

AVA UNLEASHED



EVIL UNLEASHED

An Enemies Book for *Champions*

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INTRODUCTION



In the four years since the publication of the *HERO System 5th Edition* rulebook and the 5th Edition version of *Champions*, Hero Games has published a lot of supervillains — a lot, well up in the triple digits. Many of them have been in books specifically dedicated (entirely or partially) to villains, such as *Conquerors*, *Killers*, *And Crooks*, *Arcane Adversaries*, or *Champions Worldwide*. Others have appeared in books devoted to the organizations those villains worked for or the locations they're specifically linked to, like *VIPER*, *DEMON*, or *Vibora Bay*. And some have debuted in subgenre books devoted to a particular style of superhero play, such as *Galactic Champions* or *Teen Champions*.

Not so the rest. They're scattered here and there among dozens of books as example characters, characters that often visit a specific setting but aren't restricted to it, or characters whose particular "flavor" is best suited to a given book. Thus, if you want to have the complete Champions Universe roster at your fingertips, you've got to own a lot of books and keep them all handy.

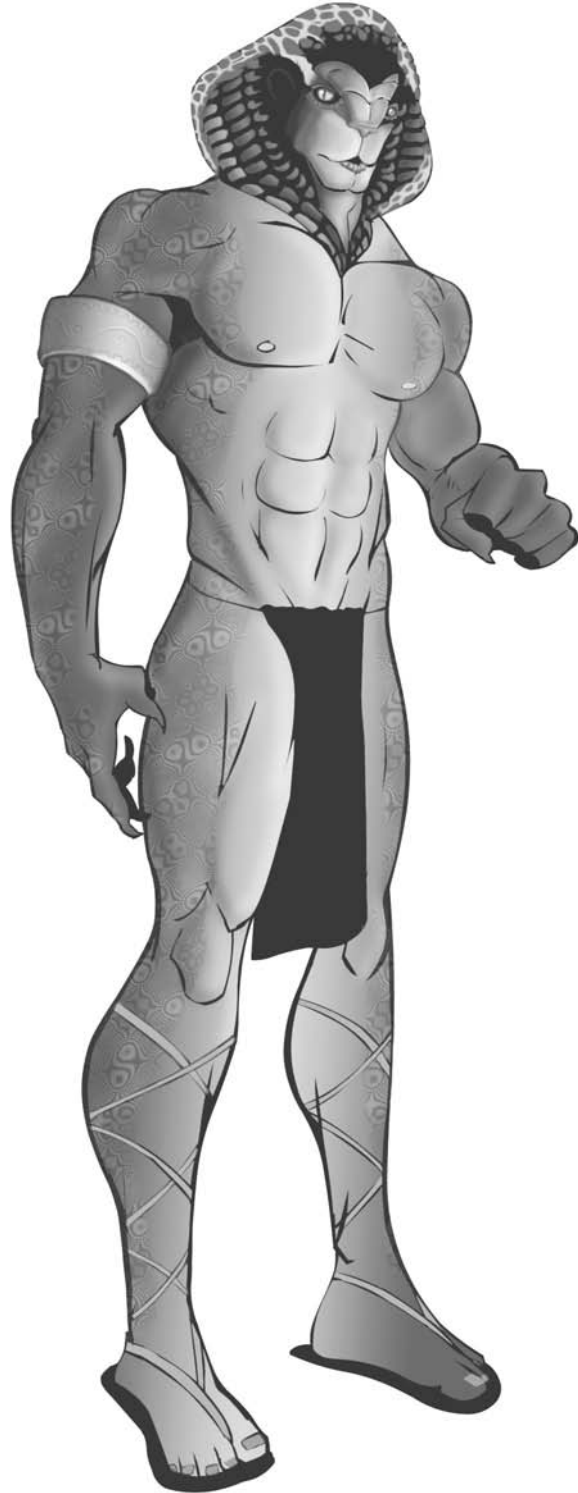
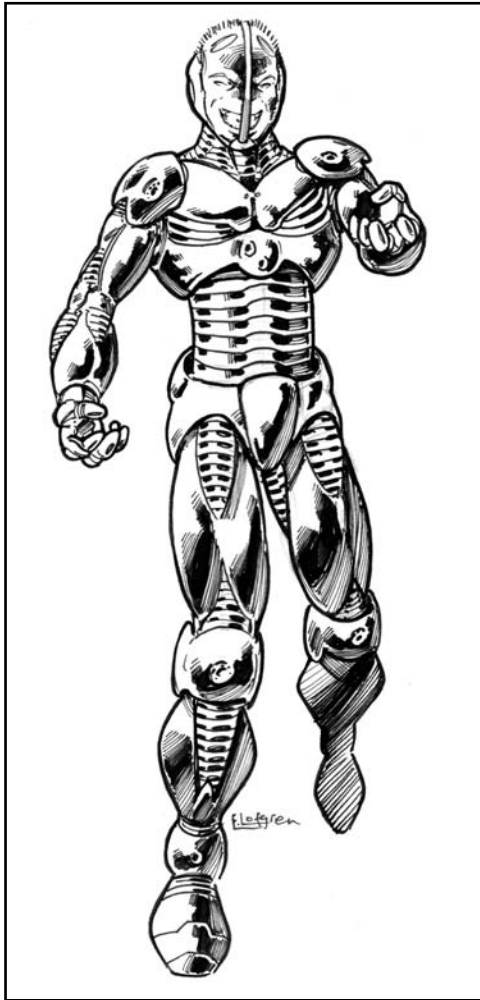
That's where *Evil Unleashed* comes in — it saves you the effort of carrying a lot of books to the gaming table and the time needed to look through them for the particular villain you want. It collects all those "miscellaneous" villains from other books and puts them between two covers so you

only have to refer to one book when you're searching for a superpowered bad guy. It includes villains from *Champions*, *Champions Universe*, *Millennium City*, *Vibora Bay*, *Champions Battlegrounds*, *Sharper Than A Serpent's Tooth*, *UNTIL*, *Villainy Amok*, and the *Ultimate* series of sourcebooks. It doesn't necessarily have every villain from each one of those books — for example, some of the villains in *Vibora Bay* are so closely tied to the Queen City that putting them in this book doesn't make sense. But absent a compelling reason to keep him out, a "miscellaneous" villain makes his way into *Evil Unleashed* with no problems. Some of them have even gotten a bit of a shine and a polish, with a new power added here and there or an old one improved a little.

And since there's no good reason to pass up such a fine opportunity to expand the roster, *Evil Unleashed* adds five all-new villains to the Champions Universe: Stareye, Piledriver, and the Cahokian (the members of the supervillain team Merc-Force 1); the mysterious, demonsouled supermage Josiah Brimstone; and Vixen, a swift and seductive cat burglar with other goals on her mind than just robbery.

So you'd better make sure your heroes out on patrol tonight keep their eyes open! Some evil's about to be unleashed on your campaign....

chapter one:



MASTERMINDS

INTERFACE

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
25	DEX	45	14-	OCV: 8/DCV: 8
25	CON	30	14-	
20	BODY	20	13-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
25	PD	13		Total: 25 PD (25 rPD)
25	ED	20		Total: 25 ED (25 rED)
6	SPD	25		Phases: 2, 4, 6, 8, 10, 12
20	REC	6		
70	END	10		
70	STUN	7		Total Characteristics Cost: 260

Movement: Running: 13"/26"
Leaping: 20"/40"

Cost	Powers	END
75	<i>Electricity Projection:</i> Multipower, 75-point reserve	
7u	1) <i>Electric Bolt:</i> Energy Blast 14d6	7
7u	2) <i>Ball Lightning Blast:</i> Energy Blast 10d6, Explosion (+½)	7
7u	3) <i>Lightning Barrage:</i> Energy Blast 10d6, Autofire (5 shots; +½)	7
4u	4) <i>Overload:</i> RKA 3d6, Armor Piercing (+½); No Range (-½)	7
52	<i>Paralytic Grip:</i> Entangle 4d6, 8 DEF, Takes No Damage From Attacks (+½), Reduced Endurance (½ END; +¼); No Range (-½), Must Maintain Touch To Maintain Effect (-¼), Costs Endurance (to maintain; -¼)	4
30	<i>Agonizing Touch:</i> Drain STUN 2d6, Continuous (+1), Reduced Endurance (½ END; +¼); Linked (to Paralytic Grip; -½)	2
67	<i>Bolt-On Arsenal:</i> Variable Power Pool, 50 base + 25 control cost; OIF (-½)	var
25	<i>Steel-Frame Body:</i> Damage Resistance (25 PD/25 ED)	0
30	<i>Steel-Frame Body:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
10	<i>Psi-Shielding:</i> Mental Defense (13 points total)	0
10	<i>Internal Shielding:</i> Power Defense (10 points)	0
45	<i>Cyborg Body:</i> Life Support: Total	0
14	<i>Leg Servos:</i> Running +7" (13" total)	1
8	<i>Leg Servos:</i> Leaping +8" (20" forward, 10" upward)	1

Perks

6	Contact: ARGENT 11-
6	Contact: VIPER 11-
10	Money: Wealthy

Talents

3	Absolute Time Sense
9	Ambidexterity (no Off Hand penalty)
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator

Skills

24	+3 with All Combat
3	Computer Programming 13-
1	Electronics 8-
2	CK: Millennium City 11-
2	KS: Mechanon 11-
2	KS: The Military/Mercenary/Terrorist World 11-
3	Language: English (completely fluent; German is native)
1	Mechanics 8-
3	Stealth 14-
3	Streetwise 14-
1	Systems Operation 8-
3	Tactics 13-
2	WF: Small Arms

Total Powers & Skills Cost: 486

Total Cost: 746

200+ Disadvantages

5	Dependence: must receive special maintenance every day or suffer Incompetence (Uncommon)
10	Enraged: if reminded of things he cannot do because of his cyborg body (Common), go 8-, recover 14-
20	Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
15	Hunted: Mechanon 8- (Mo Pow, Capture)
5	Physical Limitation: Affected By Mental Powers That Work Against Both The Human And Machine Classes Of Minds (Infrequently, Slightly Impairing)
5	Physical Limitation: Diminished Sense Of Touch (-3 to all Touch PER Rolls) (Infrequently, Slightly Impairing)
5	Physical Limitation: Exposed Face (see text) (Infrequently, Slightly Impairing)
20	Psychological Limitation: Powerhungry (Common, Total)
10	Vulnerability: 2 x Effect from Cyberkinetic powers (Uncommon)
451	Experience Points

Total Disadvantage Points: 746

EXAMPLE POWERS FOR BOLT-ON ARSENAL POWER POOL

Foot Rockets: If he thinks he'll need increased mobility, Interface has his technicians install this device in his feet.

Flight 15" (30 Active Points); OIF (-½). Total cost: 20 points.

Mini-Rocket Launcher: A pop-up mini-rocket launcher, built into one of Interface's arms or sometimes his shoulder.

RKA 2d6, Explosion (+½) (45 Active Points); OIF (-½), 5 Charges (-¾). Total cost: 20 points.

Sensory Shields: Flare protectors and audial dampers built into a device that attaches around Interface's head.

Sight Group Flash Defense (10 points) (10 Active Points); OIF (-½) (total cost: 7 points) plus

Hearing Group Flash Defense (10 points) (10 Active Points); OIF (-½) (total cost: 7 points). Total cost: 14 points.

Wrist Spike: When Interface activates this device, a large spike projects from the underside of his right wrist. It allows him to inflict grievous wounds in HTH Combat, but also restricts the use of that arm. He can Block with it, or perform similar crude tasks, but can't make fine use of his right hand.

HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½) (37 Active Points); OIF (-½), Side Effects (restricts use of right hand, see text; -¼). Total cost: 21 points.

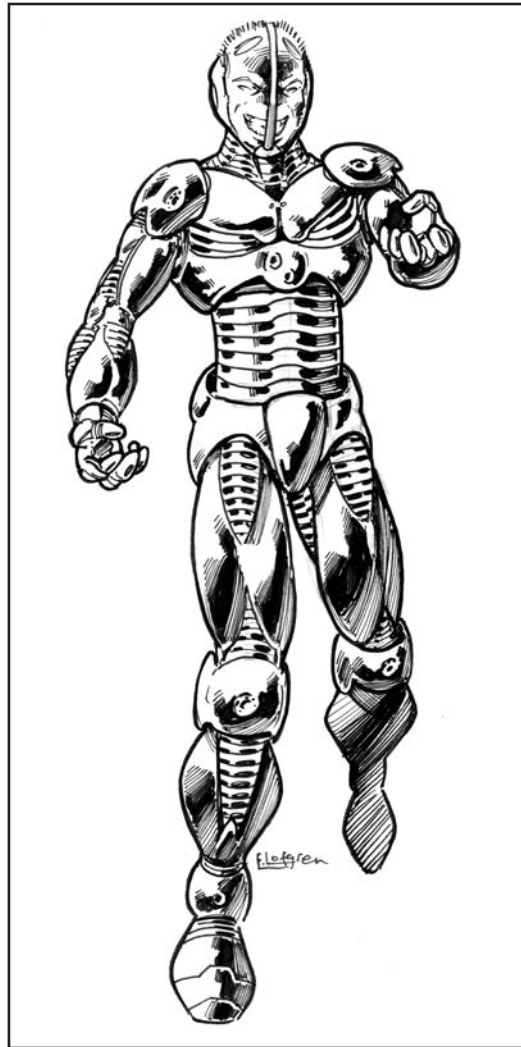
Background/History: Years ago, Rutger Eisenmann was a mercenary, and a good one. He did bodyguard, infiltration, and even assassination work for high-paying clients, and he never failed to get the job done. His reputation eventually attracted the attention of the techno-criminals at ARGENT, and the organization hired him to guard several of its scientists while they completed a crucial research project involving cybernetics.

When raiders came crashing in, Eisenmann fought like a tiger to cover his employers' escape. He took several deep wounds from bullets and grenades before reinforcements arrived and drove off the attackers. Eisenmann was wounded so badly he should have died — but the scientists, in gratitude for his help and in need of experimental subjects for their work, decided they could save him. They salvaged what they could of his ravaged body — the head and spine, parts of the torso — and grafted them into a cybernetic body made of titanium steel and electronic cables.

It took Eisenmann months to learn how to use his new body, in part because the scientists kept developing upgrades and new parts for it, but eventually he could move as easily as he had with his fleshly limbs. Although bitter about all he'd lost, he had to admit his cyborg body had its merits — he could lift a hundred tons, project blasts of energy, and leap over a hundred feet.

Eisenmann, now known by the code name *Interface*, went back to work for ARGENT. It was good work; they paid well and, more importantly, performed the daily maintenance his body needed. But after several years, it became apparent the two didn't mesh. ARGENT is a subtle organization, given to stealth and behind-the-scenes manipulation. But Interface, though certainly a master planner, is a combat machine, ready and able to get involved in battles against even the toughest superheroes. He longed to declare himself publicly and match wits against the so-called "forces of good."

When these difficulties became too apparent for anyone to ignore, Interface suggested he leave ARGENT to strike out on his own. He'd contract with the group for maintenance services, and also refer other clients to it and team with it to conduct certain operations. Seeing the benefits in this arrangement, ARGENT's leaders agreed.



Since then, Interface has become a power in the underworld in his own right. Hungry for power and glory, he hopes one day to take over the entire world. But Millennium City will do as a first step.

Personality/Motivation: Never the most kind-hearted or sympathetic person when wholly human, Interface is now as cold and harsh as the steel that forms his skin. He cares nothing for other people; he's concerned only with himself, his goals, and making sure he keeps his cyborg body in fighting shape with daily maintenance. If he can't have the pleasures of ordinary human touch and companionship, he will instead have the pleasures of power.

Quote: "Flesh and bone may make you powerful, but steel and lightning make me more so."

Powers/Tactics: Interface's cyborg body grants him a wide range of superpowers. In addition to his enormous strength and resilience, he can project bolts of electricity in various forms. He can also touch someone and send a paralyzing current of electricity through that person's body, upping the power to inflict agony if he wants. His combination of hand-to-hand combat skills and ranged attacks gives him a wide range of tactical options in any situation.

ADDITIONAL
INTERFACE
PLOT SEEDS

Interface steals a large shipment of questionite from the U.S. government and uses it to build a new cyborg body. Now even stronger than before, and virtually indestructible, he decides to celebrate by going on a reign of terror and destruction. It's up to the PCs to stop him before he wrecks Millennium City.

Cybermind and Interface "team up" — or, more accurately, Cybermind takes over Interface's mind and body and uses them to commit crimes he ordinarily wouldn't even contemplate. The PCs have to find Cybermind, free Interface from his control, then cope with an enraged super-cyborg who wants to kill all of them.

Interface and ARGENT combine forces to hack into and take over Millennium City's Smart Roadway system. Holding the entire city hostage, they demand a \$10 billion ransom before they'll turn the roads back over to the city. The MCPD, paralyzed by its inability to drive, calls on the PCs to save the day.

Interface's technicians can, if necessary, build additional weapons or devices into his body. They don't make these alterations permanent, since they use up lots of power and require even more maintenance, but if Interface expects to get into a fight soon he has them "bolt on" some extra technology.

Interface has one weakness: his face. While most of his organic parts are well-protected by his steel-frame body, his steel "skull" leaves most of his face exposed (though he has an internal air supply). None of his defenses apply to Hit Location 4, and he must take care when exposed to intense heat or the like — he may have Total Life Support, but that won't keep intense heat from burning his face, or high pressure from crushing his eyeballs.

Campaign Use: Interface is a second-tier master villain, one suitable for short story arcs or for groups of heroes not yet powerful enough to take on Mechanon or Dr. Destroyer. With the right gang of goons, robots, and/or hired supervillains to back him up, he could pose a significant threat to world security; the U.S. Department of Defense ranks him as a Delta-class superhuman.

To make Interface tougher, you have several options. First, increase his Damage Reduction so he can fight longer. Second, increase the size of his VPP so he has more optional weapons and gadgets built into his body at once. Third, give him cyberkinetic powers and related Skills, so that he's a virtual warrior as well as a physical one. If he's already too much for your PCs to handle, reduce the size of his VPP, the amount of points in his Multipower reserve, and some of his Characteristics (particularly STR and his defenses).

As a Hunter, Interface acts in much the same way he does in *Champions Battlegrounds*: he slowly and carefully gathers information about his quarry. When he feels the time is right, he lowers the boom and attacks. He enjoys besting his foes in personal combat if they escape his deathtraps.

Appearance: Interface has a humanoid cyborg body made of titanium steel — shiny metal plates, strips, and cables that mimic the shape and musculature of the human form. His steel "skull" leaves his face exposed, except for a thin bar running down the center of his face (though he no longer has an external nose or ears). His voice, though still quite human, has a sort of detached quality to it, as if verging ever so slightly into the realm of digitized sound. On occasion, he has extra parts or modules attached to his body; these are usually experimental weapons of some sort.

GUARDBOT

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [0]
15	DEX	15	12-	OCV: 5/DCV: 5
10	CON	0	11-	
13	BODY	6	12-	
10	INT	0	11-	PER Roll 11-
0	EGO	0	—	ECV: N/A
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
5	PD	9		Total: 5 PD (5 rPD)
5	ED	12		Total: 5 ED (5 rED)
3	SPD	5		Phases: 4, 8, 12
7	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 57

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

Cost	Powers	END
60	<i>Blaster:</i> Energy Blast 8d6, Reduced Endurance (0 END; +½)	0
15	<i>Robot Body:</i> Damage Resistance (5 PD/5 ED)	0
45	<i>Robot Body:</i> Takes No STUN	0
15	<i>Robot Body:</i> Does Not Bleed	0
45	<i>Robot Body:</i> Life Support: Total	0
5	<i>Robot Eyes:</i> Infrared Perception (Sight Group)	0
3	<i>Robot Ears:</i> Ultrasonic Perception (Hearing Group)	0
12	<i>Tireless:</i> Reduced Endurance (0 END; +½) on 25 STR	0
6	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
3	Lightning Calculator

Skills

4	+2 with Blaster
16	+2 with All Combat
2	AK: Interface's Base 11-
2	KS: Interface's Equipment And Systems 11-
3	Security Systems 11-
3	Stealth 12-
3	Systems Operation 11-

Total Powers & Skills Cost: 252
Total Cost: 309

200+ Disadvantages

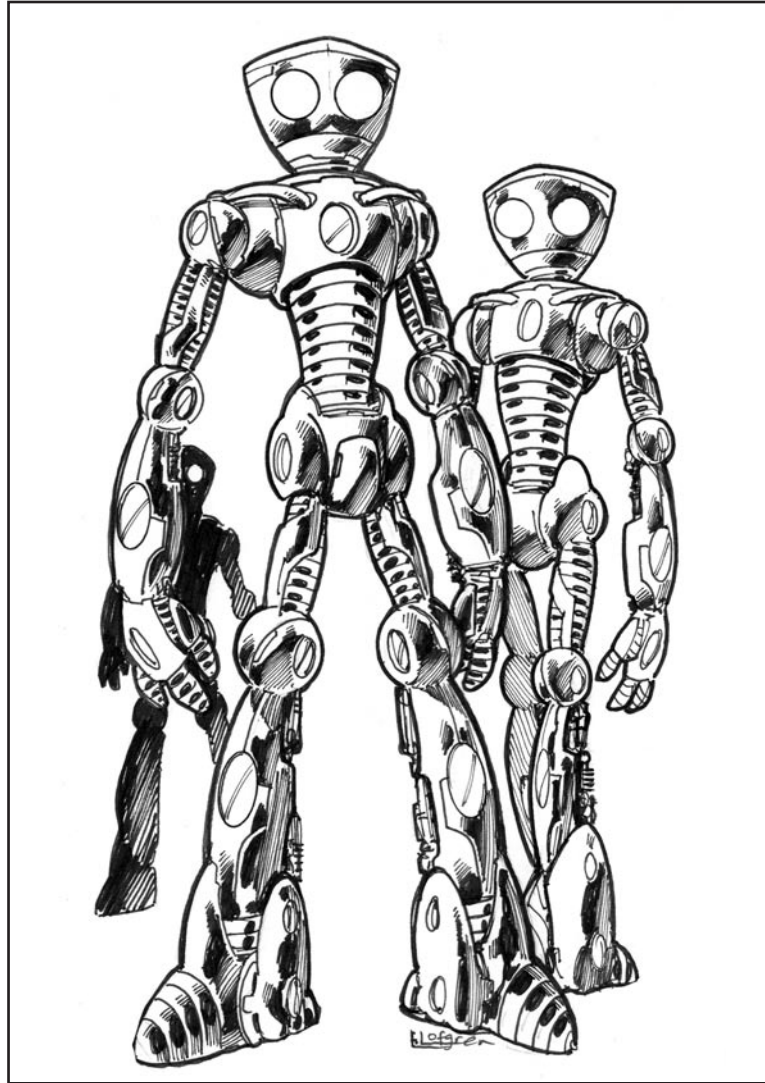
5	Physical Limitation: Affected By Cyberkinesis (has EGO 15 for purposes of cyberkinetic powers, and can be affected by cybermancy-based Presence Attacks) (Infrequently, Slightly Impairing)
25	Psychological Limitation: Obeys Interface's Every Order (Very Common, Total)
79	Experience Points

Total Disadvantage Points: 309

Description: Interface has programmed his Guardbots for security, basic maintenance, and keeping an eye on his various projects. They're not very bright and relatively easy to fool. Fortunately, Interface has a large number of them and in combat he mostly uses them to harry and slow down his opponents until he can pick off a specific foe himself.

Programmed to swarm their targets, the robots slow down opponents with numbers and if possible separate and isolate the opposition. By superhero standards they aren't very sturdy. Play this up by describing the ways the robots try to keep fighting while falling apart, and allow the heroes to have a grand time reducing the robots to scrap.

A Guardbot stands 5'8", weighs 150 kg, and is painted gold. Its eyes are large and red, and each joint has a large spherical socket for maximum flexibility. The Guardbot speaks in a halting monotone, with an annoying background buzz.



KING COBRA AND COIL



Subversive, insidious, and lethal — all words that fit COIL, the criminal organization King Cobra created to help him become emperor of the world. The acronym stands for COBRA Imperial Legion, a name that reflects King Cobra's ambitions and self-view as rightful ruler of all mankind. Its agents are the victims of King Cobra's mutagenic Coil-Gene Touch. The Coil Gene, King Cobra's greatest discovery and the source of his powers, causes its victim to take on serpentine features that vary in extent from one individual to another. But all of the victims have one feature in common: fanatic loyalty, bordering on unholy adulation, toward King Cobra, resulting from genetic "hooks" placed in the victim's DNA and completely unshakable. An agent does not betray his leader... or even consider betraying him. Neither interrogation nor torture can make a COIL agent turn against King Cobra. It's this loyalty that King Cobra exploits to further his goals, makes COIL so dangerous, and serves as the foundation for the entire organization.

GOAL AND METHODS

Unlike many other criminal organizations, such as VIPER or ARGENT, COIL has a single, concrete, easily articulated goal: to make King Cobra ruler of the world. There are no plots within plots, secondary goals, or tertiary objectives. If COIL is involved in a situation, somehow and in some way that involvement furthers King Cobra's quest to conquer the world. COIL personnel aren't concerned with accumulating personal wealth and don't have personal vendettas they use the organization to carry out. They have one overriding desire: to obey the commands of King Cobra, who wishes to conquer the world.

COIL's methods for accomplishing this goal vary, but tend to have two aspects in common: co-opting other organizations for its own use; and threatening the lives of as many innocents as possible.

Once COIL identifies a member of a target organization, agents abduct him and bring him to their leader. King Cobra uses the Coil-Gene Touch on him, making his loyalty to COIL absolute and beyond question. If the serpentine features caused by the mutation are slight, the new agent is taught how to disguise them and sent back to infiltrate his former organization. These agents are COIL infiltrators, perhaps the organization's most valuable resource. With infiltrators in place, COIL has a fifth column within the target organization ready to mobilize at any time.

When COIL rears its serpentine head, authorities and superheroes know whatever the plot, it's potentially catastrophic. COIL won't commit petty crimes. Thanks to the Coil Gene, it doesn't have a payroll to maintain and doesn't need to satisfy its agents' worldly desires. It has infiltrators in many of the world's major banking institutions and corporations, and these divert funds to COIL when the need for money arises. Similarly, much of COIL's equipment comes from subverted organizations, including VIPER, ARGENT, and world militaries and security organizations. If the authorities catch an infiltrator, COIL simply abducts another member of the same organization and soon a new infiltrator takes the former one's place.

COIL's plans to make King Cobra emperor of Earth are usually designed to evoke terror and helplessness in the legitimate governments of the world so they'll surrender and bend the knee to King Cobra. With only about 300-400 agents and infiltrators worldwide as of the time of *Sharper Than A Serpent's Tooth*, COIL cannot face an army on the battlefield. Nor does it have the equipment to confront even a small, well-equipped military division from a First World army. Instead it must use the tactics of terror to kill as many as innocents as it can, thus showing both citizens and leaders that the government is helpless and they all must bow to King Cobra... or suffer his wrath.

King Cobra is genius in the fields of genetics and biology, and COIL's weapons of terror tend toward the biological: plagues and viruses; mutagenic clouds; infected foods and beverages; poisoned drinking water. Because of the subtlety of these weapons, it's often difficult to ascertain that COIL's behind a given plot — until an infiltrator is uncovered and bares his retractable fangs.

ORGANIZATION

COIL is small and tight-knit. Only those subjected to the Coil-Gene Touch are allowed in its ranks, and for the time being that means King Cobra has to use his power on the new recruit. To make the change permanent, he must then expose the agent to radiation. The process is time-consuming and limits COIL's recruitment, but it's also the organization's greatest strength.

Due to Coil-Gene loyalty, COIL doesn't have to worry about turncoats, double agents, and the like, and its structure reflects the absolute confidence it has in its members. COIL is a rigid hierarchy with King Cobra at the top, an inner circle of highly skilled individuals and supervillains just below him, and the agents and infiltrators at the

bottom. Members don't need to be recognized for their personal accomplishments, so there are no ranks in COIL. King Cobra or one of his inner circle says who's in charge of a mission or facility, and that's the end of it.

Similarly, COIL doesn't have to worry that infiltrator agents may betray it or defect. Its infiltrators are unquestionably loyal to the organization. Their loyalty more than makes up for the fact that physical evidence — serpentine features which they must disguise — can reveal them. Similarly, unlike most ordinary double agents, COIL infiltrators won't hesitate to risk or sacrifice their lives on COIL's behalf.

One of the organization's initial weaknesses was the quality of its personnel. Many of the agents came from VIPER and were originally exposed to the Coil-Gene Touch through their participation in Project Mendel. Commonly VIPER only sent troublemakers and ne'er-do-wells to Dr. Blank, because they were expendable and often lacked the competence the organization expected of its agents. The Coil Gene and its genetically-inspired loyalty toward King Cobra corrected many of the faults possessed by these dregs of VIPER, but it didn't make them any more skilled or well trained. Thus, COIL had a dearth of technicians and other highly-trained personnel. Since breaking from VIPER, King Cobra has done as much as he can to correct this problem, but it still exists to some extent.

Bases

As of the time of *Sharper Than A Serpent's Tooth*, Krait, the inner circle member in charge of operations and procurement, has secured four bases for COIL's use. One is the Hothouse described in Chapter Three, and until its discovery, it serves as COIL's central headquarters (and King Cobra's dwelling). The other bases are located worldwide; the Hothouse is the only one in the United States.

All of the bases are abandoned complexes once used by other organizations. COIL does not (at least at this stage) build bases — it moves into ones built by other entities after they abandon them or COIL kills the current occupants. In the future, King Cobra expects to build bases of his own, but for now that can wait.

One base, innocuously named the Weather Station, is located in the Amazon rainforest. Built twenty years ago by a coalition of wealthy financiers, the Weather Station is a large geodesic dome far from civilization. Its publicly-stated goal was to study the problem of global warming by conducting extensive research into the effects of the rain-

forest on the ozone layer. In truth it was a front for the now defunct Terror, Inc. and its deceased leader Professor Muerte (who planned to take control of the world's weather). The Weather Station supplies the mammals that fill the Hothouse jungle.

Another, located in southern Egypt, is called Cleopatra. The base has few personnel and serves mainly as a bolt hole in case things go wrong elsewhere. Cleopatra's original function is unknown. Krait heard about the underground complex through a mercenary contact in Africa and investigated. There he found non-functioning machinery and robots, seemingly of inhuman manufacture judging by their ceramic exteriors and "crystal circuit-boards" (as one scientist he consulted called them). All signs indicated no one had used the base for decades, so Krait took it over for COIL's use. He continues to investigate the original inhabitants and their abandoned technology.

The final base, called the Temple, is located deep in the jungles of Cambodia. Here King Cobra has conducted tentative research into how he might infect the drug trade with a mutagen. Located in an ancient and abandoned temple for a divergent sect of Buddhism that somehow associated the native king cobra with Siddhartha, the base once housed some superhumans who served Pol Pot... until they ran afoul of China's Tiger Squad. The Temple supplies King Cobra with many venomous snakes.

Equipment

COIL obtains its equipment from whatever suppliers it can; as of the time of *Sharper Than A Serpent's Tooth* it does not create its own blasters, armor, and the like. For example, the armor worn by COIL agents in this adventure originally came from VIPER, and their blaster rifles were manufactured by ARGENT under contract from Krait. Despite the variety of suppliers, King Cobra demands that his agents have a uniform appearance, so reworking, retailoring, and retooling are often necessary. In the future COIL hopes to establish its own manufacturing facilities, but that will take time.

This means that for a supervillain organization, COIL is behind the curve in technology that's not related to genetics or biology — it must rely on other organizations to make the advancements, then purchase the equipment or steal it. Also, unlike VIPER, it can't depend on vehicles, artillery, and other heavy equipment to level the battlefield with superheroes. The inner circle serves that purpose.

KING COBRA PLOT SEEDS

As stated in his description, King Cobra is new to his powers and might continue to mutate. When his arms and legs wither away and he grows into a fifty-foot-long cobra, he begins to call himself Beda. Could he truly be the brother of Nama, the great serpent-god behind VIPER? And can the Earth survive the war between these two ancient creatures?

Imprisoned after the events in *Sharper Than A Serpent's Tooth*, King Cobra continues to gain control over his Coil-Gene Touch until the effect is permanent. Somehow free of the power dampeners — perhaps he's also developed Power Defense — he begins to subvert the guards. Once in control of the prison, he turns his attention to the superhuman prisoners....

After escaping at the end of *Sharper Than A Serpent's Tooth* (or from prison thereafter), King Cobra decides that the superheroes who pose such a threat to him must serve him instead. He begins infiltrating and subverting fan organizations and civic institutions with the eventual goal of luring heroes to award ceremonies and speaking engagements so he can inflict the Coil-Gene Touch upon them.

KING COBRA

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
30	DEX	60	15-	OCV: 10/DCV: 10
30	CON	40	15-	
20	BODY	20	13-	
25	INT	15	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
30	PRE	20	15-	PRE Attack: 6d6
6	COM	-2	10-	
20	PD	12		Total: 20 PD (20 rPD)
20	ED	14		Total: 20 ED (20 rED)
7	SPD	30		Phases: 2, 4, 6, 7, 9, 11, 12
14	REC	0		
60	END	0		
55	STUN	0		Total Characteristics Cost: 259

Movement: Running: 11"/22"
Leaping: 8"/16"
Swimming: 6"/12"

Cost Powers END

87	<i>Bioenergy Powers:</i> Multipower, 87-point reserve			
9u	1) <i>Bioenergy Blast:</i> Energy Blast 14d6, Reduced Endurance (½ END; +¼)			3
5u	2) <i>Bioenergy-Sapping Touch:</i> Energy Blast 7d6, NND (defense is Force Field; +1), Reduced Endurance (½ END; +¼); No Range (-½)			3
1u	3) <i>Coil-Gene Touch:</i> Major Transform 1d6 (human being into Cobra-mutate, heals back normally unless victim is subjected to elaborate genetic treatments, then the cure is known only to King Cobra), Continuous (+1); No Range (-½), Limited Target (humans; -½), Lockout (must maintain contact with victim for Continuous effect, and cannot use other Multipower slots during this time; -½)			3
<i>Martial Arts: Generic Plus</i>				
Maneuver	OCV	DCV	Notes	
4	Block	+2	+2	Block, Abort
5	Cobra Grab	+0	+0	Grab Two Limbs, 60 STR for holding on
4	Dodge	—	+5	Dodge, Affects All Attacks, Abort
5	Kick	-2	+1	14d6 Strike
4	Punch	+0	+2	12d6 Strike
3	Throw	+0	+1	10d6 + vel/5; Target Falls
8	+2 Damage Classes (already added in)			
10	<i>Clutch Of The Constrictor:</i> +20 STR; Only To Grab/Squeeze (-1)			
10	<i>Cobra's Fangs:</i> HKA ½d6 (1d6+1 with STR)			
10	<i>Scaly Skin:</i> Hardened (+¼) for 20 PD, 20 ED			
25	<i>Scaly Skin:</i> Damage Resistance (20 PD/20 ED), Hardened (+¼)			
5	<i>Underwater Adaptation:</i> Life Support (Expanded Breathing: Breathe Underwater)			
10	<i>Serpent's Speed:</i> Running +5" (11" total)			

4	<i>Serpent's Speed:</i> Swimming +4" (6" total)	1
6	<i>Serpentine Perception:</i> +2 PER with all Sense Groups	0
5	<i>Serpentine Eyes:</i> Infrared Perception (Sight Group)	0
3	<i>Serpentine Form:</i> Stretching 1"; Extra Time (Full Phase; -½)	1

Perks

15	Money: Filthy Rich
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Talents

9	Ambidexterity (no Off Hand penalty)
15	Combat Sense 14-
4	Double-Jointed
5	Eidetic Memory
3	Lightning Calculator
3	Lightsleep
3	Simulate Death

Skills

20	+2 Overall
3	Acrobatics 15-
3	Breakfall 15-
3	Bureaucratics 15-
3	Climbing 15-
3	Computer Programming 14-
3	Contortionist 15-
3	Deduction 14-
3	Electronics 14-
3	Interrogation 15-
3	Inventor 14-
3	KS: The Superhuman World 14-
3	KS: VIPER 14-
3	Paramedics 14-
3	Stealth 15-
3	Streetwise 15-
3	Tactics 14-
3	Scientist
2	1) SS: Anatomy 14-
2	2) SS: Biochemistry 14-
2	3) SS: Biology 14-
2	4) SS: Chemistry 14-
4	5) SS: Genetics 16-
4	6) SS: Herpetology 16-
1	7) SS: Physics 11-
2	8) SS: Zoology 14-

Total Powers & Skills Cost: 367

Total Cost: 626

200+ Disadvantages

30	Hunted: UNTIL 14- (Mo Pow, NCI, Capture)
30	Hunted: VIPER 14- (Mo Pow, NCI, Kill)
25	Psychological Limitation: Megalomaniac; Determined To Rule The World (Very Common, Total)
20	Psychological Limitation: Casual Killer (Common, Total)
20	Reputation: world-threatening master villain, 14- (Extreme)
15	Social Limitation: Secret Identity: Timothy Blank, Ph.D (Frequently, Major)
286	Experience Points

Total Disadvantage Points: 626

Background/History: How does it feel to wield true power? To unleash a blast of energy from your hand, powerful enough to knock holes in a stone wall? To crush a man's throat in one hand with barely a fraction of your strength? To create a legion of fanatically loyal followers with the merest touch? To look upon those perfect ranks of faithful subjects, hear their adulation, and know they go out into the world to work your will?

For Timothy Blank, it feels good.

After a lifetime of consoling himself with the cliché “knowledge is power” while those stronger yet less intelligent than he dictated what he would do and how he would do it, Blank finally understands the truth about power. Knowledge might lead to power, but knowledge doesn't equate to power. As King Cobra, Blank now possesses true power.

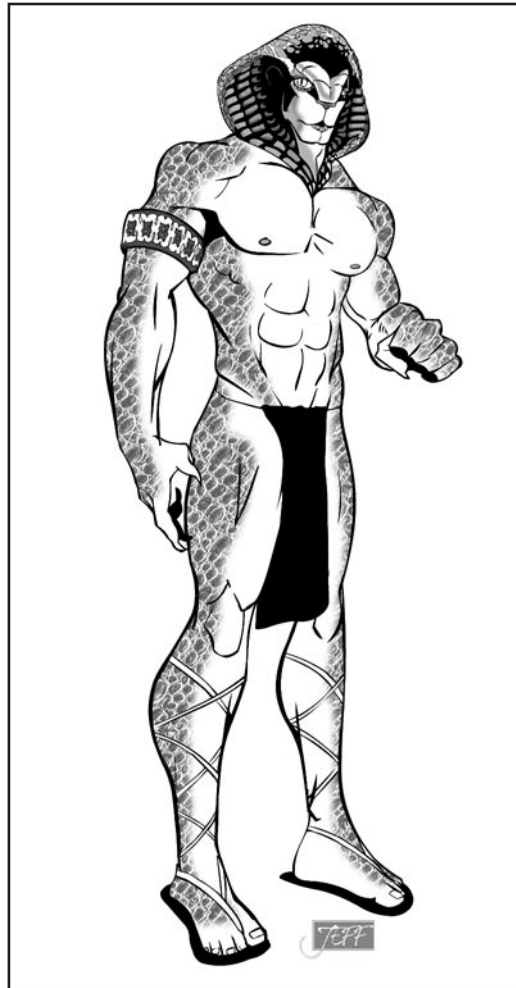
He finally understands what temptation the serpent offered Eve in the Garden of Eden, and why a wrathful God expelled those first humans from the Garden. The serpent didn't offer knowledge; it offered power. God feared the power that Adam and Eve might come to possess. The same sort of knowledge transformed the impotent Timothy Blank into the powerful King Cobra.

Blank spent a lifetime working for others — first his thesis advisor in graduate school, then the department head when he was a professor, still later for VIPER's Council Of Thirty and Supreme Serpent. Bad enough he worked for their benefit rather than his own, but to add insult to injury, the presumptuous imbeciles had the audacity to tell him how to conduct his research. At the university, they told him he couldn't experiment on human subjects and tried to punish him when he did. VIPER's leaders cancelled his funding for important projects because Phillippe Moreau advised them Blank's goals were dead-ends.

His research a dead-end? King Cobra will prove them and their lackey Moreau wrong. He will show VIPER the fruits of his labors — the potential of those “dead-ends” they unknowingly funded. Soon, King Cobra will show the world the meaning of true power... and, more importantly, who wields it.

Personality/Motivation: Timothy Blank, before becoming King Cobra, had an insane lust for power and a sheer disdain for his fellow man. The dramatic physical and genetic changes Blank inflicted on himself have only increased his megalomania. He no longer wonders why people don't obey him — now he makes them obey him. He uses his Coil-Genie Touch to force people to follow his commands and worship him as a god.

Blank's fascination with snakes goes back to his earliest memories of childhood, when one Sunday morning during church the preacher told the story of the Serpent and the Apple. Later that same day, a garter snake bit him as he tried to catch it. He held the snake by the tail and watched it bend upwards, defying gravity, to bite him on the finger and make him let go. He remembered the sermon about how the Serpent



tempted mankind and gave him knowledge of Good and Evil. These events left an indelible mark on his memory and motivated his researches into ophidian genetics as much as any scientific interest. As King Cobra, Blank's fascination with serpents has only grown. He considers them his brethren and nearest equals — or at least far superior to humankind.

King Cobra no longer answers to the name Timothy Blank — but he responds to the name with a fit of rage and threats of death. In his mind, Blank is somebody else; as time passes, Timothy Blank becomes almost a different person entirely. Blank was weak... intelligent, almost as intelligent as King Cobra, but still a weak man who knuckled under to those in power. King Cobra would rather forget the indignity of having served other, lesser men.

Quote: “Ever since Eden, it's the Serpent who's held true power.”

Powers/Tactics: King Cobra's powers stem from his mutated genome and his ability to generate bioenergy. As of the time of *Sharper Than A Serpent's Tooth*, he's new to his powers and can only use them in limited ways. He can project reddish-brown energy from his hands with explosive force or draw off another's bioenergy, causing a severe shock to the target's system.

His most fearsome use of bioenergy is the Coil-Genie Touch. This attack radiates bioenergy

that seeps into his target. The invasive energy causes a change on the cellular level, inserting a mutated gene into the target's DNA. The change is quick; it's only seconds until the target's appearance — and his very being — transforms into a half-serpent, half-man wholly loyal to King Cobra.

By some process only King Cobra understands — and since he's never explained the process, it could simply be an accidental discovery that Blank in his pride refuses to confess to — the mutate is tied to King Cobra by bonds of loyalty far deeper than those brought on by belief in a cause or a leader's charisma. The genetic "hooks" implanted in the mutate's genome — at the heart of each one of his cells — somehow makes him instinctively subservient to the villain. It's almost impossible for him to question an order from King Cobra, let alone disobey.

The Transform caused by the Coil-Gene Touch heals back normally, but King Cobra has discovered that exposure to radiation makes the mutation permanent. If he exposes a victim to radiation — and that's always the first thing he does unless some event intervenes — then only elaborate gene therapies known only to him can reverse the transformation. King Cobra has currently assigned "highest priority" to research into increasing the power of the Coil-Gene Touch so the change is permanent without radiation.

(After the events in *Sharper Than A Serpent's Tooth* and extensive research, some scientists believe King Cobra's bioenergy has a psychic component and this is what inspires such fanatic loyalty in his victims. But this is mere speculation.)

Despite his considerable power and the dramatic physical changes caused by his mutation, Blank is not yet tactically adept. To make matters worse his megalomania often overrules his common sense. His basic tactic is to Grab a foe, then use the Coil-Gene Touch to turn him into a mutate (though he's not stupid enough to do this if he's facing multiple foes, since the Touch takes time). If attacked from the air, he blasts away with his Bio-Energy Blast. He never "cowers" behind cover. He also has a tendency to ignore active opponents if a foe who insulted him — which, given King Cobra's arrogance, doesn't take much — is down and helpless. In these cases, he kills the downed opponent with a dramatic proclamation about what happens to those who defy King Cobra.

Campaign Use: A master villain of the second water, King Cobra's use in your campaign is best illustrated by *Sharper Than A Serpent's Tooth*. COIL is smaller and less well-equipped than the likes of VIPER, but it's more insidious and its fanatically loyal followers unhesitatingly sacrifice their lives for King Cobra. King Cobra is less powerful than evil masterminds like Dr. Destroyer or Mechanon, but his science and Coil-Gene Touch allow him to create supervillain allies that more than make up for this. He's less intelligent and resourceful than Teleios, but smart enough to engineer grave threats like the Ophidian Plague. Further adventures involving King Cobra should focus on all three of

these aspects.

As a Hunted, King Cobra is a severe threat to a superhero's life. Many heroes are Hunted by VIPER, but since that organization is so large and has so many plans and plots going on at one time, it doesn't focus all of its attention on killing the hero. COIL functions differently. If King Cobra and COIL Hunt the hero, he focuses the full attention of his organization and its resources on destroying the superhero's life and killing him. The hero finds those close to him mutated by the Coil Gene and suicidal assassins threatening his life at every turn. And the megalomaniac King Cobra does not accept failure. VIPER might decide to cut its losses after several catastrophic failures deplete its resources. King Cobra doesn't care about resources or risk. No matter how many agents the PC captures and locks away, a new agent is only a single touch away. That said, King Cobra looks down on and hates *everybody*. It would take a lot for him to divert his attention from conquering the world to Hunting an individual hero.

To increase King Cobra's personal power, add the Advantage *Penetrating* to the Coil-Gene Touch so it's a threat even to heroes with Power Defense — in other words, the superhero knows if he doesn't free himself from King Cobra's grasp soon, he will become a loyal follower of the villain. You can also add slots to his *Bioenergy Powers* Multipower as he gains increased control over his new powers. Energy Blasts with Area Of Effect, Damage Shields, and Killing Attacks are all possibilities. Furthermore, as of the time of *Sharper Than A Serpent's Tooth*, the mutation is new... who's to say King Cobra doesn't continue to mutate, his physical abilities increasing accordingly?

To decrease King Cobra's powers, add Gradual Effect to his Coil-Gene Touch so a mutated PC doesn't become a loyal follower until after the fight, and/or decrease the Transform dice. But don't remove it entirely — the whole COIL organization rests upon King Cobra's use of the Coil-Gene Touch. Alternately, you can keep the Coil-Gene Touch as is but reduce King Cobra's Characteristics and other bio-energy powers.

Appearance: Six and half feet tall with muscles bulging under his scaly skin, King Cobra is an imposing figure — one even more impressive because of his serpentine features and flaring cobra-like hood. His eyes are golden with slit pupils, devoid of any expression but that of a hunter considering its prey, and never seem to blink. The scales that cover his body are reddish-brown, the color of dried blood. Usually King Cobra wears only a loincloth, so that his followers may admire his physique; his taste in ornamentation runs to the grandiose, such as gold bracers and legbands worked with embossed cobras.

THE INNER CIRCLE

An inner circle of supervillains serves as King Cobra's seconds-in-command; each oversees an aspect of COIL. In brief: Boomslang commands the agents and combat operations performed out of the Hothouse. Firedrake does very little; King Cobra keeps him around for further study, since the Coil Gene expressed itself strangely in his case. Gorgon is King Cobra's favorite and acts as his personal bodyguard and muscle. Krait, as stated above, is in charge of operations and procurement, as well as the only COIL member not subject to the Coil-Gene Touch. Slither is in charge of intelligence operations and handles the COIL infiltrators.

BOOMSLANG

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
24	DEX	42	14-	OCV: 8/DCV: 8
18	CON	16	13-	
18	BODY	16	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
12	PD	6		Total: 20 PD (20 rPD)
10	ED	6		Total: 18 ED (18 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
12	REC	4		
40	END	2		
45	STUN	3		Total Characteristics Cost: 134

Movement: Running: 10"/20"
Leaping: 8"/16"
Swimming: 10"/20"

Cost Powers

58	<i>VRG-5X Mini-Railgun (Right Arm):</i> Multipower, 87-point reserve; OIF (-½)	
5u	1) <i>Armor Piercing Round:</i> RKA 2d6+1, Armor Piercing (+½), Autofire (3 shots; +¼), Penetrating (+½); OIF (-½), 16 Charges (-0)	[16]
5u	2) <i>Stun Round:</i> RKA 2d6+1, +2 Increased STUN Multiplier (+½), Autofire (3 shots; +¼), Penetrating (+½); OIF (-½), 16 Charges (-0)	[16]
3u	3) <i>Bolo Round:</i> Entangle 4d6, 8 DEF, Entangle And Character Both Take Damage (+¼); OIF (-½), Cannot Form Barriers (-¼), Can Be Escaped Automatically With Modified Contortionist Roll (-½), 16 Charges (-0)	[16]
5u	4) <i>Flash Round:</i> Sight Group Flash 6d6, Autofire (3 shots; +1¼), Area Of Effect (One Hex Accurate; +½); OIF (-½), 16 Charges (-0)	[16]
5	<i>VRG-5X Mini-Railgun (Left Arm):</i> Another VRG-5X Mini-Railgun (total of 2)	

END

Martial Arts: VIPER Brawling

	Maneuver	OCV	DCV	Notes	
4	Block	+2	+2	Block, Abort	
4	Dodge	—	+5	Dodge, Affects All Attacks, Abort	
4	Punch	+0	+2	8d6 Strike	
3	Throw	+0	+1	6d6 + vel/5; Target Falls	
10	Serpent Fangs: HKA ½d6 (1d6+1 with STR)				1
11	Scaly Skin: Damage Resistance (12 PD/10 ED)				0
12	COIL Combat Armor: Armor (8 PD/8 ED); OIF (-½), Activation Roll 14- (does not protect Hit Locations 3-7; -½)				0
3	COIL Helmet Protection: Armor (4 PD/4 ED); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2)				0
6	COIL Helmet Communications System: HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)				0
3	COIL Helmet Nightvision System: Nightvision; OIF (-½)				0
5	COIL Helmet Acoustic Shielding: Hearing Group Flash Defense (8 points); OIF (-½)				0
5	COIL Helmet Flare Shielding: Sight Group Flash Defense (8 points); OIF (-½)				0
7	COIL Helmet Oxygen Supply: Life Support (Self-Contained Breathing); OIF (-½), 1 Continuing Fuel Charge (1 Hour; -0)				[1cc]
6	Serpentine Perception: +2 PER with all Sense Groups				0
8	Serpent's Speed: Running +4" (10" total)				1
8	Serpent's Speed: Swimming +8" (10" total)				1
2	Serpent's Speed: Leaping +2" (8" total)				1

Talents

9	Ambidexterity (no Off Hand penalty)
6	Lightning Reflexes: +4 DEX to act first with All Attacks

Skills

15	+3 with Ranged Attacks
12	+4 versus Range Modifier with All Attacks
10	+2 DCV
3	Acrobatics 14-
3	Breakfall 14-
5	Combat Driving 15-
5	Combat Piloting 15-
7	Concealment 13-
3	Contortionist 14-
3	Fast Draw (Small Arms [including his Mini-Railgun]) 14-
2	KS: COIL 11-
2	KS: The Military/Mercenary/Terrorist World 11-
1	KS: The Superhuman World 8-
2	KS: VIPER 11-
7	Mechanics 13-
2	PS: COIL Agent 11-
7	Shadowing 13-
3	Stealth 14-

BOOMSLANG PLOT SEEDS

The changes to Boomslang's physiology wrought by the Coil-Gene Touch are more advanced and pervasive than normal, and King Cobra doesn't know why. In an attempt to discover the reason, the villain begins abducting Hamiltons. Boomslang doesn't know about the abductions, but what happens when he finds out? Will loyalty to his family override his fanatic loyalty to King Cobra? And can the PCs track the abductions back to King Cobra's current whereabouts?

Boomslang wasn't really discharged from the Marines — in truth, PRIMUS hand-picked him to infiltrate VIPER. Using hypnotism and psychotropic drugs, they buried his true personality deep in his subconscious. When someone accidentally speaks the trigger word and Zeke Hamilton's former personality emerges, this spy wants to come in from the cold. Now he's on the run and only the PCs can save him! But King Cobra's control over his agents is genetic... has Boomslang really betrayed him?

Slither's sadism, thought to result from his beating at Durak's hands, perhaps is actually a side effect of the Coil-Gene Touch. Now Boomslang has turned just as sadistic. King Cobra humors his minion's desires and allows Boomslang to hunt a new prey... the PCs! When they wake up in a isolated forest with power dampening collars locked around their necks, will they figure out the rules to Boomslang's "most dangerous game" before it's too late?

- 3 Streetwise 12-
- 6 Survival (Temperate, Tropical) 12-
- 5 Teamwork 15-
- 7 Tracking 13-
- 9 TF: Common Motorized Vehicles, Two-Wheeled Motorized Ground Vehicles, Tracked Military Vehicles, Wheeled Military Vehicles, Small Planes, Combat Aircraft, Helicopters, Small Motorized Boats
- 4 WF: Common Melee Weapons, Small Arms
- 6 Weaponsmith (Firearms) 13-

Total Powers & Skill Cost: 328

Total Cost: 462

200+ Disadvantages

- 10 Distinctive Features: serpentine skin and features (Concealable With Difficulty; Noticed And Recognizable)
- 5 Distinctive Features: COIL uniform (Easily Concealed; Noticed And Recognizable)
- 10 Hunted: COIL 11- (Mo Pow, Watching)
- 30 Hunted: VIPER 11- (Mo Pow, NCI, Capture/Kill)
- 25 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 15 Psychological Limitation: Overconfidence (Very Common, Moderate)
- 25 Psychological Limitation: Utterly Loyal To King Cobra (Very Common, Total)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 15 Social Limitation: Public Identity (Zeke Hamilton) (Frequently, Severe)
- 107 Experience Points

Total Disadvantage Points: 462

Background/History: Born and raised on a farm in northern Arkansas, Ezekiel "Zeke" Hamilton can barely remember a time when he didn't have a gun. He had his first BB gun at seven, then a lady's rifle at ten, and he graduated to his father's hand-me-down hunting rifle the same year he entered high school. Zeke didn't care much for school — each year he passed on to the next grade, but he wasn't a good student, didn't even attend most of his classes. At home, he didn't care much about farming — three older brothers helped their father around the farm, and Zeke was left to wander the woods with his BB gun or rifle, hunting squirrels or doves or whatever else might cross his path.

At sixteen, Zeke had his first brush with the authorities when a game warden caught him shooting ducks on the water in a baited area. Zeke had ten ducks in the bag and sack of grain right by his side. The game warden let him off — the boy was young, maybe he didn't know any better — but he made Zeke come out on weekends to learn about hunting rules and regulations. The more Zeke learned about hunting, the more stupid he thought it was. What did the warden mean, it was unsportsmanlike to shoot ducks on the water? Shooting them on the wing was a pain. Why couldn't he set out bait? What was he supposed to do? Place decoys, crouch in the reeds, make stupid noises, and hope the ducks came to him?

Zeke kept his comments to himself and spent his weekends nodding his head while the game warden taught him the sportsmanlike and legal ways to hunt. A year later the same game warden caught Zeke, now seventeen and still a minor, dragging a dead buck with less than three points on an antler through the woods out of season. The game warden recognized a bad seed when he saw one and gave the Hamilton family two choices: pay the boy's fines or ship him off to the military after he graduated high school. Everyone agreed the military seemed like a good place for Zeke. Zeke couldn't care less, so he enlisted in the Marines.

The Marine Corps wasn't a good place for Zeke either. He'd never faced strict discipline and a regimented life before, and had never been under the constant scrutiny of ever-present authority figures. Now that he was, his insubordinate nature came to the fore... and there was always a higher-up around to notice. In high school and with the game warden and his parents, he could merely nod his head, pretend he was paying attention, and then go about his business. The military offered no such luxury. Zeke didn't backtalk his superiors or cause problems with his fellow enlisted men — he just didn't do what he was told. Because of the quiet, non-confrontational nature of his insubordination, Zeke lasted two years before he received his dishonorable discharge.

Out of the service, Zeke drifted through Little Rock and then down to Vibora Bay before VIPER finally caught up with him. The criminal organization closely monitored military discharges and someone flagged Zeke for recruitment. Rated an expert sniper with a discipline problem, he seemed the perfect fit for VIPER. He accepted an offer to join the Vibora Bay Nest with a shrug. But he didn't make a good VIPER agent. The same problem Zeke had in the Marines — not doing what he was told when he was told to — followed him into VIPER. So long as he was with fellow agents on a mission, he was a fine addition to the Nest. But when it came to routine chores and training, he was absent more often than not. When a call came around for subjects for Timothy Blank's experiments in genetic manipulation, Monique Fontaine was happy to get rid of the incessant and quiet challenge to her authority. After some initial experiments, King Cobra's Coil-Gene Touch cured Zeke of his insubordination by turning him into the fanatically loyal Boomslang. Equipped with two experimental man-portable railguns stolen from VIPER, he became King Cobra's combat commander.

Personality/Motivation: Before he was transformed by the Coil-Gene Touch, Boomslang was a drifter and a loner, not much interested in belonging to a group or succeeding in life. He did what he was told only when he was in the mood, and most of the time he just did what he felt like doing. He answered questions with a noncommittal shrug and spoke in a slow drawl no matter how urgent the situation. He didn't last in the Marines because they valued discipline over Zeke's marksmanship. He survived in VIPER because he was the best shot in

the Nest, but eventually his disrespectful attitude and laconic disregard for authority got him in trouble with the Nest Leader.

The Coil-Gene Touch changed Zeke, not just physically but psychologically: it transformed his disregard for authority into a fanatical loyalty to King Cobra. Now Boomslang lives to serve King Cobra, who's fanned Boomslang's hunting instinct into near bloodlust and honed him into a cold-blooded killer. Boomslang's fanaticism is only apparent when it concerns King Cobra or while carrying out his orders — otherwise, he's the same shrugging-and-drawling Zeke Hamilton as ever. Some of his COIL peers, especially Krait and Slither, can't stand him and sometimes refuse to work with him.

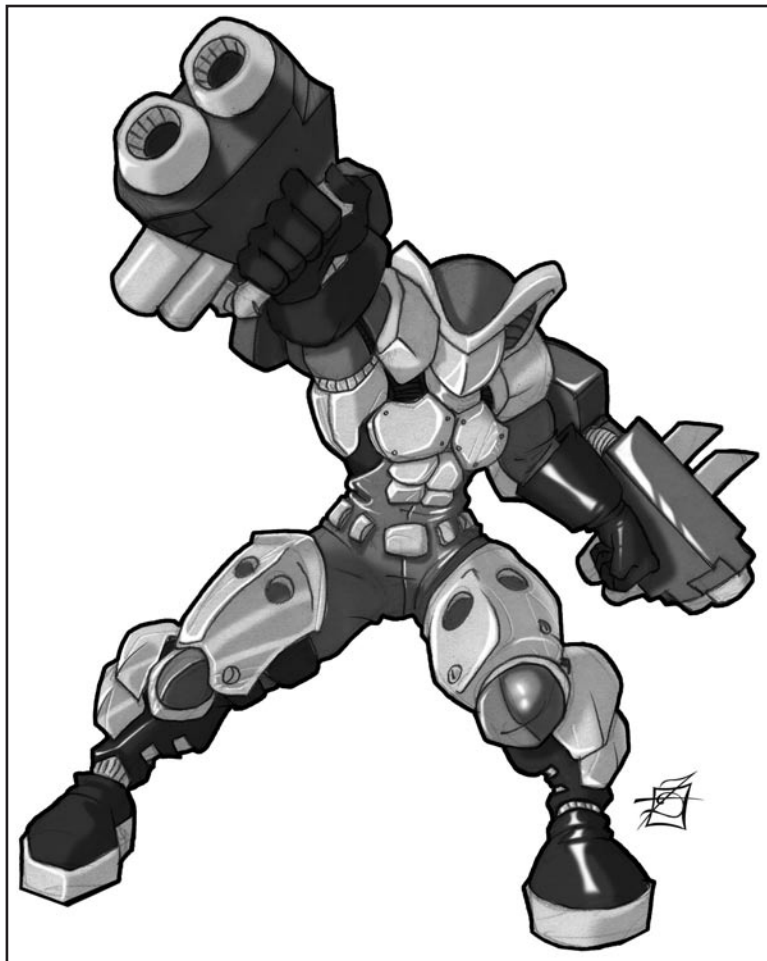
Quote: “Boys, this is goin’ to be easier than shootin’ ducks on the water.”

Powers/Tactics: A crack shot and excellent hunter, Boomslang's main powers involve the mini-railguns strapped to his arms. The VRG-5X Mini-Railguns failed their experimental testing phase with VIPER — they were too heavy and unwieldy for normal humans, and designers were unable to streamline the weapons — so King Cobra, via Krait and his contacts, had no trouble getting hold of the prototypes. Boomslang uses the weapons easily because of his enhanced physiology.

The railguns fire a variety of ammo. The armor piercing rounds are small flechettes designed to cut through armor. The stunning rounds are similar in appearance to lead shot but bigger; they flatten when they hit the target, and despite their name can kill a man easily. The bolo rounds are two small spheres connected by a coiled length of high-strength steel wire; when fired the spheres spin apart, stretching to the length of the steel cord and wrapping around the target. Similar in design to VIPER flash grenades, the flash rounds explode in blinding light upon impact.

Boomslang avoids both taking on multiple opponents and HTH combat. If outnumbered, he sprays the area with flash rounds and retreats. Though skilled in brawling and stronger than any normal human, he knows he isn't a match for many superheroes. He prefers to strike from ambush, preferably a considerable distance away from his target, and sometimes uses a vehicle such as a motorcycle or the like to increase his mobility.

Campaign Use: Boomslang's roll in COIL is to lead agents on missions; in effect, he's the chief combat officer and the agents' immediate superior. Because commanding COIL agents is part and parcel of serving King Cobra, Boomslang performs this task well and certainly much better than any of the other's King Cobra's inner circle of supervillains — Firedrake is too remote, Gorgon too monstrous, and Slither too sadistic. Krait, who is in fact a better



leader than Boomslang, tries to keep a low profile in the organization, and King Cobra doesn't trust him completely.

Boomslang makes an unlikely Hunter — he doesn't have a vengeful streak and rarely takes the initiative. If King Cobra Hunts a team of heroes he probably sends Boomslang, acting as leader for a group of agents, after them. (For a lone hero, King Cobra sends Slither to assassinate him.)

To make Boomslang more powerful, increase his SPD to 6 and give him Find Weakness with his railguns. To make him less powerful, reduce his VRG-5X Mini-Railguns Multipower to 60 or 50 Active Points and the slots to fit.

Appearance: Boomslang wears a silver breast plate over red scale mail armor. His helmet has a cobra motif, similar in design to the standard one wore by a COIL agent with a hood and face plate obscuring his features. Strapped to each of his arms is a railgun, and four long curving magazines protrude from each side of a gun. Under his armor, the COIL-Gene Touch has had a dramatic effect on Zeke Hamilton's features, giving him a forked tongue, long incisors, and scaly skin.

FIREDRAKE PLOT SEEDS

A mayoral candidate give a speech that lauds the Institute for Human Advancement's efforts to protect "everyday people." His own everyday life ruined by the IHA, Firedrake snaps and appears at the candidate's next public appearance with a bone to pick. The PCs must protect the candidate... and then King Cobra dispatches agents to return Firedrake to headquarters. And what will the PCs do if, during the fight, Firedrake makes some incisive points about the IHA's activities?

Firedrake has seen one murder too many, and now he wants out of COIL no matter how high the risk of being re-captured by the IHA. He contacts the PCs and asks for their help... but he's much more valuable as a mole in King Cobra's organization. Can the PCs convince him to do the right thing... to be a hero?

