or non-breather). They have 15 doses of this gas. The guards will then ask the superheroes to accompany them to Stronghold. There is room for one passenger in the cab; other heroes will have to keep up separately. The SMDU drives to the airport, where the box is transferred to the Stronghold VSTOL jet and given priority clearance. Again, the heroes will be asked to accompany the prisoner. The Stronghold delivery system provides a fast way to get the characters into a scenario involving Stronghold. Incidents can occur at any point in the transfer system.

Example: A call goes out over the police band (and to any local supergroups) that the villain known as Slick has just been captured by an UNTIL special team, and is being transferred by Stronghold Mobile Detention Unit. Assistance is required, and by the time heroes arrive, the Ultimates are busy wiping the SAT team off their shoes and freeing their comrade. This rescue attempt could take place while the truck is on the road, at the airport transferring the prisoner, or even on the aircraft itself.

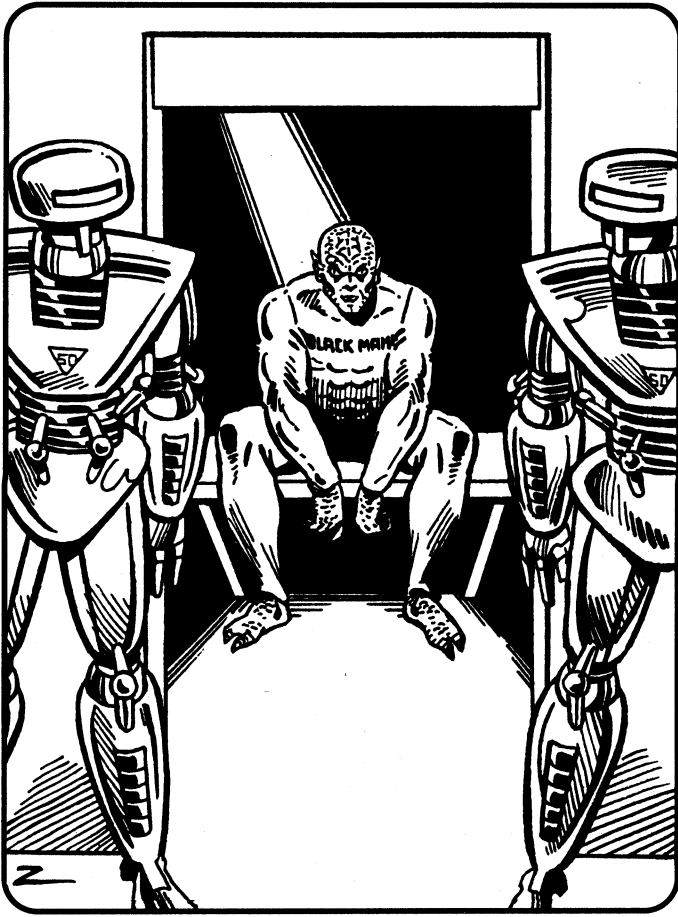
2) Breaking Out: No prison is escape proof, and Stronghold is no exception. There are as many different ways to break out as there are prisoners. Since a cell is designed to the specific powers of its occupant, escape becomes a matter of doing something your captors don't expect or know you can do. Some examples:

RIPPER: The walls of the Ripper's one piece cell are reinforced, 24 DEF, 10 BODY. The prison officials don't yet know about the Ripper's emergency strength augmentation. Using his strength augmentation, Ripper will be able to get out of his cell with a Haymaker. This would attract a great deal of attention.

FREON: Freon has difficulty using his powers at warm temperatures and low humidity, so his cell is kept at 27 Degrees Celsius (80 Degrees Fahrenheit) and 3% Humidity. The scientists believe that he cannot use his powers under such conditions, but he can, at 3x END cost. So, if Freon tries hard, he should be able to weaken the cell enough to escape.