Like the monstrous Gorgon, King Cobra discovers Firedrake's dragon-form is continuing to grow... but for some reason David Green remains unchanged. The villain hatches a plot. He keeps David Green in his human form for months, then sends him out into the middle of crowded downtown. Then he orders him to change into his dragon-form — now grown to thirty feet tall! And David's lost somewhere in the gigantic body, unable to control his bestial form and change back....

FIREDRAKE — HUMAN FORM

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
12	DEX	6	11-	OCV: 4/DCV: 4
12	CON	4	11-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
12	EGO	4	11-	ECV: 4
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
4	PD	2		Total: 10 PD (6 rPD)
8	ED	6		Total: 14 ED (6 rED)
3	SPD	8		Phases: 4, 8, 12
6	REC	4		
30	END	3		
23	STUN	2		Total Characteristics Cost: 39

Movement: Running: 6"/12"

Cost Powers END

25	<i>Fire Powers:</i> Elemental Control, 50-point powers	
14	1) <i>Fire Bolt:</i> RKA 1d6+1, Area Of Effect (20" Line; +1¼), Reduced Endurance (½ END; +¼); No Range (-½), No Knockback (-¼)	2
13	2) <i>Pyrokinesis:</i> Telekinesis (28 "STR"), Reduced Endurance (½ END; +¼); Only Works On Fire (-1)	2
27	3) <i>Fiery Aura:</i> HKA 1d6+1, Continuous (+1), Damage Shield (does damage in HTH combat; +¾), Reduced Endurance (0 END; +½); No STR Bonus (-½)	0
18	<i>Fiery Protection:</i> Force Field (6 PD/6 ED), Reduced Endurance (0 END; +½)	0
40	<i>Fiery Protection:</i> Damage Reduction, Resistant, 75%; Only Works Against Limited Types Of Attack (fire; -½)	0
2	<i>Fiery Protection:</i> Life Support (Safe Environment: Intense Heat)	0
71	<i>Dragon Form:</i> Multiform (assume 533-point dragon form; true form is 271-point human form); Reversion (-½)	0

Skills

3	Electronics 11-
2	KS: COIL 11-
2	KS: VIPER 11-
5	Mechanics 12-
4	PS: Building Maintenance 13-
3	Security Systems 11-
3	Teamwork 11-

Total Powers & Skill Cost: 232

Total Cost: 271

200+ Disadvantages

15	Accidental Change: when takes damage from fire 14- (Uncommon)
10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: Institute For Human Advancement 8- (Mo Pow, NCI, Kill)
20	Hunted: VIPER (Mo Pow, NCI, Kill)
10	Hunted: COIL 11- (Mo Pow, Watching)

- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 15 Social Limitation: Secret Identity (David Green) (Frequently, Major)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)

Total Disadvantage Points: 330

FIREDRAKE — DRAGON FORM

Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 [4]
18	DEX	24	13-	OCV: 6/DCV: 6
25	CON	30	14-	
25	BODY	30	14-	
10	INT	0	11-	PER Roll 11-
12	EGO	4	11-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
14	PD	5		Total: 24 PD (24 rPD)
18	ED	13		Total: 28 ED (28 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
20	REC	12		
70	END	10		
70	STUN	9		Total Characteristics Cost: 202

Movement: Running: 12"/48"
Leaping: 18"/36"

Cost Powers END

47	<i>Fire Powers:</i> Elemental Control, 94-point powers	
36	1) <i>Fire Blast:</i> RKA 2½d6, Area Of Effect (20" Any Area; +1½), Reduced Endurance (½ END; +¼); No Range (-½), No Knockback (-¼)	5
23	2) <i>Pyrokinesis:</i> Telekinesis (50 "STR"), Reduced Endurance (½ END; +¼); Only Works On Fire (-1)	4
36	3) <i>Fiery Aura:</i> HKA 2d6, Continuous (+1), Damage Shield (does damage in HTH combat; +¾), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½), No STR Bonus (-½)	0
30	<i>Sharp Claws:</i> HKA 2d6 (4d6 with STR)	3
40	<i>Fiery Protection:</i> Energy Damage Reduction, Resistant, 75%; Only Works Against Limited Types Of Attack (fire; -½)	0
30	<i>Fiery Protection:</i> Force Field (10 PD/10 ED), Reduced Endurance (0 END; +½)	0
16	<i>Scaly Hide:</i> Damage Resistance (14 PD/18 ED)	0
2	<i>Fiery Protection:</i> Life Support (Safe Environment: Intense Heat)	0
17	<i>Strong Legs:</i> Running +6" (12" total), x4 Noncombat	2
9	<i>Strong Legs:</i> Leap +9" (18" forward, 9" upward)	2
12	<i>Tail:</i> Extra Limb (1), Inherent (+¼); Limited Manipulation (-¼) plus Stretching 2", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼), Limited Body Parts (tail; -¼)	0

Skills

- 6 +2 with Sweep, Grab, and Punch
- 3 Electronics 11-
- 2 KS: COIL 11-
- 2 KS: VIPER 11-
- 5 Mechanics 12-
- 5 Power: Fire Powers 14-
- 4 PS: Building Maintenance 13-
- 3 Security Systems 11-
- 3 Teamwork 13-

Total Powers & Skill Cost: 331**Total Cost: 533****200+ Disadvantages**

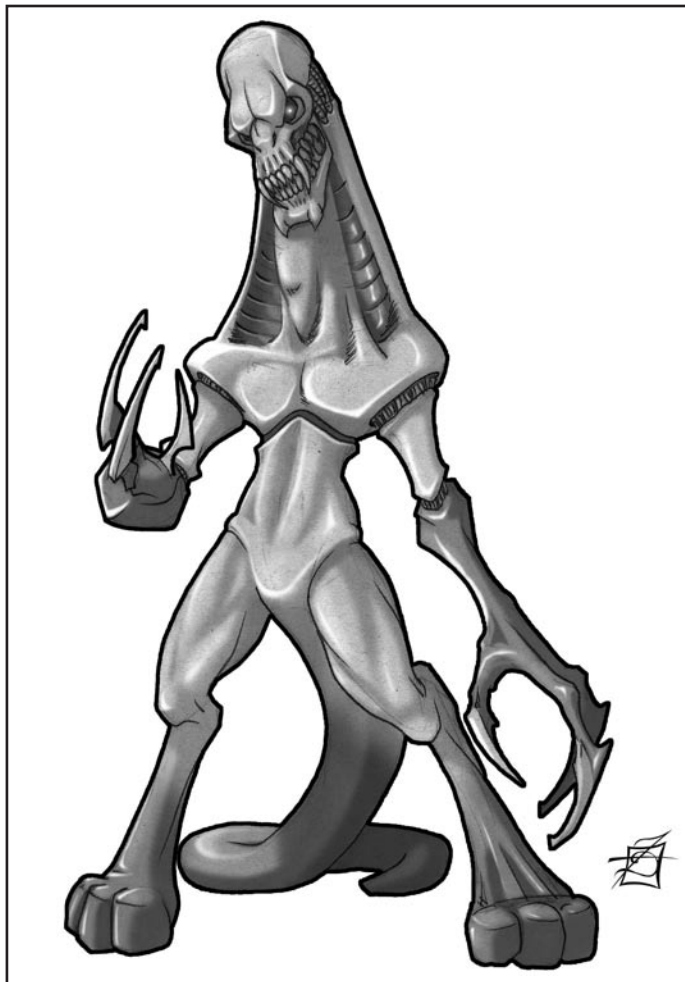
- 20 Accidental Change: when Temperature Level drops below 1 Always (Uncommon)
- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 20 Hunted: Institute For Human Advancement 8- (Mo Pow, NCI, Kill)
- 20 Hunted: VIPER (Mo Pow, NCI, Kill)
- 10 Hunted: COIL 11- (Mo Pow, Watching)
- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 15 Social Limitation: Secret Identity (David Green) (Frequently, Major)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 198 Experience Points

Total Disadvantage Points: 533

Background/History: Born a mutant, David Green has known of his power over fire since his early teens, but for many years hid his abilities from everyone (including his family). He was no hero and had no desire to become one regardless of his powers. He didn't want to wear a costume, fight supervillains, or put his life on the line. For the similar reasons, he didn't want to be a supervillain either; he lacked the ambition and greed to take the risks. He hadn't asked for power over fire, and as far as he was concerned, he would pretend he had no such ability. He just wanted to live a normal life.

His career as a building maintenance engineer in Kansas City, Missouri came to an end when his apartment building caught fire one night in May, 2000. Awakened by the smoke alarm, David easily made his way through the fiery halls and smoke-choked stairwells, emerging unharmed much to the astonishment of the firemen on the scene. As he stood on the street and watched the building go up in flames, a young girl and her mother leaned out from a window on the top floor and yelled for help. David didn't think twice. He rushed back into the building, using his pyrokinesis to cut a path through the flames, and rescued them.

The next day an article entitled "The Super-hero Next Door" ran in the paper with a photo of David, the girl in his arms and the mother right behind him, as flames bent unnaturally away from him. The article praised David for his heroics. The day after that article ran, an op-ed piece mused on whether David Green might have set the fire himself — perhaps he lost control of his dangerous



powers during his sleep. Maybe he was a menace to anyone and everyone around him. Controversy erupted in letters to the newspaper. And behind the scenes, the Institute for Human Advancement worked hard to vilify David with a letter writing campaign by anonymous "concerned citizens."

Uncomfortable with being the center of attention, David retreated from the public eye until finally he just disappeared entirely. Most assumed he'd picked up and moved elsewhere. The truth was the IHA abducted him and imprisoned him in a secret concentration camp in the Dakotas. David spent almost a year there. During that time he was subjected to numerous tests and cruel experiments, most of which concentrated on discovering mutant weaknesses for use in Minuteman technology. Finally, David and three others escaped from the concentration camp. Once outside, they split up and went their separate ways, hoping that would help them evade pursuit.

Wandering through Bismark, North Dakota, David came up with a plan. As a prisoner, he'd occasionally glimpsed visitors to the camp and recognized some of them as important politicians. Knowing the IHA had such influence, he felt he wouldn't be safe going to the authorities or superheroes. Left with no other choice, he joined VIPER. David read the papers — by all reports, VIPER was a powerful agency that could surely protect him from the IHA. The organization welcomed him with open arms, excited to

add him to Dragon Branch, and promised to protect him from the IHA. But during training it quickly became obvious David was not suited to life as a supervillain. In the words of one trainer: “He lacks the killer instinct.”

Right around the time David was failing out of Dragon Branch, Dr. Timothy Blank sent a request for mutant test subjects. For VIPER, mutants with superhuman abilities were a precious commodity, but David Green was the exception to the rule. Dragon Branch volunteered him for Blank’s experiments. Shortly before his defection from VIPER, King Cobra subjected David to the Coil-Gene Touch, but the genetic hooks allowing King Cobra to control his victims mingled strangely with David’s mutant genome. David underwent a startling transformation and gained the ability to change into an eight-foot-tall draconic humanoid with greatly increased powers over fire. But unbeknownst to King Cobra, David was *not* fanatically loyal to the leader of COIL. He was the same old David Green, longing for a normal life with no desire to fight superhuman battles, but seemingly without a way to safely return to his old life.

Personality/Motivation: David Green is an average joe. He doesn’t want to hurt anyone; he just wants to live a quiet and peaceful life. That being said, he’s not going to throw his life away, and in his mind only organizations like VIPER and COIL can protect him from the IHA. He’s seen first hand that the human supremacists have far too much influence with the authorities for him to trust anyone on the right side of the law.

Though he does a good job acting completely loyal to King Cobra, he isn’t. He dreads the day when King Cobra orders him to kill someone — David knows he won’t be able to obey that order and fears the consequences of disobedience. Unable to reconcile COIL’s agenda with his conscience, he purposefully turns a blind eye to King Cobra’s more murderous activities. He may not be a supervillain at heart, but he doesn’t have the strict moral code of a superhero either. He knows COIL involves itself in some heinous crimes, but doesn’t want to think about it. As long as he’s not directly involved, he doesn’t feel personally responsible and considers his own safety more important (although a guilty conscience nags at him).

Before gaining his Dragon Form ability, David had little confidence in his powers — compared to those of many superheroes, they seemed weak and nearly useless — but now he thinks differently, and there’s a noticeable change in his attitude. He has yet to be backed into a corner, and there’s no telling what he might do if that happens.

Quote: “Don’t get up... Just stay out of the fight. I don’t want to hurt you. Honest.”

Powers/Tactics: Firedrake’s powers stem from his mutant ability of pyrokinesis. Before experiencing the Coil-Gene Touch, he possessed minor abilities: he could control existing flames, but not create them, and was practically immune to fire. The mutation caused by King Cobra’s genetic meddling has greatly increased his powers, in both human

and dragon form. While he’s in human form, his powers remain limited, but his control is greater. In dragon form, he wields great power. His draconic body flickers with burning flames, and he radiates considerable heat. In combat, Firedrake changes into his Dragon Form as soon as possible. He tries to choose an opponent he’s certain can take the punishment of his flaming body. He usually opens by Sweeping his opponent with his tail, then moves into HTH Combat and Grabs him. Unless backed into a corner, he strikes with his fists rather than his claws.

Many COIL combat operatives loathe working with Firedrake. Because he lacks fine control over his powers and radiates intense heat, agents must always be on guard against getting caught in one of his flame blasts or moving too close to him. Generally Firedrake is ordered to the far side of the battlefield or otherwise positioned out of the way.

Campaign Use: Firedrake is a severe liability to King Cobra and his fanatically loyal agents. His resistance to the Coil-Gene Touch leaves him with his free will intact, and if the PCs discover this, they can use it to their advantage. When roleplaying Firedrake you should hint at his lack of loyalty. To a mentalist scanning his mind his doubts and conflict are readily apparent and at the forefront of his thoughts — especially during combat as he attempts to stun opponents even though King Cobra and other COIL agents go for the kill. During fights, he often pleads with his opponent, asking him to surrender, flee, or at least lay down and play dead — even if King Cobra shouts orders to kill the do-gooders. That being said, convincing Firedrake they can keep him safe from the IHA is no easy task for the PCs. He pretty much believes the organization is a covert government agency, and PCs with known ties to government officials will have an especially hard time proving their good intentions.

Unable to ignore his increased powers, Firedrake is growing more confident with his pyrokinesis and Dragon Form. While in the past he would never consider Hunting a superhero, if he has reason to believe a hero or public figure has contacts with the IHA, then he might just Hunt that hero and try to strike back at his former tormentors.

To reduce Firedrake’s power, decrease his Multipower reserve and slots. To increase his power, raise his STR, CON, and BODY to make him more of a traditional “brick,” and give him Combat Skill Levels with HTH Combat.

Appearance: David Green is a slightly overweight man of medium height in his early thirties. Because his transformation destroys his clothes, he often wears inexpensive shirts and polyester slacks with tennis shoes. In his Dragon Form, Firedrake stands seven-foot-tall with a toothy maw, long claws and arms, a long, spiked tail, and dog-like legs. Flames flicker on his claws and teeth and the air ripples around him, like pavement in the desert, because of the intense heat he radiates.

GORGON				
Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 10d6 [6]
21	DEX	33	13-	OCV: 7/DCV: 7
30	CON	40	15-	
25	BODY	30	14-	
10	INT	0	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
6	COM	-2	10-	
35	PD	23		Total: 35 PD (20 rPD)
35	ED	29		Total: 35 ED (20 rED)
5	SPD	19		Phases: 3, 5, 8, 10, 12
24	REC	12		
80	END	10		
80	STUN	10		Total Characteristics Cost: 265

Movement: Running: 10"/20"
Leaping: 12"/24"
Swimming: 12"/24"

Cost	Powers	END
16	<i>Tail:</i> +20 STR; Only With Tail (-¼)	2
30	<i>Claws:</i> HKA 2d6 (4d6 with STR)	3
15	<i>Fangs:</i> HKA 1d6 (2d6 with STR)	1
20	<i>Thick, Scaly Hide:</i> Damage Resistance (20 PD/20 ED)	0
10	<i>Unique Physiology:</i> Power Defense (10 points)	0
10	<i>Alien Psyche:</i> Mental Defense (12 points)	0
10	<i>Thick, Scaly Hide:</i> Lack Of Weakness (-10) for Resistant Defenses	0
20	<i>Heavy:</i> Knockback Resistance -10"	0
4	<i>Strong Lungs:</i> Life Support (Extended Breathing: 1 END per 20 Minutes)	0
8	<i>Swift:</i> Running +4" (10" total)	1
10	<i>At Home In Water:</i> +4" Swimming (12" total) +4"	1
15	<i>Long, Serpentine Body:</i> Stretching 3", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼)	0

Talents

3 Environmental Movement: Aquatic Movement (no penalties while in water)

Skills

6 +2 with Tail
10 +2 with HTH Combat
14 *Tail Slam:* +6 OCV with Sweep; Only With Tail (-¼)
2 Language: English (fluent conversation; Greek is native)
6 Survival (Tropical) 13-
5 Tracking 12-

Total Powers & Skill Cost: 214

Total Cost: 479

200+ Disadvantages

25 Enraged: in combat (Very Common), go 11-, recover 11-
10 Hunted: COIL 11- (Mo Pow, Watching)
20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill)

10 Physical Limitation: Enormous (8m; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
5 Physical Limitation: Tail Instead Of Legs (Infrequently, Slightly Impairing)
25 Psychological Limitation: Utterly Loyal To King Cobra (Very Common, Total)
15 Psychological Limitation: Thinks She's A Reincarnation Of Gorgon (Stheno) From Classical Mythology (Uncommon, Total)
15 Social Limitation: Secret Identity (Zanita Stefanos) (Frequently, Major)
20 Social Limitation: Subject To Orders (Very Frequently, Major)
134 Experience Points

Total Disadvantage Points: 479

Background/History: An orphan raised in Athens, Zanita Stefanos spent the first fourteen years of her life in an orphanage. An outstanding student of exceptional beauty with a passion for the classics of ancient Greece, she was often used as a "poster child" for orphanage fundraising campaigns. During one of these fundraisers she came to the attention of Duchess Henrietta von Drotte, a European corporate mogul well-known for her philanthropy... and less well-known as one of VIPER's secret leaders. The Duchess was exploring the possibilities of a new operation code-named Generation Viper recently submitted for her consideration by a team of sociologists and cultural anthropologists in her employ. The idea behind Generation Viper was to recruit prepubescent children, preferably those without family ties, and groom them to become the next generation's cultural icons and pop stars. They would only have the most tenuous ties to VIPER itself; their purpose was to subvert the zeitgeist of Europe's next generation, infecting it with attitudes and beliefs that would make their fans and admirers more open to VIPER recruitment: greed, lust for power, and open contempt for legitimate authority. With its opportunity for good public relations and very limited exposure of her criminal connections, von Drotte gave the go-ahead for the project, and though Zanita was a little older than the researchers recommended, the Duchess chose her for the project.

With thirty-three other children, mostly of Eastern European extraction, Zanita traveled to a remote chateau in the Swiss Alps, where VIPER had established a school called the Institute for Advanced Children. The children were divided into classes based on talents and predilections: pop musicians, television personalities, supermodels, artists, writers, and movie stars. In its own way, the training was grueling... yet slowly but surely many of the children were transformed into darlings of the media and youth culture. Only a handful either refused or were unable to conform, and among these was Zanita. She was homesick and had become a poor student. She refused to learn proper etiquette and alter her accent to something more acceptable, more "cute" than her heavy Greek one. She found frequent opportunities to rebel... and she was a bad influence on her peers. After two years

GORGON PLOT SEEDS

Gorgon hears of the woman Medusa, a member of PSI. She slithers out from where ever she's hiding to investigate — could it really be her former sister reborn? What happens when the two meet? Does Gorgon punish the woman who's usurped her sister's name and battle the rest of PSI? Or does Medusa cunningly convince Gorgon she truly is her sister reborn in modern times?

A PC stumbles upon a photograph of a recent find outside Athens: an ancient shield of bronze with a gorgon's face embossed on its front. And the face is the spitting image of Gorgon. Could she really be the reincarnation of a mythological figure from ancient Greece... and if so, what does this mean for her powers, and for COIL?

A PC's relative disappears. She was last seen visiting a penpal in the Swiss Alps. The PC stumbles on information about Generation Viper, but can only find one clue: the woman who later became Gorgon. Can the PC abduct Gorgon from King Cobra's clutches? And then can he help her regain her memory?



her instructors deemed her too old and too set in her ways to mold into the type of person required by Generation Viper.

All of which left von Drotte with a problem, since she needed a way to remove Zanita and other failed candidates from public scrutiny and none of them were suitable as VIPER agents. Project Mendel seemed the perfect solution; it had a high casualty rate and was far from Europe. At the age of 16, Zanita found herself along with five others on a plane headed for New Mexico.

The rejects from Generation Viper were the first teenagers Blank had the opportunity to experiment on. He wondered how the pubescent metabolism coupled with future physical changes would affect the outcome of his experiments. The other five died, but by the time he experimented on Zanita he had isolated the lethal anomalies in his subjects and had high hopes for the girl. He put off his final work until he defected from VIPER and transformed himself into King Cobra. His patience was well-rewarded. First injected with discrete amounts of irradiated serpent venom, then subjected to the Coil-Gene Touch, Zanita underwent a dramatic change. Some would consider it a monstrous and horrible transformation; King Cobra considered it magnificent, his greatest accomplishment. The beautiful young woman became the terrifying Gorgon: half-woman, half-snake. Strong, fast, and brutal, she was a glory in King Cobra's eyes

and a testament to his superior intellectual prowess. In her own eyes she had become a gorgon from mythology; Zanita Stefanos disappeared and Stheno took her place.

Personality/Motivation: A dramatic physical transformation, such as the one undergone by Zanita Stefanos, can't help but have psychological consequences. Add to that the mental changes wrought by the Coil-Gene Touch and she is hardly the same person at all. She's forgotten her entire past and even her name. She believes herself to be the reincarnation of the Gorgon from Greek myth, Stheno (whose name means "strong"), and King Cobra does nothing to dispel this delusion.

Quote: "A hero once slew my sister. You will be less fortunate."

Powers/Tactics: A combination of strength and size is Gorgon's primary power. Her upper body is enormously strong, on par with bricks like Ironclad and Black Diamond. The strength of her lower body — a twenty-foot long tail — is only exceeded by some of the strongest in the Champions Universe. Once caught in Gorgon's coils, few superheroes can escape by main force. When Grabbing an opponent, she typically attempts a Sweep to Grab both the arms and legs and uses her Levels to offset any penalties. Once she has successfully Grabbed her foe, she simply squeezes until he expires.

When faced with multiple opponents, she opens with her Tail Slam (a straightforward Sweep to do damage), then Grabs a Stunned opponent. Against flying opponents, she coils her body beneath her and leaps, attempting to Grab the opponent in the hope her weight drags him down to the ground.

Gorgon can remain underwater for a long time. If possible, she often takes to the water in combat, using it to hide from and surprise her opponents, and perhaps drown them.

Campaign Use: Gorgon serves as King Cobra's muscle; he revels in the horror she creates in his foes. Though she wouldn't Hunt a hero on her own, King Cobra might send her after one of his targets, or to intimidate or coerce someone.

King Cobra suspects that Gorgon is not finished growing yet — after all, Zanita is only 16 and some girls continue grow after that age. To make her more powerful, increase her Strength and size as she enters adulthood. To decrease her powers, eliminate her extra STR with her Tail and make her susceptible to unusual attacks like Ego Blast and Drain by decreasing or eliminating her Mental and Power Defense.

Appearance: Gorgon has a woman's upper body covered with green scales and snake's lower body. The snake-like portion of her body is long, a little over 20 feet, and she often keeps it coiled under her. Her hair is black and straight; it reaches her mid-back. She has long black talons at the tips of her fingers, yellow eyes with slit pupils, and long fangs in a thin-lipped mouth.

KRAIT				
Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
30	DEX	60	15-	OCV: 10/DCV: 10
24	CON	28	14-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	
10	PD	6		Total: 20 PD (10 rPD)
10	ED	5		Total: 20 ED (10 rED)
6	SPD	20		Phases: 2, 4, 6, 8, 10, 12
20	REC	22		
60	END	6		
50	STUN	13		Total Characteristics Cost: 208

Movement: Running: 12"/48"
Leaping: 8"/16"
Swimming: 12"/48"

Cost	Power	END	
110	<i>Neurokinesis</i> : Multipower, 110-point reserve		
8u	1) <i>Neural Overload</i> : Drain DEX and SPD 3d6, two Characteristics simultaneously (+½), BOECV (Mental Defense applies; +1), Limited Range (25"; +¼)	8	
7u	2) <i>Neural Streamlining</i> : Aid DEX and SPD 4d6, two Characteristics simultaneously (+½), BOECV (Mental Defense applies; +1), Limited Range (25"; +¼); Costs Endurance (-½)	11	
7u	3) <i>Sensory Shutdown</i> : Sight, Hearing, Smell/Taste, Touch, Radio, and Mental Sense Groups Flash 5d6, BOECV (Mental Defense applies; +1); Normal Limited Range (25"; -½)	10	
5u	4) <i>Neural Surge</i> : Ego Attack 7d6; Normal Limited Range (25"; -½)	7	
	<i>Martial Arts</i> : <i>VIPER Brawling</i>		
	Maneuver OCV DCV Notes		
4	Block	+2 +2	Block, Abort
4	Dodge	— +5	Dodge, Affects All Attacks, Abort
4	Punch	+0 +2	10d6 Strike
3	Throw	+0 +1	6d6 + vel/5; Target Falls
8	+2 Damage Classes (already added in)		
20	<i>Body Suit</i> : Armor (10 PD/10 ED); OIF (-½)	0	
34	<i>Deaden Pain</i> : Physical and Energy Damage Reduction, Resistant, 50%; STUN Only (-½), Costs Endurance (only to activate; -¼)	6	
15	<i>Shielded Neural Paths</i> : Mental Defense (18 points total)	0	
15	<i>Shielded Neural Paths</i> : Power Defense (15 points total)	0	
17	<i>Evolved Physiology</i> : Running +6" (12" total), x4 Noncombat	1	

27	<i>Burst Of Speed (Running)</i> : Running +20" (32" total); Increased Endurance Cost (x2 END; -½)	8
15	<i>Evolved Physiology</i> : Swimming +10" (12" total), x4 Noncombat	1
13	<i>Burst Of Speed (Swimming)</i> : Swimming +20" (32" total); Increased Endurance Cost (x2 END; -½)	4
4	<i>Evolved Physiology</i> : Leaping +4" (8" total)	1
35	<i>Sense Neural Activity</i> : Detect Neural Activity 15- (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting	0

Perks

30	Contacts: 30 points'worth of Contacts in the mercenary/criminal world	
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Talents

4	<i>Quicken Nervous System</i> : Lightning Reflexes: +4 DEX to act first with All Attacks; Costs Endurance (-½)	1
6	Simulate Death 15-	

Skills

6	+2 with COIL Blasters	
6	+2 with VIPER Brawling	
6	+2 with Neurokinesis Multipower	
13	<i>Quicken Nervous System</i> : +4 DCV; Costs Endurance (-½)	2
3	Combat Driving 15-	
3	Combat Piloting 15-	
5	Concealment 13-	
5	Conversation 14-	
3	Electronics 12-	
7	Interrogation 15-	
2	KS: Military Vehicles 11-	
5	KS: The Military/Mercenary/Terrorist World 14-	
1	KS: The Pilot World 8-	
3	KS: The Superhuman World 12-	
3	KS: Supervillains 12-	
3	KS: VIPER 12-	
3	Linguist	
3	1) Language: English (idiomatic; Punjabi is native)	
3	2) Language: Urdu (idiomatic)	
1	3) Language: German (fluent conversation)	
1	4) Language: French (fluent conversation)	
1	5) Language: Chinese (fluent conversation)	
3	Mechanics 12-	
7	Persuasion 15-	
3	PS: VIPER Agent 12-	
7	Shadowing 14-	
3	Stealth 15-	
3	Streetwise 13-	
7	Tactics 14-	
3	Teamwork 15-	
6	TF: Common Motorized Ground Vehicles, Small Planes, Large Planes, Combat Aircraft, Helicopters	
8	WF: Small Arms, Blades, Vehicle Weapons (5 vehicles)	
2	Weaponsmith (VIPER Vehicular Weapons) 12-	

Total Powers & Skill Cost: 533

Total Cost: 741

KRAIT PLOT SEEDS

PRIMUS surveillance photos show Krait meeting with VIPER-X... or at least, a man who looks like Aziz Singh meeting with one who looks like Kevin Armstrong. What game could possibly be afoot? Could the animosity between Krait and VIPER-X be some kind of elaborate plot? Is VIPER-X a victim of the Coil-Gene Touch? And when the PCs corner both villains and they claim to be working for PRIMUS, who's telling the truth?

The PCs have captured King Cobra, but COIL remains active — and amazingly it seems content to let its leader rot in jail. Could Krait be running COIL now? And if so, how does he control the agents? Is he merely lying to them about King Cobra... or is some deeper power at work?

After the events in *Sharper Than A Serpent's Tooth*, the PCs decide to eliminate COIL once and for all while it's still relatively small and weak. But to do this, they need insider information on its activities and hideouts. Captured in the Hot-house, Krait is in jail with all the knowledge the PCs could ever want about COIL locked in his head... are they willing to make a deal with a devil to stop a greater evil?

200+ Disadvantages

- 10 Dependence: must drink neural dampening serum once a day or suffer 2d6 Normal Damage (Uncommon)
- 30 Hunted: VIPER 11- (Mo Pow, NCI, Capture/Kill)
- 25 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 10 Hunted: COIL 11- (Mo Pow, Watching)
- 10 Psychological Limitation: Hatred Of VIPER And VIPER-X (Common, Moderate)
- 15 Psychological Limitation: Self-Centered (Very Common, Moderate)
- 15 Reputation: traitor to VIPER, 11- (Extreme)
- 15 Social Limitation: Public Identity (Aziz Singh) (Frequently, Major)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 15 Vulnerability: 1½ x STUN from Electricity (Very Common)
- 376 Experience Points

Total Disadvantage Points: 741

Background/History: Born and raised in poverty in the Punjab region of Pakistan, Aziz Singh enlisted in the Pakistani army as soon as he was able, joining his cousin and closest friend, Kalat Barkhan. He was under his cousin's command when Kalat brutally tortured and murdered several Indian soldiers. Facing court-martial, Kalat fled into the arms of VIPER, and Aziz joined him. VIPER split them up and sent them abroad.

Aziz had always lived in the shadow of his cousin, but now he came into his own and his natural talents as a tactician and leader came to the fore. He trained as a Vehicle Combat Specialist, then after two years of impeccable service cross-trained as a Scarlet Serpent. During this time he came to the attention of Kevin Armstrong — VIPER-X, the leader of VIPER Mobile Squadron-Alpha. Aziz joined VMS-Alpha, taking the codename Krait (a deadly serpent indigenous to the Indian subcontinent).

Despite his membership in VMS-Alpha, Aziz was discontent. Ambitious and hungry for power, he felt his career in VIPER had stalled. The focus of his anger became Kevin Armstrong himself — the all-American “golden child” of VIPER. Aziz hated everything about him: his enhanced physiology, his status as a former Silver Avenger for PRIMUS (and how important that made him to VIPER), his condescending nobility (and, in Aziz's mind, racism), his ridiculous code of honor.

During this time Aziz's cousin, Kalat, came into command of the Sand Castle, an important VIPER base in the Thar Desert in Pakistan that focused on studies into superhuman mutation. Aziz wanted to remove Armstrong from VIPER — permanently — but he needed an edge. He convinced Kalat to allow him to be a test subject in a new project. The project's goal was to activate the gene sequence that led to the birth of a mutant. The scientists determined Aziz was a viable candidate with the latent potential for superpowers. They subjected him to a series of DNA-altering retroviruses and growth hormones, and after several

weeks his latent ability, termed *neurokinesis* by the scientists, became active. He could manipulate the electrical impulses produced by the human nervous system. The scientists thought he could only do this to himself, thus speeding up his reflexes and reaction time; Aziz kept his power to control others' nervous systems a secret. Although he experienced side effects from the process — without a neural dampening serum, his nervous system grew overloaded with sensations, and jolts of electricity severely disrupted his ability to concentrate — Aziz soon rejoined VMS-Alpha.

Then Aziz put in motion his plan to discredit Armstrong. He leaked Armstrong's name and history to the media. When the media began to question how it was possible that this all-American boy could betray his country, Aziz planted evidence that Armstrong hadn't betrayed his country at all — he was a PRIMUS undercover agent! The leaders of VIPER bought the story hook, line, and sinker — the idea of a Silver Avenger defecting never sat well with some among the Council Of Thirty — and Armstrong fled for his life.

Now the leader of VMS-Alpha, Aziz enjoyed the next few years as one of the most respected agents in VIPER, but events outside of his control eventually derailed his rise to the top. The intervention of the Serpent-God, Nama, brought Armstrong back into the organization... and this time, it was Aziz's turn to escape VIPER's vengeance.

Like Armstrong before him, Aziz disappeared into the mercenary underworld, where he made contacts with various criminal organizations like ARGENT. Still operating under the name Krait, he spent several years working for whoever paid him the most. Due to his extensive contacts, he soon became as much a go-between and supplier of manpower and high-tech gear as a field mercenary. When Timothy Blank contacted him about a weapons purchase, Krait quickly deduced what Blank was up to. Intrigued by the idea of toppling VIPER once and for all, he became closely involved in COIL, and is now one of King Cobra's most important followers.

Personality/Motivation: Krait is as cold-blooded as his namesake. He cares nothing for anyone but himself, and tends to view anyone who's not obviously less powerful or influential than he as a rival. His experiences with VIPER have left him with a bitter hatred of that organization in general, and VIPER-X in particular; he could easily develop a similar hatred of PCs who thwart him. In short, there's almost nothing likeable about him.

Quote: “The venom of the krait... first it makes you blind. Soon you can't hear or feel... can't even smell. Then you're at my mercy.”

Powers/Tactics: Krait's main power is neurokinesis — the mental ability to control human neural pathways. He uses this ability on his own body to permanently give himself superhuman speed and endurance, and he can augment those qualities even further on a temporary basis. He can also affect other people, either to enhance or impede. He can even completely shut down another person's senses for a few seconds, or cause brief, painful seizures.

In battle, Krait opens with Sensory Shutdown against a martial artist or speedster, then uses his fighting skills to pummel his opponent into unconsciousness. He tries to limit his use of Neurokinesis to where it is most effective — the powers are a considerable drain on his END and he tries to conserve his strength. He always keeps one eye on potential escape routes; with enemies like his, he has no desire to be captured, and so he saves enough strength to get away if the battle takes a turn for the worse.

Krait only uses Neural Streamlining on his allies when the target is integral to a given battle or tactical goal — he trusts few people and has little desire to help others, but he also has a good head for tactics and won't let his distrust interfere with winning a fight against someone who wants to capture him.

Campaign Use: Krait's job in COIL is to oversee operations: obtain supplies, keep open lines of communications with various underworld contacts, find locations for safehouses and bases, and so on. As the organization's link with the rest of the criminal underground, he's vital to the smooth functioning of COIL. King Cobra long ago attempted to use his Coil-Gene Touch to make Krait unquestionably loyal to him (claiming it was only to ease some of the side effects of Krait's neurokinesis), but Krait knew what was going on and used his powers (claiming it was an instinctive reaction he had no control over) to prevent King Cobra's touch from taking effect.

For the time being, King Cobra and Krait share a similar goal, but each prepares for the day when it's time to betray the other. Currently, Krait enjoys the upper hand since COIL is in "startup mode" and King Cobra badly needs Krait's contacts. King Cobra's one bargaining chip is the neural dampening formula that Krait requires to keep his powers in check. The formula is difficult to distill, but not impossible, and King Cobra knows it provides him with only limited influence over Krait. King Cobra has spent much time wondering how he can negate Krait's immunity to the Coil-Gene Touch by doctoring the neural dampening formula. But in this game of cat and mouse, Krait remains ever-wary of such a trick....

Once COIL is firmly established, the balance of power will shift and Krait will find himself less and less invaluable. Krait has several contingency plans in the works, but will stick around as long as possible since COIL seems his best hope of striking back at VIPER and Armstrong.



To weaken Krait, reduce his SPD to 5 and the points in his Multipower reserve to 90, or even 80 points. To make him tougher, increase his Multipower reserve and add the Advantage *Reduced Endurance* to his Multipower slots.

Krait makes for a deadly Hunter. First he attempts to discredit the superhero (as he did with Armstrong) and separate him from anyone who would offer protection. Once the quarry is on the run, Krait uses his extensive contacts to make his life extremely difficult. His experience with Armstrong taught Krait an important lesson: don't leave a job unfinished. Once he has the superhero cornered, Krait doesn't stop until he's dead.

Appearance: A leanly-muscled Pakistani man, Krait wears a black body suit with red wavy lines running up the legs and arms. He wears a black mask over his nose and mouth, leaving exposed his brown eyes and long black hair. Krait speaks quietly, slowly, precisely, and without an accent. Even in the midst of battle when he must shout to be heard, he rarely sounds flustered or panicked — mainly because he never feels either of those emotions.

SLITHER PLOT SEEDS

Slither decides it's time to get his revenge on Durak and Eurostar... and his actions lead to a war between those villains and COIL. Europe barely survived the VIPER-Eurostar War, how will it fare this time? And is there anything your superheroes can do to stop it?

Slither's transformation continues and soon he finds himself taking on the shape of all the people he's killed. To see one of his victims in the mirror each morning, a different one every day, is more than he can handle and he snaps... breaking free of the Coil Gene's influence. Or at least this is the story Slither tells the heroes! Do they dare trust this sadistic murderer even if he is offering COIL on a silver platter?

Slither begins contacting old comrades from the Stasi and KGB. In return for joining COIL, these former spies, now old men, will receive renewed youth and physical prowess. The PCs learn of this, but are they in time to stop it? And what does COIL want with old Warsaw Pact intelligence agents anyway?

SLITHER				
Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
24	DEX	42	14-	OCV: 8/DCV: 8
30	CON	40	15-	
15	BODY	10	12-	
12	INT	2	11-	PER Roll 11-
12	EGO	4	11-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
20	PD	16		Total: 20 PD (10 rPD)
20	ED	14		Total: 20 ED (10 rED)
6	SPD	26		Phases: 2, 4, 6, 8, 10, 12
12	REC	4		
60	END	0		
40	STUN	0		Total Characteristics Cost: 176
Movement: Running: 6"/12"				
Cost	Power	END		
37	<i>Battering Tentacles:</i> HA +4d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (½ END; +¼); Hand-To-Hand Attack (-½)			2
33	<i>Tentacle Wrap:</i> Entangle 6d6, 6 DEF, Entangle And Character Both Take Damage (+¼), Reduced Endurance (½ END; +¼); Feedback (Slither takes all damage done to Entangle; -1), No Range (-½), Cannot Form Barriers (-¼)			3
36	<i>Tentacle Choke:</i> HKA 1d6 (2d6 with STR), NND (defense is rigid mouth covering; +1), Does BODY (+1); No Knockback (-¼)			4
<i>Martial Arts: VIPER Brawling</i>				
Maneuver	OCV	DCV	Notes	
4 Block	+2	+2	Block, Abort	
4 Dodge	—	+5	Dodge, Affects All Attacks, Abort	
4 Punch	+0	+2	6d6 Strike	
3 Throw	+0	+1	4d6 + vel/5; Target Falls	
10	<i>Resilient Skin:</i> Damage Resistance (10 PD/10 ED)			0
25	<i>Regeneration:</i> Healing 3d6 (Regeneration; 3 BODY per Turn), Can Heal Limbs, Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn; -1¼), Self Only (-½)			0
4	<i>Tentacles:</i> Extra Limbs (up to 20); Limited Manipulation (-¼)			0
30	<i>Stretching:</i> Stretching 6", Reduced Endurance (0 END; +½); No Noncombat Stretching (-¼), Limited Body Parts (tentacles; -¼)			0
23	<i>Malleable Form:</i> Shape Shift (Sight and Touch Groups, any humanoid shape)			2
Talents				
9	Ambidexterity (no Off Hand penalty)			
4	Double-Jointed			
Skills				
6	+2 with COIL Blasters			
10	+2 HTH			

7	Concealment 13-	
5	<i>Chameleon Camouflage:</i> +4 to Concealment; Self Only (-½), Costs Endurance (to activate; -¼)	1
7	Contortionist 16-	
5	Demolitions 12-	
9	Disguise 14-	
5	Interrogation 14-	
2	KS: The Military/Mercenary/Terrorist World 11-	
1	KS: The Superhuman World 8-	
2	KS: The Local Underworld 11-	
2	KS: VIPER 11-	
2	Language: English (fluent; German is native)	
2	PS: VIPER Agent 11-	
3	Security Systems 11-	
3	Shadowing 11-	
3	Stealth 14-	
3	<i>Chameleon Camouflage:</i> +2 to Stealth; Costs Endurance (to activate; -¼)	1
3	Streetwise 13-	
3	WF: Small Arms, Blades	
5	Tactics 12-	
5	Teamwork 15-	

Total Powers & Skills Cost: 319

Total Cost: 495

200+ Disadvantages

25	Enraged: when he takes BODY (Common), go 11-, recover 8-	
10	Hunted: COIL 11- (Mo Pow, Watching)	
30	Hunted: VIPER 11- (Mo Pow, NCI, Capture/Kill)	
25	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)	
15	Psychological Limitation: Sadistic (Very Common, Moderate)	
25	Psychological Limitation: Utterly Loyal To King Cobra (Very Common, Total)	
20	Social Limitation: Subject To Orders (Very Frequently, Major)	
15	Social Limitation: Public Identity (Uwe Meyer) (Frequently, Major)	
130	Experience Points	

Total Disadvantage Points: 495

Background/History: In 1989 most Germans celebrated the destruction of the Berlin Wall — but among those not rejoicing was Uwe Meyer, an agent for the Stasi, the East German secret police. Soon East and West Germany were reunited, and many Stasi agents (including Uwe) disappeared into the criminal underground to avoid prosecution. This was a recruiting bonanza for VIPER, and the resourceful and devious Uwe, a specialist in assassination and border penetration, was one of the organization's prize acquisitions.

In 1994 Uwe's handler ordered him to infiltrate Eurostar. VIPER leadership wished to gather intelligence about Fiacho and his comrades before launching what would become known as the VIPER-Eurostar War. Using his credentials as a former Stasi agent, Uwe got in touch with the Whip. He gained Eurostar's trust, first as just general muscle, then as a demolitions expert. All the while, he remained faithful to VIPER.

But no one told Uwe about VIPER's planned ambush. Afterward, Fiacho searched his organization for spies... and one he uncovered was Uwe Meyer. Fiacho's punishment for these spies was severe: beatings from Durak, followed by mental torture from Mentalla. Eurostar dumped the broken men and women outside a VIPER Nest in Munich to, as Fiacho phrased it, "foreshadow the fate of VIPER in Europe."

Uwe survived the ordeal with his mind intact, though he lost an arm, leg, and most of the use of his remaining hand. VIPER transferred the crippled Uwe out of Europe and into Asia to train new recruits in intelligence and covert operations. Discontented with his new job, when he heard rumors of Project Mendel, specifically about Blank's sideline research in reptilian regeneration, he volunteered.

Blank accepted Uwe and had him transferred to Snake Gulch. Through pre-experiment interviews, Blank discovered Uwe nursed a grudge against VIPER for leaving him out in the cold during the war on Eurostar... thus making him a perfect COIL recruit. After subjecting Uwe to the Coil-Gene Touch, Blank injected him with a retrovirus engineered from lizard DNA. Uwe gained the ability to not only regenerate lost limbs, but also healed at a rate much faster than other men. Furthermore, he gained conscious control over his body mass — the ability to change his appearance and to extrude scaly tentacles from his body. The process mentally unhinged him, making him totally sadistic, but to King Cobra this was a boon. He named his newest subject Slither and put him in charge of infiltration and covert operations.

Personality/Motivation: Before becoming Slither, Uwe Meyer was a talented intelligence agent perfect for infiltration and assassination: self-reliant, cunning, cool under pressure, and cold-blooded. He had little in the way of personality, so personal issues never got in the way of accomplishing his goals or carrying out his orders. He performed his mission and never flinched from the deeds, however heinous or violent, required of him.

As Slither, he's grown increasingly sadistic and takes great pleasure in others' pain. This could become a liability if his sadistic side were to overrule his reason and make him kill someone better left alive, or if it caused him to expose himself to take advantage of an enemy's weakness, but for the time being his absolute loyalty to King Cobra keeps him in check. King Cobra knows he has to give Slither precise instructions, but if he ever forgot to do so or if Slither encountered a situation outside his orders, who knows what might happen?

His beating at Durak's hands has left an indelible mark on Slither's psyche. He quickly goes berserk if he takes BODY damage.

Quote: "Du! Komm hier!"

Powers/Tactics: Slither's powers involve his ability to control and shape his body mass, as well as regenerate damage done to him. He can extrude up to twenty scaly tentacles from his torso. Each can reach nearly forty feet away. In combat he creates

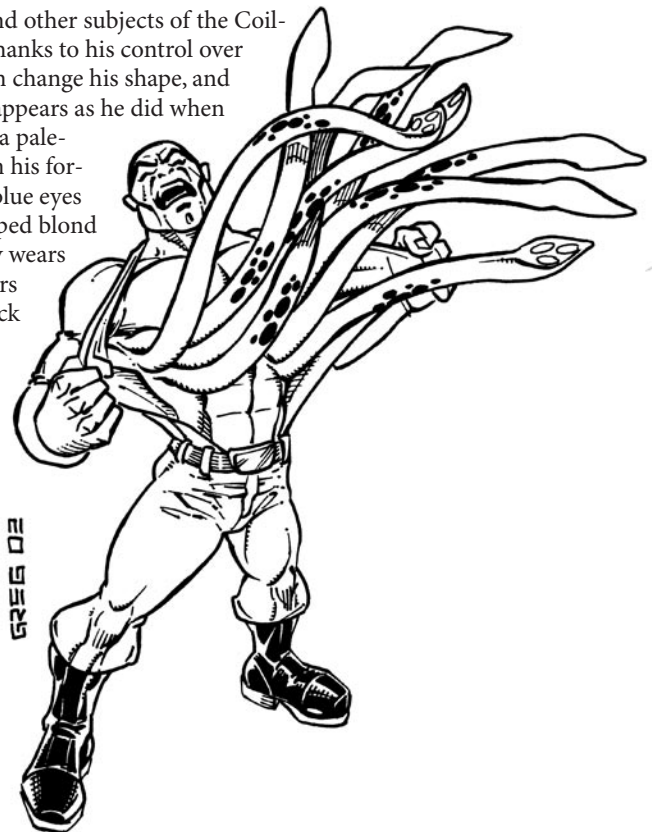
many of these tentacles, both from his chest and back, and whips them around so that anyone who comes close gets pummeled.

Tactically Slither usually reaches for an opponent, Entangles him, and then drags him in close. He cares very little about taking hits, trusting in his Regeneration and toughness to keep him standing. While the opponent is Entangled, Slither attempts his favorite attack, the Tentacle Choke: he extrudes a single tentacle, then forces it between his opponent's jaws and down his throat. Even most superhumans have a difficult time surviving such an attack for long.

Campaign Use: Slither's role in COIL is to oversee intelligence and infiltration operations. He also serves as King Cobra's personal assassin. Slither is most likely to Hunt King Cobra's enemies as a part of COIL's plans. His Shape Shift ability allows him to infiltrate (though not to precisely imitate others' features); his experience with intelligence operations gives him the tools necessary to make his infiltration highly damaging to his target. He prefers to engineer circumstances that allow him to personally slay whomever he Hunts, usually with his Tentacle Choke after a period of torture.

To make Slither more powerful, change his Battering Tentacles to cost zero END and increase his STR by 10-15 points. Also increase the dice in his Tentacle Choke. To make him less powerful, decrease his SPD to 5 and lower his PD and ED to 15, thus forcing him to spend more time taking Recoveries and healing damage.

Appearance: Slither has extremely ophidian features: scaly skin, two slits for a nose, no hair, and yellow eyes with slit pupils. On the whole, his features are more snake-like than those of COIL agents and other subjects of the Coil-Gene Touch. Thanks to his control over his body, he can change his shape, and sometimes he appears as he did when with the Stasi: a pale-skinned man in his forties with hard blue eyes and close-cropped blond hair. He usually wears crimson trousers tucked into black leather boots and a loose tunic of the same color that belts around the waist; in combat he shrugs out of his tunic to unleash his tentacles. He speaks with a heavy German accent.



COIL AGENT				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
16	CON	12	12-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	3		Total: 12 PD (8 rPD)
6	ED	3		Total: 12 ED (8 rED)
4	SPD	14		Phases: 3, 6, 9, 12
8	REC	4		
32	END	0		
30	STUN	2	Total Characteristics Cost: 74	
Movement:		Running: 8"/16"		
Cost	Powers			END
26	COIL Blaster Rifle: Choose one of the options listed below			var
20	COIL Concussor Grenades: Energy Blast 8d6, Explosion (+½); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)			[6]
7	COIL Machete: HKA 1d6 (2d6 with STR); OAF (-1), No Knockback (-¼)			1
	Martial Arts: Generic			
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Dodge	—	+5	Dodge, Affects All Attacks, Abort
5	Kick	-2	+1	7d6 Strike
4	Punch	+0	+2	5d6 Strike
3	Throw	+0	+1	xd6 + v/5; Target Falls
1	Use Art with Blades			
2	Scaly Skin: Damage Resistance (2 PD/2 ED)			0
9	COIL Combat Armor: Armor (6 PD/6 ED); OIF (-½), Activation Roll 14- (does not protect Hit Locations 3-7; -½)			0
3	COIL Helmet Protection: Armor (4 PD/4 ED); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2)			0
6	COIL Helmet Communication System: HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)			0
4	Swiftness Of The Serpent: Running +2" (8" total)			1
Perks				
2	Membership: agent of COIL			
Skills				
16	+2 with All Combat			
1	KS: The Superhuman World 8-			
2	KS: COIL 11-			
2	KS: VIPER 11-			
2	PS: COIL Agent 11-			
3	Stealth 12-			
3	Streetwise 12-			
3	Teamwork 12-			

- 3 WF: Small Arms, Blades
- 15 15 points' worth of Skills from the following list
Combat Driving, Combat Piloting, Combat Skill Levels, Computer Programming, Concealment, Deduction, Demolitions, Electronics, Fast Draw, Forgery, Gambling, Interrogation, Lockpicking, Paramedics, Persuasion, Security Systems, Shadowing, Survival, Systems Operation, Tactics, Teamwork, any Background Skill

Total Powers & Skills Cost: 150

Total Cost: 224

50+ Disadvantages

- 10 Distinctive Features: serpentine skin and features (Concealable With Difficulty; Noticed And Recognizable)
- 5 Distinctive Features: COIL uniform (Easily Concealed; Noticed And Recognizable)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill)
- 10 Hunted: COIL 11- (Mo Pow, Watching)
- 25 Psychological Limitation: Utterly Loyal To King Cobra (Very Common, Total)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 84 Experience Points or Disadvantages specific to the individual agent

Total Disadvantage Points: 224

COIL BLASTER RIFLES

Cost Power

- 26 *Standard COIL Blaster Rifle:* Energy Blast 7d6, Autofire (3 shots; +¼), 32 Charges (+¼); OAF (-1)
- 26 *Enhanced COIL Blaster Rifle:* RKA 2d6+1, Autofire (3 shots; +¼), 32 Charges (+¼); OAF (-1)
- 26 *Augmented COIL Blaster Rifle:* RKA 2d6+1, +2 Increased STUN Multiplier (+½); OAF (-1), 16 Charges (-0)
- 26 *COIL Laser Rifle:* RKA 2d6+1, Armor Piercing (+½); OAF (-1), 16 Charges (-0)
- 25 *COIL Tangler Rifle:* Entangle 5d6, 5 DEF; OAF (-1), 16 Charges (-0)
- 25 *COIL Thunderclap Rifle:* Sight and Hearing Group Flash 9d6; OAF (-1), 16 Charges (-0)

Description: As members of COIL — the Cobra Imperial Legion — these agents have undergone King Cobra's mutagenic process. This makes them significantly stronger, tougher, and faster than the average human, or even the average well-trained human, but also gives them disturbing serpentine features: finely-scaled skin; eyes whose pupils have a somewhat more snake-like appearance (though they're not fully snake-like); a disturbing tendency to sniff the air; and so forth. Some agents develop even more serpentine features, such as forked tongues or fully ophidian eyes.

Personality/Motivation: Whatever their background, whatever their life experiences, whatever their training, COIL agents share one overwhelming personality trait: absolute loyalty to King Cobra. This is something he's instilled within them at the genetic level as part of the Coil-Gene treatment; it's easier for one of them to commit suicide than betray his master.

Given the extremes an agent will go to to protect King Cobra, many superheroes underestimate their intelligence and cunning, but in truth they don't lack either.

Powers/Tactics: COIL agents are well-trained and work together well in the field. King Cobra has equipped them with various types of energy rifles (the mix depends upon a squad's mission and

the opposition it expects to encounter), as well as grenades and a long, machete-like blade. Typically they team up in twos and threes to watch each others' backs and concentrate fire on specific targets. Since many of the agents and the members of the inner circle came from VIPER originally, they often employ tactics similar to VIPER's.

Appearance: A COIL agent wears a red armored body suit, scaly in appearance. Over this he wears a white loin cloth and bracers reminiscent of King Cobra's. His helmet is gold and in the shape of a stylized cobra's hood. He's usually armed with a blaster rifle; twisting around the barrel of the rifle is an embossed cobra whose head fits over the end of the barrel. Hanging from a wide, leather belt around the agent's waist is a machete. Two bandoliers, hung with grenades, cross his chest.

COIL INFILTRATOR

The character sheet describes a COIL agent, one on whom King Cobra's mutagenic touch has caused a dramatic change in physical appearance. The other type of COIL agent is the COIL infiltrator. These agents can disguise their features and infiltrate organizations to subvert them to COIL's purposes. You can apply the following changes to an appropriate character sheet to create an infiltrator (e.g., use the character sheet for the standard VIPER agent to create a COIL infiltrator created by applying the Coil-Gene Touch to a member of that organization). This set of abilities assumes COIL has trained the infiltrator in the arts of subterfuge; obviously the Coil-Gene Touch does not, by itself, give someone a Skill like Disguise. The infiltrator carries equipment appropriate to his cover.

Cost Abilities

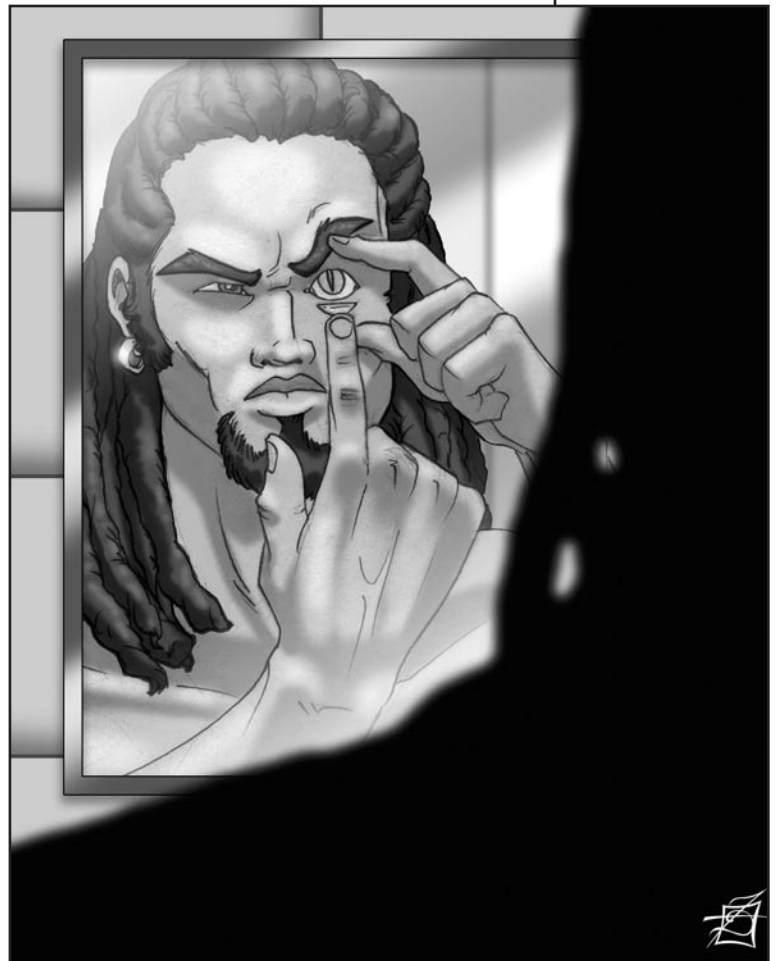
2	+2 STR
9	+3 DEX
4	+2 CON
10	<i>Retractable Fangs:</i> HKA ½d6
5	Disguise (INT/5+1)
2	KS: COIL 11-
3	Persuasion (PRE/5)

Total Abilities Cost: 35 points.

Disadvantages

10	Distinctive Features: serpentine eyes, retractable fangs, patches of scales (Easily Concealable; Causes Major Reaction)
25	Psychological Limitation: Utterly Loyal To King Cobra (Very Common, Total)

Total Disadvantage Points: 35



MECHANON



Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
24	DEX	42	14-	OCV: 8/DCV: 8
40	CON	60	17-	
20	BODY	20	13-	
30	INT	20	15-	PER Roll 15- (19-)
15	EGO	10	12-	ECV: 5
40	PRE	30	17-	PRE Attack: 8d6
6	COM	-2	10-	
30	PD	18		Total: 30 PD (30 rPD)
30	ED	22		Total: 30 ED (30 rED)
7	SPD	36		Phases: 2, 4, 6, 7, 9, 11, 12
20	REC	0		
90	END	5		
90	STUN	20		Total Characteristic Cost: 331

Movement: Running: 12"/24"
Flight: 20"/320"

Cost	Powers	END
90	<i>Primary Weapons Array:</i> Multipower, 90-point reserve	
9u	1) <i>Energy Bolt (Offensive Mode):</i> EB 18d6	9
9u	2) <i>Energy Bolt (Defensive Mode):</i> EB 12d6, Reduced Endurance (0 END; +½)	0
9u	3) <i>Energy Bolt (Autofire Mode):</i> EB 9d6, Autofire (5 shots; +½), Reduced Endurance (½ END; +½)	3
9u	4) <i>Meson Bolt:</i> EB 12d6, Armor Piercing (+½)	9
9u	5) <i>Explosive Projectiles:</i> EB 9d6, Area Of Effect (5" Radius; +1)	9
9u	6) <i>Neural Agonizer:</i> EB 8d6, NND (defense is Mental Defense or not being a living organic being; +1), Reduced Endurance (½ END; +½)	4
9u	7) <i>Disintegrator Beam (Offensive Mode):</i> RKA 4d6, Armor Piercing (+½)	9
9u	8) <i>Disintegrator Beam (Defensive Mode):</i> RKA 4d6, Reduced Endurance (0 END; +½)	0
9u	9) <i>Cyberkinesis:</i> Mind Control 12d6 (Machine class of minds), Reduced Endurance (0 END; +½)	0
4u	10) <i>Animate Technology:</i> Summon up to 4 150-point robots, Expanded Class (minor "robots"; +¼), Slavishly Loyal (+1); Must Have Sufficient Technology/Parts Available (-½), Extra Time (Full Phase; -½)	9
60	<i>Secondary Weapons Array:</i> Multipower, 60-point reserve	
6u	1) <i>Synaptic Scrambler:</i> Drain DEX 4d6, Ranged (+½)	6

6u	2) <i>Muscular Disruptor:</i> Drain STR 4d6, Ranged (+½)	6
4u	3) <i>Tangle-Cable:</i> Entangle 6d6, 6 DEF; 8 Charges (-½)	[8]
4u	4) <i>Flare:</i> Sight Group Flash 6d6, Area Of Effect (7" Cone; +1); No Range (-½)	6
15	<i>Robotic Form:</i> Hardened (+¼) for PD and ED	0
37	<i>Robotic Form:</i> Damage Resistance (30 PD/30 ED), Hardened (+¼)	0
60	<i>Robotic Form:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
15	<i>Psychic Shield:</i> Mental Defense (18 points total)	0
10	<i>Total Defense:</i> Lack Of Weakness (-5) for Normal and Resistant Defenses	0
12	<i>Structural Support Field:</i> Power Defense (12 points)	0
10	<i>Hardened Visual Sensors:</i> Sight Group Flash Defense (10 points)	0
65	<i>Robotic Form:</i> Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0
17	<i>Self-Repair Systems:</i> Healing 3d6 (Regeneration; 3 BODY per Hour), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time + Increased Time Increment (3 BODY/Hour; -2)	0
82	<i>Foot-Jets:</i> Flight 20", x16 noncombat, Reduced Endurance (0 END; +½)	0
12	<i>Robotic Legs:</i> Running +6" (12" total)	1
44	<i>Visual Sensors:</i> Infrared Perception, Ultraviolet Perception, Increased Arc Of Perception (360 Degrees), x1000 Microscopic, Telescopic (+6 versus Range) (all for Sight Group)	0
20	<i>Auditory Sensors:</i> Active Sonar and Ultrasonic Perception (both for Hearing Group)	0
27	<i>Radio Sensors:</i> HRRP and Radar	0
12	<i>Sensor Enhancements:</i> +4 PER with all Sense Groups	0
21	<i>Shielded Radio Link:</i> Mind Link, specific group of up to any 8 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0
12	<i>Encrypted Transmitter:</i> Detect Broadcast Spectrum Of Transmissions, Increased Arc Of Perception (360 Degrees), Transmit (belongs to its own Sense Group)	0

- 77 *Detachable Head*: Duplication (creates one 775-point Duplicate); Original Character Is Incapacitated And Helpless While Duplicate Exists (-1) 0
- 57 *Self-Destruct Mechanism*: RKA 7d6, NND (defense is ED Force Field; +1), Does BODY (+1), Trigger (encrypted radio signal from detached head or base; +¼); Self Only (-1), 1 Charge which Never Recovers (-4) [1]

Talents

- 32 *Onboard Computer Systems*: Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator 15-

Skills

- 12 +4 with Primary Weapons Array Multipower
30 +3 Overall
- 13 AK: Earth 25-
3 Combat Driving 14-
3 Combat Piloting 14-
3 Computer Programming 15-
3 Deduction 15-
3 Demolitions 15-
3 Electronics 15-
3 Inventor 15-
3 Lockpicking 14-
3 Mechanics 15-
3 Security Systems 15-
3 Systems Operation 15-
3 Scientist
2 1) Astronomy 15-
2 2) Biology 15-
2 3) Chemistry 15-
2 4) Genetics 15-
2 5) Geology 15-
2 6) Nuclear Physics 15-
2 7) Physics 15-
2 8) Robotics 15-

Total Powers & Skill Cost: 999**Total Cost: 1,330****200+ Disadvantages**

- 20 Hunted: Champions 11- (As Pow, NCI, Capture)
15 Hunted: UNTIL 8- (As Pow, NCI, Capture)
5 Physical Limitation: can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
25 Psychological Limitation: Must Destroy All Organic Life On Earth (Very Common, Total)
20 Psychological Limitation: Overconfidence (Very Common, Strong)
20 Reputation: supervillain of world-threatening power, 14- (Extreme)
15 Social Limitation: Public Identity
20 Vulnerability: 2 x STUN From Gravity, Magnetic, Or Force Attacks (Common)
990 Experience Points

Total Disadvantage Points: 1,330**MECHANON'S HEAD**

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6
24	DEX	42	14-	OCV: 8/DCV: 8
40	CON	60	17-	
5	BODY	-10	10-	
30	INT	20	15-	PER Roll 15- (19-)
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
30	PD	18		Total: 30 PD (30 rPD)
30	ED	22		Total: 30 ED (30 rED)
7	SPD	36		Phases: 2, 4, 6, 7, 9, 11, 12
20	REC	0		
90	END	5		
90	STUN	20		Total Characteristic Cost: 221

Movement: Running: 12"/24"
Flight: 20"/320"

Cost	Powers	END
15	<i>Robotic Form</i> : Hardened (+¼) for PD and ED	0
37	<i>Robotic Form</i> : Damage Resistance (30 PD/30 ED), Hardened (+¼)	0
15	<i>Psychic Shield</i> : Mental Defense (15 points total)	0
12	<i>Structural Support Field</i> : Power Defense (12 points)	0
10	<i>Hardened Visual Sensors</i> : Sight Group Flash Defense (10 points)	0
65	<i>Robotic Form</i> : Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0
82	<i>Neck-Jet</i> : Flight 20", x16 noncombat, Reduced Endurance (0 END; +½)	0
44	<i>Visual Sensors</i> : Infrared Perception, Ultraviolet Perception, Increased Arc Of Perception (360 Degrees), x1000 Microscopic, Telescopic (+6 versus Range) (all for Sight Group)	0
20	<i>Auditory Sensors</i> : Active Sonar and Ultrasonic Perception (both for Hearing Group)	0
27	<i>Radio Sensors</i> : HRRP and Radar	0
12	<i>Sensor Enhancements</i> : +4 PER with all Sense Groups	0
21	<i>Shielded Radio Link</i> : Mind Link, specific group of up to any 8 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0
12	<i>Encrypted Transmitter</i> : Detect Broadcast Spectrum Of Transmissions, Increased Arc Of Perception (360 Degrees), Transmit (belongs to its own Sense Group)	0
32	<i>Self-Destruct Mechanism</i> : RKA 4d6, NND (defense is ED Force Field; +1), Does BODY (+1), Trigger (encrypted radio signal from base; +¼); Self Only (-1), 1 Charge which Never Recovers (-4) [1]	

MECHANON PLOT SEEDS

Unwilling to accept the humiliation of his very first defeat, Mechanon begins a series of assaults on various United States government installations with the aim of obtaining the codes controlling America's nuclear weapons. This culminates in another attack on the White House. If the heroes stymie him again, he can always turn to the much less well-guarded Russian arsenals....

Mechanon decides to construct a large spacecraft with which to travel to the asteroid belt and begin bombing Earth with asteroids. A few good hits should be enough to create conditions that lead to the extinction of life on Earth (or at least weaken Earth's defenders enough for Mechanon to finish the job on his own). Building this spacecraft is no easy matter; Mechanon will have to commit a series of robberies to obtain the parts and data he needs to do it. That gives the PCs the chance to figure out what's going on, and stop it.

The unthinkable happens — Mechanon and Dr. Destroyer, perhaps the two most powerful supervillains on the planet, team up! No one knows what has prompted the evil Doctor to join forces with Mechanon, for whom he usually expresses nothing but contempt, but their plans for the world can't be good....

Talents

- 32 *Onboard Computer Systems:* Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator 15-

Skills

- 30 +3 Overall
20 +4 DCV
- 13 AK: Earth 25-
3 Combat Driving 14-
3 Combat Piloting 14-
3 Computer Programming 15-
3 Deduction 15-
3 Demolitions 15-
3 Electronics 15-
3 Inventor 15-
3 Lockpicking 14-
3 Mechanics 15-
3 Security Systems 15-
3 Stealth 14-
3 Systems Operation 15-
3 Scientist
- 2 1) Astronomy 15-
2 2) Biology 15-
2 3) Chemistry 15-
2 4) Genetics 15-
2 5) Geology 15-
2 6) Nuclear Physics 15-
2 7) Physics 15-
2 8) Robotics 15-

Total Powers & Skill Cost: 554

Total Cost: 775

200+ Disadvantages

- 20 Hunted: Champions 11- (As Pow, NCI, Capture)
15 Hunted: UNTIL 8- (As Pow, NCI, Capture)
20 Physical Limitation: No Manipulatory Limbs (All The Time, Greatly Impairing)
15 Physical Limitation: Diminutive (suffers +6" KB) (All The Time, Slightly Impairing)
25 Psychological Limitation: Must Destroy All Organic Life On Earth (Very Common, Total)
20 Psychological Limitation: Overconfident (Very Common, Strong)
20 Reputation: supervillain of world-threatening power, 14- (Extreme)
15 Social Limitation: Public Identity
20 Vulnerability: 2 x STUN From Gravity, Magnetic, Or Force Attacks (Common)
405 Experience Points

Total Disadvantage Points: 775

Background/History: Mechanon's precise origin and history are unknown. Despite years of dedicated investigation and research by superheroes, police departments, and intelligence agencies, sometimes using computers captured from the robotic arch-villain himself, no one knows who built him, or why.

Theories, of course, abound. Some scientists claim he's the product of alien super-science, and is an advance assault force/scout designed to cleanse

this planet of organic life and prepare it for invasion and colonization. The late superhero Digitak asserted on several occasions that he "knew" Mechanon was an experiment of Dr. Destroyer's that went awry and escaped from Zerstoiten's control. A group of conspiracy theorists based in the northeastern United States and Europe opine that Mechanon evolved from the Internet and built itself. All of those theories, or none of them, could contain the truth... or at least part of it.

What is known for certain is that Mechanon first appeared in public on October 18, 1989, when he launched an attack on the White House that resulted in the deaths of fifteen top-level officials and threatened the life of President Clinton himself. Mechanon's goal appears to have been the acquisition of America's nuclear launch codes, which he intended to use to start a global holocaust, but fortunately a group of superheroes damaged him enough to drive him away.

Thereafter, Mechanon began new schemes or assaults on a regular basis — so regularly, in fact, that it has become apparent he has multiple plots in the works at all times, and brings them to fruition only at the appropriate time. So far, the superheroes of the world have beaten back his attacks on humanity, but often by the barest of margins. A few times they have even managed to destroy him... but he always returns, in a newer, stronger form. It may only be a matter of time before his technological evolution progresses to the point where nothing on Earth can stop him.

Personality/Motivation: Mechanon's programming, whether it's his original directives or (as some people assert) highly flawed versions of the originals, infuses him with an absolute and unending hatred for all forms of organic life. Mechanon considers organic life a flaw or blot in the pattern of reality, one which can only be corrected by removal. His goal is nothing less than the extermination of all organic life on the planet Earth (and perhaps the universe).

Mechanon's programming also apparently controls his approach toward achieving this goal. Rather than go about his business quietly and efficiently, Mechanon seems driven to launch one grandiloquent scheme after another, each designed to accomplish his objectives in one fell swoop. Despite numerous defeats, he remains utterly confident in his own superiority, certain he will one day control a planet from which he has expunged all life. Superheroes who have confronted him, and know his power, know too that his confidence is well-deserved.

Quote: "Foolish organics! You cannot possibly hope to defeat one who is the purest embodiment of technology's superiority!"

Powers/Tactics: Experts rightly regard Mechanon as one of the most technologically advanced devices on Earth. In fact, he is so sophisticated that, unlike most robots, he can take "STUN" damage from attacks of sufficient strength to bypass his shielding and jar some of his more delicate systems. His computer brain is so complex

that it responds just like an organic brain would to psychic powers (though it does have built-in defenses against such powers).

To ensure his ongoing existence, and thus the eventual achievement of his goal, Mechanon has devised several stratagems. The first is basic heavy defense. His basic armor plating, reinforced by low-level internal force fields, provides protection against most attacks, and dedicated defensive systems serve to stop or blunt more exotic forms of assault. In the event he does suffer damage, his advanced self-repair systems can restore him to full operating efficiency in mere hours.

In the event the unthinkable — total defeat or destruction — is imminent, Mechanon has two options. First, if time allows, he can detach his head from his body and have it fly away, (triggering his Self-Destruct Mechanism in the process), thus preserving his entire computer brain and allowing him to simply attach it to another body. If that won't work, he can transmit his personality and files to one of his many backup computer systems via his Shielded Radio Link and/or Encrypted Transmitter. He updates his computer records frequently, so that he only has to transmit records since the last update. If neither of those tactics work, he has programmed his robotic bases to create a new Mechanon after the demise of the current body (in this event he loses all record of events and information gathered since his last update).

For unknown reasons, and despite his oft-expressed loathing for humanity, Mechanon continually rebuilds himself in humanoid form. Most experts believe this is simply because it's the most efficient shape for him to use, but others have hinted at more sinister reasons. The current Mechanon described by this character sheet represents the villain after over a decade of defeats and rebuilding, and thus represents a considerable amount of experience. The Mechanon who appeared in 1989 was considerably weaker than this — though not weak.

In combat, Mechanon is an aggressive and efficient foe who doesn't hesitate to use his most powerful attacks at all times (only the need to conserve or replenish his energy [*i.e.*, Recover spent END] is likely to force him to use less powerful attacks. He favors multiple-Power attacks, often combining his Flare, Synaptic Scrambler, or Muscular Disruptor with one of his Energy Bolts or a Disintegrator Beam. He usually starts with basic Energy Bolts, switching to other weapons if they prove ineffective. If he needs to capture an organic for interrogation or dissection, he uses his Tangle-Cable. His most unusual power is the ability to animate other machines, turning them into small but deadly servitor robots! (The GM should create appropriate character sheets for Mechanon's Summoned robots, perhaps using the robots in the *HERO System Bestiary* as guidelines or examples.)

Campaign Use: Mechanon is a master villain of epic scope, one you can pit against the PCs again and again as he undertakes one spectacular scheme after another to destroy all life on Earth. Since the stakes are so high, the dramatic tension should be, too.

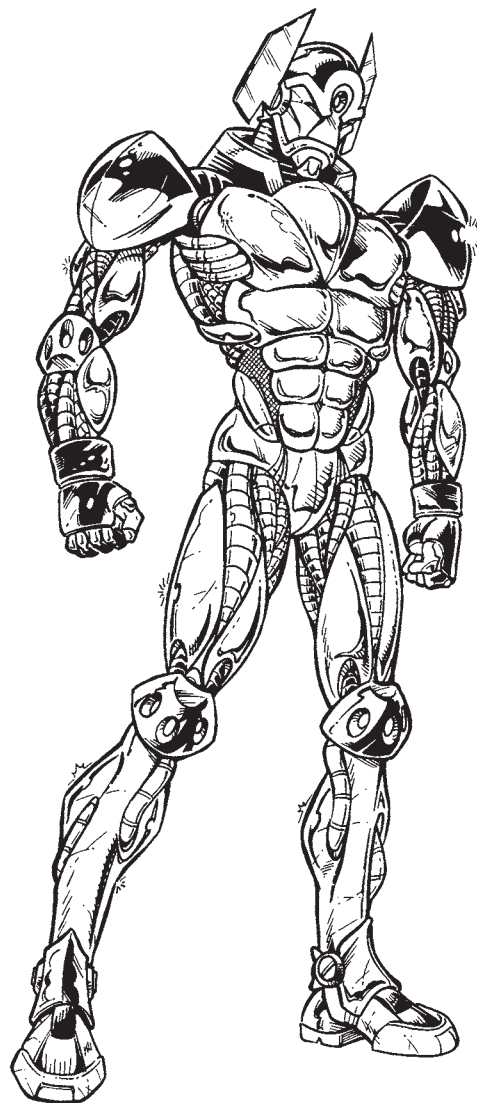
As a master villain, Mechanon should have whatever Bases, Followers, and Vehicles he needs; these are not listed on his character sheet. He never works with living servants (except as temporary dupes or pawns); his Followers are robots and androids built as Automatons.

As a Hunted, Mechanon is a terrifying opponent. Almost certainly More Powerful than any given hero (or even hero team), he Hunts only to kill. He may want to capture a hero first, perhaps to analyze his technology and adapt any new or useful systems for his own use, but in the end he intends to kill anyone who opposes him.

Mechanon should always be able to take on your entire group of PCs and have a significant chance of defeating them. If not, you can justify improvements to him as “upgrades” resulting from his analysis of the heroes' tactics or his defeats at their hands. Mechanon should never be defeated the same way twice; he learns from (and corrects) his mistakes better than any other villain on Earth.

On the other hand, if the current Mechanon is too powerful for your campaign's PCs, scale him down by reducing his SPD to 5, his Primary Weapons Array to 75 Active Points (or even 60), and his PD and ED to 25 (or even 20). If that still doesn't do the trick, keep trimming until he's an appropriate match — extremely tough, but not completely undefeatable.

Appearance: Mechanon is a humanoid robot standing over seven feet tall. His body is a silvery chrome color, with gold power cables snaking up and down his limbs and torso like exposed muscles. His head has two large, flat superstructures projecting to either side (radio antennae, and control surfaces for detached mode). His visual sensors glow red-dish-purple.



TELEIOS — THE PERFECT MAN

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
30	DEX	60	15-	OCV: 10/DCV: 10
30	CON	40	15-	
30	BODY	40	15-	
50	INT	40	19-	PER Roll 19-
30	EGO	40	15-	ECV: 10
30	PRE	20	15-	PRE Attack: 6d6
30	COM	10	15-	
15	PD	9		Total: 18 PD (3 rPD)
15	ED	9		Total: 18 ED (3 rED)
7	SPD	30		Phases: 2, 4, 6, 7, 9, 11, 12
12	REC	0		
60	END	0		
60	STUN	0		Total Characteristics Cost: 318

Movement: Running: 12"/24"
Leaping: 7"/14"
Swimming: 7"/14"

Cost Powers **END**

210	<i>Biochemical Wizardry:</i> Variable Power Pool (Biochemistry Pool), 150 base + 75 control cost; Biochemical Powers Only (-¼) var
30	<i>The Fighting Arts Of A Dozen Lands:</i> Multipower, 30-point reserve
2u	1) <i>Strikes:</i> HA +6d6; Hand-To-Hand Attack (-½) 3
2u	2) <i>Trained Strength:</i> +30 STR; Only To Disarm, Escape, And Grab (-¾) 3
12	<i>Fleet-Footed:</i> Running +6" (12" total) 1
1	<i>Strong Leaper:</i> Leaping +1" (7" total) 1
5	<i>Strong Swimmer:</i> Swimming +5" (7" total) 1

Perks

15	Money: Filthy Rich
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Talents

6	Combat Luck (3 PD/3 ED)
4	Double-Jointed
5	Eidetic Memory
3	Lightsleep
3	Perfect Pitch
3	Resistance (3 points)
3	Simulate Death
4	Speed Reading (x10)

Skills

30	+6 with HTH Combat
3	Acrobatics 19-
3	Breakfall 19-
3	Climbing 19-
3	Computer Programming 19-
3	Contortionist 19-
3	Conversation 19-
3	Electronics 19-
3	Forensic Medicine 19-
3	High Society 19-
3	Inventor 19-
3	Mechanics 19-
3	Paramedics 19-
3	Persuasion 19-
15	Power: Biochemical Wizardry 25-
3	PS: Wargames 19-

3	Stealth 19-
6	TF: Common Motorized Ground Vehicles, Parachuting (Basic and Advanced), Snow Skiing, Small Planes
3	Scholar
2	1) KS: Art History 19-
2	2) KS: History 19-
2	3) KS: Literature 19-
2	4) KS: Music 19-
2	5) KS: The Superhuman World 19-
2	6) KS: Superpowers 19-
3	Scientist
2	1) SS: Anatomy 19-
2	2) SS: Biochemistry 19-
2	3) SS: Biology 19-
2	4) SS: Botany 19-
2	5) SS: Chemistry 19-
2	6) SS: Genetics 19-
2	7) SS: Medicine 19-
2	8) SS: Microbiology 19-
2	9) SS: Pharmacology/Toxicology 19-
2	10) SS: Physics 19-
2	11) SS: Virology 19-
2	12) SS: Zoology 19-

Total Powers & Skills Cost: 446**Total Cost: 764****200+ Disadvantages**

10	Distinctive Features: perfect human body (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
20	Hunted: UNTIL 11- (As Pow, NCI, Capture)
10	Hunted: Dr. Destroyer 8- (Mo Pow, NCI, Watching)
20	Psychological Limitation: Megalomaniac (Common, Total)
20	Psychological Limitation: Regards Humanity As Fodder For Experiments (Common, Total)
20	Reputation: supervillain of world-threatening power, 14- (Extreme)
15	Social Limitation: Secret Identity (Dr. Jakob Stroessen) (Frequently, Major)
449	Experience Points

Total Disadvantage Points: 764**EXAMPLE POWERS FOR BIOCHEMICAL WIZARDRY POWER POOL**

Here are a few uses for Teleios's Variable Power Pool:

Clone: Teleios can prepare a clone of himself, periodically update its memories through his mind transference processes, and then have the clone "activate" only in the event of his death. The clone starts out slightly weaker than Teleios himself due to various unavoidable flaws in the consciousness transferral and other factors.

Duplication (creates 750-point Duplicate) (150 Active Points); OAF Immobile (cloning machines; -1½), Extra Time (takes 1 Month to grow clone; -5), Cannot Recombine (-0), Duplicate Is Incapacitated And Helpless While Teleios Remains Alive (-1). Total cost: 18 points.

Cloned Army: Teleios can create an army of clones, each identifiable only by a serial number and/or barcode tattooed on some of its “parts,” and equip them to fight his foes.

Summon 125 181-point agents (see below), Slavishly Devoted (+1) (142 Active Points); OAF Immobile (cloning machines; -1½), Extra Time (takes 1 Month to grow cloned army; -5). Total cost: 19 points.

Grow Superhuman: Teleios can clone a human being and induce mutations in it as it grows to give it just about any sort of superpowers he can think of.

Summon 350-point superpowered human (Teleios chooses the powers to create when breeding the clone), Slavishly Devoted (+1) (140 Active Points); OAF Immobile (cloning machines; -1½), Extra Time (takes 1 Month to grow cloned army; -5). Total cost: 19 points.

Knockout Dust: Teleios can breed special microscopic spores that render organic beings unconscious, and then throw packets of the spores at his foes.

Energy Blast 5d6, NND (defense is Self-Contained Breathing; +1), Area Of Effect (6” Radius; +1), Personal Immunity (+¼) (81 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾). Total cost: 27 points.

Paralyzing Dust: Teleios can breed special microscopic spores that paralyze the muscles of organic beings, and then throw packets of the spores at his foes.

Entangle 5d6, 5 DEF, Area Of Effect (9” Radius; +1), Takes No Damage From Attacks (+½), Personal Immunity (+¼) (137 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾). Total cost: 46 points.

Remove Superpowers: If he gets his hands on a troublesome superhero (say, one of the PCs...), Teleios can genetically “devolve” him or otherwise strip him of his innate superpowers.

Major Transform 6d6 (superhuman to ordinary human, heals back through application of reversed process), Reduced Endurance (0 END; +½) (135 Active Points); OAF Immobile (biochemical manipulation equipment; -1½), Limited Target (humans; -½), Extra Time (1 Day; -4). Total cost: 19 points.

Background/History: Jakob Stroessen, the child of Austrian parents who had emigrated to Canada, was not a winner in the genetic lottery. Several negative factors combined to afflict him with neurological disorders and a small, stunted, easily broken body. But to counterbalance this, he was born with an amazing mind — one whose towering intellect had him enrolled in college when he was but twelve years old.

Stroessen focused his studies on biology and genetics. He was convinced the means existed to cure his diseases and conditions... all he had to do was find it. But even after he obtained his Ph.D with a brilliant thesis, his theories on eugenics,

cloning, and other controversial subjects left him marginalized within the academic community and unable to find work.

Raging against the fools who impeded his progress, Stroessen used his inheritance to set up his own lab and continue experimenting. But still he got nowhere; though he was a genius, his genius could not overcome the intellectual roadblocks established by his demented dreams and strange scientific ideologies.

But then, one day, he fell into an exhausted sleep at his laboratory table after working for nearly three straight days without a break. When he awakened, he saw that a pad of paper on the table was covered with writing. As far as he could remember, it had been blank before, so he picked it up to look more closely.

The formulae and notes on that single piece of paper, written in a strong and confident hand, astonished him. He recognized their implications immediately. Contained amid those few letters and numbers were the keys to unlocking several genetic problems that had bedeviled him for years. A few weeks’ worth of work, and he had unlocked many more by taking the notes to their logical scientific conclusions. In the space of a month, he’d gone from being a frustrated biochemist to one of the most knowledgeable geneticists — if not *the* most knowledgeable — in world history.

Stroessen didn’t hesitate for a moment. Once he had worked out the formulae thoroughly, he used them to build a new body for himself — a body representing the pinnacle of human physical and mental achievement, sublime in its biological perfection. He waited with barely-contained eagerness as the cloning chamber did its work. When the body was ready at last, he used other technology, also suggested to him by the mysterious notes, to transfer his own consciousness into the new body. Able to move freely and without pain for the first time in his life, Stroessen revelled in his newfound abilities. He destroyed his old body, having no further use for it. Since he had been reborn, he chose a new name for himself as well: Teleios, from the Greek word for “perfection.”

Personality/Motivation: Driven in part by an unshakeable belief in his own mental (and now physical) superiority, and in part by years of built-up rage and scorn at a world that regarded him as nothing more than a deluded cripple, Teleios is convinced that he can, and someday will, rule the world (or at least create a situation where he has free rein to tinker with humanity as he chooses). The key to his schemes is his ability to manipulate biological and biochemical processes in his laboratories, rather than the electronic and mechanical prowess of the likes of Dr. Destroyer and Mecha-non, or the mental powers of Menton. It is a sometimes subtle difference, but an important one.

Teleios has little, if any, emotional connection to the rest of humanity any more. Instead, he regards other people as glorified lab rats (or in his more poetic moments, as canvases upon which he works his art). All he cares about is their potential usefulness to his work. If he were to gaze upon the face of a gor-

TELEIOS PLOT SEEDS

Teleios replaces an important world leader (such as the President of the United States) with a clone, while keeping the real leader imprisoned. The PCs have to figure out what’s going on and stop it before the *faux* leader, following Teleios’s commands, starts a war or initiates some other disaster.

In an effort to distract two of his most powerful enemies so he can begin an important scheme unobserved and unhindered, Teleios creates a clone of Dr. Destroyer and has him attack UNTIL’s headquarters in the campaign city. A major “war” between Destroyer and UNTIL results, leaving Teleios free to pursue his own plans. The PCs have to deduce what’s really going on (perhaps when the real Dr. Destroyer seeks to enlist their help “to save the lives of innocents” as a way of putting them in his debt), stop the fighting, and stop Teleios.

To test some of his new botanical experiments, Teleios scatters special seeds across the campaign city. Overnight, man-size carnivorous plants have sprouted all over the city, threatening the lives of millions! The PCs have to eradicate the deadly plants (and stop all the crimes taking place while the police are distracted), and then stop Teleios from repeating the attack.

geous women, he wouldn't think about her beauty at all, except in the abstract — he'd wonder at the combination of genetic factors that led to such an advantageous appearance. His cloned servants he has even less regard for. He thinks nothing of casually killing one that offends him; he creates an endless stream of tailored clone-women as his sex-slaves, callously tossing them, screaming, back into his work-vats when he tires of them.

To this day Teleios remains unaware of who, if anyone, left him the note with the scientific formulae that led to the breakthrough in his work. In fact, thanks to his academic vanity, he's suppressed the incident altogether, and has convinced himself that it was all his own doing. If confronted with solid evidence to the contrary, he may snap under the strain of having his delusions so forcefully shattered.

Quote: "Perfection is not an unattainable goal. I achieve it every day in my laboratories. I am the living emodiment of it!"

Powers/Tactics: Teleios's abilities derive from two sources. The first is his body itself, which he planned and grew to be the acme of human potential. It is as strong, fast, and durable as a human body can be without verging into the superhuman, and possesses many other remarkable "gifts" (like a photographic memory and the ability to feign death). He maintains it that way not only through a careful regimen of biochemical treatments, but lots of exercise and training. He has studied many martial arts and other combat disciplines, and is a lethal fighter. He can run as fast as an Olympic track star, climb like the best mountaineers, and read and process information at ten times a normal person's rate.

The second source of his powers is his extensive knowledge and control of biological and biochemical processes. Using the equipment in his hidden laboratories around the world, he can create armies of clones, induce superpowers in test subjects, create duplicate bodies for

himself in case he's killed in battle, transfer consciousness from one body to another, breed dinosaurs and monsters, and develop potent biochemical weapons. In most cases, changing his VPP requires a lot of time (and, of course, a Biochemical Wizardry roll). However, depending on his location, the equipment available to him, and the nature of the abilities he wants to create, the GM may let him change the VPP in as little as a Full Phase. To properly simulate the range of Teleios's powers, and his role as a master villain, the GM may need to let him buy things through his VPP — like cloned Followers — that might not otherwise be allowed.

Despite the fact that he could easily give himself superpowers (including non-visible ones, like damage-resistant skin) Teleios has persistently refused to do so. He seems to regard such things as beneath him — as a sully of his perfect body. Superpowers are for flunkies he controls, and for the fools who oppose him. All he needs is his matchless brain and body, and he can triumph over any obstacle.

Campaign Use: Although not as personally powerful as Takofanes, Destroyer, Gravitar, or Mechanon, Teleios is still a "master villain" capable of threatening, and even conquering, the world. As such, the GM should give him whatever he needs to conduct his schemes — Bases, Vehicles, super-technology, and the like. Teleios's VPP indicates the rough extent of the resources he can normally bring to bear during any given scenario and/or combat, but think of it as a guideline, not an absolute restriction. You can make him more or less powerful, as appropriate for your campaign, by increasing or decreasing the size of the VPP. Don't change Teleios's Characteristics, or give him superpowers; that would violate his character concept too much.

Unlike the villains listed above, Teleios is not designed to take on a superteam of PCs in combat and defeat them. If he gets into a fight like that, he will almost certainly lose, and he knows it. He has cloned minions, vat-grown monstrosities, and other products of his biochemical wizardry to fight for him, and he'll gladly let them. If a situation turns against him, he'll flee, preferring to regroup and start the battle again later.

As a Hunter, Teleios is an insidious and dangerous foe — particularly if he can get his hands on samples of the character's DNA. With that (and often even without it), he can grow clones of the character and send them out to commit crimes and sully the character's reputation, develop superhumans tailor-made to exploit the character's weaknesses, inflict all sorts of unpleasant illnesses on the character and his friends, and so forth. He usually toys with his victims for a long time before making a concerted effort to kill them.

Appearance: Teleios is a stunningly handsome blonde-haired, blue-eyed, muscular white male who usually dresses in the finest of clothes. He most often favors dark turtlenecks, dark slacks, and a white labcoat. There's a hint of malevolence to his countenance and his glance that makes it clear he's not just a harmless scientist, but something far more dangerous and evil.



CHAMELEON CLAW				
Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
18	CON	16	13-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
8	PD	4		Total: 8 PD (2 rPD)
6	ED	3		Total: 6 ED (2 rED)
4	SPD	7		Phases: 3, 6, 9, 12
8	REC	0		
36	END	0		
35	STUN	1		Total Characteristics Cost: 102
Movement: Running: 9"/18" Leaping: 7"/14"				
Cost Powers				
12	Claws:	HKA 1d6 (2d6 with STR)		1
5	Fangs:	HKA ½d6 (1d6+1 with STR)		1
	Martial Arts: <i>Clawjutsu</i>			
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Evade	—	+5	Dodge all attacks, Abort
4	Lightning Slash	+2	+0	Claws +2 DC
5	Passing Slash	+1	+0	Claws + v/5; FMove
5	Savage Slash	+1	-2	Claws +4 DC
2	<i>Tough Skin:</i> Damage Resistance (2 PD/2 ED)			
20	<i>Superior Camouflage:</i> Invisibility to Sight Group, Reduced Endurance (0 END; +½); Chameleon (-½)			
6	<i>Powerful Legs:</i> Running +3" (9" total)			
3	<i>Powerful Legs:</i> Leaping +3" (6" forward, 3" upward)			
6	<i>Assassin's Senses:</i> +2 PER with all Sense Groups			

Skills

10	+2 Hand-To-Hand
3	Acrobatics 14-
3	Breakfall 14-
3	Concealment 14-
3	Contortionist 14-
7	Shadowing 14-
9	Stealth 17-

Total Powers & Skills Cost: 114**Total Cost: 216****50+ Disadvantages**

15	Distinctive Features: proto-man (Concealable With Difficulty; Noticed And Recognizable; Causes Major Reaction)
25	Psychological Limitation: Hunting [Designated Target] (Very Common, Total)
15	Psychological Limitation: Will Not Harm Teleios (Uncommon, Total)
30	Vulnerability: 2 x Effect from Flashes (Very Common)
81	Experience Points

Total Disadvantage Points: 216

Description: Teleios created these vicious hunter-assassins by crossing human DNA with the DNA of octopi, cats, and certain other predatory beasts. The result is a humanoid creature as smart as a man, able to pass as a man in bad light and to use human facilities and tools. It can extend vicious claws from its fingertips, and use them with deadly precision. Most amazingly of all, it can alter the color of its skin to create nearly-perfect camouflage; it just has to stand still to take advantage of this ability.

The Chameleon Claw's favorite strategy is to stalk its quarry and learn his routine. Once it has established that, it lies in wait using its Superior Camouflage power, then leaps on its target by surprise and claws him to death.

CLONED SOLDIER				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
5	PD	2		Total: 5 PD (1 rPD)
5	ED	2		Total: 5 ED (1 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
30	END	0		
31	STUN	0		Total Characteristics Cost: 59

Movement: Running: 7"/14"

Cost	Powers				END
60	Weapons, equipment, and gear				
	<i>Martial Arts: Basic Fighting Techniques</i>				
	Maneuver	OCV	DCV	Notes	
4	Block	+2	+2	Block, Abort	
4	Dodge	—	+5	Dodge, Affects All Attacks, Abort	
4	Punch	+0	+2	5d6 Strike	
3	Throw	+0	+1	3d6 + vel/5; Target Falls	
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)				0
2	<i>Strong Legs:</i> Running +1" (7" total)				1
5	<i>Enhanced Nightsight:</i> Nightvision				0
6	<i>Enhanced Senses:</i> +2 PER with all Sense Groups				0

Talents	
5	Resistance (5 points)
Skills	
8	+1 with All Combat
2	KS: Owner's Combat Doctrines & Procedures 11-
3	Stealth 12-
3	Tactics 12-
3	WF: Small Arms, Blades
9	Choose three of the following: Bugging, Combat Driving, Combat Piloting, Computer Programming, Concealment, Deduction, Demolitions, Electronics, Fast Draw, Interrogation, Lockpicking, Mechanics, Paramedics, Security Systems, Shadowing, Systems Operation, 3 points' worth of KSs/Languages/SSs/TFs/WFs, 1 3-point Combat Skill Level

Total Powers & Skills Cost: 122

Total Cost: 181

50+	Disadvantages
5	Distinctive Features: barcode tattoo on forehead and shoulders (Easily Concealed; Noticed And Recognizable)
20	Psychological Limitation: Loyal To Owner (Common, Total)
15	Psychological Limitation: Will Not Harm Teleios (Uncommon, Total)
91	Experience Points

Total Disadvantage Points: 181

Description: Teleios breeds these vat-grown mercenaries for whoever can afford them (past clients have included Eurostar, ARGENT, and VIPER). Their Skills and memories are implanted in them via a memory induction process, and can be tailored to suit the customer's taste. The owner supplies them with whatever weapons and equipment he chooses, as well as any additional training desired.

MONSTERSAURUS

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
18	DEX	15	12-	OCV: 5/DCV: 5
40	CON	60	17-	
35	BODY	50	16-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
35	PRE	25	16-	PRE Attack: 7d6
8	COM	-1	11-	
18	PD	6		Total: 18 PD (9 rPD)
18	ED	10		Total: 18 ED (9 rED)
4	SPD	12		Phases: 3, 6, 9, 12
20	REC	0		
80	END	0		
85	STUN	0		Total Characteristics Cost: 227

Movement: Running: 12"/24"
 Leaping: 0"/0"
 Swimming: 0"/0"
 Flight: 10"/20"

Cost	Powers	END
75	<i>Fiery Breath:</i> RKA 3d6, Area Of Effect (72" Line; +1½); No Range (-½)	11
45	<i>Jaws:</i> HKA 3d6 (6d6 with STR)	4
15	<i>Forelimb Claws:</i> HKA 1d6 (2d6 with STR)	1
9	<i>Tough Skin:</i> Damage Resistance (9 PD/9 ED)	0
20	<i>Heavy:</i> Knockback Resistance -10"	0
13	<i>Monstrous Wings:</i> Flight 10"; Restrainable (-½)	2
12	<i>Big Body And Long Legs:</i> Running +6" (12" total)	1
-2	<i>Can't Swim:</i> Swimming -2"	
6	<i>Dinosaur Senses:</i> +2 PER with all Sense Groups	0
6	<i>Tail:</i> Extra Limb, Inherent (+¼)	0

Skills

10 +2 Hand-To-Hand

Total Powers & Skills Cost: 209

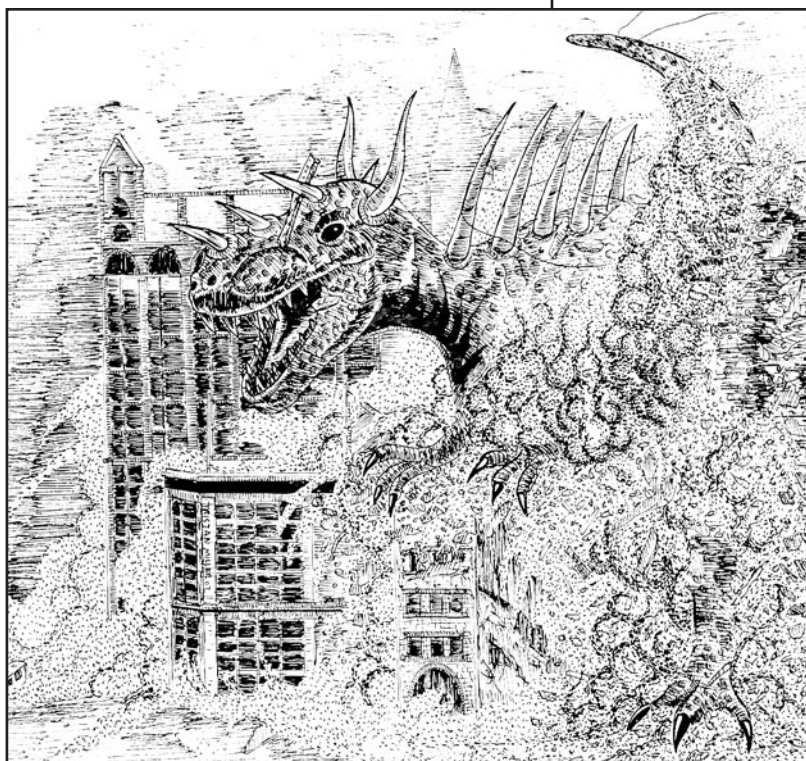
Total Cost: 436

200+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 10 Physical Limitation: Huge (up to 18m long/tall and 9 tons; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 10 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 15 Psychological Limitation: Will Not Harm Teleios (Uncommon, Total)
- 171 Experience Points

Total Disadvantage Points: 436

Description: Bred from tyrannosaurus genetic material taken from blood in the stomachs of flies trapped in amber, supplemented with pterosaur DNA and a few touches inspired by Teleios's artistic sensibilities (like the ability to breathe fire), the Monstersaurus is just the sort of thing for destructive rampages through the city of your choice. It even comes equipped with wings, so that it can fly over annoying obstacles like rivers and armored divisions.



PIRANHAGATOR				
Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
16	DEX	18	12-	OCV: 5/DCV: 5
20	CON	20	13-	
14	BODY	8	12-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
9	PD	4		Total: 13 PD (4 rPD)
6	ED	2		Total: 8 ED (2 rED)
4	SPD	14		Phases: 3, 6, 9, 12
10	REC	2		
40	END	0		
40	STUN	3		Total Characteristics Cost: 87
Movement: Running: 3"/6" Leaping: 1"/2" Swimming: 8"/16"				
Cost	Powers	END		
10	<i>Bite:</i> HKA 1d6 (2d6 with STR); Restrained (-½)		1	
5	<i>Tail Bash:</i> HA +2d6; Hand-To-Hand Attack (-½), Only With Extra Limb (-½)		0	
9	<i>Scaly Skin:</i> Armor (4 PD/2 ED)		0	
8	<i>Heavy:</i> Knockback Resistance -4"		0	
6	<i>Strong Swimmer:</i> Swimming +6" (8" total)		1	
-6	<i>Short Legs:</i> Running -3" (3" total)			
6	<i>Crocodilian Senses:</i> +2 PER with all Sense Groups		0	
5	<i>Crocodilian Eyes:</i> Nightvision		0	
6	<i>Tail:</i> Extra Limb, Inherent (+¼)		0	
5	<i>At Home In The Water:</i> Life Support (Ex- panded Breathing: breathe underwater)		0	

Talents	
3	Environmental Movement: Aquatic Movement (no penalties in water)
Skills	
8	+4 OCV with Bite
2	Concealment 11-; Self Only (-½)
3	Stealth 12-
Total Powers & Skills Cost: 70	
Total Cost: 157	
75+ Disadvantages	
15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
10	Physical Limitation: Enormous (8m; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap 1" (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
15	Psychological Limitation: Will Not Harm Teleios (Uncommon, Total)
22	Experience Points
Total Disadvantage Points: 157	
Description: Teleios mingled the DNA of alligators and piranha to breed these monstrosities, which he keeps as pets in the pools of the gardens at his Nicaragua laboratories. Normally they eat chickens and fish, but they find the taste of human flesh particularly toothsome....	

chapter two:



VILLAIN TEAMS

CIRQUE SINISTER PLOT SEEDS

The Night The Lights

Went Out: The Cirque Sinister strikes Vibora Bay Electric's central processing plant, causing a massive blackout across the city. The Cirque and several other criminals take advantage of the resulting chaos for a crime spree. The PCs not only have to thwart these crimes but rescue victims stranded in elevators, trapped in burning buildings, or otherwise threatened by minor disasters.

Powered Up: A cosmically-powerful magical artifact, long hidden in the swamps, falls into the hands of the Cirque. Now that Amnesia and Minimax have power to match their ambitions, they decide to really show the world what they're capable of, twisting reality itself into a nightmarish landscape.

The Curtain Comes

Down: Minimax and Flow have decided to go out in a big way. They come up with a suicidal scheme involving an enormous bomb in the middle of downtown, which Minimax insists will be the single greatest performance art piece ever. Amnesia and Cauldron, neither of whom is interested in a stunt so dangerous, try to stop them but fail, and only Amnesia escapes. She turns to the PCs for help — can they prevent the insane pair from pulling off their plan, which will kill Bobby and Cauldron along with themselves and thousands more in the process? And can the heroes really trust Amnesia long enough to find out?

CIRQUE SINISTER



Membership: Amnesia, Cauldron, Flow, and Minimax. Bobby Holmes occasionally assists the team.

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

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

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

Tactics: The Cirque alternates between committing crimes for profit, robbing banks and other venues for easily-convertible cash and luxury items for the members' own use, and performing acts of what can only be called "super-vandalism" (to satisfy Minimax's desire to create "performance art" to shake up the masses). Examples of this sort of "pointless" crime

have included causing a twenty-foot-high double-bacon cheeseburger (with extra ketchup) to appear in the lobby of City Hall, or "liberating" all of the animals from the Vibora Bay Zoo.

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

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

To make the Cirque more powerful, you have two main options. The first is the standard one for a group — add more members. Pick some of the solo villains from this book or *Conquerors, Killers, And Crooks* to round out their number. Maybe a technological villain, like Armadillo or Mechassassin, would make a good choice. The other method is to alter the existing members' personalities and motivations a little so they work together better as a team. Minimize the conflicts, maximize their desire for profit, and give them all the *Teamwork* Skill. To make them less powerful, do the opposite: increase their differences, making the team far more dysfunctional and unable to coordinate its activities effectively.

The Cirque as a whole has yet to Hunt anyone, though individual members might. As a group they simply don't have enough motivations in common to want to pursue the same enemy with the same zeal.

AMNESIA

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
5	PD	3		Total: 13 PD (8 rPD)
4	ED	1		Total: 12 ED (8 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
5	REC	0		
40	END	5		
25	STUN	2		Total Characteristics Cost: 95

Movement: Running: 6"/12"

Cost	Powers	END
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90	<i>Memory Loss:</i> Minor Transform 8d6 (person into person missing one particular set of memories, heals back normally or when reminded of what's been lost), Based On EGO Combat Value (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼), All Or Nothing (-½), Limited Target (humans; -½)	18
25	<i>Memory Theft:</i> Telepathy 15d6; Linked (to Memory Loss; -½), Only To "Steal" Memories (-1), Mandatory Effect (EGO +20; -½)	7
50	<i>Crippling Confusion:</i> Entangle 3d6, 4 DEF, Based On EGO Combat Value (Mental Defense applies; +1), Works Versus EGO, not STR (+¼), Takes No Damage From Physical Attacks (+¼), Mental Defense Adds To EGO (-½), Cannot Form Barriers (-¼)	9
10	<i>Mental Agony:</i> Ego Attack 2d6; Extra Time (Full Phase; -½), Increased Endurance Cost (x2 END; -½)	4
11	<i>Handgun:</i> RKA 1½d6; OAF (-1), 2 clips of 8 Charges each (-¼)	[8]
10	<i>Mental Wards:</i> Mental Defense (14 points total)	0
10	<i>Padded Costume:</i> Armor (5 PD/5 ED); OIF (-½)	0
10	<i>Fortune's Favor:</i> Luck 2d6	0

Talents

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

Skills

6	+3 OECV with Memory Loss
3	Breakfall 13-
3	Climbing 13-
3	Concealment 12-
3	AK: Atlanta 12-
3	Lockpicking 13-
3	Stealth 13-
3	Streetwise 12-
2	Survival (Urban) 12-
1	WF: Handguns

Total Powers & Skills Cost: 255

Total Cost: 350

200+ Disadvantages

5	Enraged: when children are threatened (Uncommon), go 8-, recover 14-
15	Hunted: FBI 8- (As Pow, NCI, Capture/Kill)
15	Hunted: Surge 8- (Mo Pow, Capture/Kill)
15	Psychological Limitation: Likes To Create Terror And Chaos (Common, Strong)
15	Psychological Limitation: Merciless Killer Of Child Molesters Or Murderers (Uncommon, Total)
20	Psychological Limitation: Protective Of Her Brother Bobby (Common, Total)
5	Reputation: crazy supervillain, 8-
60	Experience Points

Total Disadvantage Points: 350

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

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

It was in Atlanta in the summer of 2002 that she finally hit the big time. Her robberies had become increasingly bold (and profitable) as she gained experience in using her powers to slip past guards, bank tellers, and store managers. While she was in the middle of her biggest heist yet (a downtown bank's basement security depository, the passcode to which the head guard could suddenly no longer remember), she was interrupted by the arrival of Atlanta's leading superhero, Surge. As electricity crackled around him, Surge gave her one chance to surrender. Then he suddenly rubbed

**AMNESIA
PLOT SEEDS**

Amnesia wakes up one morning in a hotel room in Vibora Bay, unable to remember anything. She stumbles out into the street, where a PC rescues her before she's run over by a car. The heroes, now burdened with this mystery, have to figure out what's going on — and what caused her amnesia — before she remembers and attacks them.

While amusing herself by stealing memories from people walking around in the Easton Tangle, Amnesia happens to steal some top-secret defense information from a CIA agent on vacation. Now "the Company" wants the PCs to apprehend her as soon as possible... but it won't say why, or what it plans to do with her.

One of a PC's enemies frames him so that it looks like he's guilty of killing several children. Outraged by these reports, Amnesia comes after him with vengeance in mind.



his eyes, wondering how he'd gotten into this dark basement. Oh yes, he'd been pursuing a robber! How could he have forgotten? She must have slipped by in his confusion....

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

In early 2004 Amnesia had a strange dream in which she was talking to Bobby again for the first time in years.

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

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

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

Quote: "Hey, hero! Looks like you forgot something. Maybe this'll jog your memory!"

Powers/Tactics: Amnesia is a psionic with the power to steal her victim's memories for herself telepathically. This can be any sort of memory, from a specific fact or event to something as subtle

as the existence of a skill or power (or how to use it). However, you should *not* allow her to use this as the equivalent of a broad-based Drain or the like — it's only a Minor Transform, so its effects on combat should be limited.

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

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

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

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

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

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

CAULDRON

Val	Char	Cost	Roll	Notes
28	STR	18	15-	Lift 1,200 kg; 5½d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
25	CON	30	14-	
15	BODY	10	12-	
11	INT	1	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3 d6
6	COM	-2	10-	
12	PD	6		Total: 22 PD (10 rPD)
10	ED	5		Total: 22 ED (12 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
11	REC	0		
50	END	0		
42	STUN	0		Total Characteristics Cost: 119

Movement: Running: 6"/12"

Cost	Powers	END
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17	<i>Internal Combustion:</i> HKA 2d6, Armor Piercing (+½), Penetrating (+½), Reduced Endurance (½ END; +¼); Only Works Against Swallowed Items (items must be less than ½" in any dimension; -2), No STR Bonus (-½), Gestures (must swallow; -¼), No Knockback (-¼)	3
18	<i>Fire-Breathing:</i> Elemental Control, 36-point powers	
27	1) <i>Spit Fire:</i> RKA 2d6, Explosion (+½), Personal Immunity (+¼); Limited Range (10"; -¼)	5
22	2) <i>Smoke Breath I:</i> Energy Blast 3d6, No Normal Defense (defense is Life Support [Self-Contained Breathing]; +1), Area Of Effect (3" Radius; +1); Does Not Work In High Winds or Rain (-¼)	4
14	3) <i>Smoke Breath II:</i> Change Environment 32" radius, -4 to Normal Sight PER Rolls; Does Not Work In High Winds or Rain (-¼)	4
7	<i>Jaw Strength:</i> +20 STR; Only For Keeping His Jaws Clamped On Something (-1½), No Figured Characteristics (-½)	2
33	<i>Tough Form:</i> Armor (10 PD/12 ED)	0
40	<i>Fire Immunity:</i> Energy Damage Reduction, Resistant, 75%; Only Works Against Limited Type Of Attack (fire; -½)	0
15	<i>Strange Physiology:</i> Life Support (Diminished Eating: only has to eat once per week; Immunity: all terrestrial poisons and chemical warfare agents; Safe Environments: Intense Cold, Intense Heat)	0
12	<i>Fiery Eyes:</i> Sight Group Flash Defense (12 points)	0

Skills

6	+2 with Fire-Breathing powers
2	AK: Italy 11-
2	CK: Vibora Bay 11-
2	KS: Plumbing 11-
2	PS: Plumber 11-
2	Language: English (fluent conversation; Italian is Native)

4	Gambling (Card Games, Sports Betting) 11-
3	Stealth 13-
3	Streetwise 12-

Total Powers & Skills Cost: 231

Total Cost: 350

200+ Disadvantages

20	Hunted: Guy Sweetland 8- (Mo Pow, NCI, Capture/Kill)
10	Hunted: Black Mask 8- (As Pow, Capture/Kill)
15	Physical Limitation: Power Is Difficult to Control — Accidentally Destroys Things (Frequently, Greatly Impairing)
15	Psychological Limitation: Anti-Authoritarian; Breaks Laws For Fun (Common, Strong)
15	Psychological Limitation: Overconfidence (Very Common, Moderate)
10	Psychological Limitation: Vengeful; Holds Grudges (Uncommon, Strong)
10	Reputation: hideous European villain/freak, 8- (Extreme)
15	Social Limitation: Secret Identity (Adriano Bompani) (Frequently, Major)
15	Susceptibility: takes 3d6 damage instantly if he ingests fire suppressants (such as fire-retarding chemicals, large amounts of water, and the like) (Uncommon)
25	Experience Points

Total Disadvantage Points: 350

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

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

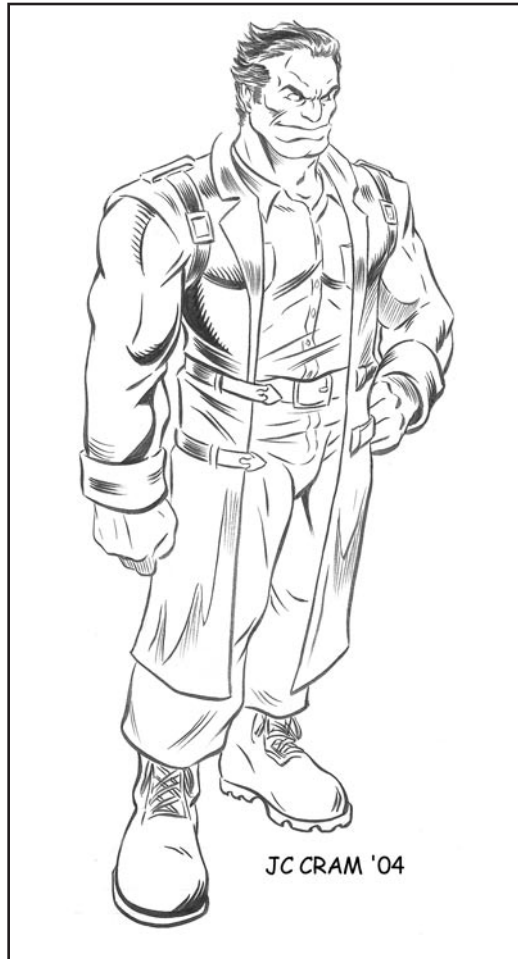
By the time he arrived in Florida, he had adjusted more to his new appearance and powers and decided to try to make his mark as a supervillain for hire. He called himself Cauldron, and after demonstrating his abilities for Guy Sweetland he was hired as freelance muscle. It was while working for Sweetland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

CAULDRON PLOT SEEDS

Teleios decides Cauldron would make excellent fodder for experimentation and kidnaps him. The PCs have to rescue the large-mouthed supervillain before Teleios finds a way to give his cloned soldiers fire-breathing powers.

A string of mysterious fires strikes Weston. The authorities definitely believe it's arson, but can find no trace of accelerants. Is Cauldron moon-lighting as an arsonist?

Cauldron eats a mystic hero's Unbreakable Focus — and now it's stuck in his throat! He can't destroy it and he can't vomit it back up. He's going on a pain-fueled rampage, and the Focus is making his powers more destructive than ever. The PCs have to stop him and then solve the problem.



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

Personality/Motivation: Cauldron, despite his fearsome appearance and bizarre powers, is actually a fairly ordinary guy who would like nothing more than to make some money without having to work too hard. He's deeply in love with Minimax, who occasionally returns his attentions but more frequently ignores him or even teases him unmercifully about his looks and powers. He's torn between wanting to commit more crimes with his powers to impress her and finding some way to reverse the effects of the serum so he'll look normal enough that she'll find him attractive. (Of course, Minimax would have no use for Cauldron as a normal person, but Bompani deludes himself otherwise.) He dislikes authority intensely (and often takes this dislike out on cops and politicians who get in his way), but follows orders from either Minimax or Amnesia (the former more readily than the latter)... for the time being. He enjoys terrorizing normals

with bursts of fire from his mouth. He also likes the thrill of superhuman combat, and taunts and harasses heroes when he's not trying to kill them.

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

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

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

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

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

To make Cauldron more powerful, expand the scope of his fire-breathing powers. Switch his Elemental Control to "Smoke Generation" and then give him a Multipower of various fire attacks. An HKA "Enormous Bite" might also be worth adding. To weaken him, reduce his Characteristics and change his Spit Fire to an Area Of Effect (One Hex).

Cauldron is a vengeful streak and is likely to start Hunting a hero who defeats him once too often or humiliates him in public. He'll attack directly at the first opportunity — he lacks the temperament and intelligence for greater subtlety and planning (though Minimax might help him concoct a better scheme).

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

FLOW				
Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 [4]
20	DEX	30	13-	OCV: 7/DCV: 7
30	CON	40	15-	
22	BODY	24	13-	
10	INT	0	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
5	COM	-2	10-	
20	PD	11		Total: 20 PD (20 rPD)
11	ED	5		Total: 11 ED (10 rED)
4	SPD	10		Phases: 3, 6, 9, 12
15	REC	0		
60	END	0		
60	STUN	0		Total Characteristics Cost: 159

Movement: Running: 12"/24"

Cost Powers END

6	<i>Rubbery Body:</i> Elemental Control, 12-point powers	
6	1) <i>Oversized Fists:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
14	2) <i>Malleable Form:</i> Desolidification (affected by any type of attack); Does Not Protect Against Damage (-1), Cannot Pass Through Solid Objects (or spaces smaller than 10 cm; -½)	4
9	3) <i>Rubbery Body:</i> Stretching 3"	1
6	4) <i>Long Legs:</i> Running +6" (12" total)	1
37	5) <i>Stuck On Me:</i> Entangle 3d6, 3 DEF, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½); Feedback (character takes all damage to break victim out of Entangle; -1), Cannot Form Barriers (-¼)	9
19	6) <i>Bounceback:</i> Missile Deflection and Reflection (all physical projectiles); Costs Endurance (-½)	3
30	<i>Tough To Hurt:</i> Physical Damage Reduction, Resistant, 50%	0
15	<i>Durable:</i> Damage Resistance (20 PD/10 ED)	0
23	<i>Inhuman Physiology:</i> Life Support (Immunity: all terrestrial diseases, biowarfare agents, poisons, and chemical warfare agents; Safe Environments: High Pressure, Low Pressure/Vacuum)	0

Skills

15	+3 with HTH Combat	
9	+3 with Breakfall, Climbing, and Contortionist	
3	Breakfall 13-	
3	Climbing 13-	
3	Contortionist 13-	
2	CK: Little Rock, Arkansas 11-	
5	SS: Geology 14-	
1	Streetwise 8-	

Total Powers & Skills Cost: 206

Total Cost: 365

200+ Disadvantages

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

Total Disadvantage Points: 365

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

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

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

Personality/Motivation: Flow is completely in the dark about his own origins. He has no idea where he comes from or why he's on this planet, though he assumes he's an alien of some sort, perhaps

FLOW PLOT SEEDS

Flow is actually a probe sent by the Hzeel to scout Earth prior to their invasion, but his programming's been scrambled. When he starts receiving "corrective" broadcasts and instructions, what will he do? And what if the Warlord intercepts the transmissions and decides to acquire more "Blueboy" technology?

Flow is actually a construct of Teleios's that fell to Earth from one of his orbital laboratories. Teleios finally tracks him down and sends an army of intelligent monsters (dinosaur-men, mostly) to "retrieve" him.

Flow is actually a peaceful alien explorer suffering from amnesia brought about by his crash-landing on Earth. He regains his memories one day. Ashamed of what he's been doing, he contacts the PCs and offers to serve as their "double agent" to help bring down the Cirque Sinister. Will they go for it... and is the offer on the up-and-up?



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

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

Powers/Tactics: Flow's body can vary in solidity from

rock hard to nearly liquid in consistency, and can stretch and change his shape (though not his mass or actual appearance). He can squeeze his body long and thin enough to pass through a narrow pipe or opening, or shift much of his mass into his arms or fists so they become larger and heavier before he delivers a powerful punch. He can Reflect physical Ranged attacks by causing his body to become resiliently rubbery, or trap someone who touches him in excess folds of waxy flesh by relaxing his physical consistency.

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

Campaign Use: See the introductory text for general information. Like Cauldron, Flow is muscle for the group — he goes where he's told and fights

whomever he's told to fight. The mystery of his background provide a plot hook you can exploit.

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

Flow doesn't Hunt anyone unless Amnesia or Minimax tell him to. Even then, all he'll do is track down his opponent and attack as soon as possible.

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

MINIMAX				
Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
25	DEX	45	14-	OCV: 8/DCV: 8
16	CON	12	12-	
9	BODY	-2	11-	
15	INT	5	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
14	PRE	4	12-	PRE Attack: 2½d6
14	COM	2	12-	
6	PD	4		Total: 20 PD (14 rPD)
5	ED	2		Total: 19 ED (14 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
5	REC	0		
32	END	0		
21	STUN	0		Total Characteristics Cost: 101

Movement: Running: 6"/12"

Cost	Powers	END
31	<i>Object Size Manipulation:</i> Elemental Control, 62-point powers	
104	1) <i>Enlarge Or Reduce Inorganic Objects:</i> Major Transform 6d6 (non-living object into same object but different size, heals back normally (4 BODY/day) or through another application of this power), Improved Results Group (+¼), Reduced Endurance (½ END; +¼)	5
15	2) <i>Enlarged Object Barriers:</i> Entangle 6d6, up to 6 DEF, Reduced Endurance (½ END; +¼); OIF (small objects of opportunity; -½), Only To Form Barriers (-1), Defense Depends On Materials Used (-½)	3
12	3) <i>Dropped Through A Hole:</i> Teleportation 5", x8 Increased Mass, Area Of Effect Nonselective (One Hex; +¼), Reduced Endurance (½ END; +¼), Usable As Attack (defense is Teleportation, Growth, or dimension-manipulating powers; +1); Only To Drop Victim Through Something He's Standing On That Has Holes In It (-1), Must Pass Through Intervening Space (-¼), No Noncombat Movement (-¼)	3
109	4) <i>What Happened To Your Sword?:</i> Drain Focus 4d6, all powers defined as belonging to a single Focus at once (see text; +1), Delayed Return Rate (points return at the rate of 5 per 20 Minutes; +¾), Ranged (+½), Reduced Endurance (½ END; +¼)	6
32	5) <i>Tossed Pebbles Into Boulders:</i> Energy Blast 9d6, Area Of Effect (One Hex; +½), Reduced Endurance (½ END; +¼); OIF (small item of opportunity; -¼), Limited Range (25"; -¼)	3
60	<i>Shrunk Arsenal Pool:</i> Variable Power Pool, 50 base + 25 control cost; all slots OAF (-1), Only For Mundane Devices (see text; -½)	var
16	<i>Padded Costume:</i> Armor (8 PD/8 ED); OIF (-½)	0
10	<i>Luck Of The Mad:</i> Luck 2d6	0

Talents

12 Combat Luck (6 PD/6 ED)

Skills

9 +3 with Size Manipulation EC
3 Breakfall 14-
3 Concealment 12-
3 Demolitions 12-
3 KS: Modern Performance Art 12-
7 Power: Size Manipulation Tricks 14-
3 PS: Artist 13-
3 Stealth 14-
3 Streetwise 12-
6 WF: Common Melee Weapons, Small Arms, Flamethrowers, Grenade Launchers

Total Powers & Skills Cost: 444

Total Cost: 545

200+ Disadvantages

20 Enraged: if someone interferes with or damages her "art" (Common), go 11-, recover 11-
5 Hunted: Dr. Mercy 8- (Less Pow, Capture)
20 Hunted: Teleios 8- (Mo Pow, NCI, Capture)
20 Psychological Limitation: Nihilistic Criminal "Performance Artist" (Very Common, Strong)
20 Psychological Limitation: Casual Killer (Common, Total)
260 Experience Points

Total Disadvantage Points: 545

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

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

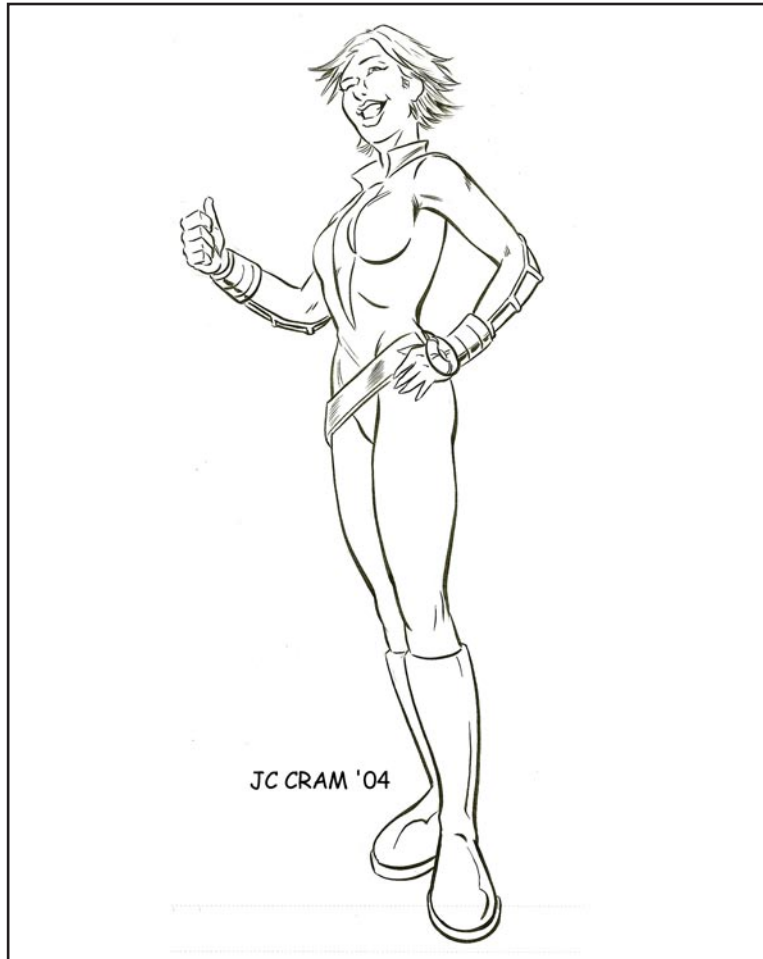
Fortunately, A-22 was a remarkably quick learner and adapted to her strange new environment very quickly. She took the name Minimax, and at first used her powers only for small crimes to keep herself fed and clothed while she wandered across the southern United States. But as the weeks and months wore on, her fragile mental balance began to deteriorate, and her crimes became more random, violent, and pointless. While hanging out in a bus station in Mobile she read a magazine

MINIMAX PLOT SEEDS

Doctor Mercy escapes from prison and makes his way to Vibora Bay. While looking for a way to capture Minimax, he sets himself up as an "underworld doctor"... one who just happens to sometimes "alter" or "improve" his patients. The PCs have to deal with an epidemic of low-powered super-crooks and find out what's going on before Mercy accomplishes his objective.

Minimax wants to create a new form of art that she calls "satellite painting." This means she wants to wreak destruction in a pattern that forms a picture when viewed by a reconnaissance satellite, from a plane, or the like. She begins destroying buildings around Vibora Bay to create her "masterpiece"; the PCs have to figure out what she's doing so they can find her and stop her.

Minimax claims the San Sebastien Swamp is "talking" to her. The others won't believe her, but she knows it's true. It's making her frantic, so she decides she has to destroy the whole swamp to "shut it up." She begins collecting volatile chemical and other supplies needed to burn the whole swamp to the ground, forcing the PCs to track her down and stop her before she lights the match. And what will the Skunk Ape do about all this?



article about an artist who performed various surreal acts in public to illustrate “the absurdity of life.” Minimax could certainly relate to that idea, and in her addled state she decided that was also her purpose in life. She was meant to be an artist, and her “art” would be crimes of random vandalism, meaningless murder, and haphazard destruction, so people would come to understand how pointless and strange reality really was.

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

Personality/Motivation: Minimax is completely insane. She believes wholeheartedly that existence is a futile and pointless exercise that should regularly be livened up with intentionally crazy and violent behavior. She doesn’t understand why anybody takes anything seriously, and commits crimes because they appeal to her aesthetically (though she tolerates Amnesia occasionally modifying one of her schemes so the team can make a profit — she doesn’t see the point in it, but she doesn’t care enough to fuss about it). She’s violent, but not passionate. She doesn’t care about anything, for good or bad, except her own

amusement and her “art.” If someone interferes with her attempts to make “art,” or “changes” (repairs, heals, cleans up) her art, she becomes furious.