ESPER: Esper's cell has an Ego Shield, which cuts down the force of her mind powers. However, if she pushes her Mind Control to its maximum (plus two dice) she should be able to influence one of her guards slightly. If she phrases her suggestion properly, she could get a guard to open her cell, and then she could exert the full force of her Mind Control powers on the hapless guard.

These methods are only samples. If there's one method to escape, there's usually more (concentrating on the weak points where the plumbing is installed, overpowering a guard as he brings lunch, etc.) Once a villain has escaped from his



cell, there is still a long way out to freedom. The security systems will activate, bringing Type I, II, and III robots, and guards. Then there's the blast doors. Finally, the villains have to get off the mesa. But, for the clever villain, there are more options, including:

Release Others: The more, the merrier. If an escaped villain can free other villains, his chances of escape will improve immensely. If the Stronghold security forces are attempting to contain a massive breakout, the chances are much greater that an individual villain can sneak away. The cells are not as tough from the outside as they are from the inside, and of course they are not designed to stop the same sort of powers. So, if one supervillain was free, he could release several others in short order. If Ripper got out of his cell, he could easily smash in Freon and Esper's doors, and the three of them could release several more prisoners, if they wanted to. Of course, many villains will not work with the leaders of an insurrection. Some might even betray the escaping criminals in exchange for hopes of an early release. There would be a great deal of confusion, which leads to the next option.

Sneak Out: Those villains who have subtle powers should use them. Why batter your way out, when being sneaky involves less pain? Esper, for example, could use her Mind Control power to temporarily make people forget that they ever saw her. She would not be able to fool the robots, but she could persuade a sergeant to override the robot's attack sequence and escort her away from Stronghold before the warden knew anything had gone wrong.

Take Over: Smart villains would realize that striking at the heart of Stronghold would be the key to control. By taking over the computer, the villains would command all of the security systems and robots, and thus a takeover would be fairly simple. Stronghold is a superb fortified position, and can be held against an army.

Hostages: This is the traditional method of ensuring one's safety when a villain is in a tight spot. Guards are the easiest to capture, but they make poor hostages, since they are paid to be expendable. The best hostages would be the famous scientists, journalists, politicians, etc. The villains may even try to hold a hero hostage when he is in his secret identity, which could lead to interesting plot complications.

Traitors and Sabotage: Even though Stronghold has extremely tight security and background checks, it is possible for a traitor to exist or be created. A very clever villain could have infiltrated its construction and placed various "surprises" into the complex without anyone's knowledge, or planted a traitor among the guards at the time it was opened, in case of an emergency. Such a traitor could help others enter the prison, or sabotage the computer or the power plant, or smuggle a weapon to his employer in the cell in which he is incarcerated.

Natural Disaster: The forces of coincidence are rather more frequent and spectacular in a superhero universe. Although it seems unlikely, natural disasters could hit Stronghold, possibly freeing many prisoners, and giving superheroes a tough problem to handle. An earthquake would cut the lines that supply geothermal energy, perhaps even disabling the main power plant itself. An electrical storm could cut off the communications link between Stronghold and the outside world. A meteor strike could blast a hole through several levels of Stronghold, breaking through many cells (does that villain have Luck!)

Disguised Visitors: A variation on sneaking in. The villains, disguised as ordinary journalists, politicians, or V.I.P.s get inside the prison and either break out their target by force, or take hostages to get them released. Shapechangers might transmit false orders for prisoner reassignment and then show up disguised as a PRIMUS official to release them.

3) Breaking In: Many villains prepare for the possibility of capture. Having henchmen (preferably ones that no one knows about) is one of the most basic preparations. Such henchmen can spring their boss to again begin their life of crime. Breaking in is usually easier than breaking out. Some of the basic techniques include:

Attack In Force: This is the most obvious tactic. Assemble as big a group of supervillains as possible, blast your way into Stronghold, wreak havoc, free the boss, and leave. Unfortunately, Stronghold is a tough, well-defended prison. Stronghold might end up with more inmates, not fewer.