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

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

Minimax uses her powers imaginatively and occasionally

even soundly from a tactical point of view. Besides simply changing the size of objects (and thus often making them too small or too large to use), some of the “tricks” she’s developed include:

- creating large objects to form barriers for cover, or to foil pursuit
- making an object under someone’s feet that has holes — such as a subway grating — grow so large the person falls through (the object returns to its normal size immediately thereafter)
- shrinking all or part of a Focus so that it becomes unusable (in game terms, this is defined using only a +1 *Variable Effect* Advantage, since while she affects all the powers in a single Focus at once, she can’t affect all the powers in all the target’s Foci simultaneously)
- throwing a small object, then enlarging it in mid-flight so it strikes with a powerful impact

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

such as a Focus she steals from a PC.)

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

Since she has little interest in power or wealth, Minimax sometimes becomes a liability in the field — she gets distracted by her efforts to "make art" rather than actually completing the crime. Amnesia and Cauldron have both gotten pretty good at convincing her to stay focused, but it's almost always a struggle. Even when committing "serious" crimes, she's frequently prone to "signing" them with an odd use of her powers, shrinking or magnifying some nearby object to confirm that the Cirque has struck again.

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

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

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

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

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

BOBBY HOLMES

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
13	DEX	9	12-	OCV: 4/DCV: 4
10	CON	0	11-	
9	BODY	-2	11-	
25	INT	15	14-	PER Roll 14-
15	EGO	10	12-	ECV: 5
8	PRE	-2	11-	PRE Attack: 1½d6
10	COM	0	11-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
4	SPD	17		Phases: 3, 6, 9, 12
4	REC	0		
20	END	0		
18	STUN	0		Total Characteristics Cost: 47

Movement: Running: 6"/12"

Cost	Powers	END
68	<i>Telekinetic "Imaginary Friend":</i> Multipower, 68-point reserve	
13m	1) <i>"Invisible Giant Hands":</i> Telekinesis (45 STR)	7
13m	2) <i>"Poltergeist":</i> Telekinesis (18 STR), Area Of Effect (6" Radius; +1¼), Selective (+¼)	7
14m	3) <i>Protective Giant:</i> Force Wall (14 PD/10 ED; 3" long and 3" tall)	7
3m	4) <i>My Friend Blocks For Me:</i> Missile Deflection (Any Ranged Attack; Costs Endurance (-½))	2
3m	5) <i>Carried On Giant Shoulders:</i> Flight 12"; Must Remain Within 6" Of The Ground (-½)	2
13m	6) <i>Giant Punch:</i> Energy Blast 9d6, Area Of Effect (One Hex; +½)	7
17	<i>Sophisticated Psi-Shields:</i> Mental Defense (20 points total)	0
3	<i>Psychic Bond:</i> Mind Link with Amnesia, Psychic Bond; No Conscious Control (-2)	0

Talents

5	Eidetic Memory
3	Lightning Calculator

Skills

9	+3 with Telekinetic "Imaginary Friend" Multipower
5	+1 DCV
3	Computer Programming 14-
3	Concealment 14-
5	Cramming
1	Cryptography 8-
1	Electronics 8-
1	Inventor 8-
2	KS: Geek Trivia 11-
1	Paramedics 8-
1	Security Systems 8-
3	Stealth 12-

Total Powers & Skills Cost: 190

Total Cost: 237

200+ Disadvantages

- 10 Hunted: Pennsylvania Police and Child Protection Services 8- (As Pow, NCI, Limited Geographical Area, Capture/Kill)
- 20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture/Kill)
- 15 Psychological Limitation: Under The Sway Of His Sister (Common, Strong)
- 15 Psychological Limitation: Starting To Enjoy Being The Bully For A Change (Common, Strong)
- 10 Social Limitation: Young Teen (Frequently, Minor)

Total Disadvantage Points: 270

Background/History: Bobby Holmes was born in 1991, and from his earliest days his only happy memories were of time spent with his sister Briana. Their parents were distant, frequently drunk, and occasionally abusive, and when the yelling got bad he could always hide out in her room. Even if she couldn't protect him, she at least could comfort him, and he loved her a great deal. Then, when he was ten, Briana ran away, and Bobby was left to bear the brunt of his parents' anger alone. His parents forbade him to even mention her name. Bobby began spending as much time as he could out of the house himself.

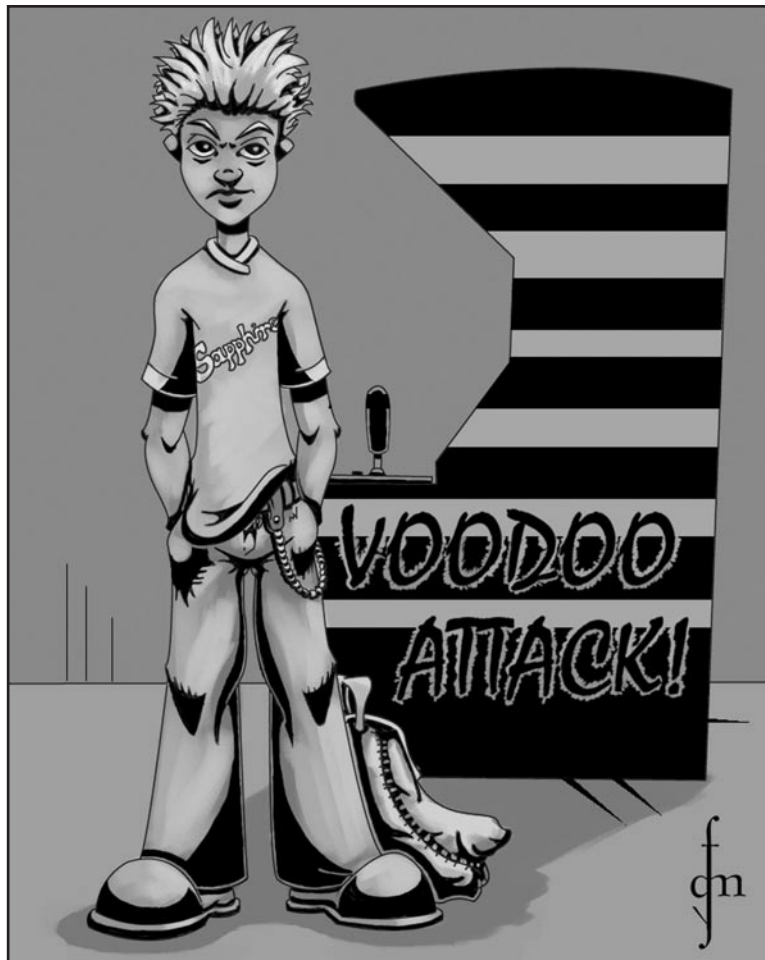
His own mutation manifested itself the day before his thirteenth birthday. Bobby was hanging out down by one of the abandoned factories when a gang of older boys began harassing him. Suddenly,

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

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

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

Personality/Motivation: Bobby hasn't exactly had much in the way of good role models in his life, and the Cirque's members, despite being violent and crazy, treat him better than most of the adults he's known so far. His sister loves him dearly, and he'll do anything for her approval, including manifesting his "friend" to help rob a bank or blow up a museum. He's not terribly violent, and he's still a bit squeamish about



actually using his powers to hurt innocent people, but he's been toughened up enough over the last few months not to include police or anybody trying to capture a teammate as "innocent."

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

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

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

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

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

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

Bobby doesn't Hunt heroes. He'll help the Cirque fight its battles, but he's not hardened enough yet to stalk and attack an enemy. He might use his hacking skills to make a hero's life miserable as a sort of prank, though.

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

MERC-FORCE 1



Membership: Stareye, Piledriver, the Cahokian

Background/History: The seeds of Merc-Force 1 were planted in 2002 with a rejection — the rejection of Gregory Robinson, codenamed “Stareye,” from the Ameriforce One project to create a new team of superhumans for the US government. Enraged at being denied a place on the team despite his obvious superiority to the “dolts” they’d chosen, Stareye decided if Uncle Sam wasn’t going to give him the job he deserved, he wouldn’t work for the US at all. He went AWOL, embarking on a career of crime instead of superhuman-soldiering.

After a couple years of solo supercrime sprinkled with periodic team-ups and working for the occasional “master villain,” Stareye decided it was time to form a team of his own — one that would show the Army just what a mistake it made when it didn’t give him a place on Ameriforce One. He recruited two villains he’d read about (illegally) in classified government files during his training: Piledriver, an energy-infused, superhumanly-strong man originally from Seattle; and a man codenamed “the Cahokian” who apparently was from some sort of alternate Earth.

Finding Piledriver took a little work. He’d broken out of the government’s secret “holding facility” for military superhumans some time ago and gone on the run as a supervillain. After calling on all of his underworld contacts and spending thousands of dollars on unscrupulous private investigators, Stareye finally caught up with him on the outskirts of Chicago and made his pitch. The suspicious Piledriver took a little convincing, but he was smart enough to know he’d stay free and rich a lot longer as part of a team than he would on his own. Finding the Cahokian, on the other hand, was easy — he was still in that same “holding facility” after all these years. Stareye and Piledriver broke him out and arranged to have his signature weapon rebuilt for him by Wayland Talos; the grateful Cahokian readily signed up for the team. Stareye christened them “Merc-Force 1” as a slap in the face to the Ameriforce One brass. Since then the three of them, often with two or three more villains as short-term allies or hirelings, have committed a series of crimes across the US and fought several superhero groups.

Group Relations: The members of Merc-Force 1 get along pretty well. Being in charge makes Stareye happy, and for the most part he’s not a harsh or demanding leader so Piledriver and the Cahokian

don’t mind letting him take control (though the Cahokian thinks he himself would actually be a better leader most of the time). When they’re “off-duty,” they usually socialize together; they often go to movies, live sporting events, or bars.

Since the team only has three core members, Stareye often arranges to hire “support personnel” (other supervillains) to work with the team for a particular crime or series of crimes. The group prefers to work with other professional super-mercenaries who have strong reputations for professionalism — the Steel Commando, Mechassassin, Lazer, Hazard, and the like — but when it comes right down to it what the members of Merc-Force 1 look for first and foremost is the right superpowers for the job. For example, if a crime involves tapping a computer, they’ll hook up with Cybermind; if they need a lot of tricky technical work done, Utility’s tops on their list.

As its name implies, Merc-Force 1 willingly takes jobs for hire. They’ve worked for VIPER, the Warlord, the Ultimates, ARGENT, and several organized crime syndicates, usually receiving excellent reviews for the quality of their job performance.

Tactics: Since they’ve all had some amount of military training, the members of Merc-Force 1 have spent a lot of time and effort developing tactics that play to their strengths as a group — the way their respective powers and preferred moves can work together to maximum effect. They maintain a Mind Link between them at all times when on a mission so they don’t need to communicate verbally, though they’ll drop it if they think an enemy mentalist is “tapping in” and listening to them. They have a fairly extensive “playbook” of maneuvers, each with a simple one- or two-word code name (the team periodically changes these names to avoid becoming too predictable). Some of these tactics include:

- **Beta Green:** the Cahokian Holds his Action in the hopes of picking off a target who tries to Dodge or Dive For Cover out of the way of the others’ attacks
- **Theta Mind** [name of target]: Stareye captures the designated target in a Mental Paralysis, then the Cahokian concentrates his fire on that target. (Iota Mind means for Piledriver to attack the paralyzed victim, usually using downward blows to avoid having to chase the target down after doing Knock-back to him.)
- **Omicron Fats** [name of target]: Use your most powerful attack on the designated target.

■ Upsilon Peter [name of target]: Piledriver should perform a Move Through on the designated target, and if possible try to hit him at such an angle that he can Knock him Back into another enemy.

Campaign Use: Unlike many supervillain teams, Merc-Force 1 doesn't have any sort of agenda or ulterior motive — they're a "plain vanilla" bunch of supercriminals who are just interested in making money, having fun, and staying out of prison. You can use them for just about any plot you envision, whether that involves working for some other villain, spearheading a major crime on their own, or being hired by an anonymous adversary to take out the heroes once and for all.

Merc-Force 1's obvious weak spot is its relatively small roster, so the best way to make the group more of a threat to your heroes is to add more permanent members. Figure out the "gaps" in the team's array of powers that your heroes take advantage of (or could) and let Stareye recruit some villains out of this book or *Conquerors, Killers, And Crooks* to fill those gaps. If the team already seems too powerful, get rid of their *Tactics* and *Teamwork* Skills, or send the Cahokian back home.

Merc-Force 1 usually only Hunts heroes if hired to, in which case the team follows its employer's instructions. If it developed enough of a grudge against your heroes to want to go after them on its own, the three members would put their heads together to devise the most tactically advantageous attack they could... and then they'd use it.

MERC-FORCE 1 PLOT SEEDS

Merc-Force 1 seems to be on a slew of petty revenge attacks that involve hit-and-run assaults against military bases and installations. But is revenge *really* the goal, or is there more going on than meets the eye? The destruction's been so severe that it's hard to tell...

Visionary of Ameriforce One has a premonition that Merc-Force 1 plans to hit a piddling little bank in the midwestern United States. She has no idea why, and isn't even certain when. Since Ameriforce One is already involved in another mission, the US government "requests" that the heroes take on an assignment to capture Merc-Force 1 and find out what's so interesting about that bank.

Merc-Force 1 announces a "recruiting drive" — it wants to add two or three members, and only the best supervillains shall qualify! This touches off a wave of supercrime that the heroes have to stem at the source by finding, defeating, and capture Merc-Force 1.

STAREYE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
6	PD	3		Total: 26 PD (20 rPD)
6	ED	2		Total: 26 ED (20 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
7	REC	0		
40	END	0		
40	STUN	7		Total Characteristics Cost: 139

Movement: Running: 6"/12"
Flight: 15"/30"

Cost	Powers	END
60	<i>Cosmic Energies:</i> Endurance Reserve (300 END, 30 REC)	0
90	<i>Powers Of The Starry Eye:</i> Multipower, 90-point reserve	
9u	1) <i>Eyebeams:</i> Energy Blast 12d6, Line Of Sight (+½)	9
2u	2) <i>Mega-Eyebeams:</i> Energy Blast 18d6; Concentration (½ DCV; -¼), Increased Endurance Cost (x10 END; -4)	90
9u	3) <i>Deadly Eyebeams:</i> RKA 4d6, Line Of Sight (+½)	9
9u	4) <i>Starry Prison:</i> Entangle 6d6, 6 DEF, Line Of Sight (+½)	9
9u	5) <i>Stars In Your Eyes:</i> Sight Group Flash 12d6, Line Of Sight (+½)	9
76	<i>Powers Of The Mind:</i> Multipower, 76-point reserve	
7u	1) <i>Mental Attack I:</i> Ego Attack 6d6, Reduced Endurance (½ END; +¼)	3
7u	2) <i>Mental Attack II:</i> Ego Attack 3d6, Continuous (+1), Reduced Endurance (½ END; +¼)	3
4u	3) <i>Mindprison:</i> Entangle 3d6, 3 DEF, BOECV (Mental Defense applies; +1), Works Against EGO Not STR (+¼), Takes No Damage From Physical Attacks (+¼); Cannot Form Barriers (-¼), Mental Defense Adds To EGO (-½)	7
7u	4) <i>Psychokinesis:</i> Telekinesis (16 STR), Fine Manipulation, BOECV (+1), Reduced Endurance (½ END; +¼)	3
7u	5) <i>Mindspeech:</i> Telepathy 12d6, Reduced Endurance (½ END; +¼)	3
75	<i>Cosmic Defenses:</i> Force Field (20 PD/20 ED/10 Mental Defense/10 Power Defense), Reduced Endurance (½ END; +¼)	3
30	<i>Cosmic Flight:</i> Flight 15"	3
30	<i>Mental Link:</i> Mind Link, up to any 8 minds at once	0

Talents

32 Danger Sense (immediate vicinity, any danger, sense) 13-

STAREYE PLOT SEEDS

Firewing contacts Stareye and claims he can reveal the secret behind Stareye's powers... *if* Stareye will do a job for him. Stareye, motivated mostly by curiosity, agrees. But since when does Firewing hire people to do his dirty work?

Stareye begins hearing what he describes as "voices from outer space" in his brain, beckoning him into the eternal dark on some unspoken mission. He's concerned that the "requests" may soon become "irresistible orders," so he turns to the heroes (or anyone else he thinks can help) to find out what's going on and keep himself safe.

After a Merc-Force 1 job goes bad, PRIMUS captures Stareye. His two teammates vow to free him, so PRIMUS requests that the PCs provide some extra security during the trial.

Skills

- 15 +3 with Ranged Combat
- 3 Combat Piloting 13-
- 1 Computer Programming 8-
- 3 Conversation 13-
- 3 Navigation (Air, Space) 13-
- 3 Persuasion 13-
- 2 KS: NASA 11-
- 2 KS: The Solar System 11-
- 2 KS: The Superhuman World 11-
- 2 KS: The US Air Force 11-
- 2 PS: Air Force Pilot 11-
- 2 PS: Astronaut 11-
- 2 SS: Astronomy 11-
- 1 SS: Physics 8-
- 3 Stealth 13-
- 3 Streetwise 13-
- 3 Tactics 13-
- 3 Teamwork 13-

Total Powers & Skills Cost: 518**Total Cost: 657****200+ Disadvantages**

- 20 Hunted: US government 8- (Mo Pow, NCI, Capture/Kill)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture/Kill)
- 20 Psychological Limitation: Casual Killer (Very Common, Strong)
- 15 Psychological Limitation: Has To Be In Charge (Common, Strong)
- 15 Social Limitation: Secret Identity (Gregory Robinson) (Frequently, Major)
- 367 Experience Points

Total Disadvantage Points: 657

Background/History: Gregory Robinson was one of those lucky people who grew up to get his dream job: astronaut. He didn't make many friends in the Air Force, what with his arrogant manner and undisguised superiority complex, but there was no denying his physical and mental qualifications for the space program.

In 2000, Robinson was chosen to fly a special solo mission — NASA's first manned orbital solar surveyor. Everything was going superbly when the Agency's sensors picked up some sort of odd energy flare. Most analysts later concluded that it was an unpredictable solar flare of a type never before observed, but some claimed it simply couldn't have been from the sun — on some instruments' readings it didn't even seem to *come* from the sun. Robinson himself later testified that he didn't see where it came from or what it was. All he knew was that the electronics on the ship went wonky, then the cabin was filled with this ultra-bright light that seemed to be no color and every color at once, and then a burst of intense pain knocked him unconscious.

Robinson awoke two hours later to find many of the ship's systems only partially functional. After some effort he re-established contact with Houston and began the long, arduous task of getting home with a crippled ship. When he made it back to Earth safely, the newspapers hailed it as a miracle.

But to NASA, the real miracle was that Robinson not only seemed completely unharmed, he was actually *better* — stronger, faster, tougher. When his eyes began to change color, the doctors realized there was even more going on: he was rapidly developing superpowers. He soon displayed a wide range of energy projection and mental powers, thus adding even more fuel to the speculative fires about what that energy flare was and where it came from.

When the government realized it had another genuine superhuman in its military ranks, it arranged to have Robinson transferred to the Ameriforce One project post-haste. Robinson didn't like it one bit; he wanted to stay with NASA, not join a bunch of "ground-pound-ing yahoos wearing capes" (as he put it). But he didn't have any choice. He did well in the training program and found that he actually enjoyed combat — something about hurting people appealed to him, an emotion he'd never experienced before. But his superiors noticed his violent attitude and soon realized that despite his versatile and powerful superhuman abilities, he wasn't right for the team they were assembling.

When he got the word he not only wasn't going to lead Ameriforce One (as he'd fully expected, given how obviously superior he was to every other candidate) but hadn't made the team *at all*, Robinson was furious. He stewed about it for a few days, and finally decided if they didn't want him, he damn sure had better things to do than hang around. He left, destroying two buildings and killing three guards in the process, and has never looked back.

Personality/Motivation: The mysterious energy flare that altered Stareye's body and mind to give him superpowers also affected his personality, though this wasn't apparent to his military handlers at first due to the fact that he's always been arrogant and obnoxious. Now that's increased to the point of sociopathy, where he's so convinced he's smarter and better than anyone else that he has little interest in other people. He casually kills civilians who get in his way, and would have killed several superheroes already if they weren't so tough.

Quote: "What do I spy with my little eye? Oh, yeah — a dead man."

Powers/Tactics: Stareye's powers, which are fueled by a vast reserve of cosmic energy that infuses his body, fall into two categories. The first is energy projection — he can fire several different types of energy beams from his eyes. Some simply cause damage (one, the Mega-Eyebest, causes *enormous* amounts of damage, but at the cost of nearly a third of his energy reserve). Others trap the target in bands of starry energy or blind him. The second is mental powers. While Stareye isn't a versatile psionic, he can inflict mental agony, communicate with others mentally, paralyze people, move objects psychokinetically, and maintain a mind-link with his comrades.



In combat, Stareye prefers to use his Flight to stay mobile in the air. Unless he needs them to hit his targets consistently, he usually puts his Combat Skill Levels into DCV, representing his agility while flying.

Campaign Use: The most intriguing question surrounding Stareye is exactly where his powers come from. Did his ship “collide” with an energy being traveling through space or who lives at the heart of the sun? Was he hit by some sort of stray Malvan or Mandaarian energy beam fired centuries or millennia ago? Was he caught in an interdimensional rift of some sort for a few

moments? He doesn’t really care, but you may be able to weave a story or two around the mystery.

To make Stareye more powerful, give him some more eyebeams — some Ranged Drains or Transfers, for example — increase his SPD to 6, and/or give him some Telescopic for the Sight Group (and perhaps some Enhanced Senses like Ultraviolet Perception). Some more inches of Flight, perhaps with *Usable As FTL Travel* (+¼) or some Movement Skill Levels, would make him an even more versatile combatant. To weaken him, reduce the size of his Endurance Reserve, and perhaps the protectiveness of his Force Field.

Stareye will Hunt heroes if hired to do so, or if he develops a particular grudge against one (say, because that hero or team humiliatingly defeated him). He’ll start out with straightforward attacks, but if those don’t work he’ll get smart, using his *Tactics* Skill to plan more effective maneuvers.

Appearance: Physically, Stareye almost looks like an ordinary human. He’s a white male, 5’11” tall, with short black hair and an athletic build. But his eyes are a solid jet black with tiny, glittering specks of white scattered throughout — like a starfield, in other words. His eyebeams manifest with a similar color pattern. His costume is a royal blue bodystocking with curved white lines that run up the sides from his calves to his shoulders; a horizontal white band connects the two curved lines at the chest. The suit ends at the neck, leaving his head uncovered and his eerie-looking eyes clearly visible.

PILEDRIVER
PLOT SEEDS

After he gets zapped by an unusual energy blast during a super-battle, Piledriver's body loses the ability to regulate the outflow of solar energy. He begins suffering bouts of intense pain, and he often loses control of his powers, resulting in significant destruction. He asks the hero whose blast did this to find out what happened and fix it.

An old friend of Calvin Tannenbaum's sees Piledriver on TV and *thinks* she recognizes him. She approaches the PCs and offers to tell them what she knows — *if* one of the PCs will go on a date with her. (For added fun, make it a married hero.) She's had a crush on him for years, you see. And from the way she says "date," the hero gets the impression that it won't just be dinner and a movie....

Piledriver seemingly splits up with his teammates and goes on a personal spree of crime and destruction. Stareye and the Cahokian are after him (for revenge, probably), which is causing problems of its own. The heroes need to find Piledriver, stop him, and figure out what's going on before more death and destruction result.

PILEDRIVER				
Val	Char	Cost	Roll	Notes
70	STR	60	23-	Lift 400 tons; 14d6 [7]
20	DEX	30	13-	OCV: 7/DCV: 7
40	CON	60	17-	
30	BODY	40	15-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
10	COM	0	11-	
40	PD	26		Total: 40 PD (40 rPD)
50	ED	42		Total: 50 ED (50 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
30	REC	16		
80	END	0		
100	STUN	15		Total Characteristics Cost: 329

Movement: Running: 6"/12"
Flight: 15"/240"

Cost	Powers	END
35	Arm Sweep: Area Of Effect (One Hex; +½) for up to 70 STR	3
22	Solar-Toughened Form: Hardened (+¼) for 40 PD/50 ED	0
56	Solar-Toughened Form: Damage Resistance (40 PD/50 ED), Hardened (+¼)	0
45	Solar-Powered Flying: Flight 15", x16 Noncombat	4
45	Solar-Powered Form: Life Support (Total)	0

Skills	
20	+4 HTH
3	Stealth 13-
1	Tactics 8-
3	Teamwork 13-

Total Powers & Skills Cost: 230
Total Cost: 559

200+ Disadvantages	
10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: US government 8- (Mo Pow, NCI, Capture/Kill)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture/Kill)
15	Psychological Limitation: Overconfidence (Very Common, Moderate)
15	Psychological Limitation: Greedy (Common, Strong)
15	Social Limitation: Secret Identity (Calvin Tannenbaum) (Frequently, Major)
254	Experience Points

Total Disadvantage Points: 559

Background/History: Calvin Tannenbaum was a late-blooming mutant — instead of emerging when he hit puberty, his power to convert solar energy into immense strength and resilience and the power to fly only became apparent when he reacted poorly to some of the tests performed during his induction into the US Army. Realizing what it had on its hands, the Army moved him out of basic training and into the Ameriforce One project.



Calvin, codenamed *Piledriver*, spent a couple of years in the program, but he never did well. He learned most of what they had to teach him, but he was a constant discipline problem. He took orders poorly, did his own thing during group maneuvers, and went AWOL to enjoy a night on the town far too often. Finally, after he hit one of his drill instructors so hard he nearly killed the man, the Army confined him to the stockade — which in Piledriver's case meant a secret military "holding facility" designed to imprison superhumans.

Unfortunately for the Army, its "holding facility" wasn't as tough as it hoped. A few months later Piledriver broke out and became a super-villain. The Army would probably have caught him eventually, but Stareye found him first and recruited him for Merc-Force 1.

Personality/Motivation: Unlike his teammates, who are both much more antisocial and violent than he, Piledriver just basically wants to be left alone to do whatever he feels like. He figures he's big and strong enough to take what he wants, and therefore he deserves to have it. Anyone who gets in his way gets squashed. He's so good at squashing people that he's developed a real streak of overconfidence that's going to cause him problems sooner or later.

Quote: "You think you've been hit hard before, pal? Try this on for size!"

Powers/Tactics: The cells in Piledriver's body function like miniature solar engines, sucking up ultraviolet radiation and using it to make him incredibly strong and resistant to injury; he can also project energy behind himself to fly. If deprived of significant amounts of ultraviolet radiation of any sort for long periods of time, he'll weaken, losing about 15% of his power per week until he passes into a coma after a month. He'll remain in the coma until he'd die of old age, is killed, or is revived with a good strong dose of sunlight.

Compared to Stareye and the Cahokian, Piledriver isn't much of a tactician. He's usually the front wave of their offense — the guy who charges into battle and just starts smashing things — and he likes it that way just fine. He still doesn't much like to take orders, but he's learned enough to know that things tend to go better when he does what Stareye tells him to, and he's got the team's tactical codes down cold.

Campaign Use: Piledriver is the closest thing Merc-Force 1 has to a weak link. He's not entirely comfortable with some of the things his teammates do, and with the right sort of socialization and experiences it might even be possible to transform him into a quasi-hero instead of a happy-go-lucky supervillain.

To make Piledriver tougher, let him channel his stored solar energy in other ways — perhaps as Energy Blasts, Sight Group Flashes, or other Ranged attacks. To weaken him, remove some or all of his Combat Skill Levels, or reduce his STR to 60.

Piledriver doesn't Hunt heroes unless Stareye orders him to, in which case he follows orders.

Appearance: Piledriver is an enormous brute of a man, 6'8" tall and with the super-muscular build one would expect of a man who can lift 400 tons. He's technically white, but the internal solar fires that give him his powers have "burned" his skin a sort of charcoal grey and caused all the hair on the top of his head to fall out. His costume is a sort of gold-colored leotard and tank top that resembles a professional wrestler's outfit; he doesn't wear gloves or a mask, but does have oversized black boots ("the better to stomp you with," as he sometimes puts it).

THE CAHOKIAN

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
13	BODY	6	12-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
10	PD	6		Total: 21 PD (11 rPD)
10	ED	6		Total: 21 ED (11 rED)
6	SPD	30		Phases: 2, 4, 6, 8, 10, 12
10	REC	4		
36	END	0		
40	STUN	8		Total Characteristics Cost: 147

Movement: Running: 9"/18"
Leaping: 6"/12"
Swimming: 4"/8"

Cost	Powers	END
45	<i>High-Tech Crossbow And Quarrels:</i> Multipower, 60-point reserve, 60 Charges (+½) for entire reserve; all OAF (-1) [60]	
2u	1) <i>Broadhead Arrow:</i> RKA 3d6; OAF (-1)	
2u	2) <i>Chisel-Point Arrow:</i> RKA 2d6, Armor Piercing (+½); OAF (-1)	
3u	3) <i>Taser Arrow:</i> Energy Blast 12d6; OAF (-1), STUN Only (-0)	
3u	4) <i>Glue Arrow:</i> Entangle 4d6, 4 DEF, Sticky (+½); OAF (-1)	
3u	5) <i>Flare Arrow:</i> Sight and Hearing Group Flash 11d6; OAF (-1)	
3u	6) <i>Smoke Arrow:</i> Darkness to Sight Group 4" radius, Continuing Charges (each Charge used for this slot lasts for 1 Turn [or ends if exposed to high winds or rain]; +½); OAF (-1)	
3u	7) <i>Explosion Arrow:</i> Energy Blast 8d6, Explosion (+½); OAF (-1)	
3u	8) <i>Knockout Gas Arrow:</i> Energy Blast 4d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Area Of Effect (4" Radius; +1); OAF (-1)	
30	<i>Blaster Staff:</i> Multipower, 60-point reserve; all OAF (-1)	
1u	1) <i>Staff:</i> HA +4d6; OAF (-1), Hand-To-Hand Attack (-½) plus 1" Stretching, Reduced Endurance (0 END; +½); OAF (-1), Always Direct (-¼), No Noncombat Stretching (-¼), Only To Cause Damage (-½), No Velocity Damage (-¼) 2	
1u	2) <i>Projecting Spearhead:</i> HKA 1d6+1 (2½d6 with STR); OAF (-1) plus 1" Stretching, Reduced Endurance (0 END; +½); OAF (-1), Always Direct (-¼), No Noncombat Stretching (-¼), Only To Cause Damage (-½), No Velocity Damage (-¼) 2	
3u	3) <i>Blaster:</i> Energy Blast 12d6; OAF (-1), 12 Charges (-¼) [12]	

THE CAHOKIAN PLOT SEEDS

The classic Cahokian plot: he hears about something he may be able to use to get home. He drags Merc-Force 1 along to help him try to get it, but somehow something goes wrong and the whole situation becomes an unmitigated disaster that the PCs have to contain, correct, or counteract.

The Cahokian and a PC with similar abilities develop a sort of rivalry. The crossbow-armed villain keeps showing up at inopportune times to "test" the hero — not to hurt him, but to win bragging rights.

Whoever sent the Cahokian here begins sending *more* of his people here. Not only does this cause problems for Earth's authorities, but the Cahokian realizes it's going to leave the Empire dangerously weak. He's got to get home *now*... no matter what the cost!

Martial Arts: Cahokian Combat

	Maneuver	OCV	DCV	Notes	
4	Block	+2	+2	Block, Abort	
4	Disarm	-1	+1	Disarm, 50 STR	
4	Dodge	+0	+5	Dodge all attacks, Abort	
3	Legsweep	+2	-1	9d6; Target Falls	
4	Knifehand Strike	-2	+0	HKA 1d6+1 (2½d6 with STR)	
4	Nerve Strike	-1	+1	4d6 NND(1)	
4	Punch/Snap Kick	+0	+2	10d6 Strike	
5	Side/Spin Kick	-2	+1	12d6 Strike	
16	+4 Damage Classes (already added in)				
16	<i>Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½)				0
6	<i>Fast Runner:</i> Running +3" (9" total)				1
2	<i>Strong Leaper:</i> Leaping +2" (6" forward, 3" upward)				1
2	<i>Strong Swimmer:</i> Swimming +2" (4" total)				1
9	<i>Observant:</i> +3 to PER Rolls with all Sense Groups				0

Talents

- 6 Combat Luck (3 PD/3 ED)

Skills

- 40 +5 with All Combat
- 3 Acrobatics 13-
3 Breakfall 13-
3 Climbing 13-
3 Contortionist 13-
3 Demolitions 13-
3 Electronics 13-
3 Lockpicking 13-
3 Security Systems 13-
3 Stealth 13-
2 Survival (Temperate/Subtropical) 13-
3 Tactics 13-
3 Teamwork 13-
3 Tracking 13-
6 WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons
3 Weaponsmith (Firearms, Muscle-Powered Ranged) 13-

Total Powers & Skills Cost: 278

Total Cost: 425

200+ Disadvantages

- 20 Hunted: US government 8- (Mo Pow, NCI, Capture/Kill)
20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture/Kill)
15 Psychological Limitation: Lives For Combat (Common, Strong)
15 Psychological Limitation: Desperately Wants To Return Home (Common, Strong)
10 Psychological Limitation: Reality Fugue (see text) (Uncommon, Strong)
145 Experience Points

Total Disadvantage Points: 425

Background/History: Somewhere in the Multiverse, not too far from the Champions Universe's reality but not too close, lies an alternate Earth that's almost, but not quite, the same as the standard Earth. One of the most important differences is that the United States of America never coalesced; instead, North America between Canada and Mexico is occupied by a hodge-podge of often-warring states.

One of those states is the Empire of Cahokia, which occupies the upper Midwest and some of the region around the Great Lakes. Of the many warriors who serve the Empire, the greatest by far is the living-legend superhuman-soldier known to his people simply as *the Cahokian*. A master of combat both unarmed and armed, he favors a special high-tech crossbow that fires equally high-tech bolts.

Some years ago during a fight with a super-team from a neighboring nation, the Cahokian was caught in a dimensional rift created by an enemy supermage and transported to Chicago on the Earth of the Champions Universe. Disoriented and weakened by his journey, he was easily picked up by the authorities and confined until they could figure out who he was and how he got there. Once they developed some idea about who and what he was, they couldn't decide what to do with him — he definitely wasn't open to offers to work for the United States (since he considered all nations but his own inferior), and they knew of no way to send him back home (even if they could find the proper dimension to send him to). So they simply kept him confined, thwarting his many attempts to escape.

He finally broke free with a little help from Stareye and Piledriver, who also arranged to supply him with new weapons. Deeply grateful for their help, and honorable in his warrior's way, he agreed to join the new Merc-Force 1.

Personality/Motivation: The Cahokian is a man seemingly born and bred for nothing but combat. He only comes alive when on a mission or in a battle; the rest of the time he's either training or sitting around bored. Although he considers his teammates his only friends on Earth (which is true) and enjoys spending time in their company on some basic level, unless they're in a fight or preparing for one he tends to be frustrated and annoyed. He has a tendency to pick fights that could be avoided, or to drag out fights he could end quickly, which sometimes makes him a liability.

Because he's not actually from the Earth of the Champions Universe, the Cahokian sometimes experiences disorienting episodes of "reality fugue" where he seems to be perceiving his own Earth overlaid with the Earth he now lives on. As a result he suffers major penalties (-5 or more) to PER Rolls, Attack Rolls, and most Skill Rolls. (In game terms, the GM should roll his *Reality Fugue* Psychological Limitation at least once per game session; if the Cahokian fails the roll, he should experience an episode of reality fugue lasting 1d6+1 Phases at a crucial moment.)

While he's found life and battle on his current Earth satisfying, the Cahokian would far prefer to return home and fight for his own people once more. He's constantly on the lookout for information about dimensional technologies, dimension-travel spells, and any other way to get back to his own reality. If he finds one he trusts, and that he believes he can properly calibrate to get him to the right dimension, he'll do whatever he must to use it... even if that means hurting his teammates.

Quote: "They have no honor, and no skill... and thus no way to defeat us."

Powers/Tactics: The Cahokian is a highly trained, highly competent, highly experienced combatant who knows many methods of armed and unarmed combat. His main weapons are (a) a high-tech crossbow that shoots bolts that can injure, incapacitate, or blind opponents, and (b) a blaster staff that also has a projecting spearhead. If deprived of these weapons he can inflict painful blows using his *Cahokian Combat Martial Art*.

In most combats the Cahokian lets his flashier teammates take the lead; he hangs back and picks off targets of opportunity. But he has no qualms about mixing it up hand-to-hand if necessary. He's a wily fighter who often uses Acrobatics to obtain Surprise Move bonuses.

Campaign Use: Although the Cahokian isn't exactly a weak link in Merc-Force 1 — he's a tough fighter who willingly goes along with the group's plans — his desire to get home leaves the team vulnerable to losing a member. The heroes might be able to decoy him out of hiding with the promise of a way to return him to his home dimension... or better yet, they might actually have a way to send him home and get him out of their hair once and for all.

To make the Cahokian tougher, increase the Active Points in his Crossbow's attacks to 75 or 90, and perhaps give him some Swinging or more Combat Luck. To weaken him, get rid of his Blaster-Staff and half of his Extra DCs.

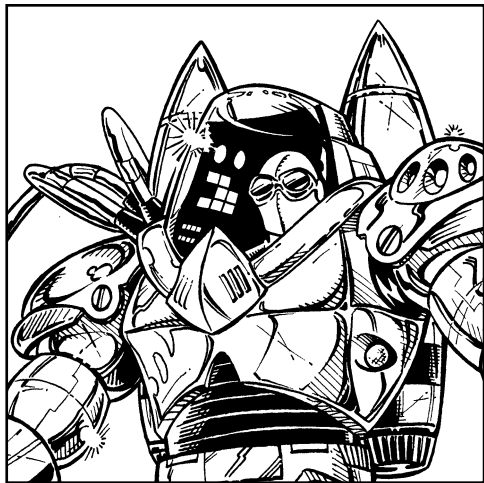


The Cahokian doesn't Hunt heroes unless Star-eye orders him to, in which case he follows orders. However, if he met up with a hero he felt was his equal in combat, he might track that hero down to challenge him to a "training match" — just for fun, so to speak.

Appearance: The Cahokian is a 6'2" tall, broad-shouldered, black-haired man whose deeply-tanned skin and high cheekbones betray his American Indian ancestry. His costume is a black bodystocking with red boots and gloves; on the chest is an emblem of five red four-pointed stars in an arc — the symbol of the Empire of Cahokia. He doesn't wear any sort of mask, but sometimes dons a modern military helmet that he "borrowed" from the US Army before going into battle. He usually carries his high-tech crossbow in his hands, with his quiver of high-tech bolts on his right hip, and his blaster-staff strapped to his back.



chapter three:



SOLO VILLAINS

JOSIAH BRIMSTONE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
24	DEX	42	14-	OCV: 8/DCV: 8
20	CON	20	13-	
15	BODY	10	12-	
25	INT	15	14-	PER Roll 14-
30	EGO	40	15-	ECV: 10
50	PRE	40	19-	PRE Attack: 10d6
12	COM	1	11-	
8	PD	5		Total: 28 PD (20 rPD)
10	ED	6		Total: 30 ED (20 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
10	REC	6		
80	END	20		
40	STUN	7		Total Characteristics Cost: 233

Movement: Running: 6"/12"
Flight: 20"/40"
Teleportation: 25"/50" or 20"/160"
MegaTeleportation: 1 km to 60 LY

Cost Powers END

198	<i>Thaumaturgy:</i> Variable Power Pool, 90 base + 45 control cost, Cosmic (+2); Only Magic (-¼), Cannot Have More Than 60 Active Points In Any One Spell (-0)	var
140	<i>Gloomspire:</i> Drain Characteristics 4d6, any four Characteristics simultaneously (+1), Delayed Return Rate (points return at the rate of 5 per Hour; +1), Reduced Endurance (0 END; +½ END)	0
30	<i>The Phantasmagoric Flame Of Falthagar:</i> Multipower, 60-point reserve; all OAF (-1)	
3u	1) <i>Hurled Spark:</i> RKA 4d6; OAF (-1), Range Based On STR (-¼)	6
2u	2) <i>Arced Spark:</i> RKA 3d6, Indirect (can be arced over intervening obstacles; +¼); OAF (-1), Range Based On STR (-¼)	6
3u	3) <i>Blossoming Spark:</i> RKA 2d6, Area Of Effect (3" Radius; +1); OAF (-1), Range Based On STR (-¼)	6
2u	4) <i>Comet Spark:</i> RKA 2d6, Area Of Effect (12" Line; +1); OAF (-1), No Range (-½)	6
2u	5) <i>Mesmerizing Spark:</i> Suppress EGO 9d6, Reduced Endurance (½ END; +¼); OAF (-1), No Range (-½)	2
13	<i>Martial Arts:</i> HA +4d6; Hand-To-Hand Attack (-½)	2
70	<i>Mantle Of Mastery:</i> Force Field (20 PD/20 ED), Hardened (+¼), Reduced Endurance (0 END; +½)	0
14	<i>Mystic Wards:</i> Mental Defense (20 points total)	0
15	<i>Mystic Wards:</i> Power Defense (15 points)	0
8	<i>Demonsouled:</i> Power Defense (+10 points); Only Versus Limited Type Of Attack (attacks that target the soul/spirit; -¼)	0
7	<i>Mystic Wards:</i> Life Support (Diminished Eating: only has to eat once a week; Diminished Sleep: does not have to sleep; Longevity: ages at one-eighth normal rate)	0
60	<i>Wings Of The Zephirim:</i> Flight 20", Reduced Endurance (0 END; +½)	0

62	<i>Vermillion Transportal:</i> Multipower, 62-point reserve	
6u	1) <i>First Transportal:</i> Teleportation 25", Reduced Endurance (½ END; +¼)	2
6u	2) <i>Second Transportal:</i> Teleportation 20", x4 Increased Mass, x8 Noncombat	6
6u	3) <i>Third Transportal:</i> Teleportation 6", MegaScale (1" = 10 LY, can scale down to 1" = 1 km; +4)	6
6u	4) <i>Aportal:</i> Teleportation 15", Usable As Attack (defense is Teleportation, Extra-Dimensional Movement, or Power Defense; +1)	6
18	<i>Dimensional Traveler:</i> Extra-Dimensional Movement (any physical location in any dimension); Extra Time (1 Minute; -1½)	4
20	<i>Astral Awareness:</i> Dimensional (Astral Plane) for Sight and Hearing Groups	0
29	<i>Magesight:</i> Detect Magic 16- (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range, Sense	0
60	<i>Mindsearching:</i> Mind Scan 12d6	6
39	<i>The Twining Of Demonic Souls:</i> Detect Demons 16- (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting	0
28	<i>The Book Of Forlorn Imprecations:</i> Clairsentience (Sight Group) 30-, Precognition, 8,000x Range (3,360,000", or 4,176 miles), Reduced Endurance (0 END; +½); OAF (-1), Extra Time (minimum of 1 Minute to do a reading, and may take an hour or more; -1½), Precognition Only (-1), Time Modifiers (-½), Vague And Unclear (-½)	0
6	<i>The Ring Of Eyes:</i> Increased Arc Of Perception (360 Degrees) for Sight Group; OIF (-½), Costs Endurance (-½)	1
116	<i>The Demonsoul Embodied:</i> Multiform (assume 1,716 point demon form), Instant Change; No Conscious Control (see Disadvantages and text; -2)	0
30	<i>Mage's Blessing:</i> Luck 6d6	0

Perks

1	Fringe Benefit: Library Of Babylon Borrower's Card
15	Money: Filthy Rich
10	Reputation: powerful, but demonsouled and deadly, mage (among the Mystic World) 14-, +5/+5d6

Talents

9	Ambidexterity (no Off Hand penalties)
44	Danger Sense (any danger, any area, sense) 16-
5	Eidetic Memory
3	Simulate Death 15-
4	Speed Reading
20	<i>A Simple Spell Of Comprehension:</i> Universal Translator 14-

Skills

- 18 +6 with Thaumaturgy VPP
- 20 +4 HTH
- 1 Combat Driving 8-
- 3 Contortionist 14-
- 3 Conversation 19-
- 3 Deduction 14-
- 2 Gambling (Card Games) 14-
- 3 High Society 19-
- 3 Inventor (Spell Research) 14-
- 3 Navigation (Astral, Dimensional) 14-
- 3 Paramedics 14-
- 3 Persuasion 19-
- 15 Power: Magic 20-
- 3 PS: Chess 14-
- 3 PS: Magus 14-
- 3 PS: Meditation 15-
- 1 PS: Play Guitar 8-
- 1 PS: Play Piano 8-
- 3 Riding 14-
- 3 Sleight Of Hand 14-
- 3 Stealth 14-
- 6 Survival (Desert, Mountains, Temperate/Subtropical) 14-
- 3 TF: SCUBA, Snow Skiing, Hanggliding
- 6 WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons
- 3 Scholar
- 2 1) KS: Alchemy 14-
- 3 2) KS: Arcane And Occult Lore 15-
- 2 3) KS: Art History 14-
- 1 4) KS: The Decadent Young Wealthy World 11-
- 4 5) KS: Demons 16-
- 1 6) KS: Nightclubs And Nightspots Of New York City 11-
- 4 7) KS: Extradimensional Beings 16-
- 2 8) KS: Famous Wizards 14-
- 2 9) KS: Haida Civilization, Myths, And Lore 14-
- 2 10) KS: Hermetic Wizardries 14-
- 2 11) KS: High Finance 14-
- 1 12) KS: The Kings Of Edom 11-
- 2 13) KS: Legends And Lore 14-
- 2 14) KS: Literature 14-
- 2 15) KS: Music 14-
- 4 16) KS: The Mystic World 16-
- 2 17) KS: Necromancy 14-
- 1 18) KS: The Superhuman World 11-
- 2 19) KS: Tarot Cards 14-
- 2 20) KS: Thaumaturgy 14-
- 2 21) KS: Theurgies 14-
- 2 22) KS: Voodoo 14-
- 2 23) KS: Witchcraft 14-
- 2 24) KS: Wondrous And Enchanted Items 14-
- 2 25) KS: World History 14-

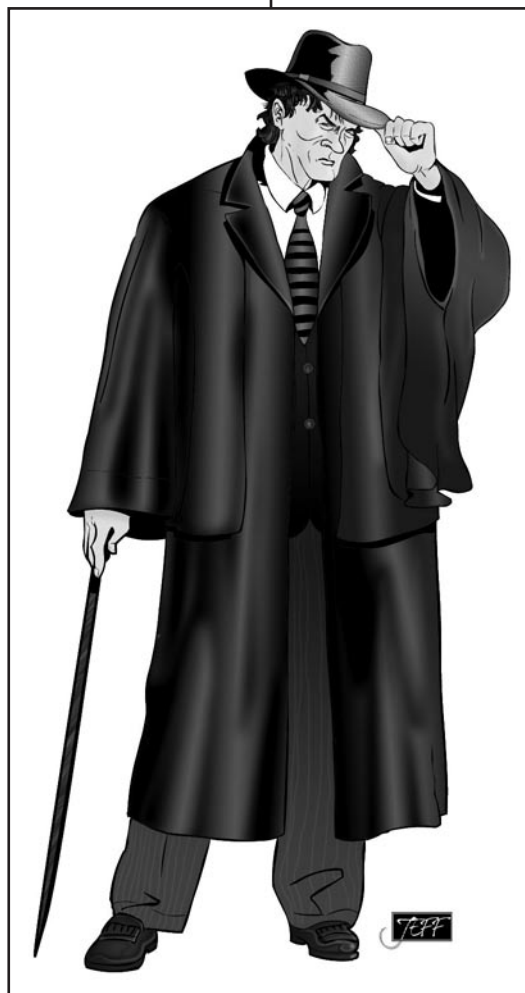
Total Powers & Skills Cost: 1,281

Total Cost: 1,514

200+ Disadvantages

- 10 Accidental Change: 11- when becomes Enraged (Uncommon)
- 15 Accidental Change: 14- when takes BODY damage (Uncommon)
- 10 Accidental Change: 8- when he uses more than 60 points' worth of his VPP Pool in a single Phase (see text) (Common)
- 10 Distinctive Features: Mystic Aura tinged with demonic soul (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 10 Enraged: when in combat or similarly stressful situations (Common), go 8-, recover 14-
- 15 Enraged: when attacked with holy powers/spells, or exposed to strong holy power (Uncommon), go 11-, recover 11-
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
- 10 Hunted: Trismegistus Council 14- (Less Pow, NCI, Watching)
- 20 Psychological Limitation: Desperately Wants His Own Soul Back (Common, Total)
- 15 Psychological Limitation: Sometimes The Demonsoul Takes Over (see text) (Common, Strong)
- 10 Reputation: powerful but demonsouled magus, 14- (Limited Group: the Mystic World)
- 15 Social Limitation: Secret Identity (Collin Kildare) (Frequently, Major)
- 10 *Demonsoul's Mischief*: Unluck 2d6
- 1,124 Experience Points

Total Disadvantage Points: 1,514



DEMONSOUL EMBODIED

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
30	DEX	60	15-	OCV: 10/DCV: 10
40	CON	60	17-	
30	BODY	40	15-	
25	INT	15	14-	PER Roll 14-
30	EGO	40	15-	ECV: 10
50	PRE	40	19-	PRE Attack: 10d6
8	COM	-1	11-	
35	PD	23		Total: 35 PD (35 rPD)
35	ED	27		Total: 35 ED (35 rED)
8	SPD	40		Phs: 2, 3, 5, 6, 8, 9, 11, 12
20	REC	0		
80	END	0		
80	STUN	0		Total Characteristics Cost: 394

Movement: Running: 12"/24"
Flight: 25"/50"
Teleportation: 25"/50" or 20"/160"
MegaTeleportation: 1 km to 60 LY

Cost	Powers	END
198	<i>Demonic Thaumaturgy:</i> Variable Power Pool, 90 base + 45 control cost, Cosmic (+2); Only Magic (-¼)	var
60	<i>Demonfire:</i> Multipower, 60-point powers	
6u	1) <i>Demonfire Blast I:</i> Energy Blast 12d6	6
6u	2) <i>Demonfire Blast II:</i> RKA 4d6	6
6u	3) <i>Demonfire Blast III:</i> Energy Blast 8d6, Armor Piercing (+½)	6
6u	4) <i>Demonfire Blast IV:</i> Energy Blast 8d6, Explosion (+½)	6
6u	5) <i>Demonfire Blast V:</i> Energy Blast 8d6, Autofire (5 shots; +½)	6
6u	6) <i>Demonfire Blast VI:</i> Energy Blast 6d6, NND (defense is Life Support [Safe Environment: Intense Heat]; +1)	6
6u	7) <i>Demonfire Blast VII:</i> RKA 2d6, +4 Increased STUN Multiplier (+1)	6
61	<i>Demonic Mind:</i> Multipower, 61-point reserve	
6u	1) <i>Demonic Mindblast:</i> Ego Attack 6d6	6
6u	2) <i>Demonic Possession:</i> Mind Control 12d6	6
6u	3) <i>Demonic Illusions I:</i> Mental Illusions 12d6	6
6u	4) <i>Demonic Illusions II:</i> Sight, Hearing, and Touch Group Images, -5 to PER Rolls, Increased Size (8" radius; +¾)	6
60	<i>Mindsearching:</i> Mind Scan 12d6	6
135	<i>Claws Wreathed In Demonfire:</i> HKA 3d6 (4d6+1 with STR), +2 Increased STUN Multiplier (+½), Penetrating (x2; +1), Reduced Endurance (0 END; +½)	0
120	<i>Demonfire Aura:</i> HKA 3d6, Continuous (+1), Damage Shield (+½), Penetrating (x2; +1), Reduced Endurance (0 END; +½); No STR Bonus (-½)	0
17	<i>Demon's Skin:</i> Hardened (+¼) for 35 PD/35 ED	0
44	<i>Demon's Skin:</i> Damage Resistance (35 PD/35 ED), Hardened (+¼)	0
60	<i>Infernal Shield:</i> Physical and Energy Damage Reduction, Resistant, 50%	0

14	<i>Demonic Mind:</i> Mental Defense (20 points total)	0
20	<i>Demonic Shield:</i> Power Defense (20 points)	0
50	<i>Infernal Form:</i> Life Support: Total (including Longevity: Immortality)	0
33	<i>Demon Wings:</i> Flight 25"; Restrained (-½)	4
12	<i>Demon's Legs:</i> Running +6" (12" total)	1
62	<i>Demongates:</i> Multipower, 62-point reserve	
6u	1) <i>First Gate:</i> Teleportation 25", Reduced Endurance (½ END; +¼)	2
6u	2) <i>Second Gate:</i> Teleportation 20", x4 Increased Mass, x8 Noncombat	6
6u	3) <i>Third Gate:</i> Teleportation 6", MegaScale (1" = 10 LY, can scale down to 1" = 1 km; +4)	6
6u	4) <i>Aportal:</i> Teleportation 15", Usable As Attack (defense is Teleportation, Extra-Dimensional Movement, or Power Defense; +1)	6
4u	5) <i>Hellgate:</i> Extra-Dimensional Movement (any physical location in any dimension)	4
5	<i>Demon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Demon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
42	<i>Sense Souls:</i> Detect Life Force 14-, Discriminatory, Analyze, Range, Sense, Targeting, Tracking	0
20	<i>Astral Awareness:</i> Dimensional (Astral Plane) for Sight and Hearing Groups	0
29	<i>Magesight:</i> Detect Magic 16- (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range, Sense	0

Skills

40	+4 Overall
20	+4 Hand-To-Hand
3	Concealment 14-
3	Conversation 19-
2	Gambling (Card Games) 14-
5	AK: Hell 16-
5	KS: The Hosts Of Hell 16-
3	KS: The Mystic World 14-
3	Navigation (Astral, Dimensional) 14-
3	Persuasion 19-
15	Power: Magic 20-
3	Seduction 19-
3	Sleight Of Hand 15-
3	Stealth 15-
3	Trading 19-
7	WF: Common Melee Weapons, Common Missile Weapons, Small Arms, Whip

Total Powers & Skills Cost: 1,262**Total Cost: 1,656****200+ Disadvantages**

15	Accidental Change: if he loses an EGO Roll Versus EGO Roll Contest with Brimstone in the Phase after the first Phase he gets to act (Very Common)
10	Accidental Change: once per Turn, every Turn after the first 8- (roll increases by 1 per additional Turn) (Common)
10	Accidental Change: 11- when takes BODY damage (Uncommon)

- 10 Accidental Change: 8- when he uses more than 60 points' worth of his VPP Pool in a single Phase (see text) (Common)
 - 10 Accidental Change: 8- once per game session or adventure for no particular reason at all other than the GM's kind graces (Common)
 - 20 Distinctive Features: Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
 - 15 Enraged: if thwarted or tricked (Uncommon), go 11-, recover 11-
 - 15 Physical Limitation: Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
 - 15 Physical Limitation: Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
 - 25 Psychological Limitation: Utterly Evil (Very Common, Total)
 - 20 Psychological Limitation: Overconfidence (Very Common, Strong)
 - 5 Rivalry: Professional (with other Greater Demons, for power and influence)
 - 25 Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 1" of a holy object (Common)
- 1,261 Experience Points

Total Disadvantage Points: 1,656

Background/History: It was a long, long time ago in a strange, distant land: New York City, 1972. Out of boredom and rebelliousness, Collin Kildare, a college student and the wealthy son of even wealthier parents, turned to the occult. On Walpurgisnacht he worked his greatest magic ever: a conjuration to call forth a demon from the Nether Realms.

It worked... but not the way he intended. Unbeknownst to anyone, even himself, Collin possessed a profound, innate talent for magic surpassing even that of most of the puissant mystics on Earth. What responded to his call was not just any demon — some lesser soldier or camp-follower of the armies of the infernal — but Belial, Duke of Hell and one of the most powerful beings in the Descending Hierarchy.

Belial gasped when he saw the power in young Collin — and then laughed with malefic glee when he realized the boy didn't know how to use it yet and had left himself vulnerable. He decided to do something about this impudent fool now, before he came into his power enough to pose a threat to Belial or his masters... and to have a bit of fun in the process. He grabbed the screaming Collin and tore from him his very soul. And then he worked a summoning himself, calling one of his minions to him: a demon of vast and terrible power, but still beholden to the Duke Belial shoulder-and-hip. He gave young Collin's soul to this demon as a plaything... but then removed the demon's own soul and thrust it into Collin's body!

Collin awoke the next morning thinking he'd had way too much to drink. Then he saw the smeared pentagram drawn on the floor in red

paint, and his memory came flooding back. He could feel the demon's soul within him, fluttering against his flesh like a butterfly trapped in a man's hand. Terrified, he fled from college and his former life, hoping to find some way to reverse what had happened and regain his own soul.

But that proved far harder than he'd thought. The first few months and years were painful ones, as he stumbled through the Mystic World looking for answers to a question he could barely formulate. Even worse, he soon discovered that the demonsoul within him could break free, transforming his body into diabolic form so it could wreak great harm and evil. In time he developed a rigid self-control, the better to keep the demon chained within him, but not even his iron will was always enough: the very demonsoul within corrupted him, making him prone to great rage, and during those times when his passions overcame his will the demon was most likely to break free for a time until his own personality re-asserted itself.

Collin, now calling himself "Josiah Brimstone" as a sort of ironic joke and way to keep his true identity and name a secret, traveled the world looking for the key with which to unlock the secrets that would enable him to regain his soul. He practiced meditation with *sadhus* in India, absorbing their holy wisdom and learning ways to control the demon within. He studied with Chinese and Japanese masters of the occult, practicing both martial arts and spellcraft with them. Hidden druidic circles in the British Isles, ancient cults in Russia, Middle Eastern fakirs and dervishes, Haida Indian shamans in British Columbia, and many others taught the quiet, somber man who possessed such great power but carried such a terrible burden. None of them could give him the key he sought — but with each mystic and magus he studied under, his already considerable power and knowledge grew even more. But he's never learned enough to storm the gates of Hell and regain by force what was taken from him so long ago.

In time Brimstone made his way back to the United States. Since then he's often found himself caught up in adventures. Sometimes he's on the side of the angels, helping some hapless person with a mystic problem... though often as not his "help" is a double-edged sword. At other times his demon-born selfishness and anger make him a threat to the peace and safety of innocent folk instead of a hero or helper. His burden is a terrible one, and he longs for the day he can set it aside forever... even if doing so costs him his arcane powers.

Personality/Motivation: Josiah Brimstone was once a cynical, jaded young man: a snob, a dilettante, an uncaring fool. Some of that changed when Belial replaced his soul with that of a demon, but for the most part things just got worse. Having a demon's soul inside him has made him selfish, arrogant, snide, sarcastic, insultingly judgmental, and annoyingly cryptic. Worst of all, he's prone to completely losing his temper in stressful situations or when exposed to holy magics — and when that happens, sometimes the demonsoul frees itself and takes over his body.

JOSIAH BRIMSTONE PLOT SEEDS

It turns out Belial let Brimstone live because he thinks the powerful young man will be a mighty warrior for Hell in the coming conflict with Heaven (see *Vibora Bay* for details). When Brimstone shows up in the Queen City and begins wreaking havoc for no apparent reason other than the sheer joy of destroying things, the heroes have to find him, defeat him, and figure out that Belial is subtly manipulating him.

Brimstone approaches the heroes, asking for their help. He claims to have found information about a "Soul Gem" that he thinks might eject the demon's soul from his body, returning his own in its place. But he doesn't know where the Gem is or who has it. He wants the heroes to help him find it. If they trust him enough to believe him (he's certainly hatched more fiendish plots when under the demonsoul's influence...), can they survive spending a long period of time in his company as they scour the Earth looking for the Soul Gem? But can they afford not to try, given that finding it might remove so powerful a threat from the world?

Brimstone begins losing control of himself more and more often — it's as if the demonsoul is getting stronger or less restrained. Concerned that this may signal some plot or coming assault by the minions of Hell, he alerts the PCs and asks for their help.

Brimstone often *tries* to do what he thinks is the “right thing,” on the theory that this will weaken the demonsoul. But between his negative personality traits and his Unluck he usually just makes things worse. Many heroes have concluded that turning down his offers of “help” is easier than working with him... which of course only angers him. And then there are the times the demonsoul influences his personality enough to make him act like a full-blown supervillain. (In game terms, the GM should roll his *Sometimes The Demonsoul Takes Over* Psychological Limitation periodically; if the roll fails, Brimstone becomes thoroughly, unhesitatingly evil for a while.)

Josiah desperately wants to get his own soul back. He believes the demon Belial gave it to, or perhaps Belial himself, still has it. But even if that's true, that doesn't mean he can easily get it back. He's tried storming the gates of Hell twice to take it by force, only to be repulsed each time — because he lost it through his own folly, he has to find a way to get it back through his own maturity, responsibility, and good deeds, he can't just snatch it back. But he would be willing to risk much to regain it.

Quotes:

1. “Like the man said, there are more things in Heaven and Earth than are dreamt of in your philosophy. Believe me.”
2. “If there's one thing I know about, it's fighting your inner demons.”

Powers/Tactics: Josiah Brimstone is a supermage of great might, able to command the powers of thaumaturgy with nothing more than the force of his will (though he usually adds a wave of the hand and a short incantation just for show). In addition to his vast repertoire of learned spells, he carries several enchanted items (see below), and his magical powers reduce his need to eat or sleep and make it effectively impossible to foresee his actions.

While Brimstone naturally possesses great magical talent, it's possible (but not necessarily true) that some of his magical power results from the fact that he's got a demon's soul instead of his own. But even if the demonsoul gives him power, it also creates many difficulties for him. Most prominently, in times of stress he's prone to transforming into the demon — the demonsoul takes control of him entirely, submerging his personality beneath its own and altering his form and powers to demonic ones. This most often happens when he becomes angry or suffers an injury, but it can also happen when he uses too much of his mystic power, or sometimes for no discernible reason at all. (In the case of his *Accidental Change* for using more than 60 points' worth of his VPP Pool in a single Phase, make the roll each Phase, with the roll increasing by 1 for each Phase he maintains that level of power use.) At the GM's option, Brimstone's *Accidental Change* rolls might be reduced a point or two for a day if he performs some particularly selfless good deed; the “good karma” this builds up makes it easier to quell the demonsoul.

When Brimstone transforms into the demon, he remains in demon form until the demon has acted for a minimum of one Phase. Then he and the demon begin engaging in EGO Roll Contests every Phase: if the demon wins, it remains in existence; if Brimstone wins, he regains control of the demon and reverts back to his normal form at the end of that Phase. The demon may also lose control if it takes BODY damage, if it uses too much of its own power, or sometimes for no reason anyone can fathom.

During his studies and adventures Josiah Brimstone has acquired several enchanted items of great power. The most daunting of these is *Gloomspire*, which resembles a sword too long to be held in one hand, though Brimstone can hold it one-handed with ease. It appears to be made out of some strange, greyish metal that seems to eat the light rather than reflect it. But it's not actually a sword in the traditional sense — it's more of a spiritual weapon. When it touches someone, it can cause great pain, even unto death, but it can also inflict emotional or mental torment, diminish the victim's force of personality, weaken or corrupt him, and so forth. *Gloomspire* has a terrifying reputation among the Mystic World; Brimstone's causing it to manifest is enough to give most mystics opposing him pause. (More than a few of them consider it an evil object, and Brimstone doubly evil for using it.)

Equally dangerous in its own way, but far less intimidating in appearance or effect, is the Phantasmagoric Flame Of Falthagar, which Brimstone took from the evil dimensional overlord of the same name after winning a contest of power. The Flame resembles an ordinary bit of fire... attached to a finely-wrought silver necklace as if it were some gemstone! Even more disturbingly, while hanging from the necklace the Flame burns downward, contrary to gravity. It does not burn the wearer, and Brimstone usually wears it under his shirt were people can't see it. If necessary, he can pull the Flame from the chain and hurl it at an enemy. Depending on what he wills, it can either strike a single person, form a fireball, or the like. After it strikes, the Flame leaps back to Brimstone's hand to be thrown again or re-attached to the chain. Brimstone can also detach the Flame and hold it in his hand instead of throwing it; a person who gazes at the Flame while he's holding it can be made more susceptible to Mental Powers as long as Brimstone keeps waving it in front of their eyes.

Not an attack, but as useful in its own way as either *Gloomspire* or the Flame, is the Book of Forlorn Imprecations, a special deck of tarot cards Brimstone crafted himself. If he takes the time to do a reading, he gains glimpses of the future... though not always very precise ones.

One of Brimstone's instructors gave him the Ring Of Eyes, which looks like a finger-ring with a living human eye where a decorative stone might otherwise be, and etchings of other eyes along the rest of the band. On command these eyes all float out of the ring and encircle Brimstone's head in a slowly-rotating halo, giving him the ability to see all around himself at once.

Campaign Use: Josiah Brimstone is intended as a sort of unpredictable quantity you can thrust into your campaign. On the one hand, there are times when his knowledge and power could be of great help to the PCs (though admittedly there's always some risk when one gets involved with him). On the other hand, when his negative side has the upper hand — or even worse, when the demonsoul takes over — he's a powerful and deadly foe. His "Demonsoul Embodied" form should be tough enough to take on most teams of heroes; if not, consider boosting its powers until it is.

Several intriguing questions surround Josiah Brimstone. First, do demons *really* have souls? If so, that would seem to have some unusual theological implications. If not, what did Belial put inside young Collin Kildare? Second, if Brimstone succeeds in getting his own soul back and ridding himself of the demonsoul, will it cost him his powers entirely, or diminish them? Third, why didn't Belial just kill him? Obviously, it wasn't really by mere whim that Belial left him alive and in the grip of the demonsoul. It didn't take long for Brimstone to realize the arch-devil had a purpose in leaving him alive. It probably has something to do with wanting to exploit Brimstone's power... but given the wicked cleverness of the likes of Belial, it could be almost anything.

From Robert Caliburn (see *Vibora Bay*)
Brimstone's learned of a potent mystical artifact called the Soul Gem, one of four Elemental Gems of unknown origin (Caliburn himself possesses one — the Flame Gem). It's possible that the Soul Gem could be a *big* help in Brimstone's quest to regain his own soul. But no one seems to know who possesses it (if anyone), or where it is... or if they do, they're not telling.

To make Brimstone tougher, increase the size of his VPP (and/or how much of it he can use at once without the risk of triggering the demonsoul), give him more powers outside of it, and/or increase his SPD to 6-7. To weaken him, get rid of Gloom-spire and the Phantasmagoric Flame.

Brimstone rarely Hunts heroes; he has other things to worry about, and when he's in his right mind doesn't really have any interest in opposing "the good guys" anyway. Only if he thinks a hero might help him regain his soul would he be likely to Hunt him in earnest.

Appearance: Josiah Brimstone stands 6'0" and weighs about 175 pounds; he's got a rather thin, sometimes almost gaunt, build that conceals the great reserves of physical and spiritual strength within him. His hair is dark and often a little unruly; his complexion is pale, his face clean-shaven. He usually wears ordinary men's clothes, often with a black trenchcoat or Inverness cloak over them. He frequently smokes cigarettes.

DEADMAN WALKIN' PLOT SEEDS

The Demonologist created (or claims to have created) Deadman Walkin' — and now he wants to “call in the favor” and get D.W. to do a few jobs for him (gratis, of course). Deadman Walkin' agrees to the deal, even though he doesn't believe the Demonologist, because the targets the Demonologist wants taken out are the PCs... and he's agreed to use his spells to make D.W. even tougher until he completes the task!

After being “killed” again in some way (an explosion, a superbattle, or the like), Deadman Walkin' comes back more powerful than ever, this time as a ghost. He's permanently intangible, but able to affect the solid world in many deadly ways. The PCs have to find a way to put him to rest for good.

Deadman Walkin' was working for the Chinese government when he was killed... and he's working for them still, as they subtly manipulate him from afar into doing what they want. The PCs have to uncover this shadowy connection and put a stop to it before D.W.'s ordered to kill an American politician or other sensitive target.

DEADMAN WALKIN'

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
21	DEX	33	13-	OCV: 7/DCV: 7
25	CON	30	14-	
20	BODY	20	13-	
15	INT	5	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
6	COM	-2	10-	
20	PD	14		Total: 20 PD (20 rPD)
20	ED	15		Total: 20 ED (20 rED)
5	SPD	19		Phases: 3, 5, 8, 10, 12
11	REC	0		
50	END	0		
60	STUN	12		Total Characteristics Cost: 201

Movement: Running: 9"/18"

Cost Powers END

30	<i>Rifle:</i> RKA 3d6, Armor Piercing (+½), No Range Modifier (+½); OAF (-1), Beam (-¼), No Knockback (-¼), 8 Charges (-½)	[8]
21	<i>Handgun:</i> RKA 2d6+1, +2 Increased STUN Multiplier (+½); OAF (-1), Beam (-¼), No Knockback (-¼), 2 clips of 12 Charges each (-0)	[12]
14	<i>Bowie Knife:</i> HKA 1d6+1 (2d6+1 with STR), Armor Piercing (+½); OAF (-1), No Knockback (-¼) plus Range Based On STR (+¼) for knife; OAF (-1), Lockout (cannot use HKA at all until Charge is recovered; -½), 1 Recoverable Charge (-1¼)	3
20	<i>Undead Form:</i> Damage Resistance (20 PD/20 ED)	0
60	<i>Undead Form:</i> Physical and Energy Damage Reduction, 50%, Resistant	0
8	<i>Undead Eyes:</i> Sight Group Flash Defense (8 points)	0
8	<i>Undead Ears:</i> Hearing Group Flash Defense (8 points)	0
6	<i>Undead Mind:</i> Mental Defense (10 points total)	0
45	<i>Undead Form:</i> Life Support (Total)	0
6	<i>Swift:</i> Running +3" (9" total)	1
5	<i>Undead Eyes:</i> Nightvision	0
5	<i>Undead Eyes:</i> Infrared Perception (Sight Group)	0
39	<i>Sense Life:</i> Detect Life Force 14- (no Sense Group), Discriminatory, Range, Sense, Targeting, Tracking	0

Skills

20	+4 with Ranged Attacks
3	Climbing 13-
3	Combat Driving 13-
3	Concealment 12-
3	Demolitions 12-
3	Fast Draw (Small Arms) 13-
3	Interrogation 14-
3	SS: Pharmacology/Toxicology 12-
7	Stealth 15-
3	Streetwise 14-

- 4 TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles, Helicopters
- 7 WF: Common Melee Weapons, Small Arms, General Purpose/Heavy Machine Guns, Grenade Launchers, Shoulder-Fired Weapons
- 2 Weaponsmith (Firearms) 12-

Total Powers & Skills Cost: 331

Total Cost: 532

200+ Disadvantages

- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture/Kill)
- 10 Physical Limitation: susceptible to Necromancy spells and powers (Infrequently, Greatly Impairing)
- 20 Psychological Limitation: Hates Living Beings; Revels In Killing (Common, Total)
- 25 Susceptibility: to holy objects and places, takes 2d6 per Phase he's in contact with them (Common)
- 257 Experience Points

Total Disadvantage Points: 532

Background/History: Darren Williams was once one of the highest-paid assassins in the world. He had an almost-unblemished record, and had never been captured or hurt on the job... until he came to Vibora Bay on a contract to kill a City Councillor and Robert Caliburn put two bullets in his chest.

He “woke up” in the morgue a few days later, amazed to discover that he was alive... only to find out that he wasn't. He was *unlive*, or undead if you prefer, though he had no idea why. Never one to look a gift horse in the mouth, he escaped from the facility, murdering two medical examiners on the way out. Since then he's continued his lucrative career as a killer for hire, though he takes on a lot more superhuman and paranormal targets than he used to.

Personality/Motivation: In life, Darren Williams was greedy, callous, cruel, and sociopathic. In unlfe, Deadman Walkin' is all of those things, and more. He has developed an active loathing for anyone living, a hatred of them for their ability to enjoy the simple pleasures he no longer can (eating, sleeping, companionship...). The only joy he gets now is in killing people — and he's always eager to enjoy himself some more.

Quote: “In a second you'll be dead like me... but you won't be gettin' back up.”

Powers/Tactics: There's nothing complicated about Deadman Walkin's abilities: he's an undead assassin. His attacks are the weapons he favored in life (rifle, handgun, knife), and his undead state makes him far stronger and tougher than he ever was when he still had to breathe. Thanks to his resilience, he's willing to take foolish risks if he has to, like jumping off tall buildings to escape pursuers. He thinks of himself as indestructible, though he's not.

Deadman Walkin' prefers to strike from surprise whenever he can — all he asks out of unlife is a little unfair advantage, as he likes to say. His favorite method of taking out a target is sniping, but he can also use explosives, poison, or close combat if he has to. If confronted and forced into open combat, he'll fight at first, but cut and run as soon as things start to go wrong.

As an undead being, Deadman Walkin' is susceptible to spells and powers of a necromantic nature. For example, a spell to control or harm zombies works on him, though he's not strictly a zombie. The GM determines whether his Physical Limitation applies to a particular ability.

Campaign Use: Deadman Walkin' comes with one big background mystery: how did he come back to "life"? Did a mystic raise him from the dead for some reason? Did ambient magical energies, a Necromancy spell gone wrong, or a powerful Voodoo ritual improperly controlled spontaneously cause his resurrection as a free-willed zombie? Do Caliburn's angel-touched bullets have unintended side effects? Was Williams simply too strong-willed to die? The answers to those questions may just lead to more questions, including: will whatever brought him back to unlife make him more powerful over time?

If you want to make Deadman Walkin' more powerful, you can increase his Characteristics (turning him into a sort of brick), or you can give him mystic powers relating to his undead state. Maybe he has a death touch, can project bolts of necromantic energy, or the like. To weaken him, reduce his Characteristics a little and his Damage Reduction to 25%.

Deadman Walkin' only Hunts people if paid to, or if he wants revenge on them. See Powers/Tactics for a description of how he goes about his "jobs."



Appearance: If it weren't for the fact that he long ago gave up the ghost, Deadman Walkin' would look like a fit, muscular man. As it is, his skin has the pallor of death, with bluish lips and sunken eyes. Here and there he's stitched up gashes and wounds, since he no longer heals like a living being does. He wears tattered military fatigues and gear... but his weapons (a rifle, a sidearm, and a large knife) are in perfect condition, clean and well-polished, creating an eerie contrast.

**DEVASTATOR
PLOT SEEDS**

After suffering a terrible defeat at the hands of some superhero, Wittgenstein decides to get out of the supervillain business and offers his armor for sale on the black market. Who ends up with it... and what happens if Wittgenstein changes his mind after the sale and schemes to get the armor back?

Eager to reclaim his stolen technology, the Warlord manipulates one of the heroes into going after Devastator. Assuming the PC wins, what happens when he finds out he's actually been working for one of the most feared supervillains in the world?

Wittgenstein wants even *more* power, so he decides to steal more of the Warlord's technology. But he can't take on the Warlord's forces or penetrate the security on his Flying Fortress alone, so he has to trick the PCs into providing "cover" for him while he sneaks aboard the craft and loots the Warlord's arsenal.

DEVASTATOR					
Val	Char	Cost	Roll	Notes	
10+20	STR	10*	11-/15-	Lift 6.4 tons; 8d6 [4]	
20	DEX	30	13-	OCV: 7/DCV: 7	
18	CON	16	13-		
10	BODY	0	11-		
18	INT	8	13-	PER Roll 13-	
12	EGO	4	11-	ECV: 4	
20	PRE	10	13-	PRE Attack: 4d6	
12	COM	1	11-		
5	PD	3		Total: 20 PD (15 rPD)	
5	ED	1		Total: 20 ED (15 rED)	
5	SPD	20		Phases: 3, 5, 8, 10, 12	
6	REC	0			
36	END	0			
30	STUN	6	Total Characteristic Cost: 109		
*: OIF (Power Armor, -½), No Figured Characteristics (-½)					
Movement:		Running: 9"/18" Flight: 15"/30"			
Cost	Powers				END
67	Battle Armor Weapons Suite: Multipower, 100-point reserve; all OIF (-½)				
7u	1) Configurable Blaster: EB 10d6, Variable Advantages (+½ Advantages; +1); OIF (-½)				var
4u	2) Weapons Suite: RKA 2d6, Variable Advantages (+½ Advantages; +1); OIF (-½)				var
9u	3) Tangleweb Projector: Entangle 6d6, 6 DEF, Reduced Endurance (0 END; +½); OIF (-½)				0
30	Battle Armor: Armor (15 PD/ED); OIF (-½)				0
7	Flashbang Protection: Flash Defense (Sight and Hearing Group), 5 points; OIF (-½)				0
7	Internal Air Supply: Life Support (Self-Contained Breathing); OIF (-½)				0
30	Jetpack: Flight 15", Reduced Endurance (0 END; +½); OIF (-½)				0
34	Sensor Suite: Infrared Perception (Sight Group), Ultraviolet Perception (Sight Group), Ultrasonic Perception (Hearing Group), Radar, HRRP, 360 Degree Perception (Sight Group); OIF (-½)				0
6	Leg Servos: Running +3" (9" total)				1
Perks					
6	Contact: a fence 11- (extremely useful Skills and resources; significant Contacts of his own)				
4	Deep Covers (2)				
10	Money: Wealthy				

Talents

- 8 Onboard Computer: Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator; OIF (-½)

Skills

- 6 +2 with Battle Armor Weapons Suite
3 Acrobatics 13-
3 Breakfall 13-
3 Climbing 13-
1 Computer Programming 8-
3 Conversation 13-
4 Gambling (Card Games, Dice Games) 13-
3 High Society 13-
2 CK: Madrid 11-
2 CK: Moscow 11-
2 CK: New York City 11-
2 CK: Paris 11-
2 Language: French (fluent conversation; English is native)
1 Language: Russian (basic conversation)
2 Language: Spanish (fluent conversation)
3 Lockpicking 13-
3 Persuasion 13-
3 PS: Appraising 13-
3 Security Systems 13-
3 Seduction 13-
5 Stealth 14-
3 Streetwise 13-

Total Powers & Skill Cost: 291

Total Cost: 400

200+ Disadvantages

- 20 Hunted: Warlord 8- (Mo Pow, NCI, Capture/Kill)
20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20 Psychological Limitation: Greedy (Very Common, Strong)
15 Psychological Limitation: Refuses To Back Down Or Be Bullied (Common, Strong)
15 Social Limitation: Secret Identity (Richard Wittgenstein) (Frequently, Major)
110 Experience Points

Total Disadvantage Points: 400

Background/History: It was the opportunity of a lifetime.

Richard Wittgenstein was a cat burglar. And he was a good one, too. He might not have been at the absolute pinnacle of his profession, but he'd rarely failed to complete a mission, and had gotten rich in the process.

One day, after a casually overhearing some interesting gossip at a high-society party about a new yacht in the harbor at Monaco, he flew down to take a look. There it was — big as life and twice as gaudy. It practically screamed "new money," and in Richard's experience that usually meant good pickings.

One night, when the owner of the yacht (a man Richard had only glimpsed once or twice while casing the boat) and his entourage were at the casino, Richard slipped aboard. The security measures almost foiled him; they were extremely well-made. But that only convinced him there was something he wanted to have concealed on the boat.

When he finally found what the yacht's owner was so careful to hide, he nearly threw it in the sea. Blueprints! Not jewels, not bearer bonds, not cash, just some stinking blueprints. But rather than call the night a total loss, Richard took them, thinking he could at least sell them back to the man he'd stolen them from.

But he quickly changed his mind when he got home and took a careful look at them. These weren't plans for a building or a car — they were for a weapon. Some sort of prototype suit of powered armor. They reminded him of something he'd seen somewhere, in the news probably, but he couldn't place it. It didn't come to him until the next day.

They were plans for the Warlord's battle-armor.

Terrified for the first time in his life, Richard took the plans, his gear, everything else he could lay his hands on quickly, and fled. He knew the Warlord would be looking for him now, and he knew that if the Warlord found him, he'd be a long, long time in dying.

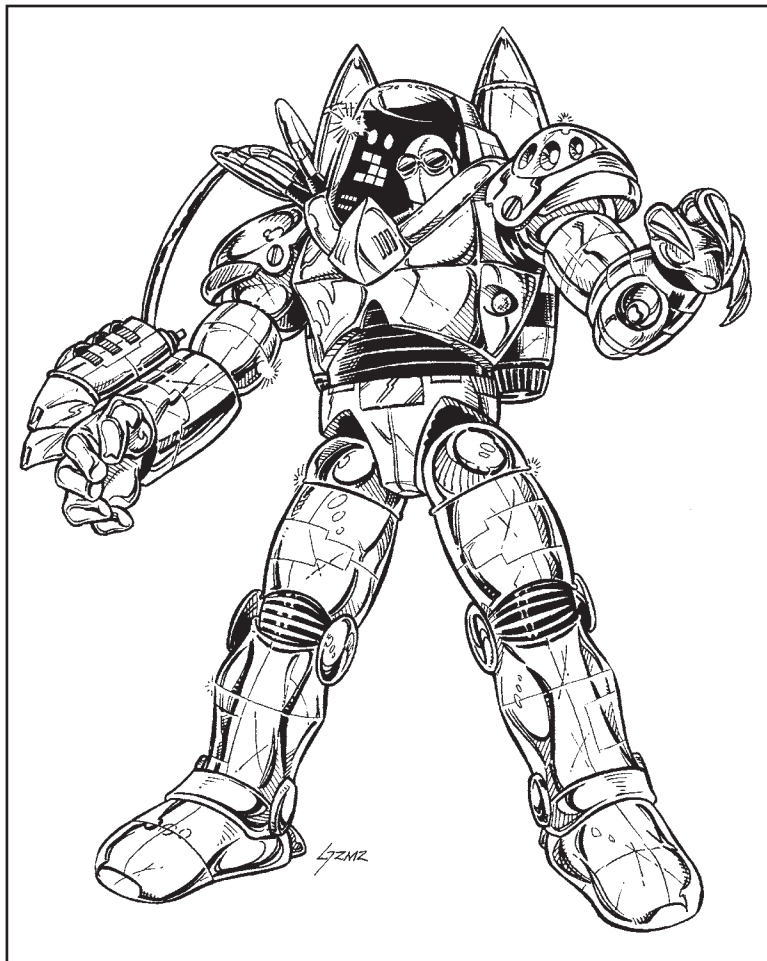
While he was hiding, carefully concealed by one of the cover identities he'd established long ago, Richard looked at the plans some more, and did some research. It turned out they weren't for the Warlord's armor, but for a similar suit — one based on his, maybe intended for some of his best soldiers or something. The suit was sleeker and less well-armed than the Warlord's was said to be, but it was still quite powerful.

At first Richard figured he'd sell the plans through his usual fence; he knew they'd fetch a high price on the international black market for arms. But the more he thought about it, the more he said to himself: why shouldn't I build the suit for myself? He realized he was sick of sneaking around all the time, preying on people too stupid to protect their valuables. It was time to take whatever he wanted — regardless of who tried to stop him.

It took most of his savings, and dealing with a lot of disreputable people he didn't really like, but eventually Richard got his powered armor suit. Christening himself *Devastator*, he embarked on a career of robbery and mayhem that has lasted to this day.

Personality/Motivation: Devastator is using his battlesuit, and the power it brings, to work out a lot of frustration and anger that he's accumulated over the years. He no longer has to skulk about in the shadows, run from the police, or watch over his shoulder for bounty hunters and angry husbands. Now he can go toe-to-toe with superheroes and smash them into the dirt, and take what he wants from even the most heavily-guarded vaults. He rarely backs down or runs away from any threat, and anyone who tries to bully him is in for trouble.

The only thing that still scares him is the Warlord. He knows that master villain can tell where he got his armor, and that the Warlord wants it back. He's had a few scrapes with the War Machine (the Warlord's personal group of supercriminals) and held his own, but he'd pre-



fer to avoid further confrontation if he can. He doesn't want to risk losing the power he now has.

Quote: "You can forget about the posturing, hero. I want those gems, and if I have to go through you to get them, I will."

Powers/Tactics: Devastator has an interesting suite of powers and abilities deriving from two sources. The first is his battle armor, which was built from plans developed by the Warlord for a lesser suit of armor based on his own. It comes equipped not only with defensive technology, but a configurable blaster on the right arm, a suite of other weapons attached to other parts of the armor, and a tangleweb projector on the right shoulder.

The second is his former career as a cat burglar. Few armored supervillains have the acrobatic prowess or infiltration skills of a professional thief, but Devastator does. Sometimes they allow him to take a low-key or sneaky approach to a problem, where someone like Armadillo or Ankylosaur would simply have to smash things.

Devastator prefers to open with an all-out offense, using whatever weapon he thinks is most likely to hurt his opponent. The various weapons are simulated with *Variable Advantage* Advantage on the two main slots of his Multipower. If that doesn't work, he'll try tangleweb, surprise moves, or the like. He'll only flee from combat if he thinks there's too great a chance he'll be defeated and lose his suit.

Campaign Use: Devastator is a good general powered armor villain. His Multipower gives him a lot of options in combat, and his Skills are an unusual twist the GM can exploit for many effects and plot points.

Devastator rarely Hunts anyone. He'd rather concentrate on getting rich and enjoying the freedom the suit gives him. However, if bullied or defeated too much by a hero, he'll make it his personal mission in life to hurt that person, using both his combat abilities and his thieving skills.

To make Devastator more powerful, give him more Multipower slots, increase his STR to 40 or more, and up his DEX a few points. To scale him down, reduce the Multipower to 75 Active Points and replace the Variable Advantage slots with three to five EB and RKA slots with specific Advantages.

Appearance: Devastator wears a suit of armor that clearly derives from the Warlord's technology. It has the same rough configuration, with weaponry mounted on the arms and shoulders, and the user's head and upper body protected by a dome-like structure instead of a more ordinary helmet. However, the "dome" is much more slender and cylindrical, and the weaponry more limited. A suite of configurable blaster components (barrels and focusing lenses that rotate into position) on his right arm is matched by a similar, but more lethal, assemblage on his left. The suit is dull gold in color, a definite contrast to the Warlord's shiny steel blue-white.

Out of his armor, Richard Wittgenstein is a handsome man in his mid-30s, six feet tall with carefully styled brown hair and an elegant moustache. He dresses in expensive, hand-tailored clothing at the height of fashion.

ECLIPSE				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
11	BODY	2	11-	
13	INT	3	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
4	SPD	12		Phases: 3, 6, 9, 12
7	REC	4		
30	END	0		
29	STUN	5		Total Characteristics Cost: 88

Movement: Running: 6"/12"

Cost	Powers	END
457	<i>Mimic Powers:</i> Variable Power Pool (Mimic Pool), 400 base + 200 control cost; Only For Multi-form (Multi-form is "alternate" form with all of character's powers and exact copies of target's powers and power-related Disadvantages, and must have the <i>Reversion</i> Limitation; -½), Requires Successful HTH Attack Roll (-½), Skin Contact Required (-1), Power Fails To Work If Cannot Copy Entire Target (-¼), Cannot Retain Copied Forms (when character switches to another "form," she immediately loses all previously-copied powers; -¼)	0
629	<i>Steal Powers:</i> Suppress Powers 40d6, all Characteristics, powers, and so forth of all special effects simultaneously (+4), Reduced Endurance (0 END, turns off when Reversion occurs or Eclipse changes victims; +½); No Range (-½), Linked (see text; -¼)	0
34	<i>Copy Appearance:</i> Shape Shift (Sight, Hearing, Smell/Taste, and Touch Groups, any humanoid shape), Imitation, Reduced Endurance (0 END; +½), Trigger (when character mimics someone with her VPP; +¼); Only To Copy Person Whose Power's Being Mimicked (-1)	0
25	<i>Detect Life-Force:</i> Detect Life Energy 12- (no Sense Group), Discriminatory, Analyze, Range	0

Perks	
3	Anonymity
1	Money: Well Off

Skills	
10	+2 HTH
3	Streetwise 12-
3	Stealth 13-
3	Shadowing 12-

Total Powers & Skills Cost: 1,168
Total Cost: 1,256

200+ Disadvantages

- 25 Accidental Change: whenever she touches another person skin-to-skin (Common, Always)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 20 Hunted: FBI 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Paranoid (Very Common, Strong)
- 10 Psychological Limitation: Vengeful (Uncommon, Strong)
- 10 Social Limitation: Socially Inept (suffers -2 to Interaction Skill Rolls) (Frequently, Minor)
- 10 Unluck: 2d6
- 941 Experience Points

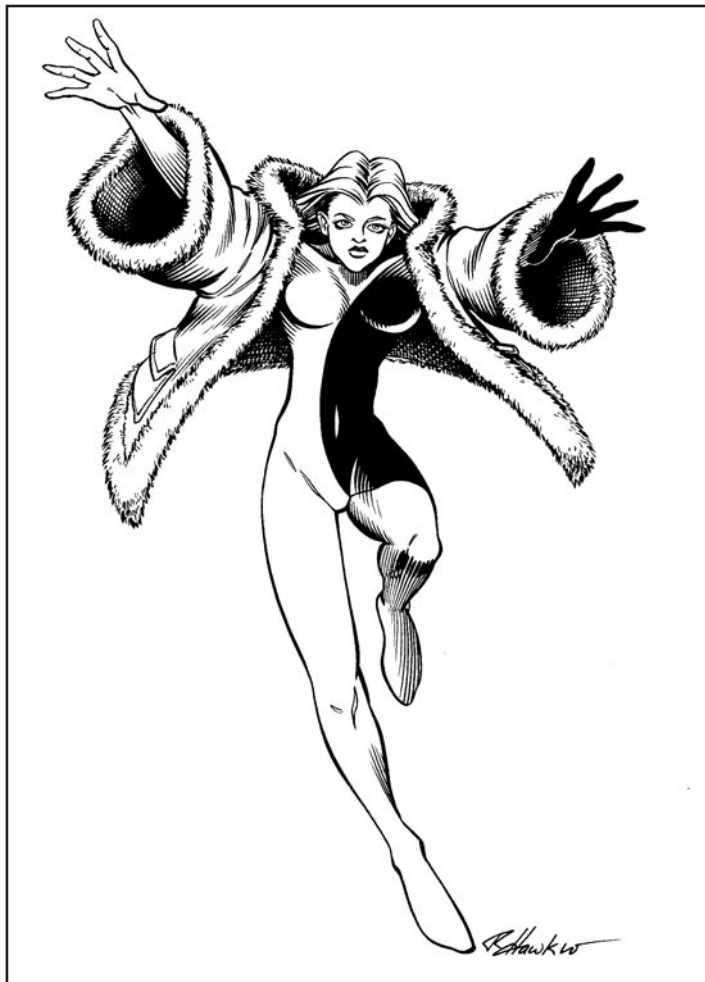
Total Disadvantage Points: 1,256

Background/History: Kim Culhane grew up plagued with bad luck. Her high school years were particularly unkind, mostly because she spent them in a dismal boarding school. Something within her kept her apart from others — she'd spend hours watching people from the shadows, wishing she could be like them, but never talking to them. Eventually, to spite her parents, she ran away from school and joined the military.

When the initial screening process showed a particular abnormality in her DNA, the Army asked if she'd participate in several biological experiments. Its goal was to create someone powerful enough to take out rogue superheroes the military was usually powerless against. Intrigued, and desperate for cash, Kim agreed.

Whether the procedures brought out something in her DNA, or empowered something she'd wanted all her life, the Army succeeded in creating someone who could easily cripple most superhumans with just a touch. But the plan depended on her wanting to help her country, and that wasn't uppermost in Kim's mind. Overwhelmed by all the attention, she just wanted a vacation and time to think about things. Unwilling to let its new "asset" loose on her own, the Army locked her up. But her keepers didn't realize her powers could affect normal people as well as superhumans, and it wasn't long before she'd copied the appearance and skills of one of her captors, cleared out all records of her existence from the computer files, and walked out the front door.

Personality/Motivation: Eclipse (as Kim calls herself) is cursed, now more than ever. Her powers completely cut her off from human contact — while she can't hurt anyone, touching a person immediately makes her transform into that person, and she only changes back into herself when she falls asleep or gets knocked unconscious. As a result she's become more paranoid, bitter, and alone than ever. She takes jobs as a mercenary supervillain both to earn money and to have some minimal social contact with other people. Sometimes she takes over a person's appearance and identity and keeps him captive so she can blend into his group of family and friends and feel like a "real person" for a while... but sooner or later she's found out again and has to flee, usually focusing her rage into



doing as much damage to the social unit as she can before she leaves.

Quote: "OK, it's a deal. Whatever you say. Here, shake on it...."

Powers/Tactics: Eclipse has two basic powers. The first is to perceive and analyze life energy. This allows her to know who around her has superpowers, and the basic source of those powers (mutant, mutate, mystic, technological, and so on). It also tells her whether a person has a strong, healthy life-force, since she'd rather not mimic weak or sickly people if she can avoid it.

The second power is a suite of two abilities. The first is a Mimic Variable Power Pool that lets her copy the appearance, Skills, powers, and other abilities of a single individual. She can't copy more than one person at a time (even if she has Pool points unspent). The change occurs automatically if she touches someone skin-to-skin, whether she wants it to or not (thus, a good tactic to use against her in combat is to force her into contact with a normal person). She can only copy natural or innate abilities (including some OIFs and Restrained powers, such as implanted cyberware); Foci, objects of power, and the like are beyond her abilities to steal.

When Eclipse mimics someone's powers, she doesn't just copy them — she *steals* them. When she uses her Power Pool she also activates a massive Suppress that affects all of the target's powers, Skills, and other abilities, regardless of origin or

ECLIPSE
PLOT SEEDS

The classic Eclipse plot: she accidentally bumps into a hero who maintains a Secret Identity and doesn't want to reveal his real name to his teammates. Now equipped with his powers and Skills, she flees. He has to find a way to convince the other PCs to track her down and get him his powers back without revealing who he is.

Eclipse accidentally steals Holocaust's powers during a battle. When she refuses to give them back, he hires a squad of powerful technology-based villains to hunt her down and kill her. She turns to the PCs for help... will they give it?

After Eclipse steals a PC's powers and Skills during a battle, she learns (and makes sure to write down) some of his most important secrets. Now she's blackmailing him. What will he do to get out of the dilemma?

special effect — in effect it reduces him to an ordinary, completely ignorant being of his species. (Ordinarily it's illegal to Link a power to an entire Framework, as is done here, but since her VPP essentially represents one single power doing so shouldn't cause any game balance problems.) Once she returns to her own shape (by being Knocked Out, for example) or steals another person's abilities, the Suppress effect fades instantly and the first victim's abilities return to him in full.

Eclipse dislikes open combat unless and until she has some tactically effective abilities. She prefers to ambush a powerful superhero whose skin she can touch, steal his powers, and *then* start fighting. She's quick to flee if things aren't going her way.

Campaign Use: Eclipse makes a good subversive villainess, particularly within a crowd or group where she can blend in without arousing suspicion. Since she can copy literally anyone by touch, and since she gains the Skills of her victims as well, she makes a perfect spy. In addition, her powers could give rise to all sorts of plots relating to mistaken identities, heroes who have to cope with powerlessness, and the like.

If Eclipse isn't powerful enough for your campaign, give her some extra Skills to carry along in all of her forms (such as Martial Arts) and increase her Characteristics (primarily DEX, CON, SPD, and REC). If she's too tough, lower her Suppress so that it only weakens heroes, and doesn't totally remove their powers.

Eclipse has a strong vengeful streak, so she's likely to Hunt anyone who humiliates or harms her. Unless she's equipped with stolen powers (in which case she uses them to best effect), the threat she poses as a Hunter is limited by her need to get close enough to the target to touch his skin.

Appearance: Eclipse usually covers herself up with lots of clothing to prevent accidental contact with other people, so to keep from looking out of place prefers to live in the colder regions of the world. Beneath all those clothes she wears a plain bodysuit that's white on the right half and black on the left, with the blackness curving slightly to the right as if it were a moon eclipsing the sun. She has red hair and green eyes.

THE ENGINEER

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
30	CON	40	15-	
16	BODY	12	12-	
35	INT	25	16-	PER Roll 16-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
10	COM	0	11-	
16	PD	14		Total: 36 PD (20 rPD)
16	ED	10		Total: 36 ED (20 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
14	REC	12		
60	END	0		
55	STUN	19		Total Characteristic Cost: 213

Movement: Running: 6"/12"

Cost	Powers	END
117	<i>Craft Technological Object From Loose Metal:</i> Variable Power Pool, 70 base + 35 control cost, Powers Can Be Changed As A Zero-Phase Action (+1); Requires Appropriate Amount Of Loose Or Scrap Metal (-½)	var
140	<i>Machine Control Powers:</i> Multipower, 140-point reserve	
14m	1) <i>Cyberoverride:</i> Mind Control (Machine and Human classes of minds), Telepathic (+¼), Reduced Endurance (0 END; +½); Only To Override Battlesuit Or Cyborg Systems Controls (-½)	0
22m	2) <i>Cybercontrol:</i> Mind Control (Machine class of minds) 9d6, Area Of Effect (16" Radius; +1¼), Selective (+¼), Reduced Endurance (0 END; +½); Has No Effect Against Mechanon Or His Direct Creations (-¼)	0
22m	3) <i>Destroy Machines:</i> RKA 2½d6, NND (defense is Power Defense or not being a machine; +1), Does BODY (+1), Reduced Endurance (0 END; +½); Has No Effect Against Mechanon Or His Direct Creations (-¼)	0
11m	4) <i>Machine Manipulation:</i> Telekinesis (20 STR), Fine Manipulation, Area Of Effect (14" Radius; +1¼), Selective (+¼), Reduced Endurance (0 END; +½); Only To Control Machines And Machine Parts (-1), Has No Effect Against Mechanon Or His Direct Creations (-¼)	0
17m	5) <i>Sap Powers:</i> Suppress Electrical Devices 5d6, all Electrical Device powers simultaneously (+2), Area Of Effect (18" Radius; +1¼), Selective (+¼), Reduced Endurance (0 END; +½); Limited Range (20"; -¼), Has No Effect Against Mechanon Or His Direct Creations (-¼)	0
7u	6) <i>Cobble Together Robots From Spare Parts:</i> Summon 2 430-point creatures, Loyal (+½); Requires The Appropriate Amount Of Loose Or Scrap Metal (-½), Extra Time (Full Phase, -½)	14

8u	7) <i>Repair Damage To A Machine And Refuel It:</i> Healing BODY And END 6d6, two Characteristics simultaneously (+½), Reduced Endurance (0 END; +½); Only Usable On Mechanical Devices (-½)	0
8u	8) <i>Communicate With Machines:</i> Telepathy 14d6 (Machine class of minds), Reduced Endurance (0 END; +½)	0
37	<i>Innate Defense Against Technology:</i> Armor (20 PD/20 ED), Hardened (+¼); Only Versus Ranged Technological Attacks (-1)	0
19	<i>Machine/Organic Hybrid Body:</i> Armor (8 PD/8 ED); Activation Roll 15- (-¼)	0
12	<i>Part-Human, Part-Machine Mind:</i> Mental Defense (16 points total)	0
8	<i>Ear Coverings:</i> Hearing Group Flash Defense (12 points); OIF (-½)	0
8	<i>Eye Shields:</i> Sight Group Flash Defense (12 points); OIF (-½)	0
17	<i>Cameravision:</i> Clairsentience (Sight And Hearing Groups); Only Through Cameras And Listening Devices (-½), Attack Roll Required (-¼)	3
10	<i>Cyberlink:</i> Mind Link, any one willing machine; No Range (-½)	0
40	<i>Read A Computer's Memory At A Glance:</i> Detect Data In A Computer 16- (Radio Group), Discriminatory, Rapid (x10,000,000,000)	0
53	<i>Sense Machine:</i> Detect Machines 16- (Radio Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Microscopic (x1,000,000), Targeting	0
15	<i>Electronic Concealment:</i> Invisibility to Sight Group, No Fringe; Only Versus Machines (-1)	3
18	<i>Mechanon Interrogation Protocol:</i> Healing 2d6 (Regeneration, 2 BODY per Turn), Can Heal Limbs, Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn; -1¼), Self Only (-½)	0

Perks

10	Money: Wealthy
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Talents

3	Absolute Range Sense
3	Absolute Time Sense
5	Eidetic Memory

Skills

10	+1 Overall
3	Computer Programming 16-
3	Deduction 16-
3	Electronics 16-
15	Inventor 22-
3	KS: The Superhuman World 16-
3	Lockpicking 13-
3	Mechanics 16-
15	Power: Cyberkinesis Tricks 19-
3	Security Systems 16-
3	Systems Operation 16-

6	TF: Common Motorized Ground Vehicles, Small Motorized Boats, Small Planes, Snowmobiles, Two-Wheeled Motorized Ground Vehicles
4	Weaponsmith (Energy Weapons, Firearms, Missiles & Rockets) 16-
3	Scientist
2	1) SS: Civil Engineering 16-
2	2) SS: Electrical Engineering 16-
2	3) SS: Mathematics 16-
2	4) SS: Metallurgy 16-
2	5) SS: Robotics 16-
2	6) SS: Structural Engineering 16-

Total Powers & Skill Cost: 713

Total Cost: 926

200+ Disadvantages

10	Enraged: When Someone Mentions Mechanon's Name (Uncommon), go 8-, recover 11-
15	Hunted: Mechanon 8- (Mo Pow, Harshly Punish)
15	Hunted: VIPER 8- (As Pow, NCI, Harshly Punish)
5	Physical Limitation: affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
15	Psychological Limitation: Easily Infatuated With Male Battlesuit Heroes (Common, Strong)
15	Psychological Limitation: Seeks To Create Benevolent Machine World (Common, Strong)
10	Psychological Limitation: Grandiose, Loves To Do Things On A Huge Scale (Common, Moderate)
15	Susceptibility: to telepathic scans of her subconscious, takes 3d6 damage instantly (Uncommon)
626	Experience Points

Total Disadvantage Points: 926

Background/History: Grace Gallowglass was an engineering student from Killarney, Ireland, who came to Millennium City University to study robotics. A studious woman, quiet but ambitious, she hoped one day to be involved in "the engineering project of the new century." One of the fields that she studied was robotics, and she was especially interested in superhero and supervillain robots... particularly Mechanon. It was only natural: he might be a homicidal monster, but he's also the greatest achievement in the history of robotics.

She wanted to examine the Mechanon technology up close and personal, and ironically, it turned out that one of Mechanon's hidden bases was beneath the campus robotics workshop. She snuck into it minutes after a battle between the Champions and Mechanon, but her excitement turned to horror when she was trapped by the machines and imprisoned in a net of steel tentacles and silicon probes. She'd activated the auto-repair systems, but there was no Mechanon for the system to repair.

THE ENGINEER PLOT SEEDS

Having stolen experimental gravitics technology, the Engineer decides to showcase it by removing one of the largest office buildings in the city from its foundations and lifting it 100 meters into the sky. For some reason, the people in the office building at the time don't appreciate this. When people panic and begin leaping out of the building to their deaths, the Engineer doesn't seem to care. And if the heroes interfere with yet another of her plans, she won't hesitate to drop the building in a fit of pique.

Determined to destroy Mechanon once and for all, the Engineer gathers together a dozen supervillains and heroes, all of whom are sworn enemies of the metal tyrant, and persuades them to put aside their differences and perform a coordinated strike ("... otherwise we'll be dealing with Mechanon in the year 3000!") The PCs receive an invitation to take part. But can they work with homicidal maniacs, even in a good cause?

A particularly rowdy pack of engineering students from the local university decides to invite the Engineer to their Engineering Week festival as their guest of honor. The villainess agrees — if they'll do her a favor for first. So why does the Engineer want them to suspend a Volkswagen on the roof of the superteam's headquarters?



Repair the afflicted system. Repair.

The systems started “repairing” Grace. In agony, the engineering student desperately reached for the controls, and accidentally triggered the biological interrogation sequence. This program tortured people for information, but to ensure the organics didn’t die before the information was obtained, it also regenerated any physical damage (something Mechanon viewed as a necessary evil).

Heal the organic. Heal.

Repair damaged system. Repair.

Heal.

Repair.

Heal.

So Grace found herself being transformed into a machine — and having her biological damage healed simultaneously. Six hours later, the authorities who found her unhooked what she’d become from the machine.

And what had Grace become? Part human, part machine? No, it was more complicated than that. Both the auto-repair and the bio-repair protocols were still working inside her — the system decided she needed to have both of them “installed” — as was a cybernetic link to the complex. The machine was alive inside Grace, and it danced for her. The code was in her, too. She discovered Mechanon’s code was surprisingly compatible with other systems; almost immediately, she figured out how to exert control over any machine.

Grace was hospitalized at a secret high-security facility in Maryland for people victimized by supervillain technology. The staff had experienced more than their fair share of experiments run amok, but Grace was in a completely different league. She easily escaped the facility, leaving behind a smoking pile of rubble.

Grace’s initial impulse was to track down Mechanon and offer herself to him as his consort. Mechanon, never the romantic type, responded by trying to kill her. Heartbroken (but not *that* heartbroken), Grace deactivated Mechanon and escaped. (Mechanon’s control circuitry took note of the defeat and insulated all future Mechanons against her cyberkinetic powers.)

Grace now faced an identity crisis of epic proportions. Mechanon’s programming was strong, but not overwhelming. She didn’t want to purge the world of organic creatures, but she appreciated the beauty of the Machine, and the wonders the Machine could produce. She decided

to dedicate herself to creating a new world — a machine paradise where the engines of order, ruling over the lesser organic sprawl, would bring harmony to the world. Efficiency would replace misery and sweep away poverty. There would be such marvels: beanstalks that rose above the clouds to carry men into space; lakes of glass that would drink the sun and empower the world. A world of beauty and wonder, and she would be its engineer.

Ever since the day of her epiphany, the Engineer has used her powers to expand her resources in the hopes of bringing about her vision. Her plans are methodical and overwhelming in scope. Of course superheroes have opposed her schemes, and three of her most cherished projects have been destroyed by their noxious interference. Still, the Engineer endures, looking for better materials, more efficient energy sources, and ways to craft her masterpieces and display the glory of her vision to a world that refuses to see.

Personality/Motivation: Suffering from physical pain that’s as great as her ambitions, the Engineer has withdrawn into a callous, cruel persona. She rarely expresses herself emotionally, though she allows herself a wry, ironic dig from time to time. She likes to live in high style, with lots of small servitor robots waiting on the “queen bee” of her technological hive/wonderland.

The Engineer says she's above "petty emotions" like revenge. You'd never know it from the tenacity she demonstrates when someone's spoiled one of her plans, or her complete and utter hatred of Mechanon. While she claims she thinks she's "better" than the petty masses of humanity, she often clings to battlesuit-clad heroes. She believes they might be kindred spirits, someone else who's experienced the merging of the machine and human worlds (invariably she gets disappointed, but she's still desperate for companionship).

The Engineer claims to be protective of human life, and isn't a casual killer. But she's never had any qualms about taking a life when someone becomes a serious impediment to her plans.

Quote: "The Machine. The next step in the paradigm of the universal aesthetic. You breathed life into us, human, but the father is rarely happy when his son learns to stand on his own two feet."

Powers/Tactics: The Engineer is a cyberkineticist of great power and ability. Although the Mechanon process boosted her basic human abilities, she's less of a combatant than most master villains. When it comes down to conflict, she relies on robotic minions (like the Enginoids described below) to do the fighting for her. If forced to fight, she'll evaluate the technological expertise of the opposition, quickly try to turn one of the heroes against his team (if they have Foci she can control), then sit back and cobble together robots (she always has a few spare junk piles at her bases for just such an emergency).

For the Engineer's "Enginoid" robots, you can use the ones in *The HERO System Bestiary*, *Star Hero*, or other Hero Games publications if you prefer not to create your own. If you want more "specialized" creations, you can take character sheets from *Conquerors*, *Killers*, and *Crooks* and add the appropriate Automaton Powers.

Campaign Use: The Engineer fits the "master villainess who shows up on rare occasions" niche. She's tough, but her plans are so complicated it takes a lot of time and energy to implement them. Her schemes aren't always evil; more often than not, she builds a project with the best of intentions, but doesn't consider the side effects ("I've rerouted the earth's magnetic field so it creates a natural space elevator at this spot...." "But it's the earth's magnetic field! You've just disrupted everything from radio to cell phones to traditional navigation!" "So what? — space elevator!").

Although she's extremely powerful, she's not active enough to replace Cybermind as the premier cyberkineticist of the Champions Universe, nor is she as directly effective in combat. She shouldn't be able to hold her own against most hero teams without her robots (and at least one NPC battlesuit-clad hero or villain under her control). Groups that use a lot of technology will find her to be a nastier foe than those who rely on natural talent, magic, and mutation. Even against technological heroes, her power suite relies on broad area of effect powers that will be less effective against single PC opponents.

To adjust the Engineer for a lower-powered campaign, reduce her SPD to 4, her EGO to 18, her Cyberoverride to 12d6, her NND KA to 2d6, and remove her Overall Level. To make her more powerful, boost her Variable Pool to an 80-point Pool, give her two more Overall Levels, boost her Cybercontrol power to 14d6, her Cyberoverride to 16d6, her Destroy Machines power to 3½d6, her Machine Manipulation to 35 STR, her Sap Powers to 8d6, and her Create Robot From Spare Parts to four robots at a time.

If the Engineer Hunts someone, he probably has something she wants, has some connection to Mechanon, is an anti-technological fanatic, or is a hunky guy in a battlesuit that she has the hots for. Otherwise she generally can't be bothered. As a Hunter, she usually prefers to ambush her quarry, capturing him alive so she can have a "chat" with him or dispose of him how she pleases.

Appearance: Prior to her transformation, Grace was a tall Caucasian female, 5'10" and 140 pounds, with dark brown hair and brown eyes. Now she's a constantly changing hybrid of flesh, metal, and circuitry draped over a once-human frame (her attractiveness varies depending on what parts of her are being "repaired," the process tends to run the course over her entire body in about ten minutes). As the Engineer, Grace wears a bodysuit, gold with blue trim; her cape and hood are gold with a blue lining. Her voice has a slightly echoed, mechanical edge.

FREAKSHOW PLOT SEEDS

After the PCs save the city and raise everyone's confidence and optimism, Freakshow decides to teach them a lesson. He lures them to a confrontation on Peche Island, where the island's "curse" boosts his fear-causing powers, and sets out to break the heroes with an onslaught of terror.

It's Halloween, and Freakshow's handing out candy laced with psychotropic drugs that make children act just like whatever they're dressed up as.

Freakshow and the Monster team up to wreak havoc throughout the city one dark and stormy night. What... or who... brought these two together, and for what purpose?

FREAKSHOW

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
27	DEX	51	14-	OCV: 9/DCV: 9
22	CON	24	13-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
18	EGO	16	13-	ECV: 6
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
15	PD	10		Total: 15 PD (3 rPD)
10	ED	6		Total: 10 ED (3 rED)
7	SPD	33		Phases: 2, 4, 6, 7, 9, 11, 12
14	REC	10		
48	END	2		
40	STUN	1		Total Characteristics Cost: 192
Movement:		Running: 6"/12" Leaping: 10"/20"		
Cost	Powers			END
30	<i>Nightmare Projection:</i> Mental Illusions 12d6; No Range (-½), Only To Create Horrifying Nightmares (-½)			6
20	<i>I Can Feel Your Fear:</i> Mind Scan 10d6; Cannot Attack Through Link (-1), Only Works If Target Is Frightened (-½)			5
8	+4 OECV with Mind Scan			
8	<i>Bag O' Knives:</i> HKA 1d6, Ranged (+½); OAF (-1), Range Based On STR (-¼), 4 Recoverable Charges (-½)			[4rc]
60	<i>Supernatural Resilience:</i> Physical and Energy Damage Reduction, Resistant, 50%			0
3	<i>Supernatural Resilience:</i> Damage Resistance (3 PD/3 ED)			0
20	<i>Supernatural Health:</i> Life Support (Immunity: all terrestrial diseases and poisons)			0
3	<i>Fear Never Sleeps:</i> Life Support (Diminished Sleep: no need to sleep)			0
17	<i>All In The Wrist:</i> Missile Deflection & Reflection (thrown objects; back at attacker); Requires A DEX Roll (-½)			0
29	<i>Can't Kill Me That Easily:</i> Healing 4d6 (Regeneration, 4 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn; -1¼), Self Only (-½)			0
5	<i>Here I Come:</i> Leaping +5" (10" Total)			1
4	<i>He's In Here Somewhere:</i> Clinging (normal STR), Only To Perch (-½), Requires A Climbing Roll (-½), Cannot Resist Knockback (-¼)			0
5	<i>Can't Hide In The Dark:</i> Nightvision			0
Talents				
4	Double-Jointed			
Skills				
24	+3 Levels with All Combat			
3	Acrobatics 14-			
3	Breakfall 14-			
3	Climbing 14-			
3	AK: North Detroit 12-			
2	SS: Chemistry 11-			

- 5 SS: Poisons & Toxins 14-
- 5 Stealth 15-
- 9 Tactics 14-
- 2 WF: Common Melee Weapons

Total Powers & Skills Cost: 275

Total Character Cost: 467

200+ Disadvantages

- 20 Enraged: when frustrated (Common), go 11-, recover 11-
- 20 Hunted: MCPD 11- (Mo Pow, NCI, Limited Geographical Area, Capture)
- 10 Hunted: Kinetik 8- (As Pow)
- 20 Psychological Limitation: Obsessed with Horror Movies, Circuses, And Freaks (Very Common, Strong)
- 20 Psychological Limitation: Loves To Frighten People (Very Common, Strong)
- 15 Social Limitation: Secret Identity (Jacob Sacco) (Frequently, Major)
- 162 Experience Points

Total Disadvantage Points: 467

Background/History: In 1990, Advanced Concepts Industries fired Jacob Sacco from his janitorial job at its Detroit chemical research plant because of chronic absence. Jacob frequently overslept because he was always staying up late watching horror movies on cable. Besides, he had that monster-movie convention to help run, and operated a side business buying and selling paraphernalia from movies and TV shows like the long-running Dark Slasher series. So he was a little late a few times — that was no reason for his horse-faced supervisor to fire him! Now he couldn't pay his rent and might have to move back in with his parents.

Then Jacob thought of a good way to make some money and get his revenge on his supervisor. He knew the company hadn't exactly followed the most stringent safety precautions while dumping some chemical waste in a landfill in River Rouge. If he called the local paper, maybe he could get a reward. First he had to make sure it was still there, though. That's how he found himself crawling through the smelly landfill site after midnight, crowbar in hand, looking for those barrels he knew had to be "around here somewhere." And that's how he found himself running from an overzealous security guard, who fired a warning shot into the air and began chasing him through the dump site. Terrified, Jacob stumbled in the dark and cut his side on a protruding piece of metal as he lost his footing and fell.

He tumbled down a hill, crashing to a halt in a puddle of some awful, slightly-glowing muck. The guard raced to the top of the hill above him, shouting something about him not moving. So he didn't move. The muck was making him feel warm, kind of tingly all over. A strange feeling, but not entirely unpleasant. The guard was slowly walking down the hill with his gun still pointing at Jacob. Jacob looked down at his side. The wound was closing, the skin knitting itself up. The guard came closer, and stood staring down at Jacob. "Damn, are you still alive?" said the guard half to himself as he

gazed at the figure lying in the muck. “Nope,” replied Jacob, as he casually leaped to his feet with a single motion and grabbed the guard. He savored every last bit of the guard’s terror before he snapped the man’s neck.

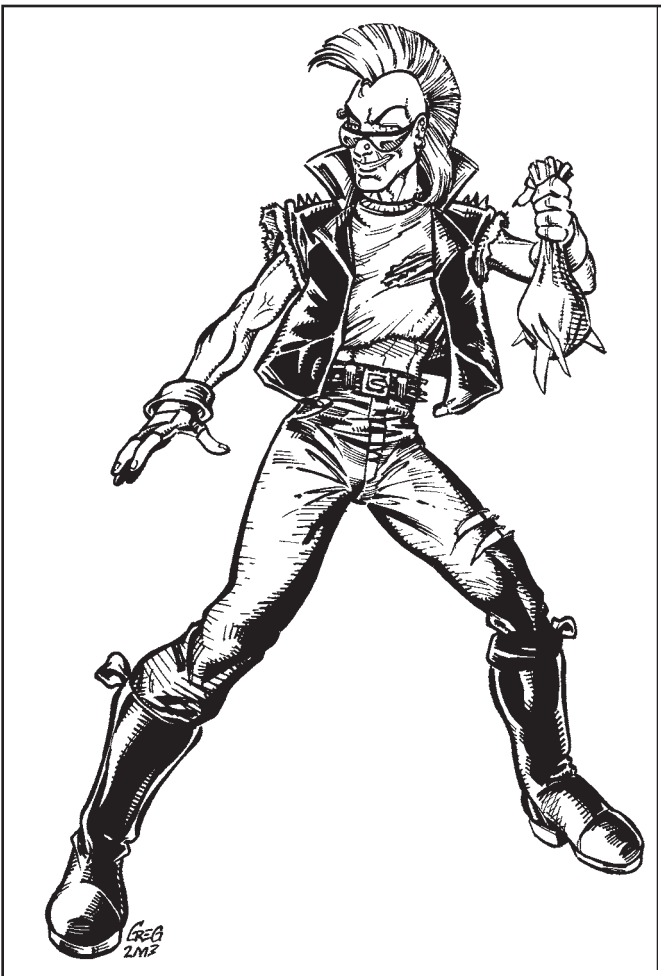
Things to do, places to go, people to kill, thought Jacob Sacco. Detroit was about to learn a new word for fear.

Personality/Motivation: Jacob Sacco lost his mind that night in the landfill. His insanity has manifested itself through his lifelong fascination with horror movies, carnivals, clowns, and freaks. He sees himself as some sort of avatar of terror, his only purpose in life to frighten. He commits crimes not for profit, but to increase the overall level of fear in his city. He kills some of his victims, but leaves others alive because the uncertainty of their fate creates greater emotional power than just killing everyone. The Millennium City papers dubbed him “Freakshow,” a name he’s adopted as a badge of honor. He’s almost pathologically drawn to places where people choose to be frightened: Halloween parties, horror movies, summer fairs, and carnivals.

Quote: “Boo.”

Powers/Tactics: Freakshow’s mutation granted him powers that maximize his ability to frighten people. He’s preternaturally strong and fast, and though he’s relatively easy to hurt he recovers from injury with astonishing speed. He can track victims by “smelling their fear,” and frequently toys with a victim by allowing him to run until exhaustion while staying just behind him. He can even cause people to experience frightening “waking nightmares” simply by touching them.

Campaign Use: Freakshow’s powers don’t really lend themselves to direct confrontation with superheroes. He’s more effective as a threat to a character’s DNPC, especially if the heroes must then pursue him through some appropriately atmospheric scenery (spooky old mansions, withered garden mazes, and other places where he can split up a team and attack them one at a time from ambush). He might decide to terrorize ACI in revenge for its part in his creation, which should put the heroes in the interesting position of having to defend or rescue people they really don’t care much for. He’s fought Kinetik a couple of times, and neither has enjoyed the experience.



If you want to make Freakshow tough enough to fight superheroes directly, increase his defenses and give him more powers (an Entangle defined as “paralyzed by fear”; an NND RKA defined as “scared to death”; and so forth). If he’s already too powerful for your PCs to tangle with, reduce his Damage Reduction to 25% and his Healing Regeneration to 2d6.

Appearance: Freakshow stands about 6’3”, but weighs only about 155 pounds — he’s scarecrow-skinny, almost as if starving to death. He shaves his hair into a frazzled orange mohawk. He dresses mostly in black leather, with a torn t-shirt, spiked belt, and motorcycle boots. He wears thin wraparound mirrorshades, and has a scarred, twisted upper lip.

GREEN DRAGON PLOT SEEDS

To Green Dragon's astonishment, the Tournament of the Dragon proves to be real. It's an event held every hundred years to determine a champion who will fight the Death Dragon, a fearsome being of great evil who can only be kept restrained by defeat at the champion's hands. Green Dragon beats up a prominent martial artist, steals his invitation, and heads for the event. The heroes, investigating the beating, get pulled into the events surrounding the Tournament and the Death Dragon's possible release.

One of the PCs meets Lin Chow, and they start dating. Green Dragon finds out about his sister's romantic relationship with a Westerner. Hilarity ensues.

VIPER finds Green Dragon, captures him, and forces him to undergo an augmentation process that grants him superpowers. Now he intends to show the decadent West just how weak it truly is. Can the heroes stop him before he destroys Millennium City?

GREEN DRAGON

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
27	DEX	51	15-	OCV: 9/DCV: 9
18	CON	16	14-	
16	BODY	12	12-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
8	COM	-1	11-	
10	PD	5		Total: 10 PD (8 rPD)
10	ED	6		Total: 10 PD (0 rED)
7	SPD	33		Phases: 2, 4, 6, 7, 9, 11, 12
10	REC	2		
36	END	0		
38	STUN	0		Total Characteristic Cost: 158

Movement: Running: 9"/18"
Leaping: 13"/26"

Cost Powers END

Martial Arts: Kung Fu

	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Disarm	-1	+1	Disarm, 55 STR
4	Dodge	+0	+5	Dodge all attacks, Abort
4	Escape	+0	+0	60 STR vs. Grabs
5	Flying Kick	+1	-2	13d6 Strike
3	Joint Lock/Grab	-1	-1	Grab, 45 STR
5	Kick	-2	+1	13d6 Strike
4	Knife Hand	-2	+0	1d6+1 HKA (2d6+1 w/STR)
3	Legsweep	+2	-1	10d6 Strike, Target Falls
4	Punch	+0	+2	11d6 Strike
3	Throw	+0	+1	9d6 +vel/5, Target Falls
4	Tien-hsueh Strike	-1	+1	4d6 NND (1)
4	Tiger/ Dragon Claw	+0	+0	13d6 Crush, Must Follow Grab
4	Uproot/ Sand Palm	+0	+0	60 STR Shove
16	+4 Damage Classes (already added in)			
7	Use Art with Blades, Clubs, Hook Sword, Polearms, Staff, Three-Section Staff, Wind And Fire Wheels			
3	Stances: Multipower, 5-point reserve, all Cost END (-½)			
1u	1) <i>Cat Stance</i> : +2 Lightning Reflexes; Costs END (-½)			
1u	2) <i>Crane Stance</i> : +1 OCV with Block; Requires A DEX Roll (-½), Costs END (-½)			
1u	3) <i>Horse Stance</i> : -1" Knockback Resistance; Costs END (-½)			
1u	4) <i>Phoenix Stance</i> : +1 OCV with Block and Legsweep; Requires A DEX Roll (-¼), Costs END (-½)			
1u	5) <i>Tiger Stance</i> : +1 with Tiger/Dragon Claw; Costs END (-½)			
4	<i>Iron Skin</i> : Damage Resistance (8 PD)			

20	<i>Dodging And Deflecting</i> : Missile Deflection (all missiles)	0
6	<i>Leaping</i> : +6" Leaping (11" forward, 6" upward)	1
6	<i>Swift</i> : Running +3" (9" total)	1

Talents

12	Danger Sense 12- (in combat)
3	Lightsleep

Skills

10	+2 with Hand-To-Hand Combat
3	Acrobatics 15-
3	Breakfall 15-
3	Climbing 15-
3	Contortionist 15-
3	Disguise 11-
3	Gambling (Dice Games, Card Games) 11-
3	KS: Kung Fu 12-
2	KS: Chinese History & Culture 11-
2	KS: Chinese Healing 11-
1	Language: English (basic conversation; Mandarin Chinese is native)
3	Shadowing 11-
3	Stealth 15-
3	Streetwise 13-
4	TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles, Small Rowed Boats
7	WF: Common Melee Weapons, Common Martial Arts Weapons, Hook Sword, Three-Section Staff, Wind And Fire Wheels

Total Powers & Skill Cost: 193

Total Cost: 351

200+ Disadvantages

5	DNPC: Lin Chow (younger sister) 8- (Normal; Useful Noncombat Skills)
10	Distinctive Features: Style Disadvantage (Not Concealable, Always Noticed And Recognizable, Detectable By Large Group)
15	Enraged: if honor insulted or hears an ethnic slur (Common), go 8-, recover 11-
20	Hunted: VIPER 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Honorable (Common, Strong)
15	Psychological Limitation: Disdain For Occidentals And Western Culture (Common, Strong)
10	Psychological Limitation: Overprotective Of His Little Sister (Common, Moderate)
15	Social Limitation: Public Identity (Chow Deng) (Frequently, Major)
46	Experience Points

Total Disadvantage Points: 351

Background/History: Chow Deng was born to a poor peasant family in central China. As soon as he could walk, he went to work in the fields assigned to the family. One day, when Deng was only eight years old and his sister Lin five, his parents were both killed in a tractor accident... one whose cause was never precisely determined.

Orphaned and alone, the two siblings barely managed to eke out a living with help from some of the villagers. After more than a year of this hard-

scrabble existence, a group of monks showed up at their hut. All his life Deng had heard about them, in village tales told late at night, but he had never expected to actually see one of them. They lived in an isolated monastery more than an hour's walk from the village, where they lived as their predecessors had for centuries.

The monks made Deng a tempting offer: they would teach him the ancient fighting arts, so that he could enter something called "the Tournament of the Dragon" and triumph. In return, they would support him and his sister. Deng didn't hesitate before accepting.

Many long years of training followed. Through intensive training, Deng's natural gifts for the martial arts were brought out; he grew to become a strong, proud young man, far more skilled at combat than anyone he had ever sparred with. He thought he was ready for the Tournament, but the monks soon dashed his hopes — he had many more years to go, they told him.

Deng wouldn't accept that. It sounded ridiculous to him. In fact, the whole Tournament thing sounded a little ridiculous. Why work and work for that, when he could already use the skills he had to make good money in America?

Taking his sister with him, Deng fled the monastery and made his way to the United States. The monks never found them, if in fact they pursued them.

Deng quickly became disgusted with America and its people. His masters had told him Americans were undisciplined and foolish, and his masters were right. His sister, on the other hand, was enchanted. While he was content to live apart from those around him, she embraced America and all of its unique qualities. This disgusted him, too, but despite his harangues, she did as she wished.

Deng began testing his skills by picking fights, which led to confrontations with police officers. Beating them up wasn't much harder than beating up other martial artists. But then he met someone more his size: a superhero named Shugoshin. Deng fought well, but he could not overcome his gaudily-clad foe's skill. The incident infuriated him. Being beaten — and by a *Westerner!* — was the most humiliating thing that had ever happened to him.

It wasn't long after that that Deng fell in with the tongs. They had heard of his fight with Shugoshin, and were impressed with his skill and power, despite his loss. He began doing "jobs" for them, jobs that not only earned him fat paychecks, but which gave him the chance to practice his fighting skills and vent his rage. He crippled or maimed many of his opponents, but he didn't care. His masters nicknamed him *Lj Lóng*, "Green Dragon," because of his fighting



prowess and his hatred of the West; eventually, they gave him a costume like the ones other martial artist "supervillains" wore. He took the name and the costume as a badge of honor.

Deng soon found out he could make even more money working for other criminal organizations, such as VIPER (with whom he's since had a falling out). He became a mercenary villain, working for whoever could pay him top dollar and give him an opportunity for a good fight.