Sneak In: This option requires more subtle villains. Esper would be very good at sneaking in, using her mental powers to force the guards to allow her entry (with friends), then make them forget they saw them. The villains would have to do their best to get to the cell of their friend undetected. If the villains were spotted, and the alarm were sounded, the situation would be just like the previous scenario. Assuming the villains can get to the cell undetected, they have to open it and escape fast. However, some superheroes might be around to thwart their getaway. An alternative is for the sneaky villains to take control of Stronghold before anyone knows they're around. Which leads to...

4) Heroes Attack!: If the villains are powerful enough and attack in sufficient strength (for instance, the full complement of Eurostar), they might take over Stronghold. Then the player characters would have to attack a Stronghold held by villains, who would use all of Stronghold's defenses! With a little judicious reprogramming, the robots would work just as effectively for the villains as they did for prison officials. Perhaps the villains have not taken over the whole prison, but only some of the levels, probably one or two of the cell block levels. The heroes would to fight their way in or try to penetrate the floor or ceiling. The villains would have an advantage in such a situation. Some villains, like the Ultimates, would hold the prison long enough to free all of the inmates, and create a crisis that would embarrass the government. Other villains would try to get out of Stronghold as quickly as possible; they would rather run away than fight.

5) Heroes Break Out: Give the heroes in your campaign an interesting problem — put them in Stronghold and have them try to break out. There are several ways that a hero could be arrested for a crime he did not commit, and put in jail. The hero would probably stay in a Stronghold cell, awaiting trial. Give him a reason to get out quickly, such as a disaster that only he knows about, and no one will believe "a criminal". If he wants to prevent the disaster, he'll have to break out of Stronghold.

6) A special option is to add a sixth level, Death Row, to Stronghold. How do you execute a supervillain who's accused of a capital crime? There would have to be an execution chamber, with a 7 or 8 killing dice disintegration attack in the booth, and some devices to drain a supervillain's defensive powers. If a character with a Code vs. Killing captures a villain, will he give the criminal up for execution? How willing will the heroes be to serve in Stronghold, knowing that the villains could potentially use the death chamber against them? A superhero who has been framed and sentenced to death and must escape execution is always an interesting plot twist. Alternately a supervillain who is condemned to death might know a secret that the heroes desperately need, and will only trade it for his freedom. Of course, there's no way the governor will commit political suicide by pardoning a notorious superkiller...

OPTIONS

Stronghold can be altered for the individual campaign in several ways. Changing it to fit more closely into your campaign will make it more useful and fun. The most important step toward making Stronghold a solid part of your own campaign is to involve the player characters as closely as possible with Stronghold. Tie in their secret identities with the development and construction of Stronghold; have the players develop some of the prison's security measures. Stronghold should change and grow with your campaign.

One of the simplest modifications to make is putting a superhero, preferably a player character, in charge of Stronghold. That way, the GM could get that player character into a scenario with no problems at all. That player would also have lots of problems to deal with, as well.

The placement of Stronghold can easily be altered to bring the prison closer to your campaign. Put the prison on a bluff or an island near the city which is the center of the campaign; that way the heroes and villains can reach the prison more easily. Or do just the opposite: put the prison far from any population center, and make its location a closely guarded secret. That would certainly improve Stronghold's chances of remaining secure.

WARDEN KOWALSKI

Val	Char	Cost
15	STR	5
18	DEX	24
18	CON	16
12	BODY	4
18	INT	8
14	EGO	8
20	PRE	10
10	COM	0
7	PD	4
7	ED	3
4	SPD	12
7	REC	0
36	END	0
32	STUN	0

Powers and Skills

50	9d6 Multi-shot [30c, 2 clips], +2 OCV, OAF gun			
15	Martial Arts (comic book)			
	Maneuver	OCV	DCV	Damage
	* Punch	+0	+2	5d6
	* Kick	-2	+1	7d6
	* Throw	+0	+1	3d6 + V/5
	* Block	+2	+2	Block
	* Dodge	—	+5	Dodge
12	Armor +8 PD, +8 ED act. 14-, OIF body armor			
3	Radio Listen/Transmit OIF Radio			
3	Bureaucracy 13-			
3	Paramedics 13-			
1	Fam: Psychology 8-			
3	Tactics 12-			
8	+4 Levels w/EB			
	Total Points: 200			
OCV: 6+ DCV: 6 ECV: 5 Phases: 3,6,9,12				