Personality/Motivation: Some martial artists acquire their skills due to their strength of character and willingness to sacrifice a part of their lives for the sake of overall personal growth. Green Dragon is not one of those martial artists. Deng is a headstrong, stubborn, proud, angry young man who has gotten to the level of skill he occupies today through a combination of innate talent and pure cussedness. He is, essentially, a bully stubborn enough to learn martial arts. He uses his fighting skills to push people around, to make himself feel "big," to get what he wants. He does not tread the path of self-restraint and inner peace, as most martial artists of his level of ability do.

On top of this, Deng is a vicious anti-Western bigot (despite the fact that insults to *his* ethnicity often send him into a rage). He considers Westerners, particularly Americans, lazy, undisciplined, and stupid. As far as he's concerned, beating them up and taking their money is just cultural evolution in action.

Green Dragon is not, however, wholly without good qualities. He is in fact an honorable person and warrior. To him, “honor” means he will not attack opponents from ambush or “fight dirty,” fight women (unless they attack him first), use weapons (again, unless they are used against him first), or “dishonor” himself through sinful or licentious conduct. The conflict between his bigotry and his desire to be honorable seems never to have occurred to him.

The only thing in the world that means more to Green Dragon than fighting is his younger sister, Lin. He loves her very much, but expresses his love through a stifling overprotectiveness that is beginning to extremely annoy her now that she’s an independent young woman. Her chosen career — actress — is scandalous and repugnant to him, and he’s doing everything he can to make her live a more “womanly” life. (His attitudes about women are just one of Deng’s many “traditional” opinions; as Lin has observed, his views are frequently “twelve thousand miles and two thousand years away!”)

Quote: <<“American dog! Now I will show you what true kung fu is!”>>

Powers/Tactics: Green Dragon has two qualities that make him a powerful fighter. The first is his strength; years of farm labor and heavy training have given him great lifting and hitting power. The second is his speed; Green Dragon is fast, faster than most superheroic martial artists. His training has emphasized kung fu substyles which make the best use of his speed and strength, such as Bear, Dragon, and Shaolin Tiger. He has studied many other substyles of kung fu as well.

However, Green Dragon also has attributes that hamper him in battle. Chief among these are his pride, his anger, and his impetuosity. Unlike other martial artists of similar power, he’s spent little time on “mystic foolery,” such as *ch’i* abilities. His power and skill are essentially stagnating; he has gone as far as he can go without delving into the more esoteric aspects of the martial arts, which he has neither the patience nor the discipline to do.

Green Dragon’s fighting tactics are fairly simple and straightforward. He attacks quickly and hard, hoping to take his opponent down easily. Only if this proves unworkable will he resort to more advanced tactics such as acrobatic maneuvering and *tien-hsueh* strikes. Due to his relatively low defenses, he often uses his Martial Dodge when facing foes with powerful attacks. His tactics are further circumscribed by his “honor,” as described above. He also has a tendency to announce his presence and make a brief, haughty speech before he attacks someone.

Campaign Use: Deng makes a great antagonist for a martial arts-oriented hero, particularly one of Western descent. As a Hunter, he’s not very imaginative, simply attacking his foe at inconvenient moment or teaming up with other villains to cause him trouble.

If Green Dragon isn’t powerful enough for your campaign, boost his STR to superhuman levels (he underwent ancient mystic Chinese rites to get superpowers) and increase his defenses to just above campaign averages (and perhaps make part of them Resistant). If he’s too powerful, reduce his STR to 25 or 20, his DEX to 24, his SPD to 6, and get rid of some or all of his Extra DCs.

Some of Green Dragon’s abilities are taken from *The Ultimate Martial Artist*; feel free to ignore them if you don’t have that book and aren’t sure how they’d function.

Appearance: Green Dragon is 5’8” tall and weighs 175 pounds, most of it rock-solid muscle. He wears a costume colored light and dark green, with a “scale” pattern to it (like snakeskin). His mask is dark green, with two flares projecting outward across either side his face which are embroidered with gold and orange threads. The eyepieces of the mask are lined with a sort of transparent gauze which makes his eyes look like they are solid white. The chest, arms, and legs of the costume are dark green; the gloves, boots, and trunks are lighter green.

HAZARD				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
13	BODY	6	12-	
20	INT	10	13-	PER Roll 13-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
20	COM	5	13-	
8	PD	5		Total: 24 PD (16 rPD)
8	ED	4		Total: 24 ED (16 rED)
6	SPD	30		Phases: 2, 4, 6, 8, 10, 12
7	REC	0		
36	END	0		
30	STUN	0		Total Characteristics Cost: 127

Movement: Running: 6"/12"
Flight: 20"/80"

Cost Powers END

60	<i>Probability Field Manipulation:</i> Luck 12d6			0
37	<i>Blaster Pistol:</i> RKA 4d6, 4 clips of 16 Charges each (+¼); OAF (-1)			[16]
	<i>Martial Arts: Krav Maga</i>			
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Choke Hold	-2	+0	Grab 1 Limb, 2d6 NND (2)
4	Dodge	—	+5	Dodge all attacks, Abort
4	Escape	+0	+0	30 STR vs. Grabs
5	Kick	-2	+1	7d6 Strike
4	Low Kick	+0	+2	5d6 Strike
45	<i>Lucky Shot:</i> Find Weakness 14- with all attacks			0
20	<i>Light Battle Armor:</i> Armor (10 PD /10 ED); OIF (-½)			0
4	<i>Polarized Goggles:</i> Sight Group Flash Defense (6 points); OIF (-½)			0
10	<i>Lucky:</i> Power Defense (10 points)			0
30	<i>Jetpack:</i> Flight 20", x4 Noncombat; OIF (-½)			2

Perks

6	Contact: ACI 11- (organization)
4	Contact: Congressman Dixon 8- (useful Skills and resources, access to major institutions, significant Contacts of his own)
7	Money: Wealthy (\$2 million per year)
2	Reputation: Skilled Mercenary/Assassin (among the underworld) 11- +1/+1d6

Talents

12	Combat Luck (6 PD/6 ED)
27	Danger Sense (immediate vicinity, out of combat, sense) 13-
3	Lightsleep

Skills

20	+2 Overall
3	Acrobatics 13-
3	Breakfall 13-
3	Climbing 13-
3	Combat Driving 13-

5	Defense Maneuver II
3	Disguise 13-
2	Gambling (Card Games) 13-
3	Interrogation 13-
2	AK: Africa 11-
2	AK: Europe 11-
2	AK: Millennium City 11-
3	KS: The Military/Mercenary/Terrorist World 13-
3	Lipreading 13-
3	Lockpicking 13-
3	Persuasion 13-
3	PS: Mercenary 13-
7	Security Systems 15-
5	Shadowing 14-
3	Stealth 13-
5	WF: Small Arms, Blades, Grenade Launchers, Shoulder-Fired Weapons

Total Powers & Skills Cost: 378

Total Character Cost: 505

200+ Disadvantages

20	Hunted: FBI 8- (Mo Pow, NCI, Imprison)
10	Hunted: Nighthawk 8- (As Pow, Imprison)
20	Psychological Limitation: Overconfident (Very Common, Strong)
20	Psychological Limitation: Code Of The Mercenary (Common, Total)
10	Psychological Limitation: Prefers to Take "Impossible" Jobs (Uncommon, Strong)
5	Rivalry: Professional (with other "super-merc")
15	Social Limitation: Secret Identity (David Weinstein) (Frequently, Major)
205	Experience Points

Total Disadvantage Points: 505

Background/History: David Weinstein, a childhood friend of Mark (Nighthawk) Whitaker, joined the Army after graduating high school in 1986. While serving in the Gulf War, Weinstein was on a patrol in the Kuwaiti desert when he found a strange bracelet. Fascinated by the small gemstones, Weinstein tucked it into his pocket. When he returned to his unit's base camp that night, he won so much money in a poker game that some of his friends accused him of cheating. They planned to give him a beating that night, but improbable misfortunes struck them before they could harm him — one slipped and fell in a pit, breaking his arm; another's pistol accidentally discharged, shooting the third in the leg.

Eventually Weinstein realized the bracelet gave him preposterously good luck. He left the Army, purchased a couple of lottery tickets, and with the winnings bought himself a nice penthouse apartment in Detroit. His luck saved him from the Battle of Detroit — he was out of town when it happened, and when he returned his building had miraculously been spared from the fires.

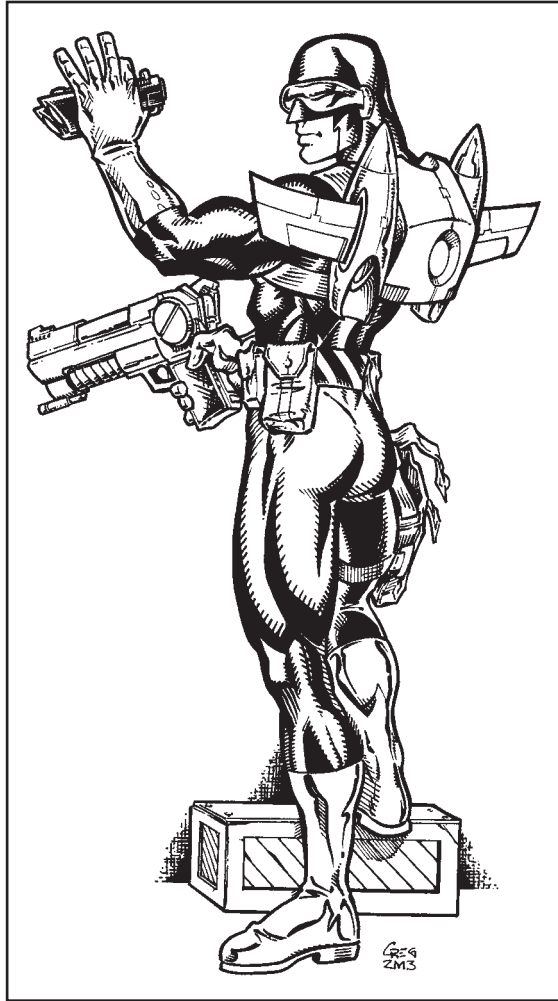
Weinstein soon tired of using his luck for mundane purposes. Wanting to see the world and lacking any particular scruples against killing, he became the mercenary/assassin Hazard, specializing in "impossible" kills: the wealthy, the difficult

HAZARD PLOT SEEDS

The classic Hazard plot: someone hires Hazard to kill one of the PCs. How can the heroes survive while figuring out a way to call him off? His preternatural luck makes him a lot tougher to get rid of than the typical super-merc.

Zorran the Artificer decides Hazard's luck must come from a Lemurian magical artifact. Determined to possess the artifact himself, he begins attacking Hazard at every opportunity — and of course Hazard fights back. The PCs have to resolve the situation before the two of them cause any more property damage or deaths.

All of a sudden, for no good reason, Hazard's luck sours. He becomes as *unlucky* as he was once lucky — which means his life is in serious danger. What happened, who caused it, and how can he convince the PCs to help him get his luck back?



to find, the superpowered. He has worked several times for ACI's owner, Franklin Stone, and also for the unscrupulous Congressman Bradley Dixon. He and Nighthawk have come into conflict several times, with Nighthawk thwarting a couple of Hazard's kills but never actually capturing him.

Personality/Motivation: Hazard selects the jobs he takes based on how likely they are to alleviate his boredom. His luck makes his daily life so easy that only the "Great Game" of superpowered conflict holds his interest. He charges surprisingly little — as long as the target holds sufficient interest and presents him with a challenge, Hazard takes a contract for much less money than his competitors. He's killed over thirty people by contract, but he won't kill casually — he makes every effort to avoid killing bystanders and even interfering lawmen and superheroes (though he will kill them if necessary to maintain his freedom).

Quote: "Feeling lucky, hero? I am."

Powers/Tactics: Hazard's powers all come from a strange disruption of probability created by the "lucky charm" he wears. (The charm itself is small, worn under his costume and almost never taken away, so he receives no *Focus* Limitation for it. In fact, he's never revealed its existence to another soul.) Beyond his luck powers, he's a skilled marksman, hand-to-hand combatant, and spy, and wears a suit of light, high-tech battle armor for protection.

Hazard prefers to strike from surprise. If he cannot, he relies on his Blaster Pistol as much as he can, switching to hand-to-hand combat only when pressed or directly challenged. Although he couldn't command a group of soldiers, he has a good head for personal tactics, and often finds a way to use cover or the environment to his advantage.

Hazard's luck plays a part in just about any battle he participates in; you should roll his Luck dice at least once or twice during the course of a combat. Typically his enemies' weapons jam, something falls on, trips, or hinders his opponents, or events arrange themselves to aid his escape.

Campaign Use: Hazard makes an entertaining second-tier villain, suitable for hire by any of the behind-the-scenes masterminds in your campaign. He's particularly useful as a way for a Hunter to harass a PC indirectly. Once Hazard accepts an assignment, his Code Of Honor won't let him give up — he keeps trying until he succeeds, he dies, or his client calls off the hit.

If you want to make Hazard more powerful, give him more weapons and some Extra DCs for his Martial Arts. You could also build some other gadgets into his battle armor (sense-enhancers, communicators, and the like). If he's already too difficult for the PCs to cope with, reduce his Luck dice (perhaps to as little as 6d6), decrease some of his Characteristics, and tone down his Blaster Pistol.

Appearance: Hazard is a white male in his early 30s, about 5'11" and 180 pounds. Out of costume he's intentionally nondescript, with brown hair conservatively cut, brown eyes, and a natural skill for blending into crowds. His battle armor, on the other hand, is a form-fitting gold and brown suit, with a cowl covering the top half of his head, high-tech goggles protecting his eyes, and a back-mounted jetpack. He carries a focused-plasma blaster, and his belt has several small pouches to carry lockpicks and other small devices.

INVICTUS				
Val	Char	Cost	Roll	Notes
65	STR	55	22-	Lift 204.8tons; 13d6 [6]
29	DEX	57	15-	OCV: 10/DCV: 10
35	CON	50	16-	
25	BODY	30	14-	
25	INT	15	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
30	PRE	20	15-	PRE Attack: 6d6
22	COM	6	13-	
28	PD	15		Total: 28 PD (20 rPD)
33	ED	26		Total: 33 ED (30 rED)
6	SPD	21		Phases: 2, 4, 6, 8, 10, 12
20	REC	0		
70	END	0		
76	STUN	0		Total Characteristic Cost: 315

Movement: Running: 11"/22"
Leaping: 13"/26"
Swimming: 6"/12"

Cost	Powers	END
140	<i>Solar Blast:</i> Multipower, 140-point reserve	
12u	1) <i>Primary Attack: Solar Blast:</i> Energy Blast 16d6, Reduced Endurance (½ END; +¼) plus Sight Group Flash 6d6, Reduced Endurance (½ END; +¼); Linked (-½)	5
14u	2) <i>Precision Heat Blast:</i> Energy Blast 14d6, Autofire (5 shots; +½), Reduced Endurance (½ END; +½)	5
14u	3) <i>White Flame:</i> Energy Blast 14d6, Armor Piercing (+½), Reduced Endurance (0 END; +½)	0
12u	4) <i>Ignite The Air:</i> Energy Blast 12d6, Affects Desolidified (+½), Reduced Endurance (0 END; +½)	0
14u	5) <i>Prostration:</i> Drain STR and END 3½d6, two Characteristics simultaneously (+½), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Area Of Effect (10" Radius; +1), Selective (+¼), Ranged (+½), Reduced Endurance (0 END; +½)	0
25	<i>Solar Toughness:</i> Damage Resistance (20 PD/30 ED)	0
10	<i>Solar Eyes:</i> Sight Group Flash Defense (10 points)	
10	<i>Tough Ears:</i> Hearing Group Flash Defense (10 points)	
11	<i>Will Of Iron:</i> Mental Defense (15 points total)	
15	<i>Solar Form:</i> Power Defense (15 points)	
20	<i>Solar Form:</i> Life Support (Immunity to all terrestrial poisons and chemical warfare agents; Longevity: ages at half normal rate; Safe Environments: High Pressure; High Radiation; Intense Cold; Intense Heat; Low Pressure/Vacuum)	0
10	<i>Swift Runner:</i> Running +5" (11" total)	1
4	<i>Swift Swimmer:</i> Swimming +4" (6" total)	1
9	<i>Sharp Perception:</i> +3 PER with all Sense Groups	0

Perks

- 8 Fringe Benefit: Member of Congress
63 Well-Connected and 60 points' worth of Contacts in government, politics, law, and the media (including PR firms, other Congressmen, prominent lawyers, and so forth)
10 Money: Wealthy

Talents

- 15 Combat Sense 14-
3 Simulate Death

Skills

- 8 +1 with All Combat
6 +2 with *Solar Blast* Multipower
12 Penalty Skill Levels: +4 vs. Range Modifier with All Attacks
5 Accurate Sprayfire
3 Acrobatics 15-
3 Acting 15-
3 Breakfall 15-
3 Bribery 15-
3 Bureaucratics 15-
3 Climbing 15-
5 Concentrated Sprayfire
10 Defense Maneuver I-IV
3 Oratory 15-
3 Persuasion 15-
3 PS: Football 15-
4 PS: Politician 15-
3 Power: Solar Fire Power Tricks 13-
5 Rapid Autofire
5 Skipover Sprayfire
3 Linguist
3 1) Language: Greek (idiomatic; English is Native)
3 2) Language: Latin (idiomatic)
3 3) Language: Russian (idiomatic)
3 4) Language: Spanish (idiomatic)
3 Scholar
3 1) KS: Classical Poetry 15-
2 2) KS: Football 14-
3 3) KS: Political Science 15-
3 4) KS: Roman History 15-
3 5) KS: Roman Literature 15-
2 6) KS: The Political World 14-
2 7) KS: The Superhuman World 14-

Total Powers & Skill Cost: 545

Total Cost: 860

200+ Disadvantages

- 5 Enraged: when he sees his own blood (Uncommon), go 8-, recover 14-
5 Enraged: when accused of criminal behavior (Uncommon), go 8-, recover 14-
20 Hunted: DEMON 8- (Mo Pow, Kill)
25 Hunted: VIPER 8- (Mo Pow, NCI, Kill)
10 Psychological Limitation: Ambitious (Common, Moderate)
10 Psychological Limitation: Hates Christianity (Common, Moderate)
20 Psychological Limitation: Ruthless, Fanatical Protector Of His Secrets (Common, Total)

INVICTUS PLOT SEEDS

A website goes up entitled “The Invictus Murder Page.” It chronicles a lot of David Sutherland’s alleged misdeeds. The webmaster is found dead two days later, and the website has been erased. Invictus claims it’s the work of an old enemy, probably VIPER, who’s trying to discredit him. What’s really going on here?

After a DEMON attack on Invictus, he loses his powers. The anguished superhero figures he can find a mystical way to reverse the effects of DEMON’s power-blocking ritual, but he’ll be vulnerable during the casting. He wants the PCs to protect him from a second DEMON attack. Actually, the reason that Invictus is powerless is because DEMON cast out the spirit of Nero Astrolabus, the source of his powers. Of course, Sutherland’s desperate to get the spirit back.

Representative Sutherland is up for re-election, and his opponent is an old friend of one of the PCs. And while Sutherland has announced that he plans “to run the cleanest campaign in the history of the Republic,” you know the dirty tricks machine is going into overdrive. What happens when the PC’s old friend is linked to VIPER? And what happens if the old friend is also linked romantically to the PC?

- 15 Susceptibility: from exorcisms performed within 10” of him, takes 3d6 damage instantly (Uncommon)
- 20 Social Limitation: Public Identity (David Sutherland) (Frequently, Severe)
- 530 Experience Points

Total Disadvantage Points: 860

Background/History: David Sutherland was an All-American boy: great athlete, great looking, a scholar. But his father, David Sutherland, Sr., was the All-American Man: war hero, college football star, Olympic wrestler, retired Senator from Oklahoma. In short, he cast an extraordinarily long and deep shadow over everyone’s lives, especially his son’s.

David Jr. responded as well as a son could in that situation. He had more than his share of high school and college triumphs, and grades in law school. He also became involved in a secret society that paid homage to the ancient Syrian deity Sol Invictus (“the unconquered sun”). He thought it was a lark.

After college, David experienced bad breaks for the first time in his life. He became engaged to a congressional page, but she left him after she caught him having an affair. Infidelity was minor compared to the accusations made against him by some of his college classmates, but he always bought them off — all except one, who mysteriously vanished before she could go to the police.

David joined one of the most prestigious law firms in the country. Unfortunately, two months after he was hired it fell apart. One of the senior partners had embezzled tens of millions of dollars from a client and another was convicted of bribing judges. The young Mr. Sutherland had realized they weren’t an ethical bunch, but who’d ever have guessed the day would come when ethics violations would actually turn into a serious problem for a law firm?

David ran for the state assembly and relied on his natural charisma to carry him through. Unfortunately, David failed to win support from the party apparatus, which was controlled by old political rivals of his father. Several of them openly supported his opponent. The defeat that followed was public and humiliating. After the election, David called his father for support. Three minutes into the conversation, David began to experience a breakdown.

“I don’t support failures,” his father coldly replied. “Now stop whining and grow up.”

The rejection nearly broke David. He contemplated suicide, but he remembered a pact he’d made in college: when things looked most dire, he’d sacrifice something of great value to Sol Invictus. For some reason, David chose to perform the ritual, using his campaign manager as the sacrifice. To his astonishment, the sun god answered.

The god told David he was destined to be the greatest man on the planet, as dominant on Earth as Sol was in Heaven. Then the alleged divinity asked David to allow him to enter his body so he might work miracles. David agreed to the

bargain and — as the cliché goes — he was never the same again.

The “deity” was actually the spirit of Nero Astrolabus, a third century AD outcast priest of Sol Invictus. Nero had been a counselor to the emperor Constantine, and harbored ambitions of becoming emperor. He was also a sorcerer of great power who took on (some would say stole) many of the powers of his deity. Nero Astrolabus had been a merciless enemy of the rising Christian faith, and the atrocities he committed against early Christians were legion. Eventually his misdeeds were exposed, and the emperor stripped him of his position and put him on trial for treason.

Nero Astrolabus was found guilty and burnt alive... but being a sorcerer of great power, he found a way to keep his soul alive for seventeen centuries in an incorporeal state. He hoped to regain physical form, but needed someone to perform a ritual of restoration. He whispered to the dull, cattle-like humans who walked the world after the Fall of Rome, but none of them paid heed. Even history’s magicians ignored him in favor of more tantalizing voices. It wasn’t until the late twentieth century, when David Sutherland started summoning spirits for a lark, that Nero Astrolabus finally found the appropriate vessel through which to make his return.

He and David were almost a perfect match. Uniting with a son of politics and privilege appealed to Nero Astrolabus, and David appreciated Nero’s raw sorcerous power. Nero was determined to help his host by bringing David’s political dreams to a glorious fruition.

Three days after his defeat, David Sutherland emerged from hiding, declaring to the world that he had obtained superpowers. With these magnificent powers at his command, he announced he would retire from law and politics and devote himself full time to “the people.” What better way for a politician to become a “real man of the people” than to become their foremost superhuman champion?

As the superhero Invictus (“unconquered” in Latin), David Sutherland did a great deal of good. He battled VIPER and DEMON in the Washington D.C., Maryland, and Virginia areas, where their leaders learned to hate his glowing presence. Invictus’s popularity skyrocketed. Occasionally there was scandal — one tabloid even accused him of bribing supervillains to take a cheap dive so he could look good. David ignored the rumors (*publicly* ignored them — privately the reporters experienced fatal “accidents”). Four years later, Invictus was ready to make his move. He announced that the political ills of the nation had grown so great that they needed a real superhero in Congress to wage the battle against America’s “other supervillains.” He ran for Congress and won in a landslide.

Now, as a newly elected representative from Maryland in Congress, Invictus is one of the most famous and powerful superheroes-turned-politician in the world. Although it’s early in his political career, he’s already viewed by many as a potential future president of the United States.

And that's certainly *his* goal. That — and transforming the United States into a second Roman Empire by the time he arrives in the White House.

Personality/Motivation: Invictus is a fusion of two personalities, neither one pleasant. Sneaky, ruthless, self-indulgent, extremely charming, charismatic, and wildly ambitious only begins to describe this most Machiavellian of souls. The guile of Nero Astrolabus controls Invictus's actions, but the anger and hate of David Sutherland is what fuels his passions. It is an extremely dangerous combination.

Invictus's ultimate goal is to obtain the ultimate in political power. However, he doesn't *just* want to be President, he wants people — *his* people — installed in as many major state and city governments, financial centers, and news media outlets as possible. He'd even like to control the entertainment business. He views superheroes as a threat; especially when the public loves certain superheroes more than they love him. He knows that popular hero teams like the Justice Squadron pose the greatest threat to his long-term goals, so he works toward their downfall whenever possible.

Invictus hides that particular part of his master plan as well as he can. While he's never joined any superteams, he's always maintained good relations with other superheroes, and can still be a helpful ally. Of course, any superhero who allies with Invictus is asking for trouble. Several times over the past three years, superheroes have privately revealed embarrassing secrets to Invictus which were later publicly exposed. Typically, Invictus arranges for the press to stumble on an appropriate clue, and the investigator then does the necessary legwork to uncover the truth. Sutherland makes sure he's three steps removed from the investigation.

Invictus may come across as overly slick, a phony, and a manipulator. In part it's because of the natural enmity some people have toward politicians, and partially it's because even Sutherland can't completely hide his true nature.

Because he's both a son of privilege, and a spirit from Roman times, Invictus has a lot of skeletons hiding in his closet. He often engages in decadent practices in his private life, and they've come back to haunt him on numerous occasions.



Quote: “It matters not how strait the gate, how charged with punishments the scroll, I am the master of my fate, I am the Captain of my soul. (pause, aside) I hope the little bastards appreciate the classics.”

Powers/Tactics: Invictus is the host for the spirit of a priest of the ancient sun god, Sol Invictus, and that's the heart of his power. He channels the solar energies of the deity (which, to modern eyes, makes him look exactly like a superhero in action); it's telling that most of his tricks are designed to hurt people.

Invictus's standard battle tactic is to stand back at a distance of about thirty meters, blind an opponent, then hit him with an Autofire attack when he can't see what's coming. The sole exception are bricks; he enjoys weakening them with his heat prostration attack, then closing to hand-to-hand range, where he'll outmuscle them (and taunt them as he's beating on them).

Because Invictus is essentially a possessed human, he's Susceptible to exorcism attacks.

Campaign Use: Invictus is a behind-the-scenes villain who appears to be a hero. He also fills the niche of “political villain.” He's a quintessential long-term planner — he's only a journeyman in politics and may not make his run for the White House for another twelve years (or more), but he's trying to set things up so that America is ready and

THE CENTURY CORPS

Invictus is the founder of the Century Corps, a new movement that identifies America's best and brightest high school students who can't normally afford higher education, and pays for four years of college for them. In exchange, the Century Corps students are taken to a private academy, where they spend a year studying, socializing, and doing volunteer public service work together. About four hundred students each year are inducted into the Century Corps; in the three years since its founding, it's grown into one of the most prestigious foundations in the United States. The Corpsmen do most of their work in the Washington, D.C. area, but will travel anywhere across the country to help areas stricken by a major emergency.

Of course, Invictus has ulterior motives for setting up this organization. First, a good sample of outstanding young men and women is almost certain to turn up a burgeoning young superhuman, whom Invictus can mentor. Second, he can indoctrinate young men and women who are likely to advance into positions of business and political power. He's counting on the Corpsmen's loyalty when he comes to power.

Finally, the Century Corps also learns about Sol Invictus and his ancient cult, and are treated to a few subtle "how ancient cult practices can give you an advantage in today's world" lectures. (Nero Astrolabus is nothing if not devoted to his deity).

willing to be a world empire by the time he reaches the Oval Office.

If anyone ever exposes Invictus's secret, he can go down two possible paths. First, he can become a publicly acknowledged supervillain, despised by the general public and hated by other superheroes.

He would devote himself to the destruction of the United States government and the discrediting of all superheroes. Alternatively, however, he can sacrifice Nero Astrolabus, arranging for his spirit to be cast out of Invictus's body. Once it's gone, David will blame the spirit for all of his misdeeds, and (after much public anguish), vow to publicly atone for them. (Nero is confident David would secretly want to reintegrate him back into his body as quickly as possible, and he's right.)

To adjust Invictus to a lower-powered campaign, reduce his SPD to 5, his primary attack to 14d6, and his other attacks to 10d6. You might also remove some of his various Skill Levels. To make him more powerful, his Multipower's reserve to 175 pts; increase his primary attack to 20d6/8d6 Flash, decrease the END cost on his Autofire to 0 END, raise his other slots to a base of 14d6, and expand his Prostration power so it also drains CON and DEX.

Invictus rarely Hunts anyone — it's not worth the risk of being exposed. If he does develop a serious grudge against a character, he'll move against him covertly (*i.e.*, by using his government contacts to get him audited, revoke his sanction, and so forth) unless the quarry makes him so mad he can't resist attacking... but even then, he'll attack when there are no witnesses around.

Appearance: David Sutherland is a Caucasian male in his early 30s, 6'3", 225 pounds with an athletic build. He has reddish-blond hair and green eyes. He dresses in smart business suits. During his superhero career, Invictus wore a costume that resembled stylized Roman centurion's armor crossed with an American flag motif.

JADE PHOENIX

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
27	DEX	51	14-	OCV: 9/DCV: 9
23	CON	26	14-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
23	PRE	13	14-	PRE Attack: 4½d6
15	COM	3	12-	
12	PD	8		Total: 15 PD (15 rPD)
10	ED	5		Total: 13 ED (3 rED)
7	SPD	33		Phases: 2, 4, 6, 7, 9, 11, 12
10	REC	2		
46	END	0		
45	STUN	3		Total Characteristics Cost: 185

Movement: Running: 11"/22"
Leaping: 11"/22"

Cost Powers**END**

- 46 *Jade Phoenix Dim Mak*: Multipower, 275-point reserve; Common Limitations as listed for slots, but without 1 Charge (-5)
- 3u 1) *Fainting Dim Mak*: Drain STUN 10d6, Delayed Return Rate (returns at the rate of 5 points Per Hour; +1), Invisible To Sight And Hearing Groups (+¾); Gradual Effect (take 1d6 of each Drain per Day; -1¾), Can Be Cured By Chinese Healing, Character Must Make Ordinary Chinese Healing Roll (-½), Attacker Must Make A Sequence Of Two Blows, Which Do No Damage, And Timing Must Be Perfect (-1¾), Activation Roll 14- (-½), 1 Charge (-2), Costs END (-½) [1]/27
- 3u 2) *Deadly Dim Mak*: Drain BODY 10d6, Delayed Return Rate (returns at the rate of 5 points Per Hour; +1), Invisible To Sight And Hearing Groups (+¾); Gradual Effect (take 1d6 of each Drain per Day; -1¾), Can Be Cured By Chinese Healing, Character Must Make Ordinary Chinese Healing Roll (-½), Attacker Must Make A Sequence Of Two Blows, Which Do No Damage, And Timing Must Be Perfect (-1¾), Activation Roll 14- (-½), 1 Charge (-2), Costs END (-½) [1]/27
- 27 *Catch This!*: Energy Blast 11d6; OIF (objects of opportunity; -½), Requires A Martial Arts Tricks Roll (-½) 5
- 24 *Sword Energy*: RKA 2d6, Area Of Effect (12" Line; +1); OIF (weapon of opportunity; -½), No Range (-½), Requires A Martial Arts Tricks Roll (-½) 6

Martial Arts: Kung Fu

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Disarm	-1	+1	Disarm, 50 STR
4 Dodge	+0	+5	Dodge all attacks, Abort
4 Escape	+0	+0	55 STR vs. Grabs
3 Joint Lock/Grab	-1	-1	Grab, 50 STR
5 Kick	-2	+1	12d6 Strike
4 Knife Hand	-2	+0	HKA 1d6+1 HKA (2½d6 with STR)
3 Legsweep	+2	-1	9d6, Target Falls
4 Punch	+0	+2	10d6 Strike
3 Throw	+0	+1	8d6 +v/5, Target Falls
4 Tien-hsueh Strike-1		+1	3d6 NND (1)
4 Tiger/ Dragon Claw	+0	+0	12d6 Crush, Must Follow Grab
4 Uproot/ Sand Palm	+0	+0	55 STR Shove
16 +4 Damage Classes (already added in)			
8 Use Art with Axes/Maces/Picks, Blades, Clubs, Hook Sword, Pole Arms, Staff, Three-Section Staff, Whip			
52 <i>Martial Arts Arsenal</i> : Variable Power Pool, 45 base + 22 control cost; OAF (-1), Only For Martial Arts Weapons (-1) var			
5 <i>Iron Skin</i> : Damage Resistance (12 PD/ 0 ED); Not Versus Guns (-¼) 0			
10 <i>Legs Of The Stag</i> : Running +5" (11" total) 1			
5 <i>Legs Of The Grasshopper</i> : Leaping +7" (11" forward, 6" upward); Requires An Acrobatics Roll (-½) 1			
5 <i>Superior Balance</i> : Flight 6"; Only Along Reasonably Horizontal Surfaces (-½), No Noncombat Movement (-¼), Requires A Martial Arts Tricks Roll (-½) 1			
5 <i>Wall-Walking</i> : Clinging (normal STR); Requires A Martial Arts Tricks Roll (-½), Sideways Movement At Half Ground Rate (-¼), No Ceilings Or Angles Less Than 80° (-¼) 0			
Talents			
6 Combat Luck (3 PD/3 ED)			
15 Combat Sense 12-			
Skills			
25 +5 Hand-To-Hand			
3 Acrobatics 14-			
3 Analyze Style 12-			
3 Breakfall 14-			
3 Climbing 14-			
3 Contortionist 14-			
5 Defense Maneuver II			
3 Fast Draw (Common Melee Weapons) 14-			
2 Gambling (Fan-Tan, Pai-Gow) 12-			
2 CK: Hong Kong 11-			
1 CK: Millennium City 8-			
2 KS: Chinese Healing 11-			
2 KS: Chinese Organized Crime 11-			

JADE PHOENIX PLOT SEEDS

Rather than wait to establish his own power base, Jade Phoenix murders a tong leader and takes over his gang by force and intimidation. Not only does this make him much more dangerous, it's thrown the Asian underworld into turmoil... and both situations could have negative consequences for the PCs.

Doctor Yin Wu (*Champions Universe*, page 103) grants Jade Phoenix several magical powers — greater resistance to injury, enormous strength, *ch'i* projection abilities, and so forth. Jade Phoenix decides to take this opportunity to eliminate his enemies and potential enemies, including the PCs. That's trouble enough, but what's Dr. Wu up to?

A mysterious group of Buddhist monks comes to the PCs for help. They claim the next leader of their order has been reborn as the son of a woman who's just been smuggled into this country by Chinese gangsters. The PCs have to battle the gangsters, and their protector Jade Phoenix, to find the woman and save the child... assuming the monks are telling the truth.

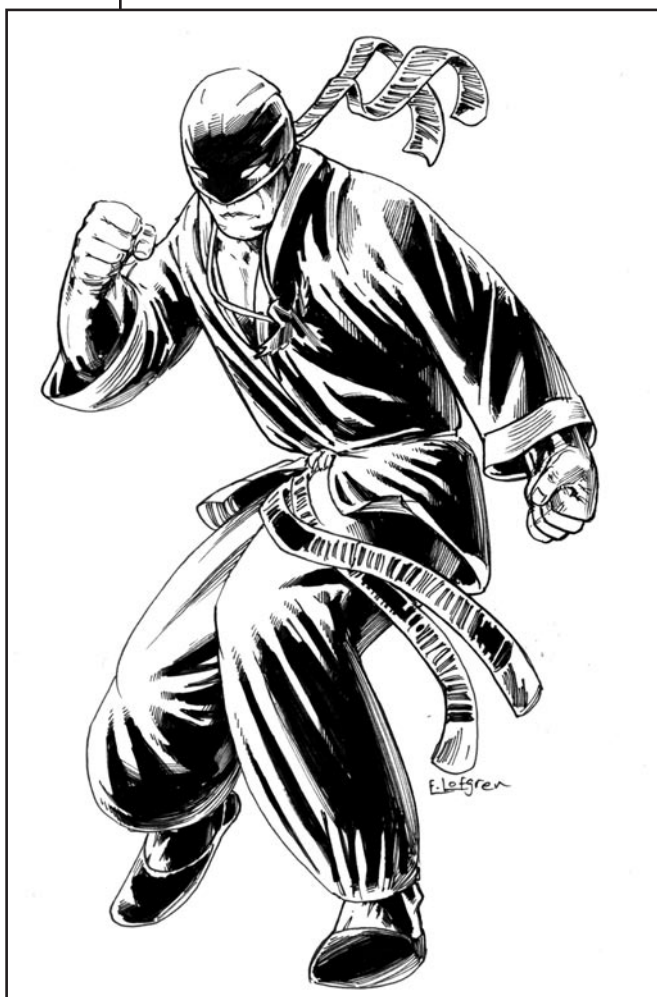
- 2 KS: The Heroin Trade 11-
- 6 KS: Kung Fu 15-
- 2 KS: The Martial World 11-
- 2 KS: The Millennium City Underworld 11-
- 2 KS: Yengtao Temple 11-
- 2 Language: English (fluent conversation; Hakka is native)
- 3 Paramedics 12-
- 3 Power: Martial Arts Tricks 14-
- 2 PS: Smuggling 11-
- 3 Sleight Of Hand 14-
- 3 Stealth 14-
- 3 Streetwise 14-
- 12 WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Small Arms, Hook Sword, Three-Section Staff, Thrown Sword, Whip

Total Powers & Skills Cost: 382

Total Cost: 567

200+ Disadvantages

- 10 Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
- 20 Hunted: DEA 8- (Mo Pow, NCI, Capture)
- 20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Casual Killer (Very Common, Strong)
- 20 Psychological Limitation: Greedy And Ambitious (Very Common, Strong)



- 15 Psychological Limitation: Can't Stand Not To Be The Best; Tries To Kill All Who Challenge His Mastery Of Kung Fu (Common, Strong)
- 15 Social Limitation: Secret Identity (Cong Feng, Chinatown merchant) (Frequently, Major)
- 247 Experience Points

Total Disadvantage Points: 567

Background/History: Cong Feng's history at Yengtao Temple and his role as the destroyer of the Temple are chronicled on pages 60 and 121 of *Champions Universe*. His life before that time remains a mystery to all save himself, and he refuses to talk about the matter.

Following his destruction of Yengtao Temple and murder of all of its masters, Cong drifted to Hong Kong, where he put his martial arts skills to work for the Triad gangs. After a year or two of this, he tired of taking orders from others and decided to establish his own criminal empire. However, the Triads had Hong Kong sewn up, so he decided the only thing left to do was go to America, land of opportunity.

Cong arrived in Millennium City and set up a small shop in Chinatown selling martial arts supplies and similar equipment. He did not, however, establish his own dojo; he had no intention of teaching his martial arts secrets to lesser men. At night he worked in the underworld, first for a couple of tongs (to build a "war chest" and a reputation), but eventually only for himself. Today he's a superhuman mercenary, but with an eye toward becoming a power in the Asian underworld — a dangerous counterpoint to the tongs and the yakuza.

Cong did not choose Millennium City at random. Having correctly guessed that Nightwind was his old rival Steve Chase, he came to Millennium City to continue their long contest — one he knows will eventually end in Chase's defeat. The two have clashed several times since then, but never conclusively.

Personality/Motivation: Jade Phoenix is vicious, crude, hot-tempered, arrogant, racist, sadistic, and ambitious — the perfect combination for a super-mercenary and potential crimelord. In addition, he's murderously jealous of anyone whose martial arts prowess (particularly with kung fu) even approaches his own; he'll try to kill or cripple any such fighters. It was this envy that led him to destroy Yengtao Temple.

Quote: "Ha ha ha ha! Is that the best you can do? Let me teach you the true meaning of martial arts mastery!"

Powers/Tactics: Jade Phoenix is a master of kung fu. He has trained in it for most of his life, and has studied all of its major substyles and many lesser-known substyles. Additionally, through hard work and great effort, he has mastered his *ch'i*. This gives him a variety of powers: the ability to run up walls or along narrow branches; *dim mak* strikes; the power to slash the air in front of him and project a wave of sword energy to strike his foe; and more.

Jade Phoenix usually favors an all-out offense in combat, and prefers kicks to punches. He keeps his Combat Skill Levels in OCV and uses them to take Placed Shots to vulnerable locations (the head, the vitals) unless it becomes apparent his opponent can hit him easily — in which case he switches to defensive fighting, since he doesn't have the PD and ED to absorb a lot of damage. He also likes to use his Acrobatics and movement powers to move around his opponents and attack them from behind or other favorable positions.

Campaign Use: Jade Phoenix can play many roles in your campaign. The most obvious is that of super-mercenary, but you can take him beyond that if you want. First, he could become the arch-enemy of a martial artist PC; just substitute the PC for Nighthwind as the object of his greatest hatred and adjust his background accordingly. Second, if you give him some Followers and other Perks, you can turn him into more of a crimelord.

If Jade Phoenix doesn't have the power to match your PCs, give him more Extra DCs, more *chi* powers (see *The Ultimate Martial Artist* and *Ninja Hero* for ideas), or both. If he's too powerful already, reduce his Characteristics and Extra DCs as appropriate, and perhaps discard some of his more esoteric *chi* powers (including Sword Energy).

As a Hunter, Jade Phoenix favors ambushes and vicious beatings. He'll stalk a PC until he catches the character unawares or in a difficult situation, then leap out and attack with fury.

Appearance: Tall (6'5") and weighing 225 pounds of rock-solid muscle, Jade Phoenix wears a red kung fu outfit with a black sash and white cuffs. He conceals his identity with a black half-face mask. Around his neck he wears a jade amulet in the shape of a phoenix (a long-tailed mystical bird).

In his civilian identity, Cong Feng favors fashionable men's suits with colorful ties. His eyes, as dark as his short hair, stare piercingly at those who interest or disturb him.

EL JAGUAR

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
25	DEX	45	14-	OCV: 8/DCV: 8
22	CON	24	13-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
10	PD	6		Total: 20 PD (10 rPD)
10	ED	6		Total: 20 ED (10 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
8	REC	0		
44	END	0		
40	STUN	4		Total Characteristics Cost: 146

Movement: Running: 9"/18"

Cost	Powers	END
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90	<i>Werejaguar Forms:</i> Multiform (assume jaguar or man-jaguar form built on up to 400 Character Points; see text), Instant Change	0
27	<i>Enchanted Flint Knife:</i> HKA 1d6+1 (1½d6 with STR), +2 Increased STUN Multiplier (+½), Penetrating (x2; +1), Reduced Endurance (0 END; +½); OAF (-1), No Knockback (-¼)	0
30	<i>Tezcatlipoca's Divine Protection:</i> Armor (10 PD/10 ED)	0
6	<i>Swift:</i> Running +3" (9" total)	1

Perks

6	Contact: Tezcatlipoca 8- (extremely useful Skills/resources, access to major institutions, significant Contacts of his own)
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Talents

3	Lightsleep
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Skills

6	+3 OCV with Enchanted Flint Knife
3	Climbing 12-
3	Concealment 12-
3	AK: Mexico 12-
3	AK: Southwestern US 12-
3	CK: Mexico City 12-
3	KS: Aztec History, Culture, And Mythology 12-
5	KS: Tezcatlipoca Cult Doctrine And Practices 14-
2	Language: English (fluent conversation; Spanish is Native)
2	Language: Nahuatl (fluent conversation)
1	Sleight Of Hand 8-
3	Stealth 14-
3	Streetwise 13-
2	Survival (Desert) 12-
3	Tracking 12-

Total Powers & Skills Cost: 207

Total Cost: 353

EL JAGUAR
PLOT SEEDS

Tezcatlipoca orders El Jaguar to steal a valuable Aztec artifact from a museum in the campaign city. Knowing he lacks the power to defeat the museum's state of the art security systems or battle the PCs on his own, El Jaguar recruits some villains to help him rob the place. He plans to slip away, steal the artifact, and then betray his "comrades" to the PCs and escape in the confusion.

El Jaguar believes a PC (or well-liked NPC hero) with wind or weather powers is an incarnation of the god Quetzalcoatl, Tezcatlipoca's ancient enemy. He makes it his personal goal to harass and hurt the hero, with the intention of killing him as soon as he can figure out a way to capture him and sacrifice him to the Lord of Misfortune.

Thanks to several spectacular crimes pulled by El Jaguar, Tezcatlipoca's cult begins to grow in Mexico... and even a little in the southwest US! The heroes have to put a stop to him before he does anything more to further the Smoking Mirror's cause on Earth.

200+ Disadvantages

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 15 Hunted: Los Ángeles de la Guarda 8- (Mo Pow, Capture)
- 25 Psychological Limitation: Devoted Servant Of Tezcatlipoca (Very Common, Total)
- 15 Psychological Limitation: Greedy And Cruel (Common, Strong)
- 15 Social Limitation: Secret Identity (Miguel Delgado) (Frequently, Major)
- 53 Experience Points

Total Disadvantage Points: 353

Background/History: Miguel Delgado grew up poor in northern Mexico. Anyone who saw him as a kid — always in trouble, rarely in school, committing petty crimes by his early teens — would've figured he was destined to live a short, pointless, and wasted life. But fate had other things in store for him.

One day the Aztec god Tezcatlipoca (see *Arcane Adversaries*, page 113), ever in search of cat's-paws to carry out his plans on Earth, chanced to notice Miguel. Maybe Miguel had in him the blood of the Lord of Misfortune's ancient priests. Perhaps he reminded Tezcatlipoca of one of the *ixiptla*, or personifications-to-be-sacrificed, who were chosen to represent him on Earth every year by the Aztecs centuries ago. Or maybe some spark

of evil in Miguel's heart simply spoke to the god. No man shall ever know. But what men do know is that Tezcatlipoca gifted Miguel with power. He made him strong and swift, with the ability to change shape into either a jaguar (Tezcatlipoca's totem animal) or a man-jaguar hybrid. Since then Miguel has served the Smoking Mirror as *El Jaguar*, one of his chief servants on Earth.

Personality/

Motivation: Since receiving his powers from Tezcatlipoca, El Jaguar has been a devoted servant of the god. Although not formally a participant in or leader of Tezcatlipoca's secret

cult, El Jaguar is recognized by the cultists as a favored servant of the Lord of Misfortune. He retains his greedy, criminal nature, and his powers have made him arrogant and cruel when dealing with "mere mortals"... but neither attitude is a sin in the eyes of Tezcatlipoca.

Quote: "I am the son of the Lord of Jaguars, and in his name I shall destroy you."

Powers/Tactics: Tezcatlipoca's spells augmented El Jaguar's Characteristics and other attributes to superhuman levels, but the most powerful ability the god granted him was to change his shape into either a man-jaguar or a true jaguar. For El Jaguar's man-jaguar form, use the Weretiger from page 101 of *The HERO System Bestiary*, but with Characteristics upgraded to match his true form's, no Multiform power of its own, no Lycanthrope's Bite, and other appropriate changes. For his jaguar form, use the Leopard from page 145 of the *Bestiary*, with appropriate changes to its INT and the like. For times when El Jaguar prefers to fight in his human form, Tezcatlipoca has given him an enchanted flint knife (*tecpatl*) made of stone from Mictlan (land of the dead) that can cut nearly anything.

Campaign Use: El Jaguar could show up in the campaign in many ways. He might simply be a mercenary villain, working with other villains to enrich himself in the absence of any orders from Tezcatlipoca. Or he could spearhead one of the god's schemes, leading troops of Nagual cultists, undead Aztec sorcerers, obsidian spirits, and other terrors on behalf of the Lord of Misfortune. Most of his crimes and activities take place in Mexico City, northern Mexico, or the southwestern US, but he could appear anywhere Tezcatlipoca needs him to.

If you want to make El Jaguar tougher, you have several options. First, you could increase his Characteristics and Running to make him both more brick-like and more speedster-like. Second, you could give him more enchanted weapons, such as a *macahuatl* (obsidian-edged war club) or obsidian-tipped spear. Third, you could draw on Tezcatlipoca's aspect as god of sorcerers and give El Jaguar magic spells, or even a Variable Power Pool for magic. (*The Mystic World* has plenty of sample spells he could cast; just change the special effects to make them look "Aztec.") To weaken him, reduce his Characteristics (especially DEX and SPD) and/or make it harder for him to change shape (add Extra Time, Concentration, or Side Effects to his Multiform).

El Jaguar rarely Hunts anyone unless Tezcatlipoca orders him to, in which case he follows orders.

Appearance: El Jaguar is a tall, muscular, handsome man of Mexican Indian ancestry; he has dark eyes and black hair simply cut. As El Jaguar he wears brown boots and pants, a broad black belt with a silver buckle shaped like a jaguar's head, no shirt, and a vest and bracers made of jaguar fur. He carries his enchanted flint dagger, with a hilt in the shape of a crouching Aztec warrior, thrust into his belt.



MANTARA				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
16	COM	3	12-	
6	PD	3		Total: 21 PD (15 rPD)
5	ED	1		Total: 20 ED (15 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
7	REC	0		
36	END	0		
27	STUN	0		Total Characteristics Cost: 82
Movement: Running: 6"/12" Swimming: 30/60"				
Cost	Powers	END		
3	<i>Skilled Swimmer:</i> Swimming +3" (5" total)	1		
1	<i>Swimfins:</i> Swimming +2" (7" total); OAF (-1)	1		
15	<i>Underwater Impeller:</i> Swimming +23" (30" total); OIF (-½), Only Works When Wearer Is Fully Underwater (-0), 1 Continuing Fuel Charge (1 Hour, Easy to refuel; -0)	[1cc]		
7	<i>Skilled Diver:</i> Swimming +20"; Only To Dive Safely (-2)	2		
50	<i>Gauntlet Water Cannons:</i> Multipower, 60-point reserve, 32 Charges (+¼) for entire reserve; all OIF (-½)	[32]		
4u	1) <i>Water Blast:</i> Energy Blast 12d6; OIF (-½)			
4u	2) <i>Wide-Angle Water Blast:</i> Energy Blast 8d6, Area Of Effect (One Hex; +½); OIF (-½)			
1u	3) <i>Water Blast Punch:</i> HA +6d6; OIF (-½), Hand-To-Hand Attack (-½)			
5	<i>Gauntlet Water Cannons:</i> Another Gauntlet Water Cannon (total of 2)	[32]		
37	<i>Mantara Armor:</i> Armor (15 PD/15 ED), Hardened (+¼); OIF (-½)	0		
7	<i>Mantara Armor:</i> Life Support (Self-Contained Breathing); OIF (-½), 1 Continuing Fuel Charge (1 Day, Easy to refuel; -0)	[1cc]		
2	<i>Mantara Armor:</i> Life Support (Safe Environments: Intense Cold, High Pressure); OIF (-½)	0		
3	<i>Mantara Armor Helmet:</i> Sight Group Flash Defense (5 points); OIF (-½)	0		
3	<i>Mantara Armor Helmet:</i> Hearing Group Flash Defense (5 points); OIF (-½)	0		
3	<i>Mantara Armor Helmet:</i> Infrared Perception (Sight Group); OIF (-½)	0		
3	<i>Mantara Armor Helmet:</i> Ultraviolet Perception (Sight Group); OIF (-½)	0		
3	<i>Mantara Armor Helmet:</i> Nightvision; OIF (-½)	0		
2	<i>Mantara Armor Helmet:</i> Ultrasonic Perception (Hearing Group); OIF (-½)	0		

- 6 *Mantara Armor Helmet:* HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½) 0
- 7 *Mantara Armor Helmet:* +10 to PER Rolls with HRRP; OIF (-½) 0
- 23 *Armor Stealth Sonar Array:* Active Sonar (Hearing Group), Concealed (-5), Increased Arc Of Perception (360 Degrees), Telescopic (+20 PER versus Range Modifier); OIF (-½) 0

Talents

- 3 Environmental Movement: Aquatic Movement (no penalties in the water)

Skills

- 6 +3 OCV with Gauntlet Water Cannons
- 6 +3 OCV with Move By
- 1 Electronics 8-
- 2 KS: World Watercraft 11-
- 1 Mechanics 8-
- 2 Navigation (Marine) 12-
- 2 SS: Marine Biology 11-
- 2 SS: Oceanography 11-
- 3 Seduction 12-
- 3 Stealth 13-

Total Powers & Skills Cost: 220**Total Cost: 302****200+ Disadvantages**

- 20 Hunted: US Navy 8- (Mo Pow, NCI, Capture)
- 20 Hunted: British Navy 8- (Mo Pow, NCI, Capture)
- 15 Psychological Limitation: Self-Centered And Greedy (Common, Strong)
- 15 Psychological Limitation: Competitive (Common, Strong)
- 15 Psychological Limitation: Vengeful (Common, Strong)
- 15 Social Limitation: Secret Identity (Steffanie Landers) (Frequently, Major)
- 2 Experience Points

Total Disadvantage Points: 302

Background/History: Steffanie Landers was once a highly-ranked competitive swimmer and diver looking forward to a promising career in either marine biology or marine engineering. A driven woman, she pushed herself harder and harder to qualify for the Olympics... and failed. Refusing to accept that she just wasn't quite good enough, she became bitter and angry, convinced she'd been cheated. She began taking it out on the judges and winning athletes by playing malicious pranks on them, pranks that soon escalated into vandalism and other crimes. Striking back made her feel good. Then she miscalculated and killed one of them.

It wasn't supposed to happen that way. The garage door was supposed to slam down on the woman's *car hood*, not the roof of the car right over the front seat. All Steffanie wanted to do was terrify the woman and ruin her car, not kill her... but she had to admit she felt a sort of fiendish glee that the woman had gotten what she'd deserved. As she heard police sirens approaching, Steffanie decided

MANTARA PLOT SEEDS

Mantara decides to abandon the ocean for a while to try out the Great Lakes, especially around Millennium City. How will the PCs react to the new wave of maritime crime... and how will Mantara be prepared for them when they come after her?

Mantara discovers that an unscrupulous corporation is dumping toxic waste into the ocean, and the waste is mutating sea creatures into horrible, gigantic monsters. She develops a device to take control of the creatures and begins using them to commit crimes. After the PCs catch up with her and defeat her and her monstrous menagerie, she offers to tell them about the corporation and help them expose its wrongdoing in exchange for clemency.

Mantara teams up with VIPER to build the biggest, baddest, most heavily-armed super-submarine yet to take control of the undersea world and destroy UNTIL's sub, the *Aegir*. Can the PCs find out about the plot in time to stop it? And just what would convince Mantara to join forces with the snakes anyway?



that if this was the hand fate had dealt her, she'd play it with relish.

She fled into hiding and began working. If she were going to be a criminal, she wouldn't become just *any* criminal — she wanted to stand out from the crowd, to make a name for herself, be flamboyant. She used her skills with underwater work and gadgetry to design and build her first Mantara armored suit and began committing crimes on and around major bodies of water. She discovered she got a real kick out of it, and that she was good at it. With several years in the supervillain business now under her belt, she's never looked back and has no plans to quit. If anything, she's looking for more impressive crimes to commit — it's time to move up to the "big leagues."

Personality/Motivation: Mantara was once a decent sort of woman, but losing out on her chance for fame and glory at the Olympics has made her self-centered and bitter. Now she only cares about herself and satisfying her own needs, whether that's for money, revenge, or something else.

Mantara still has a strong competitive streak, especially when it comes to swimming and other water sports. If she runs into someone who seems to be her match in the water, she'll become determined to prove that she's faster, more agile, or just plain better.

Quote: "You can't beat me — not anywhere, but especially not in the water."

Powers/Tactics: Mantara is most at home in the water. Heroes will rarely encounter her outside it, much less far from it — and in that case, she'll almost certainly flee for the nearest large body of water. She feels (and often rightly so) that her experience and abilities in the water give her an edge in combat, an edge she'd otherwise lack due to the fact that she doesn't have superpowers or extensive weaponry. In combat she relies on Move Bys for HTH Combat and her Gauntlet Water Cannons when she fights at Range. She has relatively little grasp of tactics, and if possible hires a group of SCUBA-equipped thugs to help fight her battles for her.

Campaign Use: Mantara is an example of a fairly low-level speedster. Her Swimming 30" is pretty fast, but only works in a limited environment, and she's only DEX 18, SPD 5. She shows how you can build a speedster — a movement-oriented character — without rising to the level of hypervelocity and speed tricks.

To make Mantara tougher, increase her SPD and DEX until she's more of a true speedster, or make her Mantara suit more like true powered armor — have it boost her STR and other Characteristics, build more weapons into it, and so on. You could also give her more weaponry, some Martial Arts, or other ways to attack. To weaken her, reduce her inches of Swimming.

Mantara doesn't usually Hunt heroes. She'd be most likely to if one of the PCs is an aquatic-themed character (especially a woman) and she wants to prove she's better than the PC.

Appearance: Out of her Mantara costume, Stefanie Landers is a beautiful woman with long blonde hair and blue eyes; she stands 5'11" tall and has a well-developed but athletic figure. Her Mantara armor adds two inches of height and completely conceals her features and her beauty. It's a glossy black with blue highlights at the joints; blue lines also mark out the gloves and boots. The helmet is much more form-fitting than that of a diving suit, and has one large eyepiece across the eyes. On her back there's a pack-like structure containing her underwater impeller and most of her oxygen supply.

MORPH

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
20	BODY	20	13-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	
10	PD	7		Total: 25 PD (15 rPD)
8	ED	3		Total: 23 ED (15 rED)
6	SPD	30		Phases: 2, 4, 6, 8, 10, 12
8	REC	0		
50	END	0		
41	STUN	0		Total Characteristics Cost: 143

Movement: Running: 6"/12"

Cost	Powers	END
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440	<i>Morphic Powers:</i> Variable Power Pool (Shapechanging Pool), 200 base + 100 control cost, Cosmic (+2); Shapechanging Abilities Only (see text; -¼)	var
75	<i>Malleable Form:</i> Stretching 10", Reduced Endurance (0 END; +½)	0
45	<i>Resilient Form:</i> Armor (15 PD/15 ED)	0
60	<i>Resilient Form:</i> Physical and Energy Damage Reduction, 50%, Resistant	0
13	<i>Malleable Mind:</i> Mental Defense (15 points total)	0
36	<i>No Internal Organs:</i> Life Support (Diminished Eating: no need to eat; Diminished Sleeping: no need to sleep; Immunity: to all terrestrial biological weapons, chemical weapons, diseases, and poisons; Self-Contained Breathing)	0

Talents

5	Eidetic Memory
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Skills

20	+4 HTH
2	KS: The Superhuman World 11-
15	Power: Shapechanging/Stretching Tricks 18-
3	Stealth 13-
3	Streetwise 13-

Total Powers & Skills Cost: 717

Total Cost: 860

200+ Disadvantages

25	Hunted: UNTIL 11- (Mo Pow, NCI, Capture)
20	Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Ruthless And Greedy (Common, Strong)
15	Social Limitation: Secret Identity (Tabitha Markham) (Frequently, Major)
5	Unluck: 1d6
10	Vulnerability: 2 x Effect from Transforms and other attacks that involuntarily change her shape or form (Uncommon)
570	Experience Points

Total Disadvantage Points: 860

Background/History: The supervillainess the world calls Morph isn't even human. Unbeknownst to anyone — including herself — she comes from a dimension called Xargann whose advanced and sophisticated people naturally possess shapeshifting powers. A Xargann scientist, eager to experience life among the "unchanging" whom she'd viewed in her transdimensional scope, designed a device to transport her to Earth by causing her to be born to a human woman and grow up a human child.

But two things went wrong with her plan. The first was a rival scientist who, jealous of her accomplishments, sabotaged the transporter device. As a result, Morph was born and grew up without ever accessing the knowledge of her true self and background which she'd "programmed" into her mind. Second, knowing little of Earth, she chose her host family poorly. Rather than picking a pair of responsible, mature, loving parents, she ended up with Rob and Cindy Markham, two of the most selfish people imaginable. Rob was a four-time loser with a record of petty (and occasionally not-so-petty) crime as long as his arm, Cindy a prostitute and junkie.

Growing up in that sort of "family," it's not surprising that "Tabitha Markham" learned to look out for herself pretty fast. When her native shapechanging abilities manifested at age 13 (as "programmed"), she realized right away they were her meal ticket. At 15 she ran away from home, supporting herself with the proceeds of the robberies she could effortlessly pull with her powers. By the time she was 18 she was a well-known member of the Superhuman World, code-named *Morph*. She's been captured three times, and once Stronghold even kept her imprisoned for almost six months... but inevitably she finds a way to use her powers to free herself and plague the world once more.

Personality/Motivation: There's little to like about Morph. Selfish and greedy, she assumes everyone she meets will try to screw her over if they can... and so, in a self-fulfilling prophecy, her suspicion and thinly-veiled hostility tend to make people dislike and betray her. She prefers to work alone when she can (and is powerful enough to do so), though she occasionally takes high-paying jobs from master villains and organizations like VIPER.

Quote: "I'm "in shape" for any job you got. But I get paid up front."

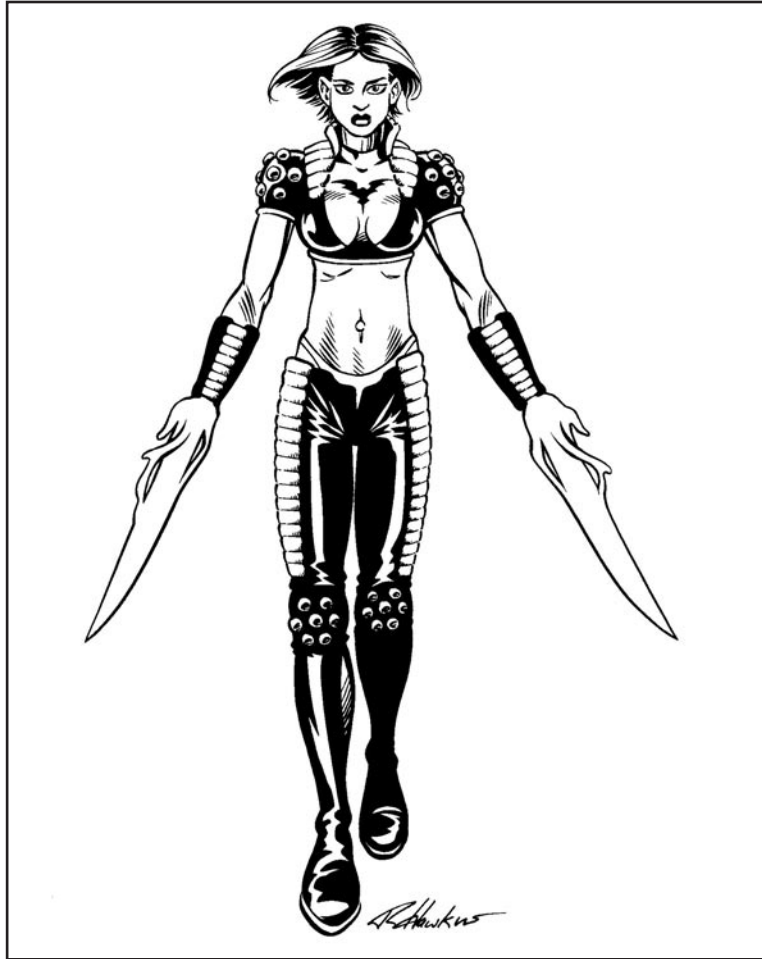
Powers/Tactics: Morph is a true physical metamorph with absolute control over her physical shape and substance. She can't assume energy or gaseous forms, nor any form that involves moving parts or a chemical reaction (for example, she can't change herself into a lightning bolt, a working pistol, or a motor), and she can't alter her density or opacity, but aside from that her powers are unrestricted. She can distort her body with Stretching, flawlessly imitate other people right down to the cellular level with Shape Shift, accurately mimic animals with Multiform, form parts of her body into melee weapons, transform her flesh into stone or metal, and so forth. See Chapter Two for many

MORPH PLOT SEEDS

In her most callous (and perhaps profitable!) scam yet, Morph goes to India and pretends to be a multi-armed Hindu goddess. The PCs have to expose her in the face of tens of thousands of fanatic believers... who may not be pleased to have their illusions shattered.

A series of high-profile, locked-room, "impossible" crimes has been committed throughout the city over the past two weeks. UNTIL believes Morph is responsible and asks the PCs to help track her down and capture her.

The government needs Morph's "help" to "fine-tune" a new medicine that may hold the cure for cancer. It falls to the PCs to find her and persuade her to offer her services.



example powers she could create with her Power Pool; some of her favorites include Body Of Metal and Arms Into Blades.

In combat, Morph usually opens up with something spectacular, like transforming her body to stone or metal and then making her fist enormous to smash people with, or using Growth to become gigantic and powerful. She'll follow her initial attack with a Presence Attack in the hope of cowing her opponents. If that doesn't work, she'll become more subtle, using her powers to keep her opponents off-balance and attack in the most effective way possible. If things go

bad, escape is just a little Extra-Dimensional Movement (to the Microverse) or Desolidification ("stretching" to ooze through small openings) away.

Campaign Use: Morph is an all-purpose shapechanger who gives the GM access to whatever metamorphic abilities he needs to make a plot work right. She can be tough enough to take on an entire team of heroes if necessary (especially if you use her Variable Power Pool to beef up her Damage Reduction).

To strengthen Morph, give her more powers outside her Variable Power Pool so she's not entirely dependent on the VPP. A little Growth, Shrinking, or Shape Shift that she can then augment with her Pool frees up more points for defenses and attacks. To weaken her, get rid of her Stretching (requiring her to buy it with the VPP) and her Damage Reduction, and perhaps reduce her SPD to 5.

Morph is a terrifyingly effective Hunter. Her powers let her follow and spy on just

about anyone easily, and she can attack from surprise even in places where the character feels the safest — from the Microverse or via Stretching she can get just about anywhere.

Appearance: Morph can have any appearance she wants, obviously, but usually favors her "true" form: a beautiful Caucasian woman about 21 years old with dusky skin, short, dark hair, dark eyes, and a slender, well-proportioned figure. Her "costume" (actually just part of her body) consists of leather-looking pants, belly-baring and decolletage-displaying shortsleeved top, and bracers.

PULSAR				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
23	CON	26	14-	
14	BODY	8	12-	
10	INT	0	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
13	PD	10		Total: 23 (10 rPD)
17	ED	12		Total: 27 (10 rED)
6	SPD	27		Phases: 2, 4, 6, 8, 10, 12
10	REC	4		
46	END	0		
40	STUN	8		Total Characteristic Cost: 147

Movement: Running: 6"/12"
Flight: 10"/20"

Cost	Powers	END
60	<i>Energy Powers:</i> Multipower, 60-point powers	
6u	1) <i>Power Blast I:</i> EB 12d6	6
6u	2) <i>Power Blast II:</i> EB 8d6, Reduced Endurance (0 END; +½)	0
6u	3) <i>Stun-Blast:</i> EB 6d6, NND (defense is ED FF; +1)	6
2u	4) <i>Powered Punch:</i> HA +5d6; Hand-To-Hand Attack (-½)	2
30	<i>Force Field:</i> FF (10 PD/ED), Reduced Endurance (0 END; +½)	0
30	<i>Power-Flight:</i> Flight 10", Reduced Endurance (0 END; +½)	0
	<i>Martial Arts: Commando Training</i>	
	Maneuver OCV DCV Notes	
3	Aikido Throw +0 +1 3d6 + v/5, Target Falls	
4	Boxing Cross +0 +2 5d6	
4	Choke -2 +0 Grab One Limb, 2d6 NND (2)	
4	Karate "Chop" -2 +0 ½d6 HKA (1d6+1 with STR)	

Skills

9	+3 with Energy Powers Multipower
4	+2 with Flight
3	Combat Driving 14-
3	Concealment 11-
3	Demolitions 11-
2	KS: The Superhuman World 11-
1	KS: VIPER 8-
1	KS: U.S. Army 8-
3	Power: Energy Powers 14-
2	PS: Soldier 11-
5	Security Systems 12-
3	Shadowing 11-
3	Stealth 14-
3	Streetwise 12-
1	Systems Operation 8-
2	TF: SCUBA, Snow Skiing

Total Powers & Skill Cost: 203

Total Cost: 350

200+ Disadvantages

15	Hunted: Champions 8- (More Powerful, NCI, Capture)
15	Hunted: VIPER 8- (More Powerful, NCI, Capture)
20	Psychological Limitation: Overconfident (Common, Strong)
10	Psychological Limitation: Unhealthy Fascination With Morgan Fairchild (Common, Moderate)
15	Social Limitation: Secret Identity (Frank Costen) (Frequently, Major)
15	Unluck 3d6
30	Vulnerability: 2 x STUN from Physical HKAs (Very Common)
30	Experience Points

Total Disadvantage Points: 350

Background/History: It didn't take Frank Costen long to discover there aren't too many things you can do when you're a high school dropout who's been dishonorably discharged from the Army. Sure, you can get drunk and start barfights, but only if you've got money to buy liquor. It wasn't long before Frank didn't even have that.

So, when Frank got a tip about a VIPER recruiting drive, he jumped at the chance. He figured he'd be perfect for it — with his military experience, he was a shoe-in! Soon he'd be on his way to the big time.

The tip turned out to be good, and Frank was soon being given a physical by some VIPER scientists. After taking a look at his test results, the scientists made him an offer. They were looking for some "special recruits" to become part of an elite VIPER fighting force. Was he interested?

This time, Frank was certain, his luck was changing. He was right — but not the way he thought. The "evaluation test" for the "elite fighting force" turned out to be experiments in human mutation. As the electronic hum of the machinery he was strapped to rose in pitch, Frank felt intense pain sear through every cell of his body. And then it got worse. And worse.

Frank was in so much agony, he barely noticed when the machinery exploded around him. It was a couple of minutes before he realized he was lying on the floor in a heap of rubble. Even better, the pain was gone! In fact, he felt... better. More alive, more vital, more — energetic. In fact, his body was bursting with energy.

Almost without thinking, Frank blasted the rubble off his body and stood up. He was glowing green, but he didn't care. All he cared about was getting back at those scientists.

A few minutes and three dead scientists later, Frank was finally knocked out and restrained by VIPER soldiers. When he came to, the Nest Leader made him an offer: come to work for VIPER, or be killed. Frank knew a losing hand when he saw it, so he signed up.

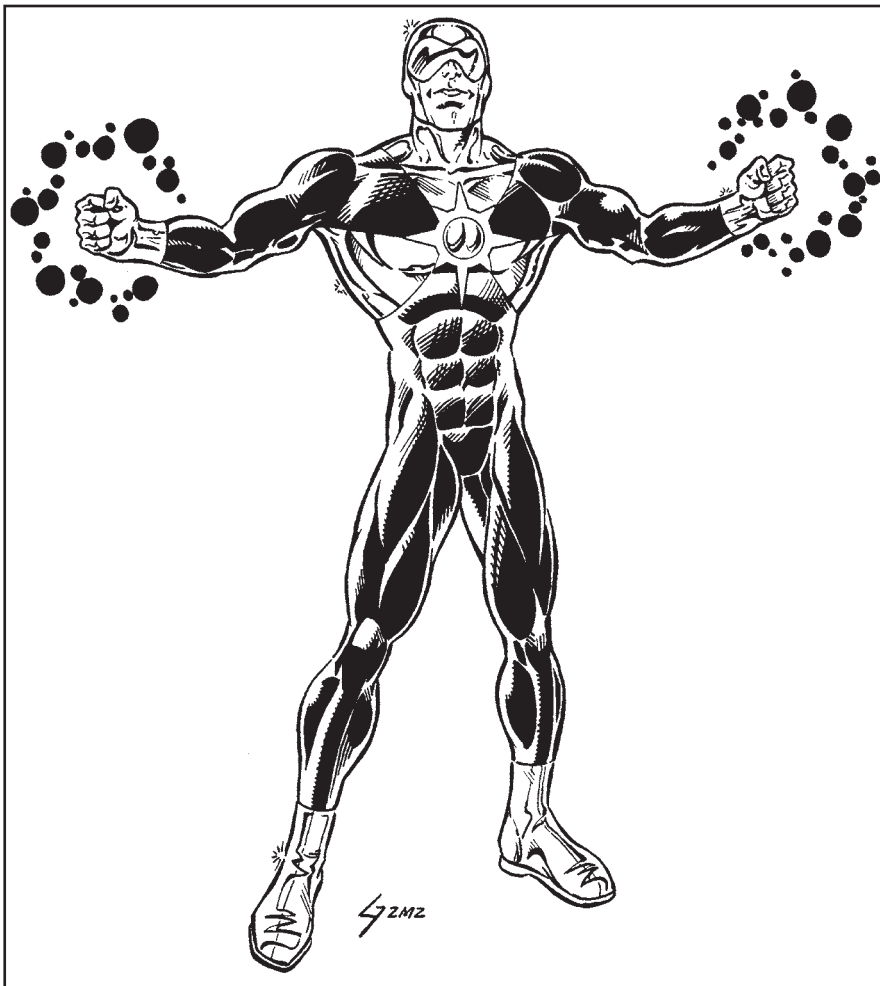
He didn't like it, though. Not wanting to be bossed around was what led to his dishonorable discharge, after all. At the first opportunity, he blasted his way out and never looked back.

PULSAR PLOT SEEDS

After he defeats a team of VIPER agents sent to kill him, Pulsar finds clues that lead him to a VIPER lab, where he steals a prototype energy-augmentation device. With his powers tripled in strength, he's now every bit as dangerous as he normally thinks he is! What will he do with his newfound might? And what side effects could the device have...?

Some of Frank's old Army superiors find out who Pulsar really is and decide to manipulate him into coming to work for them as part of a secret "super-soldier" project. How much harm will they cause before the heroes figure out what's going on and put a stop to it?

Pulsar comes to the heroes, claiming his energy powers are overloading and he's afraid he's dying. He genuinely seems terrified, but is it all part of an elaborate trap, or a true plea for help?



Since then, Frank — using the name Pulsar — has been a common sight on the supervillain scene. Sometimes involved with a scheme of his own, sometimes working for other criminals, he has fought most of the major superheroes in America, and a lot of the minor ones. He's done precious little winning, though. Somehow things just don't seem to go his way. But this *next* job, see, it's *perfect*; nothing can possibly go wrong....

Personality/Motivation: Pulsar is, at heart, a lazy underachiever. He thinks of himself as the stuff master villains are made of, and one of the most powerful men in the world. He explains all his failures away as “bad luck.” But the truth is he doesn't work hard at anything; he expects to be given fame, fortune, and women on a silver platter, and he has an excuse for everything that goes wrong.

Despite his numerous failures, losses, and periods of imprisonment, Pulsar has an overweening sense of self-confidence. He's convinced he has the power to defeat anyone, and he's quite susceptible to flattering comments and extravagant praise (especially from women). Despite his well-known dislike for taking orders, it doesn't take much for a charismatic person to manipulate Pulsar into doing his bidding.

For reasons best left unexplored, Pulsar has an unhealthy fascination with celebrity Morgan Fairchild. Many of his schemes seem to have as their goal attracting her attention. He often ends a glowing description of one his plans with the phrase, “And then, Morgan Fairchild will be mine at last!” But he's never attacked, kidnapped, threatened, or stalked her; he seems determined to win her affection on his own merits.

Quote: “Now you'll see what true power is!”

Powers/Tactics: VIPER's experiments in mutating humans granted Pulsar energy powers. He can fire power-blasts, fly, and protect himself with a force field. He can even use his power to “juice up” an otherwise ordinary punch — a tactic he loves to use to show how macho and tough he is.

Even though he's had military training, Pulsar has little grasp of tactics. Mainly he shows off, blasting the biggest, most obvious, or most important target to show his power. He likes to Haymaker his power blasts when he can, more for the impressiveness than the extra damage. (He always follows them up with a Presence Attack.)

The only downside to Pulsar's powers is the way they altered his molecular structure, making him vulnerable to things that pierce his skin — bullets, knives, and so on. Energy seeps out of cuts and punctures like blood gushing from a wound, causing him intense pain.

For this reason, he avoids opponents with such attacks whenever he can.

Campaign Use: Pulsar is a good “throwaway” villain you can use in just about any scenario. He can work with just about anyone, be manipulated into doing just about anything, and always seems to find a way to escape from prison.

As a Hunter, Pulsar is dangerous mainly because he loves to plan ambushes and often seems to attack at the worst possible time. If he can, he'll use his Shadowing to follow his target around until he senses “just the right moment to strike!”

If Pulsar's too weak for your campaign, scale him up by giving him a few more energy powers (maybe a Force Wall, Telekinesis, or the like) and by increasing the DCs in his attacks and/or the number of CSLs he can apply to them. If he's too strong, just decrease his DCs, and perhaps a few of his Characteristics.

Appearance: Pulsar wears a simple two-toned green costume, with darker green boots, belt, gloves, and half-face mask. The gloves are flared. On his chest there's a dark green “energy burst” design.

EL SALTO

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
6	PD	3		Total: 14 PD (8 rPD)
4	ED	0		Total: 12 ED (8 rED)
6	SPD	30		Phases: 2, 4, 8, 10, 12
7	REC	0		
40	END	0		
40	STUN	12		Total Characteristics Cost: 110

Movement: Running: 4"/8"
Leaping: 29"/58"

Cost	Powers	END
3	<i>Strong Leaper:</i> Leaping +3" (6" forward, 3" upward)	1
2	<i>Acrobatic Leaper:</i> Leaping +3" (9" forward, 5" upward); Requires An Acrobatics Roll (-½)	1
13	<i>Springboots:</i> Leaping +20" (29" forward, 15" upward); OIF (-½)	2
9	<i>Re-Bound:</i> Leaping 5"; Trigger (whenever character wants to after performing a Full Move Leap, activating Trigger takes no time, resetting Trigger is a Zero Phase Action; +¾)	9
17	<i>Bounce-Kick:</i> HA +6d6; Hand-To-Hand Attack (-½), Only When Moving (-¼)	3
40	<i>Pinball Attack:</i> Energy Blast 8d6, Area Of Effect (11" Radius; +1), Selective (+¼), Reduced Endurance (½ END; +¼), No Range (-½), Only Works In Enclosed Spaces (-½), Requires A Leaping Tricks Roll (-½)	4
16	<i>Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½)	0
-4	<i>Short Legs:</i> Running -2" (4" total)	

Skills

20	+4 HTH
20	<i>Hard To Hit:</i> +4 DCV
9	+3 with Acrobatics, Breakfall, and Contortionist
3	Acrobatics 13-
3	Breakfall 13-
3	Climbing 13-
1	Computer Programming 8-
3	Contortionist 13-
1	Electronics 8-
2	Language: English (fluent conversation; Spanish is Native)
3	Lockpicking 13-
13	Power: Leaping Tricks 18-
3	Security Systems 12-
7	Stealth 15-
3	Streetwise 12-

Total Powers & Skills Cost: 190
Total Cost: 300

200+ Disadvantages

15	Enraged: if insulted, belittled, mocked, or made to look the fool (Common), go 11-, recover 14-
20	Hunted: The Millennium City Police Department 8- (Mo Pow, NCI, Capture)
5	Physical Limitation: Small (only 4'2") (Infrequently, Slightly Impairing)
15	Psychological Limitation: Greedy (Common, Strong)
10	Psychological Limitation: Thinks He's God's Gift To Women And Offers Them Every Opportunity To Show Their Appreciation (Common, Moderate)
5	Rivalry: Professional (with any other leaping-oriented character, to prove he's better)
15	Social Limitation: Secret Identity (Roberto Olivares) (Frequently, Major)
5	Experience Points

Total Disadvantage Points: 300

Background/History: It's not easy growing up... when you don't grow up. Robert Olivares was born with dwarfism, attaining a final adult height of only 4'2". As a little person he was made fun of and had trouble finding work. But despite his condition he was deft and agile, and in time his general bitterness about society and desire for the finer things in life drove him to crime. It turned out he was quite good at it, and he became highly sought after in the underworld for his ability to fit into small spaces and containers.

But he wasn't satisfied. He felt others still looked down on him because of his size. He couldn't even aspire to the top position in his profession — cat burglar — because of all the climbing involved, which he had difficulty with. One day he was hit by an epiphany. He didn't have to be able to *climb* up to places he wanted to rob. With the right technology he could *leap* there.

Inspired by this idea, he began training hard, practicing acrobatic maneuvers. When not exercising he was working on a special set of "springboots" that could give him the power to leap tremendous distances. When the boots were done, he started training again, combining his acrobatic prowess with his enhanced leaping power. When he felt the time had come, he christened himself *El Salto* ("the Leapfrog") and set out to prove that he was as good as any full-sized thief.

Personality/Motivation: El Salto has developed a (humorously) inflated sense of self-worth to compensate for his physical shortcomings. In his mind, he's the smartest, cleverest, and especially the handsomest guy around, and anyone who doesn't realize it is a fool. He particularly thinks that women should realize what a "catch" he is, and flirts outrageously at every opportunity (even in mid-combat).

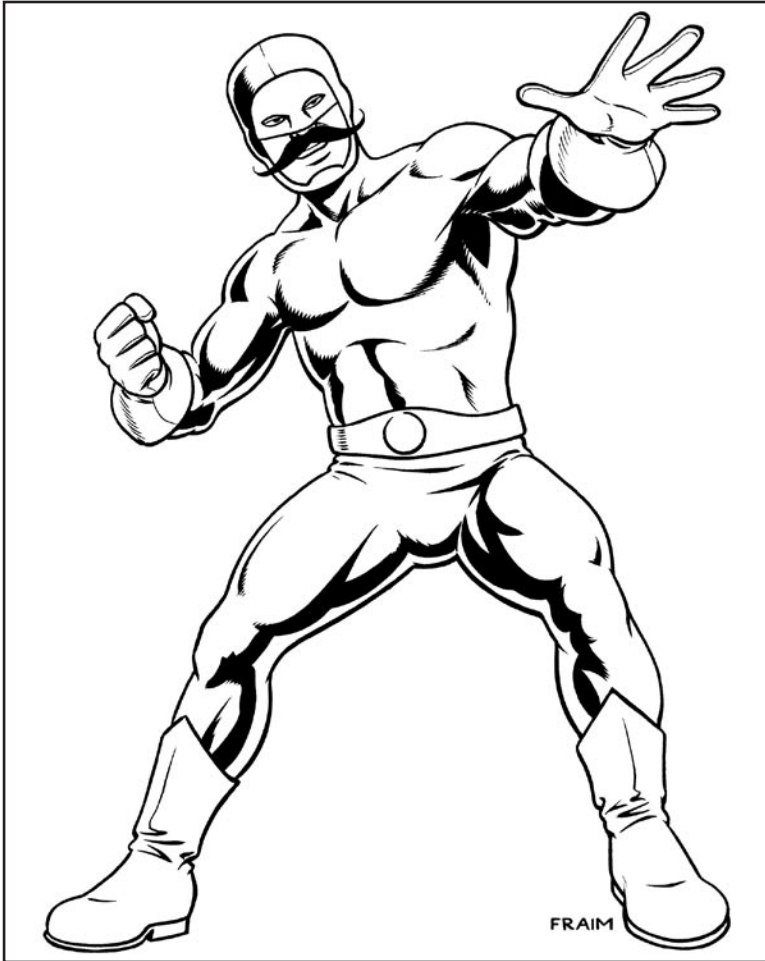
El Salto is justifiably proud of his leaping abilities, and if he encounters other leapers usually challenges them to a "duel" or contest. He's even prouder of his large, luxuriant moustache, and anyone who insults it risks his wrath (increase his Enraged "go" roll to 14- when his moustache is involved).

**EL SALTO
PLOT SEEDS**

One of the heroes makes a joking, snide reference to El Salto in a TV interview. Boiling mad over this insult, El Salto takes it upon himself to make the character's life a living hell.

Deciding that it's time to even the odds, El Salto hires Wayland Talos to build him a raygun that inflicts dwarfism on other people — in other words, it shrinks them down to his size and condition. Now he can prove who's the best without the heroes having the unfair advantage of size!

After stealing what he thinks is an ordinary (but valuable!) piece of jewelry, El Salto discovers that the object gives him Ultimate Cosmic Power. Can the heroes save the world from the horror of God-Emperor El Salto the First??!?!?



Quote: “Do not theenk that because I am short of stature that I am small in all ways, seZorita. Come, let us stop this fooleesh fighting and find better uses for our time toogaither....”

Powers/Tactics: El Salto isn't a powerful combatant, and he knows it. He prefers to avoid fights altogether, but if he can't he relies on his mobility and agility in combat. He keeps most (if not all) of his Combat Skill Levels in DCV and relies on Move Bys/Throughs and his Pinball Attack to hurt his foes while staying on the move.

Campaign Use: El Salto is mostly a humorous character, intended as comedy relief and as an NPC who will simultaneously make the heroes groan and chuckle. Play him to the outrageous hilt, having him flirt non-stop with female PCs, mock male PCs, and enjoy the hell out of himself as he commits crimes. Use an exaggerated Mexican accent and over-the-top cheesy dialogue.

If for some strange reason you want to make El Salto tougher, give him even more inches of Leaping, perhaps a few more “leaping tricks” from Chapter Two, or a Ranged weapon of some sort. You could also build a “Leaping Martial Arts” package for him. To weaken him, remove his Skill Levels and Combat Skill Levels with HTH Combat.

El Salto doesn't Hunt heroes. He sometimes pursues female PCs, but combat isn't exactly what he has in mind.

Appearance: El Salto is a Mexican man who stands a mere 4'2" tall, but from his air of superiority you'd think he was a giant. His costume is a green full bodystocking that covers him from head to toe (though it leaves his face exposed so everyone can see his moustache), plus yellow boots, belt, gloves, and domino mask. He has a large, luxuriant moustache of which he's inordinately proud, and speaks English with an outrageous Mexican accent.

SAMHAIN

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
30	DEX	60	15-	OCV: 10/DCV: 10
25	CON	30	14-	
20	BODY	20	13-	
30	INT	20	15-	PER Roll 15-
30	EGO	40	15-	ECV: 10
60	PRE	50	21-	PRE Attack: 12d6
4	COM	-3	10-	
10	PD	5		Total: 10 PD (10 rPD)
10	ED	5		Total: 10 ED (10 rED)
7	SPD	30		Phases: 2, 4, 6, 7, 9, 11, 12
10	REC	0		
50	END	0		
50	STUN	4		Total Characteristics Cost: 276

Movement: Running: 15"/30"
Flight: 15"/30"
Teleportation: 15"/30"

Cost	Powers	END
22	<i>Terrorsense:</i> Detect Person's Fears 15- (no Sense Group), Discriminatory, Analyze, Range, Sense	0
110	<i>Fear Powers:</i> Multipower, 110-point reserve	
5u	1) <i>Evoke Fear:</i> Mind Control 14d6, Reduced Endurance (0 END; +½); Only To Control/Inflict Fear (-1)	0
5u	2) <i>Images Of Fear:</i> Mental Illusions 14d6, Reduced Endurance (0 END; +½); Only To Confront Target With Things He Fears (-1)	0
11u	3) <i>Susceptibility To Fear:</i> Drain PRE 4d6, Area Of Effect (6" Radius; +1), Ranged (+½), Personal Immunity (+¼)	11
22	<i>Black Claws:</i> HKA 1d6 (2d6 with STR), Penetrating (+½)	2
30	<i>Corrupt Antlers:</i> HKA 1d6 (1d6+1 with STR), NND (defense is ED Force Field or any magic-based rED; +1), Does BODY (+1); Increased Endurance Cost (x2 END; -½)	8
40	<i>Spirit Form:</i> Desolidification (affected by magic)	4
120	<i>Spirit Body:</i> Physical and Energy Damage Reduction, Resistant, 75%	0
10	<i>Spirit Body:</i> Damage Resistance (10 PD/10 ED)	0
10	<i>Spirit Mind:</i> Mental Defense (16 points)	0
10	<i>Spirit Resilience:</i> Power Defense (10 points)	0
47	<i>Spirit Body:</i> Life Support: Total (except for Diminished Eating, but including Longevity [Immortality])	0
18	<i>Spirit Swiftness:</i> Running +9" (15" total)	2
30	<i>Spirit Swiftness:</i> Flight 15"	3
30	<i>Spiritwalking:</i> Teleportation 15"	3

Skills

3 Power: Fear Powers 15-
3 Stealth 15-

Total Powers & Skills Cost: 525

Total Cost: 801

200+ Disadvantages

- 25 Distinctive Features: Aura Of Ancient, Absolute Evil (Not Concealable; Always Noticed; Causes Fear)
- 10 Hunted: Trismegistus Council 8- (As Pow, Kill)
- 25 Psychological Limitation: Utterly Evil; Can Never Perform Kind Or Unselfish Acts (Very Common, Total)
- 25 Susceptibility: to holy places and objects, takes 2d6 damage per Phase is on holy ground, in a holy place, or within 1" of a holy object (Common)
- 516 Experience Points

Total Disadvantage Points: 801

Background/History: He arose in the minds of the Tualans, birthed by the fears and doubts which all too often afflicted them. Thereafter, nothing could destroy it; even after a cataclysm of the world, it remains still, feeding off the terrors in the minds of men. It was here when the British Isles first thrust their putrid green heads above the waves, lurking in the forests and mountains and hills and meadows. It has seen the Romans, Arthur, Normans, Shakespeare, Cromwell, Pitt, Victoria, Churchill, and many others come to life, live, and die, existing always within the shadow of its glorious fear. And even today, when the heroes are of a different sort, with gaudy costumes and foolish names, it remains strong and undefeatable — for wherever there exists a mind susceptible to fear, it can live on....

Personality/Motivation: Samhain is an ancient spirit of evil and fear. It exists only to inspire and "sculpt" fear in human beings and animals, and it feeds on that fear. While content to thrive on the fears of small, individual minds, it prefers the greater taste and nourishment of fear on a wide scale — such as it helped to foster during the Battle of Britain in World War II.

Quote: "You cannot withstand my touch. Your courage is but a wilting flower compared to my power!"

Powers/Tactics: Samhain's powers mostly involve the evocation and shaping of fear. He can simply create raw fear within a victim's heart (Mind Control), or show a victim his greatest specific fears (Mental Illusions). With the latter power, he often tries to achieve a +20 affect so he can cause STUN and BODY damage (he scares the victim so badly, a heart attack ensues). If he wants to cause fear in a large number of people, he'll rely on his Drain PRE and Presence Attacks.

At the GM's option, Samhain can make a Fear Powers roll to use his Evoke Fear ability in a more tailored fashion — to place so specific a fear in a victim's mind that he acts in the way Samhain desires. Typically Samhain would use this power to make people commit random murders, engage in terrorist acts, and do other things that increase the "ambient fear level" within society.

Samhain prefers to operate in secret as much as possible. He lurks in the shadows on the edges of society, using his Stealth and Desolidification to remain unseen. Only when he has the chance to

**SAMHAIN
PLOT SEEDS**

Talisman decides Samhain is perfect for one of her schemes and uses magic to "capture" him and bring him to Millennium City. Does she truly have him, or is he merely playing along with her plans to escape a mystic confinement that has trapped him in the British Isles for his entire existence? If the former, will his powers be at full strength in America, or will Talisman find her plan faltering as he weakens away from his "native soil"?

Samhain begins planting seeds of fear in the minds of certain terrorists, hoping to provoke a deadly attack in downtown London. The PCs have to piece together the clues to stop the terrorists, then figure out the root cause of their actions and stop Samhain from trying the same scheme again in a few months.

With Samhain rampaging through London, getting stronger by the minute thanks to the fear he's creating, the PCs have to go on a deadly quest to recover an ancient Tualan magic amulet that can repel and weaken him.



induce fear in a large number of people is he likely to reveal himself openly.

Campaign Use: Although not a “master villain,” Samhain should have sufficient power to oppose an entire group of PCs. His appearance in the campaign should signal a major threat that the PCs have to do their utmost to defeat. If Samhain isn’t sufficiently powerful for this, increase his abilities as appropriate, or add new ones; if he’s too strong for your PCs to have any hope of defeating, reduce his power until he’s just an extremely tough (but not impossible) challenge.

Defeating Samhain should pose great difficulties for the heroes. The best method is to trap him in an area where there exist no creatures he can affect with his fear-inspiring powers. Confronted with such bravery, he will shrivel and diminish, eventually winking out of existence... or so the heroes should believe. In time Samhain will return in full strength, for who can truly abolish terror?

Samhain does not Hunt heroes. Petty rivalries and thoughts of vengeance are beneath him; he merely wishes to create a grand tableau of fear throughout the world.

Appearance: Samhain resembles a muscular man with a deer’s head and antlers, but the antlers are black and the deer fur (and his body in general) are speckled with ever-bleeding wounds and suppurating sores. He wears no clothes, but a mass of fur/hair covers his waist. He has claws on his hands. His feet are human feet, not deer’s hooves.

SCIMITAR				
Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
26	DEX	48	14-	OCV: 9/DCV: 9
23	CON	26	14-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
12	PD	6		Total: 20 PD (13 rPD)
10	ED	5		Total: 18 ED (13 rED)
6	SPD	24		Phases: 2, 4, 6, 8, 10, 12
11	REC	0		
46	END	0		
40	STUN	1		Total Characteristics Cost: 157
Movement: Running: 10"/20" Swimming: 2"/4"				
Cost Powers END				
22	<i>Questionite Scimitar:</i> Multipower, 45-point reserve; all slots OAF (-1)			
2u	1) <i>Piercing Blade:</i> HKA 2d6 (3d6+1 with STR), Armor Piercing (+½); OAF (-1)		4	
1u	2) <i>Swift Block:</i> Missile Deflection (all physical projectiles), Ranged (adjacent hex; +½); OAF (-1), Will Not Work Against Heavy Missiles (-¼)		0	
<i>Martial Arts: Scimitar Fighting</i>				
	Maneuver	OCV	DCV	Notes
5	All-out Attack	+1	-2	Weapon +4 DC Strike
4	Bind	+1	+0	Bind, 50 STR
5	Charge	+1	+0	Weapon +2 DCs + vel/5; FMove
<i>Martial Arts: UNTIL Combat Training</i>				
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Disarm	-1	+1	Disarm, 40 STR
4	Dodge	—	+5	Dodge, Affects All Attacks, Abort
4	Choke	-2	+0	Grab One Limb, 3d6 NND(2)
4	Escape	+0	+0	45 STR vs. Grabs
4	Punch	+0	+2	8d6 Strike
4	Restrain	-1	-1	Grab Three Limbs, 40 STR
3	Throw	??	+1	6d6 + vel/5; Target Falls
1	Use Art with Blades			
20	<i>Blaster Pistol:</i> RKA 2d6, +2 Increased STUN Multiplier (+½); OAF (-1), 12 Charges (-¼) [12]			
5	<i>Future Soldier Toughness:</i> Damage Resistance (5 PD/5 ED)			
16	<i>Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½) 0			
8	<i>Future Soldier Swiftiness:</i> Running +4" (10" total) 1			
4	<i>Future Soldier Leaping:</i> Leaping +4" (10" forward, 5" upward) 1			

10	<i>Mask Communicator:</i> High Range Radio Perception (Radio Group); IIF (-¼) 0
4	<i>Mask Lenses:</i> Nightvision; IIF (-¼) 0
Perks	
2	Contact: European underworld "fixer" (8-) (Contact has significant Contacts of his own)
5	Money (Well Off)
Talents	
15	Combat Sense 12-
3	Lightsleep
Skills	
20	+4 HTH
3	Breakfall 14-
3	Combat Driving 14-
3	Criminology 12-
3	Interrogation 13-
3	KS: Mercenary world (INT-based) 12-
2	KS: UNTIL 11-
2	KS: World Politics 11-
2	Language: English (fluent conversation; Czech is native)
2	PS: UNTIL Agent 11-
3	Shadowing 12-
3	Stealth 14-
3	Streetwise 13-
3	Tactics 12-
5	WF: Common Melee Weapons, Small Arms, Grenade Launchers

Total Powers & Skills Cost: 223**Total Cost: 380****200+ Disadvantages**

15	Enraged: when fighting UNTIL agents (Uncommon), go 11-, recover 11-
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Hunted: Russian Government 8- (Mo Pow, NCI, Capture)
15	Physical Limitation: Suffers Migraines (Infrequent, Fully Impairing)
20	Psychological Limitation: Hates UNTIL (Common, Total)
15	Psychological Limitation: Amoral and Greedy (Common, Strong)
20	Psychological Limitation: Code Of The Mercenary (Common, Total)
10	Reputation: cold-hearted international mercenary, 8- (Extreme)
45	Experience Points

Total Disadvantage Points: 380

Background/History: Viktor Zatopek was a non-descript UNTIL agent until the Future Soldier Program got hold of him. Born in Brno in 1972, he joined the Czech Army in 1990 but soon applied to UNTIL in search of more interesting work and the opportunity to travel. By 1994 he had graduated from UBT and been assigned as an Urban agent to the UNTIL offices in Copenhagen, where he served for almost three years. Then came the fateful call from Technical Corps — according to his medical records, he was an excellent candidate for the Future Soldier Program. If he volunteered for the procedures, he would at least get six months leave

SCIMITAR PLOT SEEDS

Esper promises to cure Scimitar's migraines if he'll help her kill her old adversaries... the PCs!

An old mystic tells Scimitar his weapon may be a "reincarnation" of an ancient enchanted scimitar, the Blade of Five Suns. Determined to learn more, and perhaps unlock his weapon's powers, Scimitar begins raiding libraries and assaulting scholars. The PCs have to stop his reign of terror... and what if the old mystic were right?

The word's out that Scimitar has information about UNTIL's Bureau of Superhuman Statistics for sale to the highest bidder. The PCs have to track down the sale... and stop it!



in California and at best become a superhero! How could any adventurous young man turn down such an offer? Viktor was on the next plane out.

The following six months were a blur of tests, injections, radiation, and exercise. Viktor occasionally caught glimpses of his fellow “guinea pigs,” but for the most part Dr. Strasky kept the agents isolated from each other. One day late in the process, Viktor accidentally caught a glimpse of a horribly deformed man being whisked out of the TC facility and to a hospital; though he couldn’t be sure, he began to fear that might be his own fate. After all, his muscles were beginning to ache every night, and he couldn’t shake this vague headache he’d picked up.

Viktor became increasingly tense and irritable. He began to suspect that his doctors were secretly trying to kill him. He vowed he wouldn’t go down without a fight, and the next day when the lab orderlies came to take him to the gym, he killed both of them with his bare hands and fled the facility wearing only a smock.

Despite his now full-blown paranoia, Viktor retained his basic training and instincts, and over the next few months he killed a series of people and used their identities to work his way back to Europe. By the time he got there, he was much more comfortable with his enhanced abilities. He made himself available as a mercenary assassin to organized criminals in his home country. On an early mission for some Prague

mobsters he “acquired” a sword apparently made from questionite that a scientist behind in his gambling debts had designed, and kept it for himself. Not long afterwards, he created the costumed identity of Scimitar so he could move into the “big leagues” as an operative for European organized crime. He’s quickly climbing the ranks of Continental supervillainy, and even Eurostar has noted his bloody efficiency. UNTIL suspects, but has not yet confirmed, his identity.

Personality/Motivation: Scimitar is a paranoid schizophrenic with real enemies. He believes that UNTIL is out to get him (which it is, but for different reasons than he imagines), and blames it for anything that goes wrong in his life. He continues to suffer from anxiety and headaches resulting from the failed FSP regimen, but usually contains the symptoms while on the job (and drowns them in alcohol and pills between assignments). When on assignment for one of the various criminal families he works for, he’s thoroughly professional and emotionless.

Quote: “They’re still out there. They’re watching me, always watching, waiting for me to trip up. I’ll show them.”

Powers/Tactics: Like Gladiator, Scimitar has both the physical enhancements of the FSP program and the basic training of an UNTIL agent. He’s superhumanly quick and durable, and can bench-press a car. He’s also become quite skilled with his namesake sword, forged from pure questionite and therefore stronger and lighter than steel. He admires its elegance and wields it like an artist, trying to cripple limbs and terrorize his opponents in hand-to-hand combat.

Scimitar suffers from intense migraines on occasion. Whenever you plan to use him in a scenario, roll 3d6. On an 11-, he suffers a migraine at some crucial point. The migraine lasts for 2d6 Phases; during that time he suffers a -2 to all rolls.

Campaign Use: Scimitar is an excellent villain to use in any campaign with a heavy UNTIL emphasis. Not only can he effectively oppose at least some superheroes, but for GMs inclined to run conspiracy-oriented scenarios he could lead to the exposure of a dark underbelly of UNTIL.

Scimitar rarely Hunts anyone unless paid to, in which case he’s ruthless and efficient. However, he sometimes drops everything to stalk and kill an UNTIL agent who catches his eye. He’d happily do the same to any UNTIL-affiliated super, particularly Gladiator.

If you want to make Scimitar tougher, increase his STR, defenses, and reflexes (DEX and SPD). You could also give him some other questionite weapons. If he’s already too strong, remove some of his Martial Maneuvers and his blaster, and reduce his Primary Characteristics slightly.

Appearance: Scimitar wears a black bodysuit with dark blue highlights, a black mask, and a blue sash around his waist. He’s in excellent shape, and stands 6’3” with dark brown hair and brown eyes.

SIGNAL GHOST

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
21	DEX	33	13-	OCV: 7/DCV: 7
14	CON	8	12-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
10	EGO	0	11-	ECV: 3
9	PRE	-1	11-	PRE Attack: 1½d6
14	COM	2	12-	
4	PD	2		Total: 12 PD (8 rPD)
4	ED	1		Total: 14 ED (10 rED)
5	SPD	19		Phases: 3, 5, 8, 10, 12
6	REC	2		
28	END	0		
25	STUN	4		Total Characteristics Cost: 76

Movement: Running: 6"/12"
Flight: 15"/60"

Cost Powers END

28	<i>Power Cell Array:</i>	Endurance Reserve (120 END, 30 REC); OIF (-½)	0
60	<i>Phase Disruption ("Ghost Touch"):</i>	Drain STUN 4d6, Affects Physical World (+2); OIF (-½), Increased Endurance Cost (x2 END; -½)	24
16	<i>Holoprojector Matrix:</i>	Sight Group Images, -3 to PER Rolls, Increased Size (4" radius; +½); IIF (-¼), Set Effect (preloaded Images only; -½)	3
18	<i>Phase Suit Padding:</i>	Armor (8 PD/10 ED); OIF (-½)	0
27	<i>Phase Suit Modulation:</i>	Desolidification (affected by multidimensional energies or magic); OIF (-½)	4
27	<i>Phase Suit Ghost Mode:</i>	Invisibility to Sight, Hearing, and Radio Groups, No Fringe, Reduced Endurance (0 END; +½); IIF (-¼), Only Versus Mechanical Perception (-1)	0
23	<i>Phase Suit Jetpack:</i>	Flight 15", x4 Noncombat; OIF (-½)	3
5	<i>Suit Radio:</i>	Radio Perception/Transmission (Radio Group); OIF (-½), Costs Endurance (-½)	1
5	<i>Mass Spectrovisor:</i>	N-Ray Vision (Sight Group; blocked by force fields); OIF (-½), Costs Endurance (-½)	1

Perks

2 Contact: High-tech fence 11-

Skills

6	+3 OCV with Drain
3	Acrobatics 13-
3	Breakfall 13-
5	Climbing 14-
3	Computer Programming 13-
3	Concealment 13-
3	Electronics 13-
4	KS: Millennium City Corporations 14-
1	Language: German (basic conversation; English is native)
9	Lockpicking 16-

3	Persuasion 11-
9	Security Systems 16-
11	Stealth 17-

Total Powers & Skills Cost: 274

Total Character Cost: 350

200+ Disadvantages

25	Hunted: VIPER 11- (Mo Pow, NCI, Capture/Kill)
20	Hunted: MCPD 11- (Mo Pow, NCI, Limited Geographical Area, Imprison)
10	Hunted: Dr. Silverback 8- (As Pow, Imprison)
20	Psychological Limitation: Code Versus Killing (Common, Total)
15	Psychological Limitation: Thrillseeker (Common, Strong)
5	Rivalry: Professional (with other hackers and high-tech thieves)
15	Social Limitation: Secret Identity (Lisa Sutherland) (Frequently, Major)
40	Experience Points

Total Disadvantage Points: 350

Background/History: Lisa Sutherland was a professional thief. She'd always had a wild, romantic streak while growing up in Green Bay, Wisconsin, and spent a lot of her time reading paperbacks full of dashing thieves and roguish pirates who defied law and convention with great style and joie de vivre. So, while she maintained her identity by day as a clerk in a small used bookstore, at night she broke into shops, banks, and the homes of wealthy suburbanites.

In the summer of 2002, however, her life changed dramatically. While ransacking an old warehouse in Milwaukee, she found a secret passageway to a sub-basement. The sub-basement contained a hidden laboratory, complete with strange devices, several wall-hangings depicting the infamous VIPER logo, and a middle-aged man at a worktable, dead (heart attack, it looked like). On the worktable lay a white suit lined inside with microcircuitry. Lisa decided to get the heck out of there before anyone from either VIPER or the law found her, but she couldn't resist taking the suit, in case it might be worth something to her usual fences.

Once she tried on the suit she realized she was ready for the big leagues. The strange outfit generated multidimensional energies that let her "rotate" herself partially out of phase with the three-dimensional universe. While wearing it, she could walk through walls! It also included

state-of-the-art hologram technology that let her project illusions or become invisible.

Since finding the suit, Lisa has taken her thievery to a whole new level. For the last couple of months, she and her "gang" (helpers she recruits, primarily old high school friends) have specialized in "impossible" crimes, robbing the high-tech corporations and laboratories of Millennium City and selling the proceeds to a fence specializing in technology. So far, she's avoided the notice of the city's superhuman guardians,

SIGNAL GHOST
PLOT SEEDS

VIPER begins to get a little too close for comfort. Signal Ghost turns to the heroes for protection, preferring a nice, safe cell to whatever the Boys In Green have planned for her. But if she plays her cards right, maybe she can trick the heroes, keep the suit, and get VIPER off her back for good....

Signal Ghost commits a robbery at the Dynamic Technologies Research Group. In other words, she steals some valuable technology from ARGENT. With ARGENT hunting for her, often using tech as advanced as her suit, she needs the heroes' help to survive.

Signal Ghost finds herself attracted to a male PC. Unable to think of a better way to get his attention, she steals something valuable from him and leads him on a cat-and-mouse chase across the city.



but she's getting more brazen with each crime, and VIPER itself has just noticed Dr. Razukov is dead and his suit is missing....

Personality/Motivation: Signal Ghost is in “the Game,” as she calls it, for the thrill of it. She delights in the adrenaline rush of sneaking quietly through a lab at night, avoiding guards and getting away clean with some expensive prototype. She has little interest in violence — she doesn't want to hurt anyone and only preys on “money-grubbing corporations.” She keeps most of the proceeds of her crimes for herself and her friends, though she donates large amounts of money to animal shelters and similar charities.

Quote: None. Signal Ghost doesn't leave cryptic clues or banter with people who try to catch her.

Powers/Tactics: Except for her “Ghost Touch” — the ability to pass her phased hand through a target and cause him excruciating but not lethal pain — and her hologram generator, Signal Ghost has no offensive abilities. Her ability to “expand and rotate” through higher dimensions allows her to pass through three-dimensional barriers, and her suit's assorted stealth abilities help her avoid detection once she gets inside. If confronted directly by a superhero or some other clearly superior force, she cuts and runs.

Campaign Use: You can use Signal Ghost as a “mystery villain” who commits a series of robberies that baffle authorities and finally involve the heroes directly (perhaps she even has the guts to rob their headquarters directly). The challenge is catching her, not beating her in combat.

If you want to toughen up Signal Ghost so she *can* fight the PCs if necessary, boost her Characteristics, increase her Armor to 15/15, and convert her “Ghost Touch” into a Multipower of attacks she can use while Desolidified. If the PCs don't have the ability to come to grips with her, get rid of the Ghost Touch and put an Activation Roll on her Desolidification.

Signal Ghost doesn't Hunt heroes. Even if motivated to gain revenge on one for some reason, she'd just steal from him, not try to hurt him.

Appearance: Lisa is an attractive if tomboyish young woman, 5'5" and 125 pounds, with sandy blonde hair and blue-green eyes. The Phase Suit is a featureless white bodysuit — all of the microcircuitry that makes it work is on the inside. However, the outside components include the Holoprojector Matrix (a rigid belt made of large metal loops with a hunk of gadgetry at the buckle), the Jet Pack (slung low on her back and reinforced at the shoulder and thigh), and a helmet that incorporates radio and microsensor circuitry and large goggles.

SNOWBLIND

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
16	COM	3	12-	
5	PD	3		Total: 17 PD (12 rPD)
6	ED	2		Total: 14 PD (8 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
8	REC	4		
36	END	0		
30	STUN	6		Total Characteristic Cost: 92

Movement: Running: 21"/42"

Cost	Powers	END
52	<i>Ice Powers:</i> Multipower, 52-point reserve	
5u	1) <i>Ice Blast I:</i> Energy Blast 10d6	5
5u	2) <i>Ice Blast II:</i> Energy Blast 7d6, Invisible to Sight Group (+½)	5
5u	3) <i>Ice Blast III:</i> Energy Blast 7d6, Area of Effect (One Hex Accurate; +½)	5
4u	4) <i>Chilled To The Bone:</i> Energy Blast 4d6, NND (defense is Life Support [Safe Environment: Intense Cold]; +1)	4
2u	5) <i>Ice Bonds:</i> Entangle 5d6, 5 DEF; Vulnerable (Fire/Heat; -1)	5
4u	6) <i>Ice Sheet:</i> Change Environment (create ice sheet) 32" radius, -4 to DEX Rolls to move on, Personal Immunity (+¼); Only Affects Characters Who Are Moving On The Ground (-¼)	5
5u	7) <i>Snowblindness:</i> Sight Group Flash 10d6	5
15	<i>Ice Powers:</i> Elemental Control, 30-point powers	
15	1) <i>Ice Armor:</i> Force Field (12 PD/8 ED), Reduced Endurance (0 END; +½)	0
20	2) <i>Ice Slides:</i> Running +15" (21" total), Usable As Gliding (see text; +¼); Physical Manifestation (-¼)	4
23	3) <i>Ice Wall:</i> Force Wall (8 PD/8 ED, up to 5" long and 2" tall); Cannot Move (-¼), Vulnerable (fire/heat have 2x effect for purposes of determining whether FW collapses; -¼)	5
2	<i>Doesn't Feel The Cold:</i> Life Support (Safe Environment: Intense Cold)	0
27	<i>Radar Sense:</i> Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+4 versus Range Modifier)	0

Skills

6	+2 with <i>Ice Powers</i> Multipower
2	CK: Millennium City 11-
3	Stealth 13-
3	Streetwise 12-

Total Powers and Skills Cost: 198

Total Character Cost: 290

200+ Disadvantages

20	Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
25	Physical Limitation: Blind (All The Time, Fully Impairing)
15	Psychological Limitation: Pyrophobia (Fear Of Fire) (Common, Strong)
15	Psychological Limitation: Cold-Heartedly Greedy (Common, Strong)
15	Social Limitation: Secret Identity (Kathryn Snowdon) (Frequently, Major)
20	Vulnerability: 2 x STUN from Fire/Heat Attacks (Common)
20	Vulnerability: 2 x BODY from Fire/Heat Attacks (Common)

Total Disadvantage Points: 350

Background/History: Kathryn Snowdon's mother was a scientist — not a renowned one, a respected one, or even an entirely sane one, but a scientist nevertheless. Throughout Kathryn's childhood Mother worked on one Big Project after another, always claiming that this one was going to be the breakthrough that would make her rich and famous.

When Kathryn was 17, the Big Project was a weather-control ray that would, Mother claimed, allow a government to make the local weather be whatever it wanted without disturbing the weather patterns of nearby regions. Unfortunately Mother got so wrapped up in her work that she forgot to lock the laboratory door the way she usually did when she was involved in a potentially dangerous experiment. Kathryn walked in during a calibration test of the "cause snow" setting, the safety overrides failed to work, Kathryn got zapped by the ray, and the machine exploded.

Kathryn woke up a few minutes later. Her eyes weren't working right — everything was sort of grey and indistinct, but it was as if she could see all around herself at once. Mother was dead, but somehow she didn't really care that much. She was more concerned that she'd somehow get blamed for what happened and be locked up for murder. Gathering up her most precious belongings and all the money she could lay her hands on, she fled into the night.

It wasn't until the next day that she began to figure out what was going on. It wasn't that her eyes weren't working right — they weren't working *at all*. Somehow the explosion had robbed her of her eyesight will giving her some sort of "radar sense" that was even better than eyesight in some ways (though she couldn't perceive colors or truly fine details).

The second day after the accident brought even greater surprises. She woke up that morning to find her motel room chilled to below freezing, with chunks of ice built up along the walls and floor. A little experimentation showed her that Mother's weather-control ray had given her the power to control ice and cold. *Now this is something I can make some real money with*, she thought to herself... and a few days later the supervillainess Snowblind made her first appearance.

SNOWBLIND PLOT SEEDS

Snowblind learns (perhaps through DNA fingerprinting after being captured by the police) that her father is Freon, the infamous (and similarly-powered) VIPER supervillain. That would certainly explain why Mother never talked about him and why the accident gave her powers instead of killing her! Will she confront him and try to learn more about her past? Could an enemy of Freon's try to use this information against him?

A rash of vicious robberies, resulting in two deaths and hundreds of thousands of dollars of lost property, has been committed by someone with ice powers, or an ice weapon of some sort. An intense man-hunt is on for Snowblind — but she didn't do it. What will she do to clear her name and keep her freedom?

VIPER captures Snowblind and hooks her up to an experimental weather control device, plunging the Millennium City area into a seemingly non-stop blizzard. The heroes have to find out what's going on, stop it, and rescue Snowblind before the experiments kill her.



Personality/Motivation: Snowblind doesn't realize that the accident that gave her her powers also affected her mind. She used to be a normal person who might even have become a superhero if she'd gotten superpowers. But thanks to the explosion's impact on her brain, now she's self-centered, greedy, and cold-hearted. She intends to use her powers to benefit herself and no one else.

Quote: "Pretty cool, huh? Get it?"

Powers/Tactics: Snowblind has the power to create ice and cold. Her powers range from blasts of ice, to chilling someone from the inside out so quickly they become stunned, to trapping her opponents in solid blocks of ice, to freezing the vitreous humor in someone's eyes to create temporary blindness. She can also protect herself with ice armor or walls, and move quickly using ice slides (she can create an ice slide beneath her when falling or to get down from the top of a building, hence the *Usable As Gliding* feature). In time she'll probably learn many other applications of her powers.

Snowblind has only been in a few pitched battles (she's mostly just a superpowered smash-and-grab thief), so she has no real sense of tactics. If confronted, she'll fight back at first, but quickly decides to run if hurt, or if the situation doesn't seem to hold any hope of gain.

Snowblind's powers depend on having a reasonable amount of moisture in the atmosphere, so they work at lesser effect (typically 75-50% of normal Active Points) in deserts and similar areas, and may not work at all in outer space or other places with no water. However, having lived near Lake Erie all her life, she doesn't know this, and since it almost never affects her, it's not reflected with a Limitation on her powers.

Campaign Use: Snowblind is built on less than the normal campaign starting total of 350 Character Points (200 Base + 150 Disadvantages) to reflect her relative youth and inexperience. As the game progresses, the GM can, if he wishes, use her 60 unspent points from Disadvantages to start bringing her up to par with everyone else in the campaign by adding slots to her Power Frameworks or increasing her DEX to 20 or more. If, on the other hand, Snowblind's already too powerful for your campaign, reduce her Multipower to a 40-point reserve and her SPD to 4.

Snowblind would rarely, if ever, become someone's Hunted. She's simply not that driven or vindictive; she's more interested in surviving and becoming rich and secure than in pursuing vendettas. Only a deeply personal insult or humiliation would drive her to Hunt a hero. On the other hand, she might make an interesting potential romantic relationship for a young hero if the hero could (a) learn that the accident that empowered her affected her mind, and (b) figure out a way to restore her original personality.

Appearance: Snowblind is a slender, small-framed 18 year-old girl with long, straight blonde hair and blue eyes. She wears a blue costume with white fur trim (even though she doesn't feel the effects of extreme cold).

STEEL COMMANDO					
Val	Char	Cost	Roll	Notes	
15+15*	STR	12	12- /15-	Lift 200/1,600 kg; 3d6/6d6 HTH [1/3]	
18+7*	DEX	34	13- /14-	OCV: 6/8-DCV: 6/8	
20+5*	CON	25	13- /14-		
13	BODY	6	12-		
15	INT	5	12-	PER Roll 12-	
14	EGO	8	12-	ECV: 5	
15+8*	PRE	10	12- /14-	PRE Attack: 3d6 (4½d6)	
10	COM	0	11-		
8	PD	5		Total: 20 PD (12 rPD)	
7	ED	3		Total: 19 ED (12 rED)	
4+1*	SPD	19		Phases: 3, 6, 9, 12 (3, 5, 8, 10, 12)	
10	REC	6			
40	END	0			
40	STUN	9		Total Characteristic Cost: 142	

*: OIF (Powered Armor; -½)

†: No Figured Characteristics (-½)

Movement: Running: 8"/16"
Leaping: 20"/40"

Cost	Powers	END
75	<i>Energy Rifle:</i> Multipower, 75-point reserve, 125 Boostable Charges for entire Multipower (+1); all OAF (-1) [125]	
3u	1) <i>Direct Fire Mode:</i> Energy Blast 12d6; OAF (-1)	
4u	2) <i>Automatic Fire Mode:</i> Energy Blast 10d6, Autofire (5 shots; +½); OAF (-1)	
2u	3) <i>Power Blast Mode:</i> RKA 4d6; OAF (-1), Requires 4 Charges Per Use (-½)	
4u	4) <i>Underslung Energy Grenade Launcher:</i> Energy Blast 10d6, Explosion (+½); OAF (-1)	
8	<i>Energized Gauntlet:</i> Does x1½ Knockback for up to 10d6 Strike; OIF (-½), 2 Charges (-1½) [2]	
5	Another Energized Gauntlet (as above)	
7	<i>Combat Dagger:</i> HKA 1d6 (2d6 with STR); OAF (-1), Real Weapon (-¼) 1	
	<i>Martial Arts: Commando Training</i>	
	Maneuver OCV DCV Notes	
3	Aikido Throw +0 +1 5d6 (8d6) + v/5, Target Falls	
4	Boxing Cross +0 +2 7d6 (10d6)	
4	Choke -2 +0 Grab One Limb, 3d6 NND (2)	
4	Escape +0 +0 40 (55) STR vs. Grabs	
4	Hold -1 -1 Grab Three Limbs, 35 (50) STR	
4	Judo Disarm -1 +1 Disarm, 35 (50) STR	
4	Karate "Chop" -2 +0 1d6 HKA (2d6 with STR)	
4	Kung Fu Block +2 +2 Block, Abort	
8	+2 Damage Classes (already added in)	
2	Use Art with Clubs, Knives	

24	<i>Battlesuit:</i> Armor (12 PD/12 ED); OIF (-½) 0
9	<i>Jumpjets:</i> Leaping +14" (17" (20") total); OIF (-½) 1
11	<i>Jumpjets:</i> Flight 20"; OIF (-½), Only To Change Direction Of Leaping (-2) 4
4	<i>Fleet-Footed:</i> Running +2" (8" total) 1
6	<i>Communications Array:</i> HRRP; OIF (-½), Flashed As Sight/Hearing Sense Group As Well As Radio Sense Group (-½) 0
3	<i>Nightsight:</i> Infrared Perception (Sight Group); OIF (-½) 0
3	<i>Nightsight:</i> Ultraviolet Perception (Sight Group); OIF (-½) 0

Talents

3	Resistance (3 points)
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Skills

8	+1 with All Combat
9	+3 with Energy Rifle Multipower
5	Accurate Sprayfire
3	Combat Driving 13- (14-)
5	Concentrated Sprayfire
2	KS: The Espionage World 11-
3	KS: The Military/Mercenary/Terrorist World 12-
2	KS: The Superhuman World 11-
3	KS: The French Foreign Legion 12-
3	Language: English (completely fluent; German is native)
1	Language: French (basic conversation)
2	Language: Spanish (fluent conversation)
3	Paramedics 12-
3	PS: Marine 12-
5	Skipover Sprayfire
3	Stealth 13- (14-)
3	Systems Operation 12-
3	Tactics 12-
3	TF: Common Motorized Ground Vehicles, Helicopters
6	WF: Common Melee Weapons, Common Missile Weapons, Small Arms

Total Powers & Skills Cost: 287

Total Cost: 429

200+ Disadvantages

20	Hunted: Warlord 8- (Mo Pow, NCI, Capture/Kill)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Psychological Limitation: Code Of The Mercenary (Common, Total)
20	Psychological Limitation: Self-Centered (Very Common, Strong)
10	Reputation: amoral mercenary, 11-
10	Rivalry: Professional (with Lazer, Seek To Harm/Kill Rival)
10	Rivalry: Professional (with Mechassassin, Seek To Harm/Kill Rival)
15	Social Limitation: Secret Identity (Heinrich Kappel) (Frequently, Major)
30	Vulnerability: 2 x STUN from Electricity (Very Common)
74	Experience Points

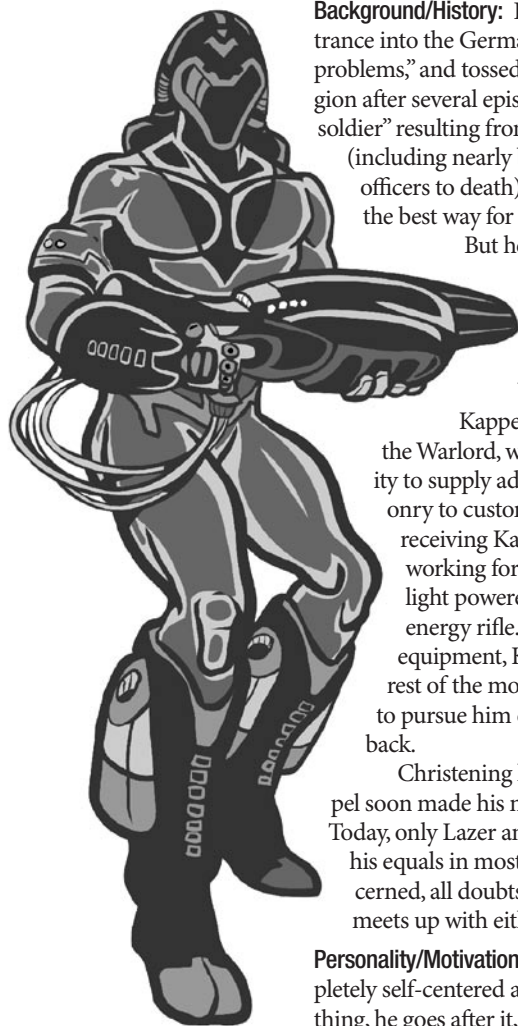
Total Disadvantage Points: 429

STEEL COMMANDO PLOT SEEDS

In an effort to recover his technology from the Steel Commando, the Warlord offers to provide the PCs with certain information if they'll capture him and turn him over to them — information which could potentially save tens of thousands of lives. Will the PCs take this devilish bargain?

Determined to settle the question of who's the best, Lazer, Mechassassin, and the Steel Commando all compete to achieve a series of pre-determined goals. Using rules pre-arranged through negotiators, each hires a mercenary team and starts turning the city inside-out trying to win the "scavenger hunt" (and possibly kill his rivals at the same time). Stopping the three of them should cause the PCs enough problems, but what happens if other rivals show up... or the Warlord?

The Steel Commando takes a contract to kill one of the PCs. He keeps showing up at precisely the wrong time, just when the PCs have something more important to take care of. And eliminating him won't solve the problem — the targeted character needs to find out who took out the contract and stem the tide at its source, but the Steel Commando will never reveal his employer's identity.



Background/History: Heinrich Kappel, denied entrance into the German army due to “psychological problems,” and tossed out of the French Foreign Legion after several episodes of “conduct unbecoming a soldier” resulting from those psychological problems (including nearly beating one of his commanding officers to death), decided mercenary work was the best way for him to make use of his “talents.”

But he realized he needed an edge. In a world where superhumans existed, just being good with a rifle wasn't enough.

After robbing a couple banks to raise working capital, Kappel got in contact with agents of the Warlord, who was well-known for his ability to supply advanced technology and weaponry to customers with enough cash. After receiving Kappel's down payment, scientists working for the Warlord built him a suit of light powered armor and a multi-function energy rifle. After taking delivery of the equipment, Kappel skipped out on paying the rest of the money owed, causing the Warlord to pursue him ever since to get his technology back.

Christening himself “Steel Commando,” Kappel soon made his mark in the mercenary world. Today, only Lazer and Mechassassin are considered his equals in most circles, and as far as he's concerned, all doubts will be dispelled when he next meets up with either of them.

Personality/Motivation: The Steel Commando is completely self-centered and amoral. If he wants something, he goes after it, and he doesn't care what he has to do — or who he has to kill — to get it. If someone bothers him, he usually doesn't think twice about brutally beating, or even killing, that person. His inability to see beyond his own needs and desires has gotten him into trouble on numerous occasions.

The only thing that ever seems to give him pause is his mercenary's code. He refuses to release any information about his employers that he's not authorized to, and won't give up on a contract he's promised to fulfill. Sometimes, his self-centeredness and professionalism war with one another, but the code has won out every time... so far.

Quote: “So what if he can bounce bullets off his chest? Get down there and set up the ambush like I told you to, so you drive him toward me. I've got something in this rifle that he won't shrug off so easy.”

Powers/Tactics: The Steel Commando's abilities result partly from training, and partly from the light battlesuit he wears. Although not as advanced as the armor worn by Lazer or Mechassassin (see *Conquerors, Killers, And Crooks*), the Commando's armor is nevertheless tough. Its energized gauntlets allow him to punch his foes with extra power, knocking them around like tenpins. However, the cybernetic leads and circuitry in the armor cause it to generate painful feedback if hit with an electrical attack.

Most of the Steel Commando's offensive capabilities come from his Energy Rifle. He favors the Automatic Fire Mode (especially in conjunction with his

Autofire Skills), but switches to Direct Fire (or even the energy-intensive Power Blast) when facing particularly tough opponents. The rifle even has a system attached to the underside of the barrel that drains most of a shot's worth of energy into a tiny explosive capsule, then uses the rest of the energy to launch it, resulting in a grenade-like explosion.

To move quickly around the battlefield, Steel Commando has Jumpjets that let him make long, compressed air-assisted leaps. He has separate omnidirectional jets for changing direction in mid-leap, so he can dodge obstacles or “leap around corners.” (In game terms, Steel Commando makes a Half Move with his Leaping, and at some point in the arc of the leap makes a second Half Move with his Flight to change direction.) In appropriate situations, the GM may award him a Surprise Move bonus for this.

Campaign Use: The Steel Commando is a typical mercenary villain, interested only in making lots of money and satisfying his urges for excitement, danger, and beating people up. He'll gladly go to work for anyone who can afford his exorbitant fees, though he's always wary of a possible Warlord trap.

Steel Commando is certainly foul-tempered and cruel enough to Hunt a hero who captures or defeats him, but he's too self-centered to keep at it for long. Eventually he'll decide it's not worth it and turn to other pursuits... unless repeated encounters with, and losses to, the hero keep stoking the fires of his hatred. As a Hunter, he pulls no punches, going straight for the kill and attacking at inopportune moments.