TYPE III ROBOT

Val	Char	Cost	100+	Disadvantages
50	STR	40	20	No Senses But Sight and Radio Robot Bonus
20	DEX	30	334	
10	CON	0		
5	BODY	-10		
30	INT	20		
0	EGO	-20		
10	PRE	0		
10	COM	0		
0	PD	-10		
0	ED	-2		
5	SPD	20		
0	REC	-12		
0	END	-20		
0	STUN	0		

* The Type 3 Robot is an automaton

Cost Powers

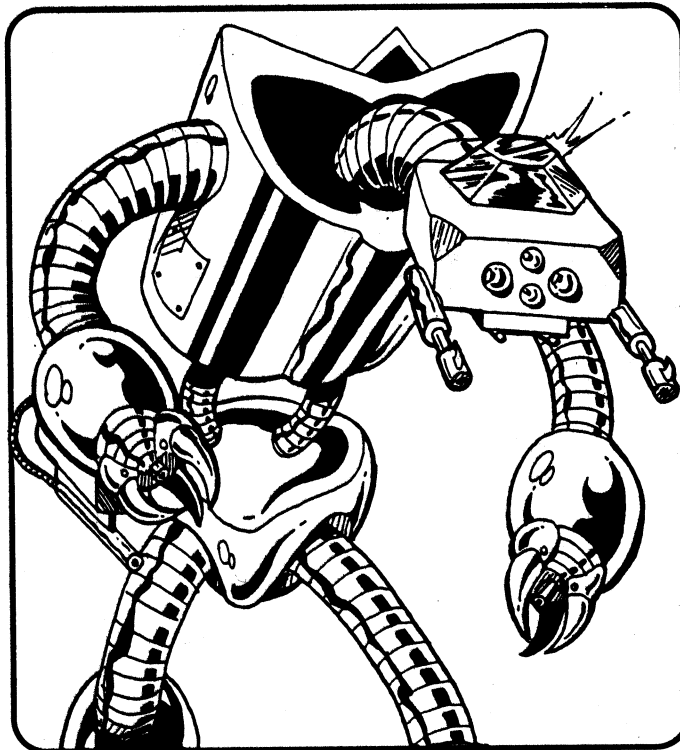
45	Takes No STUN
36	Endurance Battery (180 END, 18 REC)
75	Multipower (75 pt. reserve)
7u	15d6 EB (7 END)
7u	7d6 Entangle DEF 7 (7 END)
7u	7d6 NND vs. metallic or Ego Defense (7 END)
7u	10d6 EB Affects Desolid
135	A armor: 12 PD, 12 ED, Hardened
10	LS: Self-contained
5	Flash Defense vs. visual senses (5 pts)
5	Lack of Weakness (5 pts)
5	IR Vision
5	UV Vision
15	Radar
10	Hi-Range Radio Hearing
4	English (vocal circuits)
25	0 END Cost on STR
15	+3 Levels w/Multipower

OCV: 7 DCV: 7 ECV: N/A Phases: 3,5,8,10,12

COSTS:	Char	Powers	Total	Disadv	Base
	36	+	418	=	454
				=	354
				+	100

Attack: 15d6 EB or 7d6 Entangle DEF 6 or 7d6 NND

Summary: The Type III robot, nicknamed the B-3 (for its cost if nothing else) is a heavy weapons robot. It is 7' tall, weighs 350 lbs, is gold colored, with silver plating. Its optical sensors are red.



GUARD

Val	Char	Cost
10	STR	0
14	DEX	12
15	CON	10
10	BODY	0
13	INT	3
10	EGO	0
13	PRE	3
12	COM	1
5	PD	3
5	ED	2
3	SPD	6
5	REC	0
30	END	0
23	STUN	0

Powers and Skills

40	8d6 Autofire [30c], +2 OCV, OAF gun
12	Armor +8 PD, +8 ED act. 14-, OIF body armor
3	Radio Listen/Transmit OIF Radio
3	Paramedics 12-
3	SC: Psychology 12-
2	+1 Levels w/EB
	Total Points: 103

OCV: 5+ DCV: 5 ECV: 3 Phases: 4,8,12

TYPE I ROBOT

Val	Char	Cost	100+	Disadvantages
5	STR	-5	15	No Senses But Sight and Radio
18	DEX	24	30	2x STUN and BODY from electrical attacks
10	CON	0		Robot Bonus
1	BODY	-18	158	
20	INT	10		
0	EGO	-20		
10	PRE	0		
10	COM	0		
0	PD	0		
0	ED	-2		
4	SPD	2		
0	REC	-6		
0	END	-10		
0	STUN	0		

*The Type 1 Robot is an Automaton

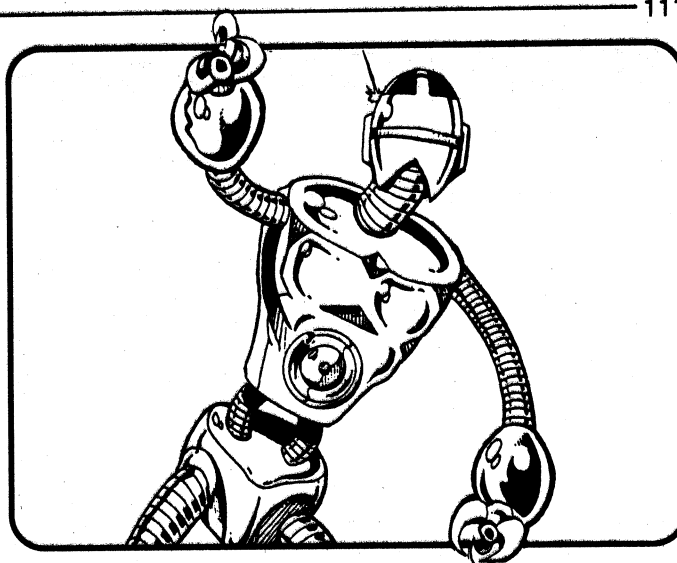
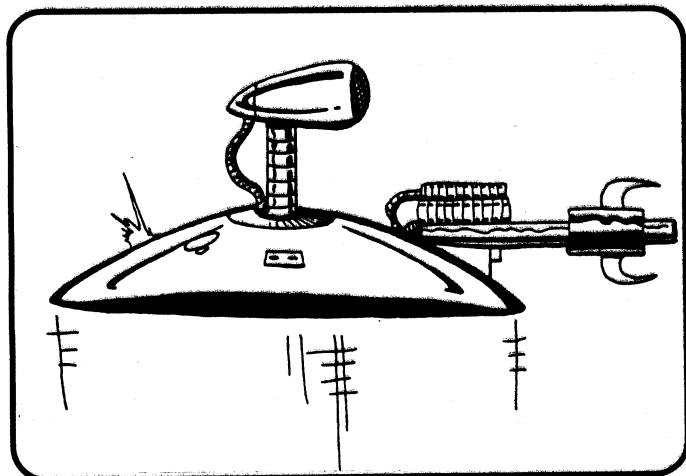
Cost Powers

30	Shrinking (+4 CV, +6" KB) Always On (0 END)
60	Takes No STUN (only takes BODY)
12	Endurance Battery (60 END, 6 REC)
50	10d6 EB (5 END)
112	Armor: 10 PD, 10 ED, Hardened
36	Flight 12" 0 END
10	LS: Self-contained
5	IR Vision
3	Radio Hearing
4	English (vocal circuits)
6	+3 Levels w/EB

OCV: 6 DCV: 6 ECV: N/A Phases: 3,6,9,12

COSTS: Char Powers Total
-25 + 328 = 303

Summary: The Type I robot is a scout/fast attack machine. This "flying dishpan", as the guards name it, will fly through the air with great agility and speed to attack its target. It is 18" long and 13" high by 10" wide, and painted a shiny white color.