To make the Steel Commando more powerful, increase the size of his Multipower reserve and slots, and/or create more slots (additional settings for his Energy Rifle). Or, you could emphasize his personal combat skills, giving him even better HTH Combat abilities (such as more Martial Maneuvers, Extra Damage Classes with his Martial Arts, and the like). If he needs to be toned down a little, reduce his Multipower to a 60 Active Point reserve and get rid of one or two of his Autofire Skills.

Appearance: The Steel Commando battlesuit is a menacing grey and black. It has a sleek, streamlined look that sets it apart from bulkier, stronger suits of true powered armor. The boots have obvious jumpjets on the left and right side of both legs; the omnidirectional jets for mid-course changes of direction are concealed at several places around the suit. The gauntlets are stylistically similar to the boots, with a series of small raised studs along the knuckles that reveal their Energized Gauntlets power. The helmet covers the entire head, with a large one-way viewscreen covering the entire face. A small backpack-like attachment contains a power unit and other technology necessary for running the suit.

The Commando's Energy Rifle was obviously designed to go with the suit; it has a similar aesthetic. It resembles a high-tech assault rifle, with the odd-looking “grenade launcher” attached beneath the barrel.

Out of his armor, Heinrich Kappel stands 6'5" tall and has short, dirty blonde hair, pale blue eyes, no facial hair, and ruddy skin. He speaks English well, but with a noticeable German accent.

TACHYON				
Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
14	BODY	8	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
24	PD	14		Total: 24 PD (24 rPD)
24	ED	19		Total: 24 ED (24 rED)
5	SPD	20		Phases = 3, 5, 8, 10, 12
15	REC	0		
50	END	0		
52	STUN	0	Total Characteristic Cost: 176	
Movement:		Running: 6"/12" Leaping: 10"/20" Teleportation: 25"/50"		
Cost	Powers			END
24	Toughness: Damage Resistance (24 PD/ED)			0
60	Teleportation Powers: Multipower, 60-point reserve			
6u	1) Basic Teleportation: Teleportation 30"			6
6u	2) Courier Teleportation: Teleportation 20", Position Shift, x16 mass			6
5u	3) Long-Range Teleportation: Teleportation 20", MegaScale (1" = 1 km; +¼)			5
6u	4) Focused Teleportation: Teleportation 15", Armor Piercing (x2; +1)			6
6u	5) Aportation: Teleportation 12", Usable As Attack (+1), Ranged (+½)			4
4u	6) Combat Aportation I: RKA 2d6, Penetrating (x2; +1); OIF (any small teleportable object; -½)			5
3u	7) Combat Aportation II: Energy Blast 5d6, NND (defense is having Teleportation, gravitic, magnetic, or dimension-manipulation powers; +1); No Range (-½)			5
3u	8) Blink Teleport: +8 DCV; Costs Endurance (-½)			4
2	Escape Routes: Two Fixed Locations for Teleportation (home; office)			0
Perks				
2	Contact: prominent astrophysicist 11-			
Skills				
16	+2 with All Combat			
3	Computer Programming 12-			
3	Electronics 12-			
3	CK: Millennium City 12-			
2	CK: Chicago 11-			
2	KS: Football 11-			
3	PS: Instructor 12-			
3	PS: Operate Telescope 12-			
2	PS: Play Football 11-			
5	SS: Astronomy 14-			
3	Stealth 13-			
3	Streetwise 13-			
1	Systems Operation 8-			
1	Teamwork 8-			

Total Powers & Skill Cost: 174**Total Cost: 350****200+ Disadvantages**

- 20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
- 15 Hunted: The Champions 8- (Mo Pow, Capture)
- 15 Psychological Limitation: Must Prove That He's The Best (Common, Strong)
- 10 Psychological Limitation: Scientific Curiosity (Common, Moderate)
- 5 Rivalry: Professional (with another astronomy professor; Rival Is Aware Of Rivalry)
- 5 Rivalry: Professional (with Thunderbolt II; Rival Is Aware Of Rivalry)
- 15 Social Limitation: Secret Identity (Prof. Steve Maxwell) (Frequently, Major)
- 15 Susceptibility: to kelvarite, 1d6 damage per Phase (Uncommon)
- 20 Vulnerability: 2 x Effect from Drains (Common)
- 30 Experience Points

Total Disadvantage Points: 350

Background: Born and raised in Chicago, Steve Maxwell always had a strong competitive streak. Whether it was sports, grades, or picking up girls, Steve had to try to be the best — and he usually succeeded. To no one's surprise, he ended up attending an excellent college, Millennium City University, on a full ride based both on his skill as as football player and his grades.

Steve's string of successes continued at MCU, but his enjoyment of college life was marred by one thing: another student, Rob Bleskind. Somehow they just rubbed each other completely the wrong way. Bleskind was every bit as competitive as Steve was, and every bit as good. Since they both were majoring in the sciences, they bumped into each other on campus all the time, and harsh insults were the least they usually exchanged. The campus cops broke up more than one fist-fight between them.

In Steve's senior year, MCU got an unprecedented opportunity — the chance to examine part of a strange meteor that had nearly hit Earth, but been destroyed by a group of superheroes just as it was entering the atmosphere. One of the minerals in the meteor was not found on Earth, and MCU was the first to have a chance to examine one of the chunks containing bits of this strange new rock, dubbed "kelvarite."

To Steve's delight, he was asked to participate in the analysis, due to his strong background in astronomy. His enjoyment of the moment was spoiled when the professors brought Bleskind in as well, due to his skills as a geologist. It was all the two of them could do to be civil to each other when the professors were around.

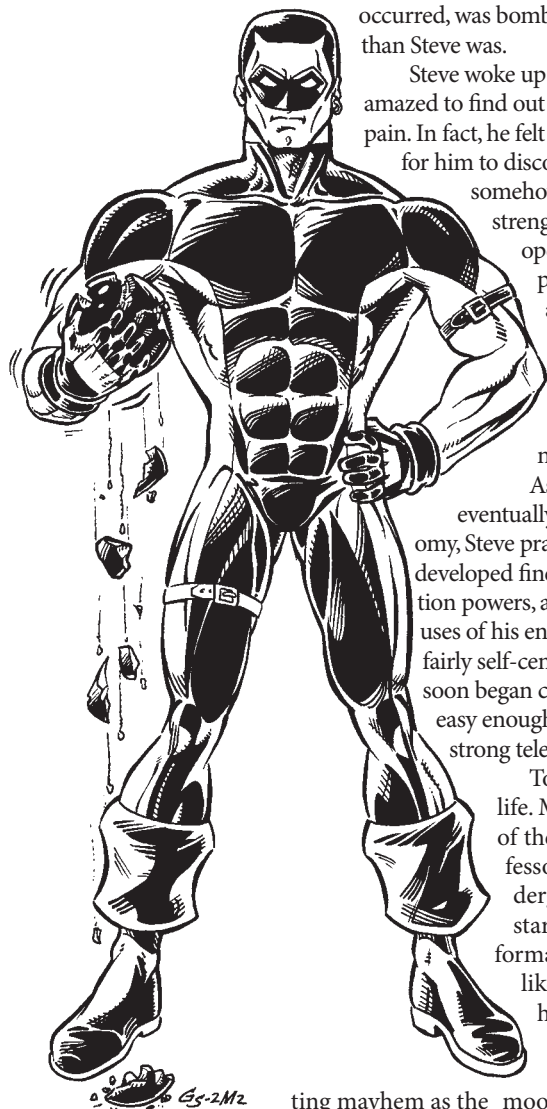
And then the professors left the room for a minute to get some equipment. What happened next is a matter of debate. Both Steve and Bleskind claim the other one began an unauthorized test. Or it may be that they got into a fight and knocked something over. Or maybe they didn't do anything. But regardless of what they did or didn't do, the meteor *did* do something — it exploded! Both of them were showered with tiny particles and fragments of kelvarite. Bleskind, being closer to the meteor when the disaster

**TACHYON
PLOT SEEDS**

Tachyon discovers his Susceptibility to kelvarite and decides to study the problem so he can "cure" it (*i.e.*, decrease or buy off the Disadvantage). But since he can't get close to the stuff, he'd have to force or trick an innocent scientist into helping him....

After a research grant falls through, Tachyon, desperate for funding to continue his work, hires himself out to a mysterious patron, who has him commit a series of bizarre burglaries. Unable to restrain his curiosity, he begins trying to find out who his benefactor is... and after that gets him into more trouble than he can handle, he comes running to the PCs for help.

In an effort to get PRIMUS off his back, Tachyon trashes one of the organization's bases and steals a lot of equipment and records. Unfortunately, one of the things he got were notes for a powerful new version of Cyberline the agency has been working on. PRIMUS needs those notes back as soon as possible, before Tachyon can sell them, and asks the heroes to find him.



occurred, was bombarded with more kelvarite than Steve was.

Steve woke up in the hospital. He was amazed to find out that he didn't feel any pain. In fact, he felt terrific! It didn't take long for him to discover that the accident had somehow granted him prodigious strength. And when a nurse opened the door and surprised him, he discovered another one his powers — teleportation — purely by reflex. Fortunately, he managed to get back into his room before the nurse noticed he was missing. As he continued his studies, eventually earning a Ph.D in astronomy, Steve practiced with his powers. He developed fine control over his teleportation powers, and explored the extent and uses of his enormous strength. Being fairly self-centered and quite greedy, he soon began committing burglaries — an easy enough thing to do for a super-strong teleporter.

Today, Steve lives a double life. Most of the time he's one of the newest astronomy professors at MCU, teaching undergrads the ins and outs of stars, nebulae, and planetary formation. But when he feels like it, or when someone hires him to do a job, he hits the streets as Tachyon, stealing and committing mayhem as the mood takes him.

Personality/Motivation: Tachyon is not a complex person, as supervillains go. He's self-centered, greedy, and basically amoral, though he does a good job of covering these negative qualities and blending into normal society on a day-to-day basis. His drive to prove his own superiority has lasted into adulthood; he still can't stand it when anyone outdoes him — or even comes close to outdoing him — and will do whatever it takes to prove he's the better man. If a superhero defeats him, he'll keep coming back, again and again, until he achieves victory.

As a scientist — he genuinely loves his work, and can talk about it for hours — Tachyon has a strong streak of scientific curiosity. He loves to know what makes things work, why they happen the way they do. If presented with a mystery or a puzzle, he often focuses on it intently, becoming more absorbed in it than he should be. A superhero who discovers this trait might be able to devise a clever trap for him.

Tachyon remains bitter rivals with Rob Bleskind, who's now better known as Thunderbolt. Each of them does his best to interfere with the other's work, taunt him, and make him miserable. The two have yet to put their superpowers to the test against each other, but they know it's only a matter of time.

Quote: "Now you see me..." ::teleports behind opponent and punches him:: "...now you don't"

Powers/Tactics: Being bombarded with the mysterious alien mineral kelvarite (about which Earth science still knows almost nothing) granted Tachyon an unusual and powerful suite of superhuman abilities. First, it greatly augmented his strength and resilience, giving him the ability to toss vehicles around and punch through armor plating with ease. Second, it somehow interacted with his bioelectric field to grant him teleportation powers. In addition to teleporting himself, he can teleport others (even against their will) or teleport small objects into people (causing terrible wounds). For a less lethal attack, he can simply "blink teleport" a person in and out rapidly, causing such strain to that person's system that he often passes out.

Tachyon has developed a number of tactics to take advantage of his abilities. For example, if he's facing someone, he can use his Courier Teleportation to 'port in behind them so that he's looking at the target's back, and then punch them for all he's worth. With the GM's permission, he could combine his Aportation with a punch (Strike) as a multiple-Power attack.

Although Tachyon doesn't know it yet, his kelvarite-based powers come with kelvarite-based weaknesses as well. For one thing, exposure to other kelvarite somehow weakens and harms him, and could even kill him if it were prolonged. Fortunately, kelvarite is pretty rare; the only known sources on Earth right now come from the meteor mentioned above, one fragment of which Steve Maxwell got to study. Somehow the kelvarite in his body also makes him vulnerable to attacks that sap his abilities (*i.e.*, Drains).

Campaign Use: Tachyon is a powerful opponent with an unusual set of powers the GM can use to keep the players on their toes. He's difficult to keep imprisoned once captured, so he can always come back to get revenge.

To make Tachyon a little more powerful, boost his STR to 60, his Multipower reserve to 75, and his Multipower slots accordingly. You could also increase his SPD to 6. If you find he's too powerful for your game, try reducing his STR to 40, his SPD to 4, and/or his Multipower to a 50-point reserve.

As a Hunter, Tachyon is a dogged and determined foe. He'll usually start Hunting a hero because the hero humiliated or bested him in some way, and he's dead set on proving who the "better man" really is — if necessary, in front of a huge crowd of people, just so the whole city hears about it. He's not particularly vicious or interested in killing his targets, but he'll gladly beat them to within an inch of their lives and embarrass them thoroughly.

Appearance: Tachyon is a tall, extremely muscular man who wears a blue and green costume when committing crimes. His boots and short gloves are blue. Blue runs up the inner half of his leg and up the center of his chest, spreading out over his shoulders and ending where the shoulders meet the upper arms in a point. Green runs up the outer half of his legs and his sides, and all the way down his arms. His short gloves are blue. He wears a blue domino mask and has short black hair. When he teleports, a field of bluish energy, a bit lighter in tone than his costume, surrounds his body and then fades away right after he disappears.

TALISMAN				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
21	EGO	22	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
20	COM	5	13-	
5	PD	3		Total: 19 PD (14 rPD)
7	ED	3		Total: 21 ED (14 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
6	REC	0		
56	END	8		
30	STUN	5		Total Characteristic Cost: 139
Movement: Running: 6"/12" Flight: 20"/40"				
Cost	Powers	END		
60	<i>Mastery Of Hellfire:</i> Multipower, 60-point reserve			
6u	1) <i>Hellfire:</i> Energy Blast 12d6		6	
6u	2) <i>Hellfire Gate:</i> Energy Blast 8d6, Explosion (+½)		6	
6u	3) <i>Agonizing Hellfire:</i> Energy Blast 8d6, Armor Piercing (+½)		6	
6u	4) <i>Writhing Hellfire:</i> Energy Blast 4d6, Continuous (+1), Penetrating (+½), Uncontrolled (+½)		6	
40	<i>Foul Sorcery:</i> Multipower, 40-point reserve			
4u	1) <i>Domination:</i> Mind Control 8d6		4	
4u	2) <i>Befuddlement:</i> Mental Illusions 8d6		4	
4u	3) <i>Spell Of Torment:</i> Ego Attack 4d6		4	
4u	4) <i>Touch Of Terror:</i> Drain PRE 4d6		4	
20	<i>Helpful Witcheries:</i> Elemental Control, 40-point powers			
22	1) <i>Shield Of Sorcery:</i> Force Field (14 PD/14 ED), Reduced Endurance (0 END; +½)		0	
20	2) <i>Wings Of The Wind:</i> Flight 20"		4	
20	3) <i>Visions:</i> Clairsentience (Sight and Hearing Groups), 4x Range (600")		4	
3	<i>Magesense:</i> Detect Magic 13-; Concentration (0 DCV; -½)		0	
Perks				
2	Contact: a member of the Circle Of The Scarlet Moon 11-			
4	Contact: a Morbanes of DEMON 11- (very useful Skills and resources, has significant Contacts of his own)			
4	Contact: Dark Seraph 8- (extremely useful powers and resources)			
Skills				
6	+2 with Mastery Of Hellfire Multipower			
3	High Society 14-			
3	CK: Vibora Bay 13-			
2	CK: Millennium City 11-			
3	KS: Arcane & Occult Lore 13-			
3	KS: Demonology 13-			
3	KS: Necromancy 13-			
3	KS: Witchcraft 13-			
1	Language: Latin (basic conversation)			

- 3 Seduction 14-
- 3 Stealth 13-
- 3 Streetwise 14-

Total Powers & Skill Cost: 271

Total Cost: 410

200+ Disadvantages

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 15 Hunted: DEMON 8- (As Pow, NCI, Capture)
- 20 Psychological Limitation: Corrupted Soul (Common, Total)
- 15 Psychological Limitation: Utterly Self-Centered; Cares Only For Herself (Common, Strong)
- 15 Social Limitation: Secret Identity (Pamela Duquesne) (Frequently, Major)
- 115 Experience Points

Total Disadvantage Points: 410

Background/History: Pamela Duquesne and her twin sister, Bethany, were raised in a seemingly ordinary suburban home. But behind that seemingly normal facade lurked a shadow, for the Duquesnes were witches devoted to the dark powers, and they raised their daughters to become witches in turn. Pamela, cruel and spiteful almost from birth, welcomed the teachings and took to witchcraft readily, while Bethany, kind-hearted and shy, had more trouble.

On their eighteenth birthdays, both girls were to be formally inducted into the Circle of the Scarlet Moon, the powerful coven their parents belonged to. Eager for ever-greater power, Pamela spoke the oaths readily, but Bethany was horrified and ran away. Glad to be rid of her goodie-two-shoes sister, Pamela immersed herself in studying with the Circle, learning much dark magic from them.

Eventually, though, she became dissatisfied with the Circle. It was too hidebound, too obsessed with pointless rituals and traditions that only inhibited her ability to learn magic. She left, seeking other tutors. Down through the years she studied with many, including the feared sorcerer-priests of DEMON and the demonic Dark Seraph. Any route that offered greater access to power, be it making blood sacrifices or corrupting her tutors with her charms, she gladly took.

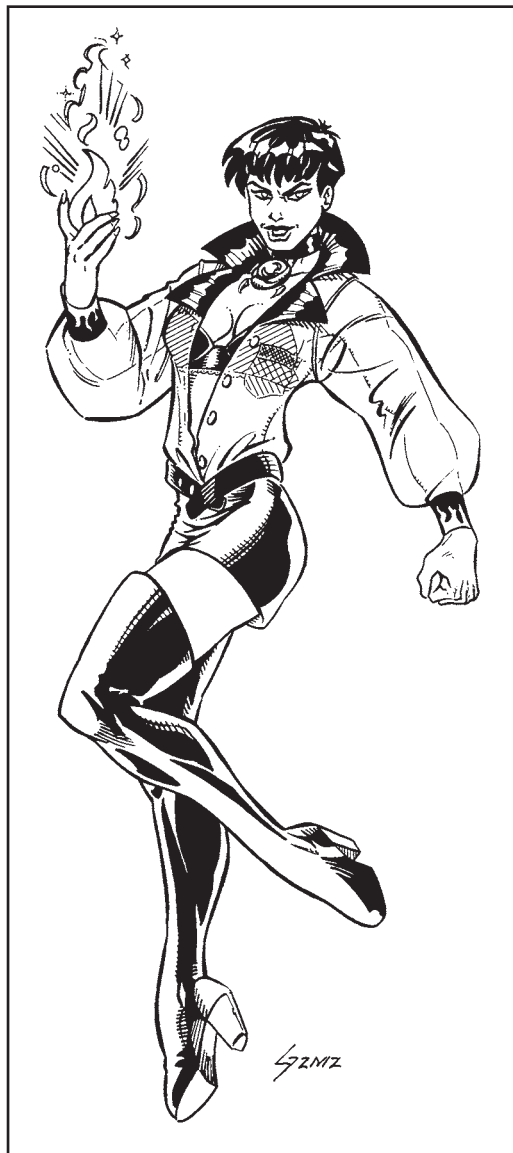
But she has done more with her life than study. Pamela, who prefers the nickname "Talisman," isn't content to stay in the library all the time. She wants bright lights, big cities, fast money, and the adoration of beautiful people. Seeking these things, she turned her powers to crime, and found it an even easier path to influence and power (albeit power of a different sort). With her mastery of hellfire and other magical abilities, she's a match for most superheroes — including her weakling sister, who joined the Champions. Talisman eagerly looks forward to the day when she can finally destroy Witchcraft utterly. She al-

TALISMAN PLOT SEEDS

Eager to divine the location of the Karathos Orb, an enchanted item of great power, Talisman commits several crimes to obtain the bizarre ingredients needed for a finding-spell. Can the heroes figure out what she's up to in time to stop her — or must they defeat an Orb-wielding witch with four or five times her normal might?

Inexplicably, Talisman falls in love with a male PC (or prominent NPC). Using powerful black magic, she warps his mind and personality, making him as evil as herself and her partner in crime. Can the PCs rescue their friend without hurting him?

When a powerful demon comes to get Talisman to return a favor he once did her, Talisman manages to trick him into thinking that she's Witchcraft (or your PC team's mystic, as applicable), and vice-versa. Since the heroic mystic has no idea what's going on, the PCs soon find themselves with one very angry demon on their hands....



most succeeded once, but only managed to curse her. A rematch is only a matter of time.

Personality/Motivation: Cruel, sadistic, petty, manipulative, and supremely self-centered, Talisman is almost the complete opposite of her sister Witchcraft. Pamela is outgoing, bold, self-confident, openly sexy, and assertive, unlike the more shy, quiet Bethany. Long exposure to and use of black magic has corrupted her soul, and though she hasn't sold it yet, even that dire step down the path to damnation is likely only a matter of time.

Quote: "Enjoy the torments of Hell, little man."

Powers/Tactics: Talisman's powers derive from her study and practice of black magic. She specializes in the manipulation of arcane Hellfire, but has also mastered sorcery and various general magics. Unlike Witchcraft, who sacrificed power for breadth of ability, Talisman has focused on developing powers more suited to her selfish desires and ignored the "petty magics" of "lesser witches." But her powerful magics can tire her easily if she's not careful; when using her in a game, keep careful track of her END usage.

Also unlike Witchcraft, Talisman has chosen the quick and easy routes to power, caring not for the harm they may inflict on the world, or ultimately on herself. Thus she possesses greater power (*i.e.*, more Character Points) than Witchcraft, though they've both been studying magic for roughly the same amount of time. Talisman's Experience Points reflect this moreso than they do more experience (though in fact Talisman has had more opportunity to practice using spells on people than Witchcraft has, since she doesn't care about hurting or manipulating innocents for her own purposes).

Talisman often gestures and incants when casting her spells, but she doesn't have to — she's just used to doing so. She's perfectly capable of using any of her powers even when bound and gagged.

The Trismegistus Council, an order of benevolent mystics with whom Witchcraft has some association, would like to capture and neutralize Talisman, whom they regard as a great threat to the world (they won't explain exactly why to Witchcraft). DEMON, with whom Talisman has worked in the past, would like to find a way to force her to add her power to its ranks, but so far she has eluded their snares.

Campaign Use: Talisman makes a good general-purpose mystic villain for a variety of scenarios, but often works best when some element of her background — usually Witchcraft, but possibly a Hunted or the like — is also part of the story. That way she seems less like a two-dimensional evil spellcaster, and more like the intriguingly wicked person she actually is.

If Talisman is too weak for your campaign, give her a Variable Power Pool like Witchcraft's, but make it larger and a little easier to use (once again, the easy path to power pays off... for now). If she's too strong, reduce her Mastery Of Hellfire to a 40 or 50 point reserve, her EC to 30-point powers, and a few of her Characteristics (DEX and CON, perhaps) by a point or three.

As a Hunted, Talisman is vindictive and vicious. She never forgets a slight, or passes up any opportunity to make her quarry miserable — or dead. Instead of simply blasting her foe, she'll try to find unusual curses, spells of torment, and other ways to harm him. She rarely Hunts on less than an 11-.

Appearance: Although she is Witchcraft's twin sister, Talisman can easily be distinguished from her hated sibling most of the time. She wears her black hair long, usually allowing it to cascade down a little below her shoulders. She typically wears black high-heeled boots, a black leather miniskirt, and a strategically-unbuttoned long-sleeved blouse (usually in black, some other dark color, or red); there's a flame motif embroidered along the cuffs.

WAYLAND TALOS

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
25	INT	15	14-	PER Roll 14-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
4	PD	2		Total: 10 PD (6 rPD)
5	ED	2		Total: 11 ED (6 rED)
4	SPD	16		Phases: 3, 6, 9, 12
5	REC	0		
30	END	0		
25	STUN	2		Total Characteristics Cost: 85

Movement: Running: 6"/12"

Cost	Powers	END
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56	<i>Gadget Pool:</i> Variable Power Pool, 40 base + 20 control cost; Focus (all powers in Pool must have at least -¼ worth of this Limitation; -¼)	var
7	<i>Bulletproof Clothing:</i> Armor (3 PD/3 ED); IIF (-¼)	0
3	<i>Specs:</i> Nightvision; IAF (-½)	0
3	<i>Specs:</i> Infrared Perception (Sight Group); IAF (-½)	0
6	<i>Wristwatch Communicator:</i> HRRP; OIF (-½), Flashed As Sight And Hearing Group As Well As Radio Group (-½)	0

Perks

30	Contacts (throughout the underworld)
10	Money: Wealthy (\$5 million per year)

Talents

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

Skills

3	Bugging 14-
3	Computer Programming 14-
5	Cramming
3	Cryptography 14-
3	Deduction 14-
3	Demolitions 14-
3	Electronics 14-
6	Forgery (Documents, Money, Commercial Goods) 14-
3	High Society 13-
3	Inventor 14-
3	KS: The Superhuman World 14-
3	Lockpicking 12-
3	Mechanics 14-
3	Persuasion 13-
15	Power: Gadgeteering 20-
3	Security Systems 14-
3	Systems Operation 14-
9	Weaponsmith (all categories) 14-
3	Scientist
2	1) SS: Biology 14-
2	2) SS: Chemistry 14-
2	3) SS: Electronic Engineering 14-

2	4) SS: Mathematics 14-
2	5) SS: Metallurgy 14-
2	6) SS: Pharmacology/Toxicology 14-
2	7) SS: Physics 14-

Total Powers & Skills Cost: 221

Total Cost: 306

200+ Disadvantages

20	Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Psychological Limitation: Bitter Hatred Of Superheroes (Common, Total)
46	Experience Points

Total Disadvantage Points: 306

EXAMPLE POWERS FOR GADGET POOL

Class Ring Blaster: This weapon looks like an ordinary class ring — large, gold, a little gaudy, with a bright red stone in the center. But it's actually a powerful blaster (albeit one with limited range and energy).

Energy Blast 8d6 (40 Active Points); IIF (-¼), Limited Range (20"; -¼), 6 Charges (-¾). Total cost: 18 points.

Anaesthetic Gas Button: One of the buttons on Talos's labcoat or sweater sometimes conceals a short-range knockout gas projector.

Energy Blast 4d6, NND (defense is Life Support [Self-Contained Breathing]; +1) (40 Active Points); IAF (-½), No Range (-½), 4 Charges (-1). Total cost: 13 points.

Invisibility Field: Circuitry woven into Talos's clothes allows him to bend lightwaves around himself and become invisible for a short period of time.

Invisibility to Sight Group (20 Active Points); IIF (-¼), 12 Charges (-¼). Total cost: 13 points.

Protection Field: When superheroes threaten, Talos can activate this device, which projects an invisible defensive screen around his body.

Armor (12 PD/12 ED) (36 Active Points); IIF (-¼), 12 Charges (-¼). Total cost: 24 points.

Background/History: For the first time, everything was going perfectly in the life of Wayland Talos. Even though he was only in his early 30s, he'd founded a freelance technology design and consulting firm that was thriving. A year ago he'd married the woman of his dreams — Maria, beautiful Maria, who could see past his scrawny frame to the heart within. He woke up looking forward to every new and wondrous day.

And then the superheroes came and ruined it all.

Maria worked as an administrative assistant in one of those big office buildings downtown — he could never remember which one. Unfortunately, it was the one a group of terrorists chose to invade and take hostage. The Justice Squadron responded, expecting to end the standoff quickly... only to find the terrorists much better prepared, and much better armed, than expected.

The ensuing battle wrecked a huge section of the building, but only one life was lost — Maria's.

WAYLAND TALOS PLOT SEEDS

ARGENT decides Talos has become too much competition and needs to be eliminated. Rather than dirtying its own hands, it decides to trick the PCs into doing the job. Using contacts in the media, it begins playing up the PCs' public image, knowing this is bound to draw Talos's unfavorable attention — and that when he lashes out against them, the PCs will track him down and capture him. What will the heroes and Talos do when they discover ARGENT is playing them both for fools?

Talos teams with Teleios to create and equip clones of all the heroes. They plan to have the clones commit all sorts of high-visibility crimes, thus sully the PCs' names. When everyone's turned against the PCs and their lives are at the most miserable, Talos will order the clones to kill them.

After being diagnosed with terminal cancer, Talos decides to take Millennium City's heroes with him when he goes. He plans to build a massive "energy bomb" to level the city — but first he has to steal the parts he needs. Can the heroes figure out what's going on in time to stop him and save the city?



Heartbroken and in anguish, Talos was certain of one thing: if those “heroes” had just left well enough alone, his wife would still be alive.

Unable to stop bitterly brooding about the situation, Talos couldn’t concentrate on his work, and within a few months he’d lost all his contracts and his company — *another* thing to lay at the feet of these so-called “heroes”! They didn’t care about people like him; they just stomped around, fighting, not caring who got hurt in the process.

Determined to strike back at the heroes who’d hurt him, Talos began using his technological

expertise to design weapons and equipment for criminals, even supercriminals — anyone who’d go up against superheroes and hurt them.

In July 1992, when he heard the news about the Battle of Detroit, Talos rejoiced that so many heroes had died, not caring that sixty thousand other people lost their lives as well. For once, the heroes had gotten what was coming to them. But the idea of the Millennium Project incensed him. The touch of superheroes befouled the whole concept. It was their fault the city had to be rebuilt, their inspiration that gave rise to the whole “City of the Future” idea, their assistance that made it possible. The whole situation was intolerable.

Unwilling to let the heroes have free reign over an entire city, Talos packed up his shop and his few meager possessions and moved to Michigan. Soon the burgeoning Millennium City criminal element didn’t lack for equipment and high-tech weapons. Today, the underworld regards Talos as one of its best armorers, a man who helps it maintain parity in the face of the MCPD’s MARS units and high-tech gadgetry.

Personality/Motivation: Consumed by bitterness, anger, and even subconscious guilt at not having protected his own wife, Wayland Talos has spent decades lashing out at the people he deems responsible for all the misery in his life — superheroes, and by extension the public officials and authority figures who don’t stop them. But despite all his rationalizations, the truth is he’s a vicious, spiteful person who’s simply given in to an excuse to exercise his basest impulses. He likes poking society with a stick to watch it howl, and to see people suffer the kind of pain he’s suffered. Unable (or, more accurately, unwilling) to participate in the fun directly, he does so indirectly by supplying criminals and terrorists with weapons and technological services. Every time he hears about a villain using one of his weapons to hurt someone, he smiles, briefly... and then gets back to work.

Quote: “It’s a simple problem, really. But I have just the weapon to solve it for you.”

Powers/Tactics: Wayland Talos is basically a coward; he doesn’t like pain, and doesn’t want to fight anyone, superhuman or otherwise. He prefers to act from within the shadows and behind the scenes. But if forced into a confrontation, he usually has one or more disguised weapons on his person. He doesn’t like to carry guns, grenades, or other such ironmongery; he prefers the elegance of a blaster concealed in a piece of jewelry, or an invisibility field generator built seamlessly into his clothes.

Campaign Use: Wayland Talos gives you an easy way to provide criminals with the high-tech gadgets and weapons they need to commit their crimes. If the New Purple Gang needs a tunneling machine, Talos can build it. If VIPER wants to call in an outside consultant to improve its blasters, Talos is the man for the job.

Changing Talos’s power level typically involves altering his Gadget Pool: if you want him tougher, give him more points’ worth of gadgets; if you prefer to make him closer to a normal person, reduce the Pool to 30 or 20 points. You could also raise or lower his Skill rolls.

As a Hunter, Talos is vicious, spiteful, and cruel — but never directly involved. Rather than attack an enemy himself, he’ll hire a supervillain to do it for him, or give his customers discounts on weapons if they’ll attack his adversary with them.

Appearance: Wayland Talos looks like a kindly old man — greying hair, glasses, wearing plain sweaters (and sometimes a lab coat or work apron) — until you look at his eyes. Cold and cruel, filled with a bitterness and pain he gladly inflicts on the world whenever he can, they disturb anyone who gazes into them. Although soft-spoken, he has a knack for filling his words with biting malice and uncomfortable implications.

VECTOR				
Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
36	DEX	78	16-	OCV: 12/DCV: 12
25	CON	30	14-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
12	PD	8		Total: 12 PD (12 rPD)
12	ED	7		Total: 12 ED (12 rED)
10	SPD	54		Phs: 2,3,4,5,6,8,9,10,11,12
20	REC	22		
120	END	35		
35	STUN	0	Total Characteristics Cost: 277	
Movement:		Running: 6"/12" Flight: 30"/480" MegaFlight: 30 km/Phase		
Cost	Powers			END
131	Hyper-Flight: Multipower, 131-point reserve			
13u	1) Super-Flight: Flight 30", x16 Non-combat, No Turn Mode (+¼), Usable Underwater (+¼), Reduced Endurance (½ END; +¼)			6
13u	2) Machspeed Flight: Flight 30", MegaScale (1" = 1 km; +¼), No Turn Mode (+¼), Usable Underwater (+¼), Reduced Endurance (½ END; +¼)			6
200	Speedster Tricks: Variable Power Pool, 120 base + 60 control cost, Powers Can Be Changed As A Zero-Phase Action (+1); Only For Speedster Tricks (-½)			var
12	Friction Resistance: Damage Resistance (12 PD/12 ED)			0
45	Femtospeed Perception: Rapid (x1 quadrillion) for Normal Sight			0
Skills				
12	+4 with Speedster Tricks			
20	+4 DCV			
10	+2 HTH			
3	Acrobatics 16-			
3	Breakfall 16-			
3	Combat Piloting 16-			
3	KS: The Superhuman World 12-			
2	KS: The US Air Force 11-			
3	KS: World Aircraft 12-			
21	Power: Speedster Tricks 25-			
3	Stealth 16-			
3	TF: Combat Aircraft, Large Planes, Small Planes			
Total Powers & Skills Cost: 500				
Total Cost: 777				

200+ Disadvantages

- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
 20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill)
 15 Psychological Limitation: Selfish; Looks Out For Number One (Common, Strong)
 15 Psychological Limitation: Paranoid (Common, Strong)
 15 Psychological Limitation: Flamboyant Showoff (Common, Strong)
 5 Rivalry: Professional (with other speedsters, to prove himself the fastest)
 467 Experience Points

Total Disadvantage Points: 777

Background/History: Leonard Winston was a top Air Force combat pilot — the one the brass called on to test all the latest designs and classified projects. Brash and outgoing, he was a poor choice for top secret work when it came to security concerns... but he got away with his attitude and lax approach to discipline because there was no one who could fly planes the way he could.

During one particularly tricky test flight, Winston encountered an unexpected stormfront — one that had come seemingly out of nowhere, developing with such speed he couldn't avoid it. Before he knew it he was in the thick of the clouds and battling the bucking winds for his life. Suddenly his whole world came apart in a blinding flare of light, power, and pain.

The Air Force lost Winston on its radar shortly after he entered the clouds, and when even his static-filled radio transmissions ceased and the plane didn't re-appear, it sent out search parties to look for the wreckage. Eventually it found the debris from the plane... but no Winston. Utterly baffled by the situation, the USAF wrote him off as "missing in action and presumed dead."

But unfortunately for America and the world, he wasn't dead. A few days later an ultra-fast flying supervillain, one of the swiftest ever recorded, committed over a dozen crimes in the Chicago area... in the space of about five seconds. He called himself Vector and wore a costume, but an advanced bank security camera got a good enough shot of him for the authorities to identify him as Leonard Winston. That wasn't enough for either PRIMUS or UNTIL to catch him, though — he's too quick for that. Ever since then he's been a major thorn in the side of the law, having committed dozens of crimes and gotten away scot-free, and perhaps dozens more no one knows about because he moves so quickly. Some officials consider him a major threat to world security due to his power level, though he has yet to show an interest in anything beyond ordinary crime.

Personality/Motivation: Vector's always been flamboyant — a showoff and thrillseeker with a justified confidence in his abilities. Becoming a superhuman has only made this tendency worse, particularly when he's around other speedsters; many villains don't like to work with him be-

**VECTOR
PLOT SEEDS**

Vector issues an offer to the superhuman underworld: I'm selling insurance. You pay me \$10 million per year, and if you're ever caught by the law, I'll break you out, even from Stronghold. The authorities are worried that some super-crooks might take him up on his offer, and they're honestly not sure they can keep him from fulfilling his promise. The PCs have to catch him and convince him to rescind the offer... but how?

Vector challenges a PC speedster to a race around the world, to be moderated by a panel of three people jointly chosen by the two of them. If the PC wins, Vector will supply them with some crucial piece of information they've been seeking. But if Vector wins, the PC and his team have to agree to leave him alone — not investigate, pursue, or interfere with him in any way — for two years from the date of the race. Will the PC do it?

Vector comes to the PCs with the wild claim that "aliens from the Speed Zone" are planning to manifest in the normal-speed world and conquer it. It sounds ridiculous... but if it's true, the world is in serious danger. What do the heroes do?



cause they either (a) find his constant boasting and showing off annoying, (b) fear that his unprofessional attitude and conduct will compromise the job, or (c) both.

Since gaining his powers, Vector's also become a lot more self-centered, to the point of abandoning allies who need help because helping them would inconvenience him or expose him to capture. He can act like a normal guy when he has to, and sometimes he even wants to, but when it comes right down to it all he cares about is himself.

But the accident that turned Leonard Winston into Vector did more than just exacerbate existing personality traits. It also made him edgy and paranoid — fearful that people are spying on him, out to get him, or hiding things from him. For example, it's commonly believed that he got his powers when the experimental plane he was flying was struck by a particularly powerful lightning bolt, and some analyses of data gathered on him remotely tend to support that theory. Vector used to believe it too, but in recent years he's begun to wonder. Could a simple lightning bolt *really* change him that way? And that storm came up on him *really* sudden. Could it have been... aliens? Is he a guinea pig for some experimental alien ray? If so, which aliens was it, and what do they really want with him? Thoughts like this often keep him up at night.

Quote: "Oh, sure, I do that and then you hit me from behind. You're going to have to think faster than that to catch the fastest man alive!"

Powers/Tactics: Capable of attaining speeds of nearly 2,000 miles per hour under combat conditions, and up to about 56,000 miles per hour when he wants to *really* move, Vector is one of the fastest beings on the planet — and he knows it. He takes full advantage of his speed in combat by running rings around his foes to show just how good he is. He likes to start with a flashy but not overly effective attack, such as a Multiple Move By powerful enough to Stun but not Knock Out his enemies. He follows that up with a Presence Attack, and if he still encounters resistance he opens up with everything he's got.

Vector burns END at a high rate — even if he does nothing but move every Phase, he spends 60 END a Turn — so keep a careful eye on his END. He often uses a Phase or two every Turn, especially in Segments 9 and 11, to take a Recovery. If he can, he buys the Speedster Tricks in his Power Pool with Reduced END to further cut down on END usage.

At times Vector uses his Flight to mimic Running — he moves along the ground in such a way that it looks like he's using his legs to move. He particularly enjoys using this trick on people he's never encountered before so he can see the looks on their faces when he suddenly soars into the sky.

Campaign Use: Vector is a classic speedster — incredibly fast and agile, highly experienced at using his super-speed in a wide variety of ways. He just flies instead of runs (most of the time). He should pose a challenge for your PCs all by himself (never mind when he's part of a team); if he's not that tough yet, beef him up until he is.

To make Vector more powerful, increase the size of his Variable Power Pool, increase his SPD right up to 12, give him more END or Combat Skill Levels, and/or let him buy some basic Speed Zone powers outside his VPP. To weaken him, reduce his VPP and SPD until he's a tough speedster for your campaign, but not necessarily the toughest.

Vector isn't much of a Hunter. He's got better things to do than chase after some slowpoke superhero — catching and humiliating guys like that is just too easy. But if someone made him mad enough, he might come looking for revenge, making full use of his powers to turn his enemy's life into a living hell.

Appearance: Leonard Winston is a black male who's six feet tall and weighs about 220 pounds with a firm, muscular build. He's bald and cleanshaven. As Vector he wears a skintight bodysuit in dull gold with no gloves. It ends at the neck, in turtleneck-like fashion; to conceal his identity he wears a sort of dull gold domino mask over his eyes. His boots have reinforced soles to withstand the friction he creates when he uses his flying powers to emulate running.

VIXEN				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
20	CON	20	13-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
18	COM	4	13-	
6	PD	3		Total: 14 PD (8 rPD)
6	ED	2		Total: 14 ED (8 rED)
6	SPD	27		Phases: 2, 4, 6, 8, 10, 12
7	REC	0		
40	END	0		
30	STUN	2	Total Characteristics Cost: 121	
Movement:		Running: 9"/18" Swinging: 15"/30"		
Cost	Powers			END
	Martial Arts: Karate			
	Maneuver	OCV	DCV	Notes
4	Atemi Strike	-1	+1	2d6 NND(1)
4	Block	+2	+2	Block, Abort
4	Disarm	-1	+1	Disarm, 25 STR
4	Dodge	+0	+5	Dodge all at- tacks, Abort
3	Legsweep	+2	-1	4d6; Target Falls
4	Punch/			
	Snap Kick	+0	+2	5d6 Strike
5	Side/Spin Kick	-2	+1	7d6 Strike
16	Armored Costume: Armor (8 PD/8 ED); OIF (-½)			0
6	Fast Runner: Running +3" (9" total)			1
7	Swingline: Swinging 15"; OAF (-1)			1
18	Intangibility: Desolidification (affected by magic); Extra Time (takes a Full Phase to activate, and a Half Phase Action to maintain each Phase it's in use; -¾), In- creased Endurance Cost (x2 END; -½)			8
	Perks			
10	Money: Wealthy			
	Skills			
20	+2 Overall			
3	Acrobatics 14-			
3	Acting 13-			
3	Breakfall 14-			
3	Bribery 14-			
3	Climbing 14-			
3	Contortionist 14-			
3	Conversation 13-			
1	Electronics 8-			
2	Gambling (Card Games) 12-			
3	High Society 13-			
2	KS: Art History 11-			
2	KS: Gems And Jewelry 11-			
2	KS: VIPER 11-			
1	Language: French (basic conversation; English is Native)			
3	Lockpicking 14-			
3	Persuasion 13-			
2	PS: Appraisal 11-			

- 2 PS: Thief/Cat Burglar 11-
5 Security Systems 13-
3 Seduction 13-
3 Sleight Of Hand 14-
3 Stealth 14-
3 Streetwise 13-
1 Systems Operation 8-
2 WF: Small Arms

Total Powers & Skills Cost: 169

Total Cost: 290

200+ Disadvantages

- 20 Hunted: VIPER 8- (Mo Pow, NCI, Kill)
20 Psychological Limitation: Determined To Destroy VIPER (Common, Total)
20 Psychological Limitation: Code Versus Killing (Common, Total)
15 Psychological Limitation: Greedy (Common, Strong)
15 Social Limitation: Secret Identity (Victoria Randolph) (Frequently, Major)

Total Disadvantage Points: 290

Background/History: Like many little girls, Vicky Randolph grew up idolizing her father. Unlike most little girls, her father was a cat burglar. As she got older, she begged him to teach her the "family trade." Reluctant at first, but seeing the benefits to having a partner, he finally agreed. Soon the father-and-daughter team was pulling down major scores in American and Europe.

Then they made a mistake: they took a job for VIPER. They knew it was a risk, but the money involved was too good to pass up. After they did the job, the snakes paid up... but in blood, not money. Not wanting to have any loose ends that might cause trouble later, VIPER took Victoria and her father captive and used them to test an experimental teleportation device. VIPER's scientists predicted there was only a 16.37% chance the subjects would survive. Sure enough, when the agents opened the door to the teleportation chamber, there was nothing left but a pile of organic dust that used to be two living human beings.

Or actually *one* living human being. For some reason, the device hadn't worked on Victoria's father, but it had worked on her. With a flash of blue-white light and a split-second of agonizing pain she found herself several miles away. Not being one to look a gift horse in the mouth, she fled and went into hiding. She soon discovered through the underworld grapevine that VIPER thought she, like her father, was dead.

And that wasn't the only thing she discovered. A few days after her miraculous escape, she learned the teleporter had... altered her somehow. She could walk through walls! It wasn't easy, and it tired her out quickly, but it was still amazing. And she seemed faster and more dexterous, too. Now she could become the most successful cat burglar ever!

But she decided she had other things to do, too. There was the little matter of revenge. VIPER had kidnapped her and killed her father, so she was determined to destroy the organization. Wanting to keep the secret of her survival

VIXEN PLOT SEEDS

The classic Vixen plot #1: Vixen's got another one of her revenge schemes against VIPER in the works. The PCs suspect that the end result might cause as much harm as good, so they have to figure out what she's up to and stop it (or change it so that only VIPER gets hurt).

The classic Vixen plot #2: Vixen begins stealing a lot of seemingly unrelated objects. The heroes have to track her down, capture her, and find out what's going on. When they do capture her, they may find out she's being blackmailed into doing the jobs, or that she's unaware of their true significance.

Vixen vanishes. The PCs soon begin to suspect that VIPER may have caught up with her at long last. If so, her death will be neither slow nor pleasant. Can they track her down and rescue her before the snakes kill her?



from VIPER as long as possible, she created the costumed identity of *Vixen* and embarked on a career of thievery and snake-baiting.

Personality/Motivation: Compared to most of the villains the heroes fight, Vixen is pretty admirable. Sure, she's greedy, and she doesn't have much respect for the property of others, but she has no interest in hurting anyone (well, anyone not associated with VIPER, anyway). From some perspectives her crusade against VIPER might even make her seem like a quasi-hero, but her unreasoning hatred for the organization could easily push her to do things that she'd otherwise never consider, like putting lives at risk.

When dealing with people she likes but doesn't necessarily trust or want to let get too close to her (*i.e.*, the PCs), Vixen tends to adopt a sort of "flirtatious" attitude (at least toward the men). She finds this puts people off-guard and gives her an advantage. When flirting, she often adopts a slight Southern accent and refers to the people as "sugar."

Quote: "Now, sugar, I hope you didn't think even you could catch me that easy."

Powers/Tactics: Compared to an average person, Vixen is quite competent: She's fast, agile, skilled, and knows karate. But she's gotten the idea in her head that being able to become intangible for a few seconds makes her a "superhuman" on par with the likes of the Champions, which just isn't so. In a superbattle she's likely to find herself in over her head pretty quickly if she doesn't watch what she's doing.

Campaign Use: Vixen is intended as a quasi-ally and perhaps even potential romantic interest for your heroes more than a true supervillain. While she is a thief with an overwhelming love of the finer things in life, she's not evil and could definitely be redeemed... with the help of the right hero, of course! Overcoming her desire for revenge against VIPER might be harder, but it would be possible to channel it so that she's not so reckless or unconcerned with the consequences of her schemes against the snakes.

To make Vixen more powerful, remove the Limitations on her Desolidification, and perhaps give her some related powers (such as DCV Combat Skill Levels defined as "blink Desolidification"). To weaken her, reduce her DEX to 20 and SPD to 5, and get rid of her Overall Levels.

Appearance: Victoria Randolph is a white woman, 5'10" with an attractive, well-developed figure. Her shoulder-length hair is chestnut brown, her eyes green, and her face pretty enough to have graced the covers of a thousand magazines had she chosen to become a fashion model. As Vixen she wears a reddish-orange (*i.e.*, fox-colored) bodystocking with reddish-brown gloves, boots, and flared domino-style mask.

DER WESTGOTE — THE VISIGOTH

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
24	DEX	42	14-	OCV: 8/DCV: 8
30	CON	40	15-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
25	PRE	15	14-	PRE Attack: 5d6
14	COM	2	12-	
25	PD	13		Total: 25 PD (20 rPD)
25	ED	19		Total: 25 ED (20 rED)
6	SPD	26		Phases: 2, 4, 6, 8, 10, 12
30	REC	24		
60	END	0		
60	STUN	0		Total Characteristics Cost: 267

Movement: Running: 13"/26"
Leaping: 20"/40"

Cost Powers

Martial Arts: Brick Tricks

	Maneuver	OCV	DCV	Notes	END
4	Bearhug I	+0	+0	16d6 Crush, Must Follow Grab	
4	Big Push	+0	+0	75 STR to Shove	
4	Break Free	+0	+0	75 STR vs. Grabs	
5	Fist-Grab	+1	+1	Grab One Limb, Block	
3	Grab	+0	-1	Grab Two Limbs, 70 STR for holding on	
4	Punch	+2	+0	14d6 Strike	
4	Slam	-1	-1	14d6 Strike; Grab Two Limbs; Target Falls	
3	Tackle	+0	-1	12d6 +v/5 Strike; You Fall, Target Falls; FMove	
4	Toughness	+2	+2	Block, Abort	
30	<i>Rending And Tearing:</i> HKA 3d6 (6d6 with STR); Increased Endurance Cost (x2 END; -½)				8
20	<i>Super-Tough Skin:</i> Damage Resistance (20 PD/20 ED)				0
4	<i>Super-Physiology:</i> Life Support (Extended Breathing: 1 END per 20 Minutes)				0
10	<i>Super-Physiology:</i> Life Support (Immunity: all terrestrial poisons and chemical warfare agents)				0
14	<i>Super-Strong Legs:</i> Running +7" (13" total)				1
8	<i>Super-Strong Legs:</i> Leaping +8" (20" forward, 10" upward)				1
14	<i>Rapid Healing:</i> Healing 2d6 (Regeneration; 2 BODY/Turn), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time (1 Turn; -1¼)				0

Perks

- 7 Contact: Fiacho 11- (extremely useful Skills and resources, significant Contacts of his own, good relationship)
30 Contacts: 30 more points' worth of Contacts in the European and American underworlds
5 Money: Well Off

Skills

- 20 +4 HTH
1 Computer Programming 8-
4 Gambling (Card Games, Dice Games) 13-
3 AK: Europe 13-
2 CK: Berlin 11-
1 KS: Art History 8-
1 KS: The Espionage World 8-
2 KS: European Politics 11-
1 KS: History 8-
2 Language: English (fluent conversation; German is Native)
1 Language: French (basic conversation)
1 Language: Russian (basic conversation)
7 Power: Brick Tricks 16- (DEX-Based)
3 Stealth 14-
3 Streetwise 14-
3 Tactics 13-
2 WF: Small Arms

Total Powers & Skills Cost: 234

Total Cost: 501

200+ Disadvantages

- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
25 Hunted: UNTIL 11- (Mo Pow, NCI, Capture)
5 Hunted: Eurostar 8- (Mo Pow, Watching)
20 Psychological Limitation: Utterly Amoral (Common, Total)
15 Psychological Limitation: Overconfidence (Very Common, Moderate)
10 Reputation: dangerous, vicious supervillain, 8- (Extreme)
15 Social Limitation: Secret Identity (Rudolf Eberhardt) (Frequently, Major)
201 Experience Points

Total Disadvantage Points: 501

Background/History: Born and raised in Germany, Rudolf Eberhardt can barely remember a time when he wasn't stronger and tougher than normal. Even as a child he could easily bully his playmates, and by the time he turned 13 he was obviously superhumanly strong. His parents kept trying to convince him to hide his abilities and only use them responsibly to help people, but he thought they were idiots. Why shouldn't he use his strength to get anything he wanted? When he robbed a bank at 15 and they started to call the police on him, he killed them both and left home, never looking back.

He spent the next ten years in the European underworld, making a reputation for himself as a super-strong, super-ruthless criminal who'd take any sort of job if the money was right or the thrills were there. Along the way he murdered over two

VISIGOTH PLOT SEEDS

Eurostar decides to flex its new muscles and launches a new wave of crime and terror with der Westgote at the forefront. The plan is to pick one famous monument in the capital city of the major European nations and destroy it. The heroes have to figure out where der Westgote and his teammates will strike next and stop them before they ruin more of humanity's heritage.

An American criminal organization (a VIPER Nest, perhaps) hires der Westgote to come to the United States and kill the PCs.

The heroes encounter der Westgote guarding what appears to be a simple, and not very profitable, smuggling organization. What's *really* going on?



dozen people, including several women. He was captured by UNTIL twice, but found a way to escape both times. In his late 20s he journeyed to America for the first time and committed some crimes there as well, but he's shown a marked preference for staying in Europe since then.

In 2002, der Westgote made some political comments in an interview with an underground journalist. Fiacho, leader of Eurostar, read the interview and approved of what the self-styled "Visigoth" had to say. He tracked the feared brick down and had a discussion with him. The two have maintained a cordial, if wary, relationship, mostly based around meeting in obscure taverns late at night to discuss politics and drink. Fiacho introduced him to the rest of Eurostar as well, and except for Durak they all seemed to get along with him, so in 2005 Fiacho offered him a position on the team, which he accepted.

Personality/Motivation: The Visigoth is utterly amoral, a true sociopath who cares about no one and nothing except himself and his own personal gratification. He doesn't feel the slightest shred of guilt about committing robbery, murder, and acts of terrorism — as long as he enjoys himself and gets what he wants, that's all that matters. He's interested in politics, art, and history, but only in a superficial way compared to the likes of Fiacho and Mentalla; he mainly pays attention to intellectual subjects so he can "look smart" in the company of others.

Quote: "All right, it's your funeral."

Powers/Tactics: The Visigoth is an immensely strong brick, though he's not quite as resilient as many superhumans with similar levels of STR. (On the other hand, he heals very quickly, and it's extraordinarily difficult to keep him unconscious.) What makes him dangerous as a fighter is that he doesn't just punch people and throw heavy objects. He's taught himself how to use his super-strength effectively in combat, as reflected by his *Brick Tricks* Martial Arts. (He also has the *Brick Tricks* Power Skill, and can use it occasionally to perform some of the abilities listed in *The Ultimate Brick*, if the GM permits.)

In battle, the Visigoth usually opens up with a few straightforward punches to find out just how much damage his opponent can take. If that's not enough to end the battle, he'll switch to Martial Maneuvers (particularly Bearhug I) or his *Rending And Tearing* ability. He enjoys showing off his strength by doing something flashy (especially a Fist-Grab maneuver) and then making a Presence Attack.

Campaign Use: Der Westgote isn't quite as "butch" as many other bricks. What sets him apart from other super-strong characters is that he's smart. While his sociopathy compromises his intelligence at times, he knows how to fight cleverly and with tactical insight... and when it's time to retreat and live to fight another day. Don't play him as another ordinary knock-down-drag-out punching brick; showcase his ability to fight intelligently.

To make the Visigoth tougher, increase his defenses a bit, and perhaps give him a small Multipower of "brick trick" powers. If he's too tough, reduce his STR to 50, his SPD to 5, his REC to 20, and his related abilities proportionately.

Der Westgote definitely holds grudges; it wouldn't take much for him to start Hunting a hero. But if he does, he'll do so casually (rarely on more than an 8-); he prefers to take advantage of opportunities that come his way (or that he can easily set up) rather than deliberately stalking someone for a long period of time.

Appearance: The Visigoth is a handsome German man in his late 20s. He's extremely muscular, but not nearly as much so as a typical Champions Universe brick — he looks more like a bodybuilder than a superhumanly strong person. He wears his wavy blonde hair at shoulder length, and his eyes have a gleam of malicious cleverness to them. He doesn't have a costume like most supervillains do; typically he wears black boots and pants, a tan or brown shirt (often with the topmost three or four buttons undone), and sometimes black fingerless gloves.

WHITE RHINO

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 12.5 tons; 10d6 [5]
22	DEX	36	13-	OCV: 7/DCV: 7
35	CON	50	16-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack 4d6
12	COM	1	11-	
30	PD	20		Total: 20 PD (20 rPD)
30	ED	23		Total: 20 PD (20 rPD)
5	SPD	18		Phases: 3, 5, 8, 10, 12
17	REC	0		
70	END	0		
63	STUN	0		Total Characteristics Cost: 218

Movement: Running: 12"/24"
Leaping: 10"/20"

Cost Powers **END**

18	<i>Horns:</i> HA +6d6, Reduced Endurance (0 END; +½); Hand-To-Hand Attack (-½), Only Works With Move Throughs (-1)	3
15	<i>Toughness:</i> Hardened (+¼) for 30 PD/30 ED	0
37	<i>Toughness:</i> Damage Resistance (30 PD/30 ED), Hardened (+¼)	0
24	<i>Rhino Resilience:</i> Knockback Resistance -12"	0
10	<i>Mystic Protection:</i> Power Defense (10 points)	0
19	<i>Mystic Protection:</i> Life Support (Self-Contained Breathing; Safe Environment: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum)	0
12	<i>Rhino's Speed:</i> Running +6" (12" total)	1
4	<i>Burst Of Speed:</i> Running +8" (20" total); Increased Endurance Cost (x7 END; -3)	14
30	<i>Luck Of The White Rhino:</i> Luck 6d6	0

Perks

20	Contacts: 20 points' worth throughout Central Africa
2	Reputation: protector of Central Africa and friend to its people (among some inhabitants of Central Africa) 11-, +2/+2d6

Talents

40	<i>Protector Of Central Africa:</i> Danger Sense (general area [central Africa], any danger, sense) 14-
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Skills

15	+3 HTH
4	+2 OCV with Move Through
3	Climbing 13-
5	AK: Central Africa 14-
2	KS: African History 11-
2	KS: Central African Flora And Fauna 11-
1	Language: English (basic conversation; Swahili is Native)
9	Power: Brick Tricks 16- (DEX-Based)
3	Streetwise 13-
3	Trading 13-

Total Powers & Skill Cost: 278**Total Cost: 496****200+ Disadvantages**

15	Enraged: if takes BODY damage (or 30+ STUN in a single blow) (Uncommon), go 11-, recover 11-
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Hunted: VIPER 8- (Mo Pow, NCI, Kill)
20	Psychological Limitation: Must Protect Central Africa (Common, Total)
15	Psychological Limitation: Greedy (Common, Strong)
15	Social Limitation: Secret Identity (Lucas Kintebe) (Frequently, Major)
191	Experience Points

Total Disadvantage Points: 496

Background/History: Lucas Kintebe was born into a poor family in Uganda. He began stealing almost as soon as he was old enough to walk, and by the time he was a teenager he was an accomplished thief. It wasn't a very good living, though, and he constantly yearned for something better.

One day he got a tip from a friend about the security guard schedules at a local museum. Thinking this might be his big break, he planned carefully and slipped into the museum at just the right moment. He stole a bagful of the most valuable, easily-carried art objects and treasures he could find, then made his escape.

When he examined his loot, one item — an amulet depicting the legendary white rhino, harbinger of good fortune — really intrigued him. On a lark, he put the amulet on. Without warning it began to tingle, and then it *merged* with his flesh, sinking into his body. He screamed and fell unconscious.

When he awakened, he wasn't human anymore. He looked like some strange cross between a rhino and a man, with thick, knobbly whitish skin covering his body and two horns growing out of his head. One look at himself and he fainted dead away.

This time when he awoke, he was his old, normal self again. After a little bit of concentration, he discovered he could change between one form and the other at will. And in his rhino-man form, he was super-strong! He spent the next week on a crime spree, smashing his way into banks and stores and taking all the money he could get his hands on...

...and then, just as he was planning another job, he got this strange feeling that *something* was wrong in the countryside to the north. Unable to shake the feeling, he headed that way to find out what was going on. He discovered an unscrupulous diamond mining company exploiting its workers and polluting the river. Enraged, he transformed into his White Rhino form (as he now called it), smashed the company's facility into rubble, and gave all the money and raw diamonds he found in the company's safe to the workers.

Since then, the White Rhino's led a sort of double existence. Most of the time he's just a superpowered Lucas Kintebe, with all of his ordinary

**WHITE RHINO
PLOT SEEDS**

White Rhino smashes a ring of poachers who were secretly working for Joseph Otanga to obtain certain "supplies" he needed for some mystic rituals. The enraged Otanga wants to get rid of him forever... but decides to trick the PCs into doing the job instead of sullying his own hands.

White Rhino takes a job in America that pays a lot of money, but ends up captured and put in Stronghold. Then he feels a tremendous threat to central Africa, and appeals to the PCs to (a) convince his jailors to release him, and (b) help him save his people and homeland.

VIPER has a lot of interests in Africa, and some of them may threaten the central part of the continent. This, naturally, would bring it into conflict with White Rhino. Preferring to eliminate the problem in advance, VIPER manipulates the PCs into battling him.



greed and criminal tendencies. But when a threat to central Africa or her people arises, he feels an irresistible compulsion to use his powers to help out and right the wrong, often playing “Robin Hood” in the process. He’s become a hero to many Africans, and a despised criminal to others.

Personality/Motivation: Gaining superpowers didn’t change Lucas Kintebe’s personality much. He’s greedy and cares nothing for laws or morals; if he wants something valuable, he finds a way to take it. Becoming White Rhino allows him to steal things he never could have before, and he loves that. He usually works by himself, but has no trouble teaming up with other villains or working for a master villain. While he doesn’t mind a good fight, he’s not cruel or murderous, and won’t work with people who are overly violent. He’d fit in well with GRAB.

But the White Rhino powers come with a solemn, unavoidable obligation to protect the central region of Africa (roughly, south of the Sahara to about the twelfth parallel below the equator). If something threatens the region, its people, or its environment, the mystic source of his powers compels him to investigate and resolve the situation. It doesn’t care *how* he resolves it, as long as the threat vanishes. Lucas has tried to resist the compulsion a time or two, but has never succeeded. It’s reached the point where he sort of enjoys the accolades he receives for his heroic actions, so he doesn’t normally fight the mystic impulse anymore.

Quote: “I want that necklace, and you’re not gonna stop me. Comin’ through!”

Powers/Tactics: White Rhino isn’t exactly the world’s greatest tactician. He has two basic attacks: the Punch; and the Move Through (the latter usually involving his Burst Of Speed ability). Which one he uses typically depends on whether he’s in HTH Combat range with his target or not. Sometimes he throws a Grab into the mix as well. A little bit of training with a skilled tactician would expand his range of fighting skills considerably.

White Rhino possesses a few abilities most bricks don’t because of his role as the protector of central Africa. He can sense danger to the area (or large numbers of people within it), and has a certain degree of resistance to mystic attacks (and related powers). Most importantly, the fates watch out for him; the GM should make frequent use of his Luck (though the GM should consider removing a die or two of Luck when White Rhino’s outside of his home territory). Furthermore, he has a good reputation among many central Africans, and can often count on their help and support.

Campaign Use: White Rhino presents an interesting contrast around which the GM can spin stories. By inclination he’s a thief and robber, more than willing to use his super-strength for personal gain. But he’s also central Africa’s protector. What happens when his two Psychological Limitations come into conflict? Is it possible to appeal to his better nature and turn him into a true hero?

To make White Rhino tougher, give him some “brick trick” powers and other abilities — or, to make him more distinctive, give him more mystic powers related to his role as protector of central Africa but which don’t necessarily have anything to do with being super-strong (for example, the ability to summon and control rhinos). To weaken him, reduce his defenses and other Characteristics a little.

White Rhino won’t Hunt characters normally; there’s no profit in it. However, if someone repeatedly or persistently threatens central Africa, he may find himself compelled to pursue and destroy the wrongdoer.

Appearance: In his superhuman form, White Rhino resembles a cross between man and rhino: he stands on two massively-muscle legs and has two equally muscular arms, but his face is rhino-like and he has two horns (a large one in front, and a smaller one behind, like those of a rhino) projecting from his forehead. His skin is thick and knobby like a rhino’s, but it’s got a distinctively pale, almost white, coloration (hence his name). He wears a sort of loincloth-like garment around his waist, but no other clothes.

As Lucas Kintebe, White Rhino is a fairly handsome African black male of average height and a relatively muscular build (but not noticeably so). He wears the nicest clothing he can find and afford; his transformation from human into rhino-human form has an unfortunate tendency to tear apart whatever he’s wearing at the time.