TYPE II ROBOT

Val	Char	Cost	100+	Disadvantages
30	STR	20	15	No Senses But Sight and Radio
23	DEX	39	30	2x STUN and BODY from electrical attacks
10	CON	0		Robot Bonus
3	BODY	-14	221	
20	INT	10		
0	EGO	-20		
10	PRE	0		
10	COM	0		
0	PD	-6		
0	ED	-2		
5	SPD	17		
0	REC	-8		
0	END	-10		
0	STUN	0		

* The Type 2 Robot is an automaton

Cost Powers

60	Takes No STUN
24	Endurance Battery (120 END, 12 REC)
60	Multipower (60 pt. reserve)
6u	12d6 EB (6 END)
6u	6d6 Entangle DEF 6 (6 END)
124	Armor: 11 PD, 11 ED, Hardened
10	+3" Running (9" total) 0 END
10	LS: Self-contained
5	Flash Defense vs. visual senses (5 pts)
5	Lack of Weakness (5 pts)
5	R Vision
3	Radio Hearing
10	360 Degree Vision
4	English (vocal circuits)
15	0 END Cost on STR
6	+2 Levels w/EB or Entangle

OCV: 8 DCV: 8 ECV: N/A Phases: 3,5,8,10,12

COSTS: Char Powers Total
26 + 340 = 366

Summary: The man-shaped Type II robot, nicknamed "Robo-guard" is a back-up for the regular guard forces. It is white with silver chrome plating.

SERGEANT						
Val	Char	Cost				
13	STR	3				
15	DEX	15				
15	CON	10				
11	BODY	2				
10	INT	0				
11	EGO	0				
15	PRE	5				
10	COM	0				
6	PD	3				
6	ED	3				
3	SPD	5				
6	REC	0				
30	END	0				
26	STUN	0				
Powers and Skills						
44	9d6 Autofire [30c], +2 OCV, OAF gun					
15	Martial Arts (comic book)					
	Maneuver	OCV	DCV	Damage		
	* Punch	+0	+2	4 1/2d6		
	* Throw	+0	+1	2 1/2d6 + V/5		
	* Block	+2	+2	Block		
	* Dodge	—	+5	Dodge		
12	Armor +8 PD, +8 ED act. 14-, OIF body armor					
3	Radio Listen/Transmit OIF Radio					
3	Paramedics 12-					
3	SC: Psychology 12-					
3	Tactics 12-					
4	+2 Levels w/EB					
	Total Points: 130					
OCV: 5 DCV: 5 ECV: 4 Phases: 4,8,12						

LIEUTENANT			
Val	Char	Cost	
13	STR	3	
14	DEX	12	
15	CON	10	
10	BODY	0	
15	INT	5	
11	EGO	2	
15	PRE	5	
14	COM	2	
6	PD	3	
6	ED	3	
3	SPD	6	
6	REC	0	
30	END	0	
24	STUN	0	
Powers and Skills			
44	9d6 Multi-shot [30c], +2 OCV, OAF gun		
15	Martial Arts (comic book)		
	Maneuver	OCV	DCV Damage
	* Punch	+0	+2 4 1/2d6
	* Throw	+0	+1 2 1/2d6 + V/5
	* Block	+2	+2 Block
	* Dodge	—	+5 Dodge
12	Armor +8 PD, +8 ED act. 14-, OIF body armor		
3	Radio Listen/Transmit OIF Radio		
3	Paramedics 12-		
3	SC: Psychology 12-		
3	Tactics 12-		
4	+2 Levels w/EB		
	Total Points: 138		
OCV: 5 DCV: 5 ECV: 4 Phases: 4, 8,12			

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